

RELEASE!

Anti-Patterns

Expansion

*Add some quirky,
global rules
with this new
anti-patterns deck.*

Installation Instructions

Set aside the Anti-Pattern deck; each release, after revealing a Tools & Methods card, reveal a new anti-pattern card.



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NOT INVENTED HERE

Each time a player would lead a card, it is drawn randomly from their hand by the player to their left instead.



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HIGHLY-PAID CONSULTANT

Each time you commit a card, it "costs" an additional card.

Place those cards face-down in a "wasted money" pile. Obviously, these cards do not count for scoring, artifacts, or anything useful.



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BUZZWORD DRIVEN DEVELOPMENT

Each time a player commits a card, they must say a noun. When the following player commits a card, they must say a noun starting with the next letter of the alphabet. After Z start back at the beginning of the alphabet.

Immediately score **5** if you take more than 5 seconds to say a noun in this manner.



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XSS

At the end of each iteration, the player who committed the lowest ranked card may look at the hands of each player who committed a 13 of any suit for 13 seconds.

If there is a tie for lowest rank, then all must reveal their hands for 13 seconds.



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SQL INJECTION

At the end of each iteration, the player who committed the lowest ranked card of the led suit may swap any card from their hand with a random card from the hand of the player who won the iteration.



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MAGIC NUMBER

Before dealing play cards, choose a random play card. That card's rank is the magic number for this release.

Any card with a "magic" rank will rank as 14 instead.



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SECURITY BY OBSCURITY

Players may not look at cards as they are dealt. After all cards have been dealt, players have 30 seconds to look at and organize their hands.

All hands must be played face-out, from memory. If a player were to break suit while having a card of the lead suit, the player to their right may choose a different card to commit instead.



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OVER- ENGINEERING

Each time you commit a card, choose an additional card from your hand. Secretly place it under the committed card.

These secret cards are revealed after determining the winner of the iteration, and are taken by the winner as normal, albeit over-engineered artifacts.



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LEAKY ABSTRACTION

At the end of each iteration, the winning player must discard one committed card at random from that iteration. This card does not count as an artifact.



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CRAZY ABSTRACTION

After all cards have been dealt, each player chooses a word. They may speak *only* that word and *exactly* that word for the duration of this release.

Immediately score **1** for any other word spoken. They've sullied the purity of the abstraction.



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BIG BALL OF MUD

Reveal two anti-pattern cards. Both anti-pattern rules apply to this release. It's a really big ball of mud.



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CODE SMELL

At the end of each iteration, the player who committed the lowest ranked card must place one card from their hand face-up, in front of them. This card remains visible but is still is part of that player's hand.

If there is a tie for lowest rank, then it's code *stench*, and all players must place a card in this manner.



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SOFTCODING

After all cards have been dealt, each player chooses half of their cards. They then pass those cards to the player on their right.

If players have an odd number of cards, they must discard one card before passing.



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HARDCODING

After all cards have been dealt, each player chooses half of their cards and places them face-down in front of them. These hardcoded cards are not part of players' hands, and may not be looked at or revealed until half of the release's iterations have been played. At that time, players add those cards to their (empty) hands.

If players have an odd number of cards, they must discard one card before hardcoding their cards.



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SPAGHETTI CODE

Reveal two Tools & Methods cards.

Both scoring rules apply to this release.



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FEATURE CREEP

At the end of each iteration, the player who won the iteration must place one card from their hand face-up, in front of them. This card remains visible for the remainder of the release, but is still is part of that player's hand.



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RE-INVENTING THE WHEEL

When determining the winner of each iteration, the player who committed the card with the lowest rank of the led suit wins the iteration.



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DESIGN BY COMMITTEE

After the leading player commits the led card to an iteration, all other players must place a card face-down in front of them. Players then reveal these cards simultaneously and commit them to the iteration in clockwise order.



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