

# Security Engineer

1

2

3



## While in play:

you may pay (2) to counter an opponent's action card.

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*Amateurs hack systems, professionals hack people.*

## Bunch Of Interns

1

2



Employee - DEV

0

### When played:

if you have an **odd** number of project points, each opponent puts an active knowledge card of your choice on the bottom of the deck.

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*Why pay a professional when you can hire a bunch of interns for half the price?*

## Overpaid Developer

1

2

3

4

5



Employee - DEV

5

### When played:

shuffle one of your employees into the deck.

You can't play this card if you don't have any employees.

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*Measuring programming progress by lines of code is like measuring aircraft building progress by weight.*

# Henry Hackerman

1 2 3 4



## When played:

return target opponent's planned action card to your hand. You may play the returned action card this turn for (2) less.

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*My family always praised me for fixing the Wi-Fi.*

## Open Source Developer

1

2



Employee - DEV

2

### When played:

each player reveals their planned Action Cards.  
You get (1) project point for each card revealed this way.

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*Linux is only free if your time has no value.*

# DevOps Engineer

1 2



## When played:

**(Choose One)**

- > gain (1) project point,
- > draw a card.

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*If you automate a mess, you get an automated mess.*

# Junior Frontend Developer

1



Employee - DEV

1

## When played:

(Choose One)

- > gain (1) project point,
- > return one of your non-outsourced employees to your hand.

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*Live is life! NaN-NaN-NaN (NaN-NaN)*

# Mad PHP Developer

1 2 3 4



Employee - DEV

6

## When played:

reveal the top card of the deck.

If the top card is an action card: you lose the game.

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*No great mind has ever existed without a touch of madness.*

# Spaghetti Code Developer

1

2

3



Employee - DEV

5

## While in play:

efficiency of all your developers drops by (1) for each burnout point on this employee.

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*I used to work for a big pasta company!*

# AI Research Engineer

1 2



Employee - DEV

2

## When played:

look at the top (5) cards of the deck and put them back in any order. Every opponent draws a card.

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*Artificial intelligence is no match for natural stupidity.*

## Low Level Developer

1



Employee - DEV

1

### When played:

**(Choose One)**

- > this turn you may play a knowledge card for (1) less,
- > discard a card, then draw a card.

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*All software boils down to pure binary.  
It works or it doesn't.*

# Employee Of The Year

1 2 3 4



Employee - DEV

3

No one can take over this employee.

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*I like work. It fascinates me. I can sit and look at it for hours.*

# Virtual Reality Penguin

1

2

3



Employee - DEV

3

## When played:

(Choose One)

- > gain (1) project point,
- > look at the next card in the deck.

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*In this virtual reality the bugs are 100% real.*

## Technical Team Leader 1 2 3 4 5



### When played:

draw a card. **If the drawn card is an employee:** you can play it this turn for (1).

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

## HR Tony

1 2 3 4



Employee - HR



### When played:

if you have at least (2) other HR employees:

**take over a target employee.**

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

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*Say hello to my squeaky friend!*

## HR Harry

1 2



Employee - HR



### When played:

**(Choose One) take over a target:**

- > developer with efficiency (2) or lower,
- > PM or Agile Coach.

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

---

*Harry hates everybody: developers, scrum masters, managers, you name it!*

## Technical Recruiter

1

2

3



Employee - HR



### When played:

take over a target developer whose sum of burnout and efficiency points equals (5).

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

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*Exiting the Vim Dungeon will get you the job!*

# HR Event Manager

1 2 3 4



Employee - HR



## When played:

remove (1) burnout point from all your employees. This turn you may play or transfer a knowledge card for (2) less.

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

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*Anyone who says that money cannot buy happiness has clearly never spent their money on pizza.*

CD 18/32

# Scrum Board Ninja

1 2 3



Employee - Agile Coach

+2

## When played:

draw a card for each HR employee you control.

**While in play:** your developers without burnout points have efficiency +2.

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*Since you know it all, you also should know when to shut up.*

## Burnt Out Pair Programmer

1

2

3



Employee - DEV

4

### While in play:

gets double burnout if you have another developer with less efficiency than this developer.

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*I can explain it to you, but I can't understand it for you.*

## Anxious PM

1 2 3 4



Employee - PM

x2

### While in play:

if you have an **even** number of project points:  
gain double points for a target developer.

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*As ASAP as possible!*

# Refactoring

1 2 3



If you have an **odd** number of project points, transferring this knowledge card costs (1) less.

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*Don't worry if it doesn't work right. If everything did, you'd be out of a job.*

# Multithreading

1

2



Knowledge

+3

If you have an **even** number of project points, transferring this knowledge card costs (1) less.

- 
- Explain us deadlock and we'll hire you.
  - Hire me and I'll explain it to you.

Ajax

1 2 3



Knowledge

+3

Transferring this knowledge card **always** costs (1).

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*Clean up your own mess.*

CD 24/32

## Office Software Proficiency

1



Knowledge

+1

A developer with this knowledge card has (1) additional burnout resistance. **This knowledge card can't be transferred to another developer.**

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*If you can't make it good, at least make it look good.*

## Stack Overflow

1

2



Knowledge

+4

If you control a developer with this knowledge card, your **other** developers' efficiency drops by (1) for each burnout point on this employee.

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*How do Stack Overflow engineers fix Stack Overflow when Stack Overflow is down?*

# Bulletproof Coffee

1

2



## Action Card



### (Choose One)

- > All your employees lose **(1)** burnout point.
- > Take over a target **PM** or **Agile Coach**.

---

*Even a bad cup of coffee is better than no coffee at all.*

# Climate Change

1

2



## Action Card



**(Choose One)**

All employees:

- > **lose (1)** burnout point,
- > **gain (1)** burnout point.

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*Whoever controls the air conditioning remote controls the office.*

# Rigged Deal

1



Action Card



The next (3) cards you play this turn cost (1) less.

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*You cheated, I cheated. It was a fair game.*

CD 29/32

## Mad Girlfriend Bug

1

2

3



### Action Card



#### (Choose One)

- > Each player discards (2) random cards.
- > (2) target employees get (1) burnout point.

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*When you see something strange happening, but the software is telling you everything is fine.*

# New Data Regulations

1

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## (Choose One)

- > Double the burnout points of all employees.
- > All opponents discard a random card from their hand and shuffle their planned card into the deck.

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*We now have so many regulations that everyone is guilty of some violation.*

## Just Join IT

1 2 3 4



Reveal (5) cards from the top of the deck. You may play (1) employee from these cards for (0). Put the rest on the bottom of the deck. **If no employee card was revealed: take over a target employee.**

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*This job is pretty secure. No one else wants it.*

## Backend Developers do Frontend **1** **2**



### Action Card



You get **(1)** project point for every developer you control.  
Every PM and Agile Coach in play gets **(1)** burnout point.

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*Our Frontend Developer is sick and the presentation is tomorrow...*

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