

✓  
JAVASCRIPT

## KEEPER

To play this card, place it face up on the table in front of you.

**JavaScript**

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✓  
HTML5

## KEEPER

To play this card, place it face up on the table in front of you.

**HTML5**

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✓  
CSS3

## KEEPER

To play this card, place it face up on the table in front of you.

**CSS3**

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✓  
ANGULARJS

## KEEPER

To play this card, place it face up on the table in front of you.

**AngularJS**

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✓  
JQUERY

## KEEPER

To play this card, place it face up on the table in front of you.

**jQuery**

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✓  
NODE.JS

## KEEPER

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**Node.js**

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✓  
ASP.NET MVC

## KEEPER

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**ASP.NET MVC**

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✓  
TYPESCRIPT

## KEEPER

To play this card, place it face up on the table in front of you.

**TypeScript**

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✓  
VISUAL STUDIO

## KEEPER

To play this card, place it face up on the table in front of you.

**Visual Studio**

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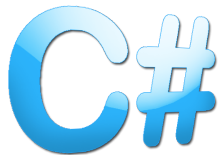




## KEEPER

To play this card, place it face up on the table in front of you.

**C#**



## KEEPER

To play this card, place it face up on the table in front of you.

**WebMatrix**



## KEEPER

To play this card, place it face up on the table in front of you.

**PHP**



## GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

**Old School**

The player who has jQuery and PHP on the table wins.



## GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

**New School**

The player who has Node.js and TypeScript on the table wins.



## GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

**Single Page App**

The player who has HTML5 and AngularJS on the table wins.



## GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

**Polyglot**

The player who has C# and TypeScript on the table wins.



## GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

**Web Platform**

The player who has any 2 of the following Keepers on the table wins: HTML5, CSS3, JavaScript



## GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

**Tool Master**

The player who has Visual Studio and WebMatrix on the table wins



## .NET PLATFORM

### GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

#### .NET Platform

The player who has ASP.NET MVC and Visual Studio on the table wins.



## ENTRY LEVEL

### GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

#### Entry Level

The player who has PHP and WebMatrix on the table wins.



## MISTAKEN IDENTITY

### GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

#### Mistaken Identity

The player who has jQuery and JavaScript on the table wins.



## SELECTORS

### GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

#### Selectors

The player who has CSS3 and jQuery on the table wins.



## TRANSPILE

### GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

#### Transpile

The player who has JavaScript and TypeScript on the table wins.



## ODD COUPLE

### GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

#### Odd Couple

The player who has Node.js and WebMatrix on the table wins.



## DOUBLE MVC

### GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

#### Double MVC

The player who has ASP.NET MVC and AngularJS on the table wins.



## INTELLISENSE

### GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

#### Intellisense

The player who has HTML5 and Visual Studio on the table wins.



## EDGE.JS

### GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

#### Edge.js

The player who has Node.js and C# on the table wins.



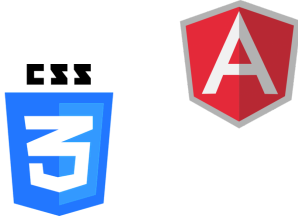
## UI BOOTSTRAP

### GOAL

To play this card, place it face up in the center of the table. Discard previous Goal, if any.

#### UI Bootstrap

The player who has CSS3 and AngularJS on the table wins.



## DRAW 2 AND USE 'EM

### ACTION

To play this card, do whatever it says, then place it on the discard pile.

#### Draw 2 and use 'em

Set your hand aside.

Draw 2 cards, play them in any order you choose, then pick up your hand and continue with your turn.

This card, and all cards played because of it, are counted as a single play.

## TRASH A NEW RULE

### ACTION

To play this card, do whatever it says, then place it on the discard pile.

#### Trash a New Rule

Select one of the New Rule cards in play and place it in the discard pile.

## EXCHANGE KEEPERS

### ACTION

To play this card, do whatever it says, then place it on the discard pile.

#### Exchange Keepers

Pick any Keeper another player has on the table and exchange it for one that you have on the table.

If you have no Keepers in play, or if no one else has a Keeper, nothing happens.

## RULES RESET

### ACTION

To play this card, do whatever it says, then place it on the discard pile.

#### Rules Reset

Reset to the Basic Rules

Discard all New Rule cards, and leave only the Basic Rules in play.

Don't discard the current Goal.

## TRADE HANDS

### ACTION

To play this card, do whatever it says, then place it on the discard pile.

#### Trade Hands

Trade your hand for the hand of your opponents.

This is one of those times when you can get something for nothing.

## STEAL A KEEPER

### ACTION

To play this card, do whatever it says, then place it on the discard pile.

#### Steal a Keeper

Take your choice of any Keeper from in front of another player and place it in front of you.

## WHAT DO YOU WANT?

### ACTION

To play this card, do whatever it says, then place it on the discard pile.

#### What Do You Want?

Remove any card you want from the discard pile. If...

## ROLLBACK

### ACTION

To play this card, do whatever it says, then place it on the discard pile.

#### Rollback

All software in play is returned to the hands of their owners, unless someone has Visual Studio in play, in which case that player takes all software in play and adds them to their hand.

**\* BASIC RULES**

## NEW RULE

**Basic Rules**

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**\* KEEPER LIMIT 3**

## NEW RULE

**Keeper Limit 3**

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**\* DOUBLE AGENDA**

## NEW RULE

**Double Agenda**

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**\* DRAW 2**

## NEW RULE

**Draw 2**

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**\* PLAY 2**

## NEW RULE

**Play 2**

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**\* HAND LIMIT 3**

## NEW RULE

**Hand Limit 3**

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**☹ PATENT TROLL**

## CREEPER

You cannot hold this card, but must place it face up in front of you as soon as you get it. If you drew it, immediately draw another card to replace it.

**Patent Troll**

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You can't win if you have this unless the Goal says otherwise.

If you have any Keepers in play, you must choose one to attach this to. Both cards stay together until discarded.

**⚡ CHANGE REQUEST**

## SURPRISE

This card can be played at any time, for one of the functions described below, or to cancel a Surprise which another player has just played.

**Change Request**

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**⚡ CYBERCRIME**

## SURPRISE

This card can be played at any time, for one of the functions described below, or to cancel a Surprise which another player has just played.

**CyberCrime**

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