

Code Monkey "Mike"

1 2



Employee - DEV

2

When played:

you may return one of your employees to your hand.
This ability can't target outsourced developers.

*"Good code documents itself?" So that's why
we have to write so much documentation...*

Code Monkey "Mike"

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we have to write so much documentation...*

Ambitious Apprentice

1



Employee - DEV

0

Playing and transferring knowledge cards on this
developer costs (2) less.

Testing in production works better than coffee!

Ambitious Apprentice

1



Employee - DEV

0

Playing and transferring knowledge cards on this
developer costs (2) less.

Testing in production works better than coffee!

The Assertive CTO

1 2 3 4 5



Employee - DEV

4

When played:

draw a card. **If the drawn card is a developer:**
you may play it this turn for (0).

Premature optimization is the root of all evil.

Copy Paste Developer

1



Employee - DEV

2

When played:

your other developers get (1) burnout point.

Ctrl C + Ctrl V. Commit. Done!

Copy Paste Developer

1



Employee - DEV

2

When played:

your other developers get (1) burnout point.

Ctrl C + Ctrl V. Commit. Done!

Downer Dave

1 2 3



Employee - DEV

1

When played:

add (1) burnout point to an opponent's employee.

Have you tried turning it off and on again?

Downer Dave

1 2 3



Employee - DEV

1

When played:

add (1) burnout point to an opponent's employee.

Have you tried turning it off and on again?

Database Developer

1 2 3 4

**When played:**

draw (2) cards. For any action card drawn this way: you can play it this turn for (0).

Drop database? I meant drop the bass!

Database Developer

1 2 3 4

**When played:**

draw (2) cards. For any action card drawn this way: you can play it this turn for (0).

Drop database? I meant drop the bass!

BI Developer

1 2 3

**When played:**

draw a card. If the drawn card is a knowledge card: you can play it this turn for (2) less.

Let's go to the Foo Bar!

BI Developer

1 2 3

**When played:**

draw a card. If the drawn card is a knowledge card: you can play it this turn for (2) less.

Let's go to the Foo Bar!

Full Stack Ninja

1 2 3 4



Playing and transferring knowledge cards on this developer costs (2) less.

I know HTML, CSS and some Minecraft Development.

Full Stack Ninja

1 2 3 4



Playing and transferring knowledge cards on this developer costs (2) less.

I know HTML, CSS and some Minecraft Development.

QA Wizard Engineer

1 2 3

**While in play:**

your developers cost (1) less.

Deleting cookies is an important part of my job.

QA Wizard Engineer

1 2 3

**While in play:**

your developers cost (1) less.

Deleting cookies is an important part of my job.

Senior Backend Developer

1 2 3 4

**When played:**

look at the top (5) cards of the deck and draw (2) of them. Put the rest on the bottom of the deck.

Deploy on Friday, they said. It'll be fun, they said.

Senior Backend Developer 1 2 3 4



Employee - DEV

2

When played:

look at the top (5) cards of the deck and draw (2) of them. Put the rest on the bottom of the deck.

Deploy on Friday, they said. It'll be fun, they said.

Junior Backend Developer 1 2



Employee - DEV

1

When played:

look at the top (3) cards of the deck and draw one of them. Put the rest on the bottom of the deck.

Normally I miss deadlines like a stormtrooper misses Jedi.

Junior Backend Developer 1 2



Employee - DEV

1

When played:

look at the top (3) cards of the deck and draw one of them. Put the rest on the bottom of the deck.

Normally I miss deadlines like a stormtrooper misses Jedi.

Research Engineer 1 2



Employee - DEV

2

When played:

look at the top (3) cards of the deck and put them back in any order.

Research is what I'm doing when I don't know what I'm doing.

Research Engineer 1 2



Employee - DEV

2

When played:

look at the top (3) cards of the deck and put them back in any order.

Research is what I'm doing when I don't know what I'm doing.

Lead Developer 1 2 3 4 5



Employee - DEV

5

While in play:

transferring knowledge between developers costs you (2) less.

In order to understand recursion, one must first understand recursion.

Lead Developer 1 2 3 4 5



Employee - DEV

5

While in play:

transferring knowledge between developers costs you (2) less.

In order to understand recursion, one must first understand recursion.

Intern 1



Employee - DEV

1

...

I have no idea what I'm doing

Intern 1



Employee - DEV

1

...

I have no idea what I'm doing

Shy Frontend Developer

1 2



Employee - DEV

1

Pay (x):

this developer gains (x) efficiency until the end of your turn.

Working overtime again?

Office Manager

1 2 3



Employee - HR



When played:

remove (1) burnout point from all your employees.

At the end of your turn: draw a card.

Entry level positions require 2 years of experience?

Office Manager

1 2 3



Employee - HR



When played:

remove (1) burnout point from all your employees.

At the end of your turn: draw a card.

Entry level positions require 2 years of experience?

Rockstar Recruiter

1 2 3



Employee - HR



When played:

if an opponent has (4) or more employees:
take over a target employee.

At the end of your turn: draw a card.

I'm not stalking you. It's social research.

Rockstar Recruiter

1 2 3



Employee - HR



When played:

if an opponent has (4) or more employees:
take over a target employee.

At the end of your turn: draw a card.

I'm not stalking you. It's social research.

Undercover HR Agent

1 2 3



Employee - HR



Once a turn you may pay (1):

declare a coin flip. If you win: **take over a target employee.** **Before the coin flip** any opponent may pay you (3) to counter this ability.

Our new employee used to write spaghetti code for a big pasta company.

Undercover HR Agent

1 2 3



Employee - HR



Once a turn you may pay (1):

declare a coin flip. If you win: **take over a target employee.** **Before the coin flip** any opponent may pay you (3) to counter this ability.

Our new employee used to write spaghetti code for a big pasta company.

The Nice HR Lady

1 2



Employee - HR



At the end of your turn: draw a card.

It's nice to be important, but it's important to always be nice.

The Nice HR Guy

1 2



Employee - HR



At the end of your turn: draw a card.

I love it when someone insults me. That means that I don't have to be nice anymore.

Scrum Master

1 2 3 4



Employee - Agile Coach

+1

When played:

draw a card for each developer you control.

While in play: your developers have efficiency +1.

If you can't convince them, confuse them.

Scrum Master

1 2 3 4



Employee - Agile Coach

+1

When played:

draw a card for each developer you control.

While in play: your developers have efficiency +1.

If you can't convince them, confuse them.

Clean code

1



Knowledge

+2

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

It is not enough for code to work.

Design patterns

1 2



Knowledge

+3

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

A design that doesn't take change into account risks major redesign in the future.

Defensive programming

1



Knowledge

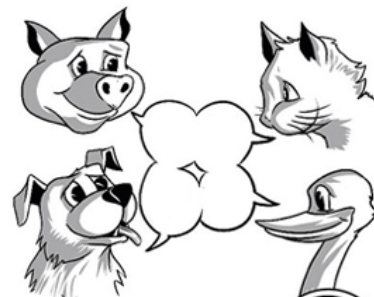
+2

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

The only defense against the world is a thorough knowledge of it.

Polymorphism

1



Knowledge

+2

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

Inheritance is the object-oriented way to become wealthy.

TDD

1 2 3 4



Knowledge

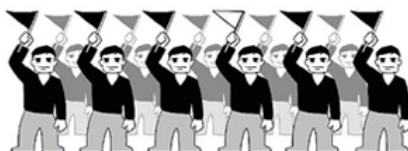
+5

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

Test first, debug later.

Unit tests

1 2 3



Knowledge

+4

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

If you don't know the purpose of the test, you are free to delete it.

SOLID

1 2



Knowledge

+3

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

Knowledge is power.

Version control

1



Knowledge

+2

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

In case of fire: commit, push and leave the building!

Domain knowledge

1 2 3



Knowledge

+4

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

If you're the smartest person in the room, you're in the wrong room.

Dependency injection

1 2



Knowledge

+3

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

Now we can write sweet tests for our Cookie class!

Debugging

1 2



Knowledge

+3

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

Some bugs in our backlog transformed into awesome features!

Continuous integration

1 2 3



Knowledge

+4

Attach this card to one of your developers to improve their efficiency. Knowledge can be transferred to another developer by paying its play cost.

Today we will introduce you to MR. Jenkins!

Outsourcing

1 2



Action Card



Take over a target employee until the start of your next turn. The opponent gets the resources you paid for this card.

I used to outsource all my homework to someone from another country.

Outsourcing

1 2



Action Card



Take over a target employee until the start of your next turn. The opponent gets the resources you paid for this card.

I used to outsource all my homework to someone from another country.

Investor

0



Action Card



You get (2) additional resources. Playing this card costs (0).

Sometimes all you need is a million dollars.

Investor

0



Action Card



You get (2) additional resources. Playing this card costs (0).

Sometimes all you need is a million dollars.

Investor

0



You get (2) additional resources.
Playing this card costs (0).

Sometimes all you need is a million dollars.

Investor

0



You get (2) additional resources.
Playing this card costs (0).

Sometimes all you need is a million dollars.

Head Hunter

1 2 3 4 5



Take over a target employee.
The opponent can pay you (5) to counter this card.

Don't sell yourself short, my friend.

Coffee machine

1 2



You get (1) project point for every developer you control. All your employees lose (1) burnout point.

Let's turn caffeine into code!

Get away from it all

1 2 3



All your employees lose (1) burnout point and they don't get any burnout points at the end of this turn.

I need a six month vacation, twice a year.

Get away from it all

1 2 3



All your employees lose (1) burnout point and they don't get any burnout points at the end of this turn.

I need a six month vacation, twice a year.

Crunch Time

1 2



You get (2) project points for every developer you control. At the end of your turn every developer you control gets (1) burnout point.

Work-life balance? What's that?

Technical debt

1 2 3 4



Shuffle all employees and their knowledge into the deck.

Are you brave enough to touch the ancient legacy code?

Monster Bug

1 2 3



All opponent employees get (1) burnout point.

It's not a bug, it's a feature.

Monster Bug

1 2 3



All opponent employees get (1) burnout point.

It's not a bug, it's a feature.