



Database Plug-in

sponsored by: Red Gate

Installation Instructions

*This plug-in is only compatible when **pair programming (team play)**.*

Replace this 5 of Birds with a base 5 of Birds. Set aside the database deck; each release, after revealing a Tools & Methods card, reveal a new database card.





FORGOT THE DATABASE!

After the leading player commits the led card to an iteration, they then choose another card from their hand and play it as a led card for a second, simultaneous iteration. Play continues as usual, with each other player committing one card to each iteration.

The winner of the primary iteration is considered the leading player for the next iteration.

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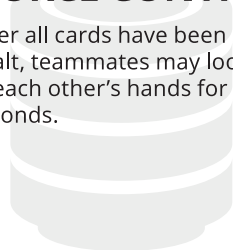
DB01

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SOURCE CONTROL

After all cards have been dealt, teammates may look at each other's hands for 60 seconds.



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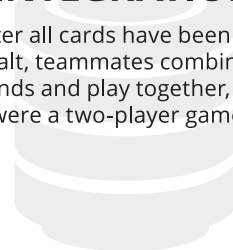
DB02

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CONTINUOUS INTEGRATION

After all cards have been dealt, teammates combine hands and play together, as if it were a two-player game.



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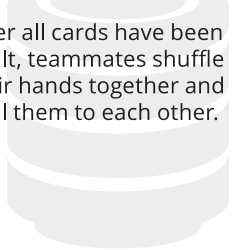
DB03

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BRANCHING AND MERGING

After all cards have been dealt, teammates shuffle their hands together and re-deal them to each other.



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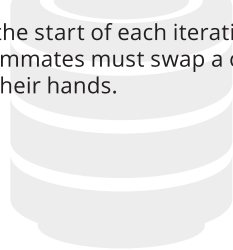
DB04

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CONSTANT CONTACT

At the start of each iteration, teammates must swap a card in their hands.



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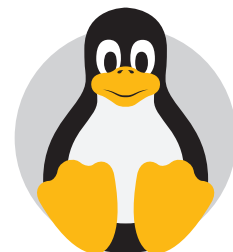


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DB05

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Rollback! After you commit this card, each other player (in counter-clockwise order) must swap the card they committed with a card from their hand.

Ignore this ability in the last iteration.

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DB06

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