

P NAME Drupal 8

| | | |
|----|---|----|
| 1 |  Web Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 | | 14 |
| 5 |  4: 1 Code Resource / turn | 15 |
| 6 | 10: 1 Generic Resource / turn | 16 |
| 8 | 20: Pay 1 Generic Resource to draw 1 card from your deck. Usable once per turn. | 18 |
| 9 | | 19 |
| 10 | | 20 |

P NAME Wordpress

| | | |
|----|---|----|
| 1 |  Web Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 | | 14 |
| 5 |  4: 1 System Resource / turn | 15 |
| 6 | 10: 1 Generic Resource / turn | 16 |
| 8 | 20: Pay 1 Generic Resource, and drop 1 card from your hand; Draw 2 cards and decide which one stays in your hand. The other is dropped to your History. | 18 |
| 9 | Usable once per turn. | 19 |
| 10 | | 20 |

P NAME Joomla

| | | |
|----|---|----|
| 1 |  Web Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 | | 14 |
| 5 |  4: 1 Code Resource / turn | 15 |
| 6 | 10: 1 Generic Resource / turn | 16 |
| 8 | 20: Pay 1 Generic Resource to draw 1 card from your deck. Usable once per turn. | 18 |
| 9 | | 19 |
| 10 | | 20 |

P NAME Linux

| | | |
|----|--|----|
| 1 |  Code Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 | | 14 |
| 5 |  4: 1 System Resource / turn | 15 |
| 6 | 10: 1 Generic Resource / turn | 16 |
| 8 | 20: Pay one Generic Resource and drop one card from your hand to the History: draw two cards, and decide which one stays in your hand. The other one is dropped to your History. | 18 |
| 9 | Usable once per turn. | 19 |
| 10 | | 20 |

P NAME GitHub

| | | |
|----|---|----|
| 1 |  Code Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 | | 14 |
| 5 |  4: 1 System Resource / turn | 15 |
| 6 | 10: 1 Generic Resource / turn | 16 |
| 7 | | 17 |
| 8 | 20: Drop 1 card from your hand right after another player played an Instant card, and act like you also played the same instant card. Counts as an Instant. | 18 |
| 9 | Used once / round. | 19 |
| 10 | | 20 |

P NAME PHP

| | | |
|----|--|----|
| 1 |  Code Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 | | 14 |
| 5 |  4: 1 Web Resource / turn | 15 |
| 6 | 10: 1 Generic Resource / turn | 16 |
| 7 | | 17 |
| 8 | 20: All Web type Projects you start get +2 progress in that turn. | 18 |
| 9 | | 19 |
| 10 | | 20 |

P NAME Apache Solr

| | | |
|----|--|----|
| 1 |  System Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 | | 14 |
| 5 |  4: 1 Web Resource / turn | 15 |
| 6 | 10: 1 Generic Resource / turn | 16 |
| 7 | | 17 |
| 8 | 20: Pay 1 Generic Resource, and drop one card from your hand to select one Instant card from your Deck, and put it in your hand. | 18 |
| 9 | Usable once / turn. | 19 |
| 10 | | 20 |

P NAME Android

| | | |
|----|---|----|
| 1 |  System Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 | | 14 |
| 5 |  4: 1 Code Resource / turn | 15 |
| 6 | 10: 1 Generic Resource / turn | 16 |
| 7 | | 17 |
| 8 | 20: All Code type Projects you start get +2 progress in that turn. | 18 |
| 9 | | 19 |
| 10 | | 20 |

P NAME Apache

| | | |
|-----|--|----|
| 1 | System Type Project | 11 |
| 2 | | 12 |
| (3) | | 13 |
| | | 14 |
| 5 | 4: 1 Web Resource / turn | 15 |
| 6 | 10: 1 Generic Resource / turn | 16 |
| (8) | 20: All System type Projects you start get +2 progress in that turn. | 17 |
| 9 | | 18 |
| | | 19 |
| 10 | | 20 |

P NAME Programmer

| | | |
|----|---|----|
| 1 | Character Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| | | 14 |
| 5 | 4: 1 Generic Resource / turn | 15 |
| 6 | 10: 1 Generic Resource / turn | 16 |
| 8 | 20: Pay 2 Specific Resource to get 1 Generic Resource. Usable one / turn. | 17 |
| 9 | | 18 |
| | | 19 |
| 10 | | 20 |

P NAME Programmer

| | | |
|----|---|----|
| 1 | Character Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| | | 14 |
| 5 | 4: 1 Generic Resource / turn | 15 |
| 6 | 10: 1 Generic Resource / turn | 16 |
| 8 | 20: Pay 2 Specific Resource to get 1 Generic Resource. Usable one / turn. | 17 |
| 9 | | 18 |
| | | 19 |
| 10 | | 20 |

P NAME Intern

| | | |
|----|--|----|
| 1 | Character Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| | | 14 |
| 5 | 4: Flip a coin: If it's heads, you get 2 Generic Resources. Usable only in the Gathering phase, once / turn. | 15 |
| 6 | 10: Choose a Specific Resource type when Intern achieves this milestone. 1 chosen type Resource / turn. | 16 |
| 8 | 20: If the coin you flipped for the first Benefit is head, you can draw a card. | 17 |
| 9 | | 18 |
| | | 19 |
| 10 | | 20 |

P NAME Rockstar programmer

| | | |
|---|--|----|
| 1 | Character Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| | | 14 |
| 5 | 4: 1 Generic Resource or 2 Generic Resource for OS projects only / turn | 15 |
| 6 | 4: 1 Generic Resource or 2 Generic Resource for OS projects only / turn | 16 |
| 7 | 10: 2 Karma | 17 |
| 8 | 20: Pay one Generic Resource to select one Project or Character from your deck, and put it to your hand. | 18 |
| 9 | | 19 |
| | | 20 |

P NAME Manager

| | | |
|---|--|----|
| 1 | Character Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| | | 14 |
| 5 | 4: 1 Character Resource / turn | 15 |
| 6 | 4: 1 Character Resource / turn | 16 |
| 7 | 10: 1 Generic Resource / turn | 17 |
| 8 | 20: Target Project turns Up to date instantly. Usable once / turn. | 18 |
| 9 | | 19 |
| | | 20 |

P NAME Web programmer

| | | |
|---|--|----|
| 1 | Character Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| | | 14 |
| 5 | 4: 1 Web Resource / turn | 15 |
| 6 | 4: 1 Web Resource / turn | 16 |
| 7 | 10: 1 Generic Resource or 2 Web Resource / turn | 17 |
| 8 | 20: Pay one Generic resource to select one Web type Project from your deck, and put it to your hand. | 18 |
| 9 | | 19 |
| | | 20 |

P NAME Web programmer

| | | |
|---|--|----|
| 1 | Character Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| | | 14 |
| 5 | 4: 1 Web Resource / turn | 15 |
| 6 | 4: 1 Web Resource / turn | 16 |
| 7 | 10: 1 Generic Resource or 2 Web Resource / turn | 17 |
| 8 | 20: Pay one Generic resource to select one Web type Project from your deck, and put it to your hand. | 18 |
| 9 | | 19 |
| | | 20 |

P NAME Coder

| | | |
|----|--|----|
| 1 |  Character Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 |  | 14 |
| 5 |  | 15 |
| 6 | 4: 1 Code Resource / turn | 16 |
| 7 | 10: 1 Generic Resource or 2 Web Resource / turn | 17 |
| 8 | 20: Pay one Generic resource to select one Code type Project from your deck, and put it to your hand. | 18 |
| 9 | | 19 |
| 10 |  | 20 |

P NAME Coder

| | | |
|----|--|----|
| 1 |  Character Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 |  | 14 |
| 5 |  | 15 |
| 6 | 4: 1 Code Resource / turn | 16 |
| 7 | 10: 1 Generic Resource or 2 Web Resource / turn | 17 |
| 8 | 20: Pay one Generic resource to select one Code type Project from your deck, and put it to your hand. | 18 |
| 9 | | 19 |
| 10 |  | 20 |

P NAME SysAdmin

| | | |
|----|--|----|
| 1 |  Character Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 |  | 14 |
| 5 |  | 15 |
| 6 | 4: 1 System Resource / turn | 16 |
| 7 | 10: 1 Generic Resource or 2 System Resource / turn | 17 |
| 8 | 20: Pay one Generic resource to select one System type Project from your deck, and put it to your hand. | 18 |
| 9 | | 19 |
| 10 |  | 20 |

P NAME SysAdmin

| | | |
|----|--|----|
| 1 |  Character Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 |  | 14 |
| 5 |  | 15 |
| 6 | 4: 1 System Resource / turn | 16 |
| 7 | 10: 1 Generic Resource or 2 System Resource / turn | 17 |
| 8 | 20: Pay one Generic resource to select one System type Project from your deck, and put it to your hand. | 18 |
| 9 | | 19 |
| 10 |  | 20 |

P NAME Hackaton

| | | |
|----|---|----|
| 1 |  Event Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 | | 14 |
| 5 |  | 15 |
| 6 | Goes to play as Open Source. All types of Resources are usable to make progress on it. When 20 progress is achieved, put the card to the History. | 16 |
| 7 | | 17 |
| 8 | 20: All non Character Projects progress by 2 points. | 18 |
| 9 | If Karma dots on Projects are achieved with this, the owner of the Project gets the Karma. | 19 |
| 10 |  | 20 |

P NAME Conference

| | | |
|----|---|----|
| 1 |  Event Type Project | 11 |
| 2 | | 12 |
| 3 | | 13 |
| 4 | | 14 |
| 5 |  | 15 |
| 6 | Goes to play as Open Source. All types of Resources are usable to make progress on it. When 20 progress is achieved, put the card to the History. | 16 |
| 7 | | 17 |
| 8 | 20: All Character Projects progress by 2 points. | 18 |
| 9 | | 19 |
| 10 |  | 20 |

I NAME Insomnia

| |
|--|
|  |
| The target Character generates double Resources in this turn. At the end of turn it is turn Broken. |

I NAME Bug report



-3 progress on the target non Character Project. Can prevent progress to achieve a milestone or Karma dot.

I NAME Bug report



-3 progress on the target non Character Project. Can prevent progress to achieve a milestone or Karma dot.

I NAME Next episode of GTA



Target players all Caracter Projects turn to Bröken.

I NAME Next episode of GTA



Target players all Caracter Projects turn to Bröken.

I NAME Final sprint



Target a project what is need 3 or less progress for the next milestone, and set the progress to this milestone.

I NAME I've got 10 minutes



Instantly sets a non Character type Project to Up to Date.

I NAME I've got 10 minutes



Instantly sets a non Character type Project to Up to Date.

I NAME Sprint



Adds +2 progress to the target non Character Project.

I NAME Sprint



Adds +2 progress to the target non Character Project.

I NAME Fancy new machine



Target player gain 2 Generic Resource points for this turn.

I NAME Fancy new machine



Target player gain 2 Generic Resource points for this turn.

I NAME Boss in the office



Target player gain 1 Generic Resource point for this turn, and turns one of that players Projects Up to date.

I NAME Boss in the office



Target player gain 1 Generic Resource point for this turn, and turns one of that players Projects Up to date.

I NAME Project manager from hell



Negates the effects of an Instant card targeting a Project or Character.

I NAME Project manager from hell



Negates the effects of an Instant card targeting a Project or Character.

I NAME Bulletproof contract



Negates the effects of an Instant card. Take the target Instant card to your hand.

I NAME Statistical anomaly



Choose a new valid target for an Instant card. The effect is negated to the original target.

I NAME Coding standards



You, and your cards can't be targeted with any instant cards by other players for this turn, but this card can be targeted. This card doesn't count in the 1 Instant card per turn phase limit.

I NAME "That's why!"



Negates target Instant cards effects.

I NAME "That's why!"



Negates target Instant cards effects.

I NAME Brainstorm



Draw three cards from your deck, and decide which one stays in your hand. The other two are dropped to your history.

I NAME Brainstorm



Draw three cards from your deck, and decide which one stays in your hand. The other two are dropped to your history.

I NAME Unsaved



Target players all non Character Projects turn Broken.

I NAME Unsaved



Target players all non Character Projects turn Broken.

I NAME Minor patch



Negates an Instant card targeted a non Character Project, or adds +2 progress to a non Character project.

I NAME Minor patch



Negates an Instant card targeted a non Character Project, or adds +2 progress to a non Character project.

I NAME Level up



Adds +3 Progress on target Character Project.

I NAME Level up



Adds +3 Progress on target Character Project.

I NAME Coffee



Makes the target Character Project Up to date. If the target is Up to date already, reactivates one of its Benefits.

I NAME Coffee



Makes the target Character Project Up to date. If the target is Up to date already, reactivates one of its Benefits.

I NAME Hangover



Target Character Project turns Broken.

I NAME Broken TV



Target Character special ability (non Resource producer) is usable one more time for this turn, OR the target Character generates double resources on this turn.