

# IT Startup – Office Lockdown

## Print & play prototype v4

(you can find the PnP cards on pages 2-12 of this PDF file)

### Rulebook:

download the current version of the rulebook PDF (it's work in progress so please contact us if you can spot any typos):

- <https://playitstartup.com/beta-rulebook-officelockdown.pdf>

### Follow the project on Kickstarter!

Our Kickstarter launches **25.04.2022**. You can already follow the Kickstarter „coming soon“ page to give the project a small visibility boost. Thank you for your support:

<https://www.kickstarter.com/projects/kupilasmedia/it-startup-office-lockdown>

### New game mechanic „Help“:

#### **When played:**

if you don't control any **Agile Coach**: draw a card.

**Help:** add (1) burnout point to target employee.

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„Help“ triggers an **additional card effect** for the player with the lowest score. So they have a better chance of catching up with other players. It also opens up more game strategies: sometimes it's worth playing "slower" to squeeze some extra value out of your cards.

**The one thing to remember:** we always **check the score from the previous turn** (each player has to complete the same number of turns).

So if **on turn one** Player 1 scored 6 points, and Player 2 scored 4 points: **on turn two** for Player 2 "help" is activated. Therefore, the "Help" mechanic is never active on the first game turn (there was no previous turn) .

If you see any typos in the Print & play or have some other feedback:

**Please send your feedback here:**

→ [matt@playitstartup.com](mailto:matt@playitstartup.com)

→ [facebook.com/playitstartup](https://facebook.com/playitstartup)

### Node Module Stalker

1 2 3 4



Employee - DEV

3

#### While in play:

if you **planned a new action card this turn**, playing knowledge cards on this developer costs (2) less this turn, and removes (1) burnout point from this dev.

*The Internet broke down, so I went scavenging for some node modules.*

OL 01/96

### Node Module Stalker

1 2 3 4



Employee - DEV

3

#### While in play:

if you **planned a new action card this turn**, playing knowledge cards on this developer costs (2) less this turn, and removes (1) burnout point from this dev.

*The Internet broke down, so I went scavenging for some node modules.*

OL 02/96

### Asocial UX Designer

1 2 3



Employee - DEV

2

#### When played:

if you **don't control** any **Agile Coach**: draw a card.  
**Help:** add (1) burnout point to target employee.

*I have a special candle that smells like this could have been an email.*

OL 03/96

### Asocial UX Designer

1 2 3



Employee - DEV

2

#### When played:

if you **don't control** any **Agile Coach**: draw a card.  
**Help:** add (1) burnout point to target employee.

*I have a special candle that smells like this could have been an email.*

OL 04/96

### Bootcamp Graduate

1



Employee - DEV

1

#### While in play:

transferring knowledge cards from other developers to this developer costs (2) less.

*If a potato can become vodka, you can become a webdeveloper.*

OL 05/96

### Bootcamp Graduate

1



Employee - DEV

1

#### While in play:

transferring knowledge cards from other developers to this developer costs (2) less.

*If a potato can become vodka, you can become a webdeveloper.*

OL 06/96

### Darknet Developer

1 2 3 4



Employee - DEV

2

#### When played:

draw (2) cards **or** transfer (1) burnout point from target **HR** to target **Dev**. **Help:** you may activate both effects.

*My biggest contract during the pandemic was "an Uber-like Darknet App for underground barber shops."*

OL 07/96

### Darknet Developer

1 2 3 4



Employee - DEV

2

#### When played:

draw (2) cards **or** transfer (1) burnout point from target **HR** to target **Dev**. **Help:** you may activate both effects.

*My biggest contract during the pandemic was "an Uber-like Darknet App for underground barber shops."*

OL 08/96

### Bunch Of Infectious Interns

1 2 3



Employee - DEV

0

#### When played:

draw (2) cards **or** choose a number from 1-6: (x), then **all developers** with efficiency (x) get (1) burnout point.

*You guys are getting paid?*

OL 09/96

### Hobo Plus Plus

1 2 3



Employee - DEV

2

#### When played:

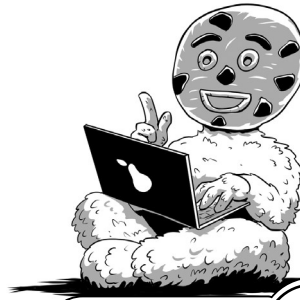
you hired a brilliant homeless person!  
Selling the next (2) cards this turn gives you  
(2) resources instead of (1). **Help:** draw a card.

*Have you tried solving this with a Wordpress plugin?*

OL 10/96

### Cookie Popup Developer

1 2



Employee - DEV

2

#### When played:

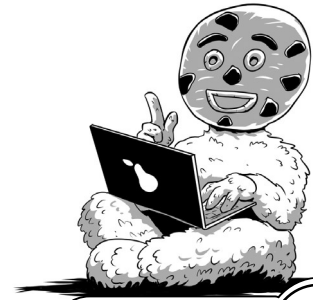
you may return one of your employees or a planned  
action card to your hand. **Help:** playing the returned  
card costs (2) less this turn.

*Sometimes me think, what is friend? And then me say: a friend is  
someone to share last cookie with.*

OL 11/96

### Cookie Popup Developer

1 2



Employee - DEV

2

#### When played:

you may return one of your employees or a planned  
action card to your hand. **Help:** playing the returned  
card costs (2) less this turn.

*Sometimes me think, what is friend? And then me say: a friend is  
someone to share last cookie with.*

OL 12/96

### Tech Support 2020

1 2



Employee - DEV

1

#### While in play:

whenever you **plan an action card**: remove  
(1) burnout point from this developer, or **Help**:  
draw a card.

*Did you tried to turn this year off and on again?*

OL 13/96

### Honest Security Engineer

1 2 3



Employee - DEV

3

#### When played:

each player reveals their planned action card.  
You may pay (2) to activate one of the revealed  
cards, as if it was your own action card.

*Please don't reuse your bank password, we didn't spend a lot on  
security here.*

OL 14/96

### British Python Developer

1 2 3



Employee - DEV

2

#### When played:

if you **planned a new action card** this turn,  
add (1) burnout point to an employee.  
**Help:** discard a card, then draw a card.

*That's a constructor, \_\_init\_\_?*

OL 15/96

### British Python Developer

1 2 3



Employee - DEV

2

#### When played:

if you **planned a new action card** this turn,  
add (1) burnout point to an employee.  
**Help:** discard a card, then draw a card.

*That's a constructor, \_\_init\_\_?*

OL 16/96

### Backend Wizard

1 2 3



Employee - DEV

2

#### While in play:

your developers cost (x) less, where (x) is the number  
of **action cards** you **planned** this turn.

*6 hours of debugging can save you 5 minutes  
of reading documentation.*

OL 17/96

### Backend Wizard

1 2 3



Employee - DEV

2

#### While in play:

your developers cost (x) less, where (x) is the number  
of **action cards** you **planned** this turn.

*6 hours of debugging can save you 5 minutes  
of reading documentation.*

OL 18/96

### Don Dev de la Vega 1 2 3 4 5



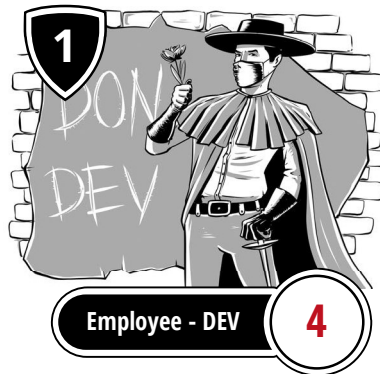
#### While in play:

transferring knowledge between developers costs you (0).

Buenos días Señor Dev. ¿Puedes arreglar mi impresora?

OL 19/96

### Don Dev de la Vega 1 2 3 4 5



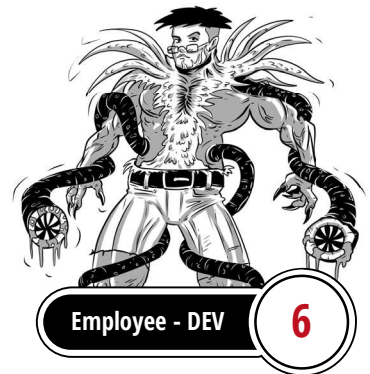
#### While in play:

transferring knowledge between developers costs you (0).

Buenos días Señor Dev. ¿Puedes arreglar mi impresora?

OL 20/96

### Immutable Developer 1 2 3 4



#### When played:

reveal the top card of the deck. If the top card is a developer card: **you lose the game.**

**Help:** gains (3) efficiency until the end of your turn.

It turns out that "immutable" does not mean that I can't become a mutant.

OL 21/96

### Asocial Cobol Developer 1



#### When played:

if you have **any other developers** in play: this developer comes into play with (1) burnout point.

**Help:** draw a card if **this is your only developer.**

What lockdown? My life hasn't changed a bit.

OL 22/96

### Asocial Cobol Developer 1



#### When played:

if you have **any other developers** in play: this developer comes into play with (1) burnout point.

**Help:** draw a card if **this is your only developer.**

What lockdown? My life hasn't changed a bit.

OL 23/96

### Home Office Ninja 1 2 3 4



#### When played:

draw (2) cards, then you may discard (x) cards from your hand and draw (x) cards.

**Help:** costs (1) less for each **HR** you control.

Working from home is a double-edged sword.

OL 24/96

### Home Office Ninja 1 2 3 4



#### When played:

draw (2) cards, then you may discard (x) cards from your hand and draw (x) cards.

**Help:** costs (1) less for each **HR** you control.

Working from home is a double-edged sword.

OL 25/96

### The Very Best Junior Developer 1 2



#### When played:

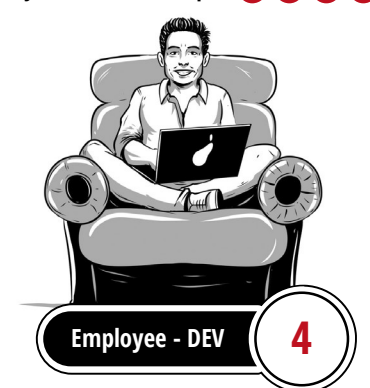
you may discard (x) cards, then draw (x + 1) cards.

**Help:** your next card this turn costs (1) less.

Claim your rightful place, Anon.

OL 26/96

### Lucky Blockchain Developer 1 2 3 4



#### When played:

reveal the top card of the deck. If any opponent's hand size is equal to the revealed card's playcost, you may draw it and play it this turn for (0).

"Doge spelled backwards is Egod." - Elon Musk

OL 27/96



### Thousand-legged PHP Dev 1 2 3



#### Once per turn you may pay (x):

this developer gains (x) efficiency until the end of your turn. **Help:** if this is the developer with the highest efficiency in play: draw (2) cards.

*I need my extra limbs for braille reading, because I don't C#.*

OL 28/96

### Thousand-legged PHP Dev 1 2 3



#### Once per turn you may pay (x):

this developer gains (x) efficiency until the end of your turn. **Help:** if this is the developer with the highest efficiency in play: draw (2) cards.

*I need my extra limbs for braille reading, because I don't C#.*

OL 29/96

### Time Traveling JS Developer 1 2



#### When played:

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

**Help:** draw a card.

*5 years experience with a framework that came out 2 years ago? No problem!*

OL 30/96

### Time Traveling JS Developer 1 2



#### When played:

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

**Help:** draw a card.

*5 years experience with a framework that came out 2 years ago? No problem!*

OL 31/96

### Infectious DevOps Engineer 1 2



#### When played:

target opponent has to add (1) burnout point to one of their employees. **Help:** you may return one of your employees or a planned action card to your hand and draw a card.

*It's very pleasant to break something from time to time.*

OL 32/96

### Infectious DevOps Engineer 1 2



#### When played:

target opponent has to add (1) burnout point to one of their employees. **Help:** you may return one of your employees or a planned action card to your hand and draw a card.

*It's very pleasant to break something from time to time.*

OL 33/96

### Bubble Developer 1 2 3 4



#### When played:

add or remove (1) burnout point from target developer.

**Help:** return one of your employees or a planned action card to your hand, the returned card costs (2) less this turn.

*Show me your ads on social media, and I'll tell you who you are.*

OL 34/96

### Bubble Developer 1 2 3 4



#### When played:

add or remove (1) burnout point from target developer.

**Help:** return one of your employees or a planned action card to your hand, the returned card costs (2) less this turn.

*Show me your ads on social media, and I'll tell you who you are.*

OL 35/96

### Anti-ifa Evangelist 1 2 3



#### When played:

you may remove up to (3) burnout points from your other developers. This developer gains all the burnout removed this way. **Help:** draw a card.

*Nested if statements? Not on my watch!*

OL 36/96

## Big Data Robot

1 2 3 4 5



### When played:

you may look at the top (5) cards of the deck.

**Help:** you may put them back in any order, and draw a card.

*I learn from mistakes of people who took my advice.*

OL 37/96

## Big Data Robot

1 2 3 4 5



### When played:

you may look at the top (5) cards of the deck.

**Help:** you may put them back in any order, and draw a card.

*I learn from mistakes of people who took my advice.*

OL 38/96

## Bus Factor Analyst

1 2



### When played:

look at the top (3) cards of the deck and put them back in any order. **Help:** add (1) burnout point to target employee.

*According to my research, if John Doe gets hit by a bus, our company is screwed.*

OL 39/96

## Bus Factor Analyst

1 2



### When played:

look at the top (3) cards of the deck and put them back in any order. **Help:** add (1) burnout point to target employee.

*According to my research, if John Doe gets hit by a bus, our company is screwed.*

OL 40/96

## Daring AI Researcher

1 2



### When played:

look at the top (x) cards of the deck and put them back in any order, where (x) is the number of **ALL** other employees in play.

*To steal ideas from one person is plagiarism. To steal from many is research.*

OL 41/96

## Daring AI Researcher

1 2



### When played:

look at the top (x) cards of the deck and put them back in any order, where (x) is the number of **ALL** other employees in play.

*To steal ideas from one person is plagiarism. To steal from many is research.*

OL 42/96

## HR Hero

1 2



**At the end of your turn:** draw a card.

**Help:** draw an additional card.

*Calling them heroes was much cheaper than raising their salary.*

OL 43/96

## HR Hero

1 2



**At the end of your turn:** draw a card.

**Help:** draw an additional card.

*Calling them heroes was much cheaper than raising their salary.*

OL 44/96

## Job Hopping Recruiter

1 2



### While in play:

if an opponent has an **even number of employees**, you may pay (x) to take over one of their employees with playcost (x). Then they take over this HR employee.

*Sometimes the best solution to technical debt, is to hop to another company.*

OL 45/96

## Job Hopping Recruiter

1 2



Employee - HR

### While in play:

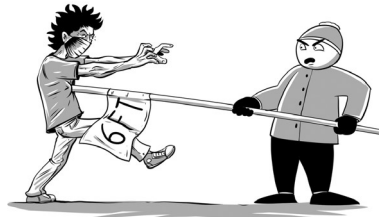
if an opponent has an **even number of employees**, you may pay (x) to take over one of their employees with playcost (x). Then they take over this HR employee.

*Sometimes the best solution to technical debt, is to hop to another company.*

OL 46/96

## Social Distance Inspector

1 2 3



Employee - HR

### When played:

if an opponent has (3) more employees than you: take over one of their employees.

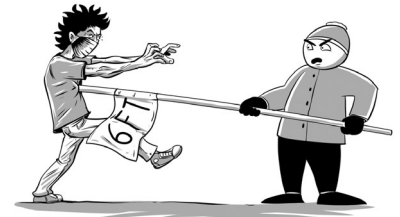
**At the end of your turn:** draw a card.

*Another day inside, don't have to do a thing.  
I love you, social distancing.*

OL 47/96

## Social Distance Inspector

1 2 3



Employee - HR

### When played:

if an opponent has (3) more employees than you: take over one of their employees.

**At the end of your turn:** draw a card.

*Another day inside, don't have to do a thing.  
I love you, social distancing.*

OL 48/96

## HR Schopenhauer

1 2



Employee - HR

**At the end of your turn:** you may add up to (3) burnout points to other employees you control. Draw a card for each burnout point added this way.  
**Help:** may also add burnout to himself.

*Soon we will laugh about the pandemic. Of course not all of us.*

OL 49/96

## Video Call Specialist

1 2 3 4



Employee - HR

### When played:

take over a target employee with exactly (3) burnout points. **Help:** or (2) burnout points.

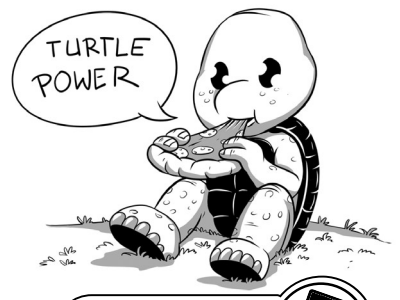
**At the end of your turn:** draw a card.

*I haven't showered for days, and they expect me to turn on the webcam?*

OL 50/96

## HR Pizza Turtle

1 2 3 4



Employee - HR

### When played:

remove (1) burnout point from all your employees **or** take over target **nondev** employee.

**At the end of your turn:** draw a card.

*Pizza is like the entire food pyramid!*

OL 51/96

## Cosy Home Office Cat

1 2 3



Employee - HR

### When played:

remove (1) burnout point from all your employees.

**Help:** your next card this turn costs (1) less.

**At the end of your turn:** draw a card.

*Time spent with cats is never wasted.*

OL 52/96

## Cosy Home Office Cat

1 2 3



Employee - HR

### When played:

remove (1) burnout point from all your employees.

**Help:** your next card this turn costs (1) less.

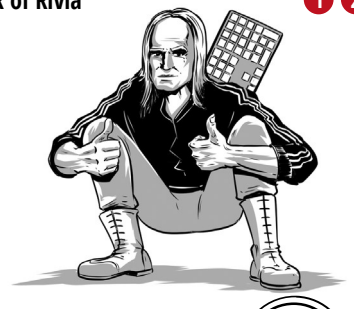
**At the end of your turn:** draw a card.

*Time spent with cats is never wasted.*

OL 53/96

## HR of Rivia

1 2



Employee - HR

### When played:

take over target **HR**, **PM** or **Agile Coach**.

**Help:** you may take over a target **Dev** instead.

**At the end of your turn:** discard a card.

*I have two LinkedIn profiles: one for recruiter work, and another one to stalk Yennifer.*

OL 54/96



## Burnt Out Manager

1 2 3



### While in play:

whenever you **plan an action card**, target developer doubles their efficiency until the end of your turn. Then this PM gets (1) burnout point.

*The easiest way to teach your children about life and death is to get them a hamster.*

OL 55/96

## Nihilistic Project Manager

1 2 3



### While in play:

whenever you **plan or play an action card**: add (1) burnout point to target employee. If you target your own employee: draw (2) cards.

*Everyone should believe in something. I believe I'll have another coffee.*

OL 56/96

## Nihilistic Scrum Master

1 2 3 4



### When played:

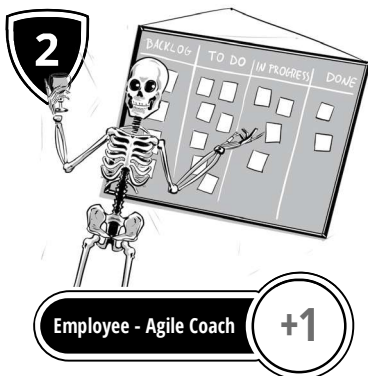
adds up to (4) burnout to himself or your employees. Draw a card for each burnout point added this way. **While in play:** your developers have efficiency +1.

*The rules are all made up and the points don't matter. And this is why I drink.*

OL 57/96

## Nihilistic Scrum Master

1 2 3 4



### When played:

adds up to (4) burnout to himself or your employees. Draw a card for each burnout point added this way.

**While in play:** your developers have efficiency +1.

*The rules are all made up and the points don't matter. And this is why I drink.*

OL 58/96

## Agile Horsemen

1 2 3



### When played:

draw a card for each burnout point on target employee you control.

**While in play:** your developers have efficiency +1.

*Deadlines, burnout, bugs and unnecessary meetings. The four horsemen of the Scrumocalypse!*

OL 59/96

## Free Job Market

1 2



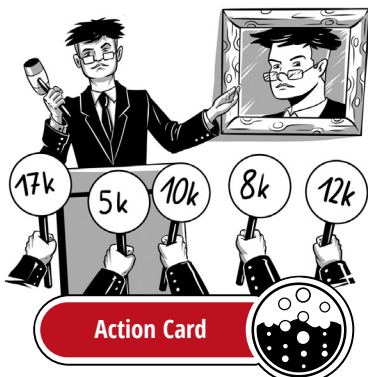
Pay your opponent (x + this cards' playcost) to take over an employee from that opponent, the opponent may discard any (x) cards **or** (2) action cards to counter the takeover.

*There isn't a "developer shortage". There's an "underpaid developer shortage".*

OL 60/96

## Free Job Market

1 2



Pay your opponent (x + this cards' playcost) to take over an employee from that opponent, the opponent may discard any (x) cards **or** (2) action cards to counter the takeover.

*There isn't a "developer shortage". There's an "underpaid developer shortage".*

OL 61/96

## Cthulhu Management

1 2



Target developer wastes no time arguing politics anymore, **doubles its efficiency this turn**, and loses (1) burnout point. If you control a PM, you may play this card for (0).

*Choose the greater evil. Vote Cthulhu.*

OL 62/96

## Is this the end?

1 2



**Pay additional (x):** completely burns out all developers with efficiency (x) or less. Each player may sacrifice a controlled PM **or** Agile Coach to save their developers.

*Ride the snake. To the lake.*

OL 63/96



### Riot or Daily Stand-up?

1 2 3



Add (1) burnout point to all employees target opponent controls, then target **Agile Coach** or **PM** gets (1) additional burnout point.

*You reported an illegal gathering! The Scrum Master looked extremely nonessential, so the police arrested him first.* OL 64/96

### Work-Nolife Balance

1 2 3



All your employees lose half of their burnout points (rounded up) or draw a card for each burnout point on target employee you control.

*How do you kill that which has no life?* OL 65/96

### Work-Nolife Balance

1 2 3



All your employees lose half of their burnout points (rounded up) or draw a card for each burnout point on target employee you control.

*How do you kill that which has no life?* OL 66/96

### Epic Short Squeeze

1 2



Get (3) guaranteed resources or interrupt every "Short" played by opponents on their last turn, gain (4) resources for every interruption.

*They see me squeezin, they hatin.* OL 67/96

### Epic Short Squeeze

1 2



Get (3) guaranteed resources or interrupt every "Short" played by opponents on their last turn, gain (4) resources for every interruption.

*They see me squeezin, they hatin.* OL 68/96

### Pair Programming

1 2



Choose (2) developers you control. Both get each others knowledge cards bonus this turn and lose (1) burnout point.

*We found a way to waste time twice as fast.* OL 69/96

### Release the Crunch

1 2



Distribute up to (4) burnout points between your developers, then you get (1) project point for each burnout point on your developers. **Help:** draw a card.

*While crunching, nobody knows you're a dog.* OL 70/96

### Strategic Brain Drain

1 2 3 4

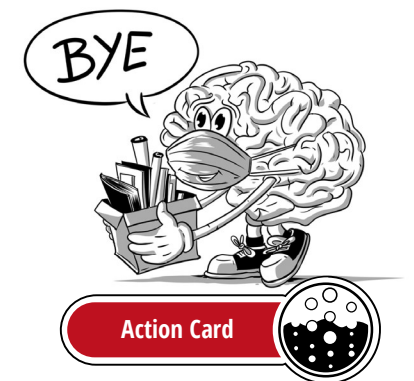


Take over a target employee and give them (1) burnout point. Any player may pay (4) to counter this card. **Help:** the employee don't gets the (1) burnout.

*However beautiful the strategy, you should occasionally look at the results.* OL 71/96

### Strategic Brain Drain

1 2 3 4



Take over a target employee and give them (1) burnout point. Any player may pay (4) to counter this card. **Help:** the employee don't gets the (1) burnout.

*However beautiful the strategy, you should occasionally look at the results.* OL 72/96

## Secret Activation Code

1 2 3



All opponents reveal you their hand. Take (1) action card, you may play it this turn for (0). If they had no action cards in hand: you lose (5) project points.

*If you obey all the rules, you miss all of the fun.*

OL 73/96

## Diamond Hands

0



Get (2) resources or... **Flip a coin**: if you win, gain (4) resources. If you lose, you lose all resources (you may repeat this after each coin flip you won).

*What's your next favorite meme stock?*

OL 74/96

## Callback Hell

1 2 3



All employees get (1) burnout point. You may also target a developer to give them (1) additional burnout point. **Help**: if this card was planned, it costs (1).

*How do functions break up? They just stop calling each other.*

OL 75/96

## Callback Hell

1 2 3



All employees get (1) burnout point. You may also target a developer to give them (1) additional burnout point. **Help**: if this card was planned, it costs (1).

*How do functions break up? They just stop calling each other.*

OL 76/96

## Short The Stock Market

1



Get (2) guaranteed resources or get (4) resources on your next turn (other players may interrupt this by playing an "Epic Short Squeeze" on their next turn).

*They say money talks. Mine just waves goodbye.*

OL 77/96

## Short The Stock Market

1



Get (2) guaranteed resources or get (4) resources on your next turn (other players may interrupt this by playing an "Epic Short Squeeze" on their next turn).

*They say money talks. Mine just waves goodbye.*

OL 78/96

## Engineer's Bravado

1 2 3 4 5



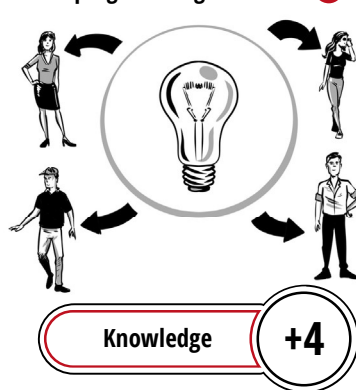
Distribute (x) burnout points between your employees and reveal (2x) cards from the top of the deck. You may play (2) of the revealed cards for (0). Put the rest on the bottom of the deck.

*What's the problem with deploying this on Friday?  
The project is doomed anyway.*

OL 79/96

## Reactive programming

1 2



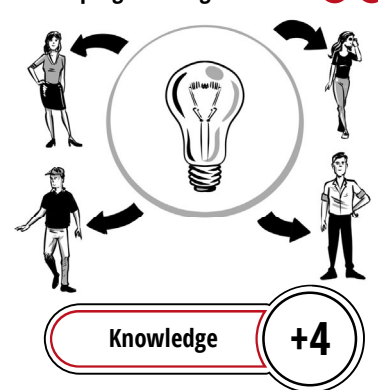
If the combined efficiency of your developers **does not equal** (2), (4), (8), (16) or (32), **attaching** this knowledge card to a developer adds them (1) **burnout point**.

*For every action, our client always responds with a ridiculous overreaction.*

OL 80/96

## Reactive programming

1 2



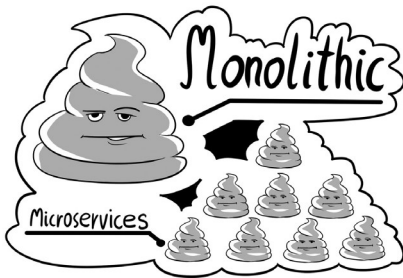
If the combined efficiency of your developers **does not equal** (2), (4), (8), (16) or (32), **attaching** this knowledge card to a developer adds them (1) **burnout point**.

*For every action, our client always responds with a ridiculous overreaction.*

OL 81/96

## Microservices

1 2



Knowledge

+3

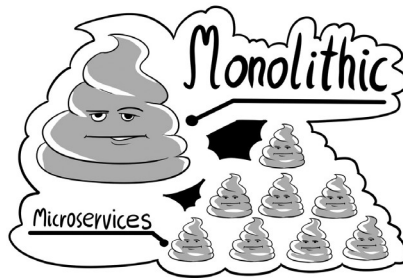
If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (1) less.

*Instead of one big mess, we now have a bunch of happy little accidents.*

OL 82/96

## Microservices

1 2



Knowledge

+3

If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (1) less.

*Instead of one big mess, we now have a bunch of happy little accidents.*

OL 83/96

## Encapsulation

1 2 3



Knowledge

+4

If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (1) less.

*Our library is so public it violates encapsulation!*

OL 84/96

## Encapsulation

1 2 3



Knowledge

+4

If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (1) less.

*Our library is so public it violates encapsulation!*

OL 85/96

## Extreme programming

1 2 3



Knowledge

+4

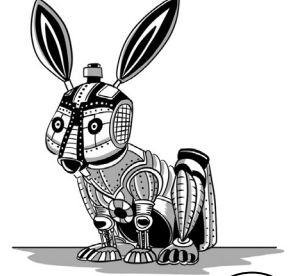
If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (1) less.

*Extreme programming? You mean PHP?*

OL 86/96

## MQTT

1 2 3 4



Knowledge

+6

If the combined efficiency of your developers **does not equal** (2), (4), (8), (16) or (32), **attaching** this knowledge card to a developer adds them (1) **burnout point**.

*The man who chases two rabbits, catches neither.*

OL 87/96

## Pentesting

1



Knowledge

+3

If the combined efficiency of your developers **does not equal** (2), (4), (8), (16) or (32), **attaching** this knowledge card to a developer adds them (1) **burnout point**.

*For some, pentesting is just a job. For me it's an art.*

OL 88/96

## REST API

1



Knowledge

+2

If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (0).

*Have you tried that API for random dad jokes?*

OL 89/96

## REST API

1



Knowledge

+2

If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (0).

*Have you tried that API for random dad jokes?*

OL 90/96



## Cloud Computing

1



Knowledge

+2

If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (0).

*What are clouds made of? Linux servers, mostly.*

OL 91/96

## Cloud Computing

1



Knowledge

+2

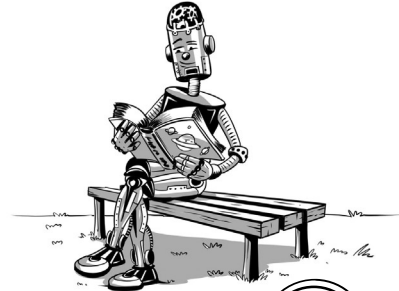
If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (0).

*What are clouds made of? Linux servers, mostly.*

OL 92/96

## Machine Learning

1 2 3



Knowledge

+4

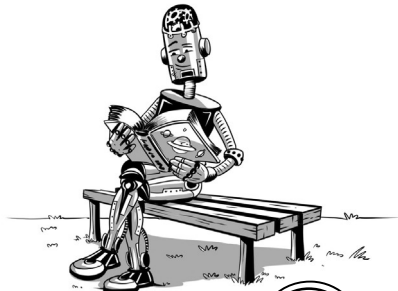
If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (1) less.

*To attract new investors, we labeled our legacy code abominations as "Machine Learning Algorithms".*

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## Machine Learning

1 2 3



Knowledge

+4

If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (1) less.

*To attract new investors, we labeled our legacy code abominations as "Machine Learning Algorithms".*

OL 94/96

## Big Data

1 2



Knowledge

+3

If the combined efficiency of your developers equals (2), (4), (8), (16) or (32), you may play or transfer this knowledge card for (1) less.

*The world is one big data problem.*

OL 95/96

## Moonshine IDE

1 2



Knowledge

+3

If you control a "Bootcamp Graduate" or a "Nihilistic Scrum Master", **playing** this knowledge card costs (0).

*1 kilogram of sugar, 4 liters of water, and 10 dkg of baker's yeast is all you need to become the best Dev of Grunwald.*

OL 96/96