

RELEASE!

Deployments Expansion

This expansion challenges how you plan your deployments by adding a little risk and reward from a bidding step in the beginning of each release.

Installation Instructions

Replace all of the base Tools & Methods cards with these 15 Tools & Methods cards; replace this 13 of Fruits with a base 13 of Fruits. Set aside the deployments deck and the stakeholder card.

Each release, after dealing hands, players set point goals. The player with the highest goal becomes the stakeholder; however, if the stakeholder (or their team) does not reach their point goal, they lose that many points after the scoring step.

To set point goals, the player who would lead the first iteration names a number. Proceeding in clockwise, each player either names a higher number, or passes. This continues until all players have passed.

In addition to getting the stakeholder card, the stakeholder leads the first iteration. Before committing a card, the stakeholder draws one card for each player from the deployment deck, looks at them, and then passes one out to each player.

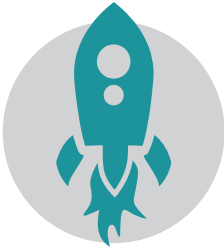
Although they have a different back, these cards are considered play cards and can be committed as per normal rules. Note that these cards add a fourth suit (Deployments) to the game.



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1♣



LEAD QA ENGINEER

After you commit this card, you may immediately draw two deployment cards. If you do, swap one of those cards with this card and discard this and the other deployment card.



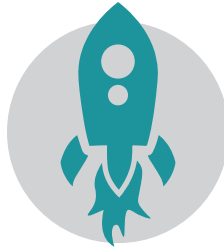
1♣

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2♣



At the end of this iteration, if the player who committed this card won the iteration, they immediately score **+2**.



2♣

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3♣



After you commit this card, immediately score **+1** for each card currently committed to this iteration.



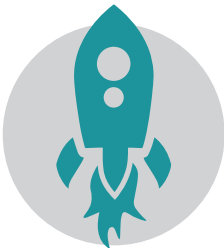
3♣

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4♣



If this card was played in the first iteration, at the end of this iteration the player who committed this card may swap any number of cards from their hand with an equal number of cards committed to this iteration.



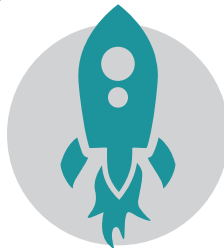
4♣

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5♣



After you win an iteration, you may reveal this card. If you do, swap this card and two others from your hand with any three cards committed to this iteration.



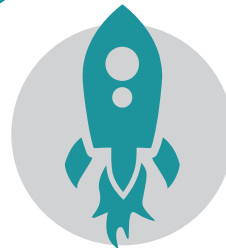
5♣

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6♣



After you commit this card, you may immediately add or subtract 3 points from the Stakeholder's goal.



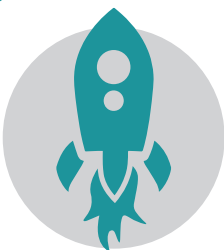
6♣

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7♣



At the end of this iteration, the player who committed this card places it in their artifacts, regardless of who won the iteration.

When scoring this release, the player or team that has this card in their artifacts scores **+3**.



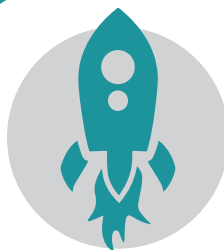
7♣

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8♣



At the end of this iteration, if the player who committed this card won the iteration, they immediately score points equal to the rank of the lowest card committed.



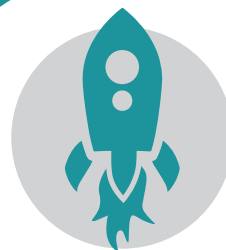
8♣

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9♣



After you commit this card, immediately score **-2** if this is the led card or the led suit is Deployments. Otherwise, immediately score **+2**.



9♣

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DEPLOYMENT
DECK



DEPLOYMENT
DECK



DEPLOYMENT
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DEPLOYMENT
DECK

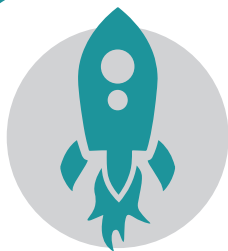


DEPLOYMENT
DECK



DEPLOYMENT
DECK

10👤



If this card is not the last card committed to an iteration, it ranks 1 higher than the card committed after it. This counts only during iterations.



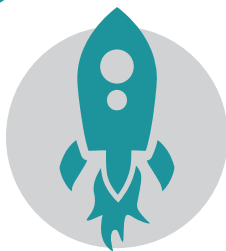
10👤

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11👤



After you commit this card, immediately swap any three random cards from your artifacts with three random cards from another player's artifacts.

If neither you nor any other player have at least three cards in their artifact piles, ignore this effect.



11👤

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12👤



After you commit this card, immediately score **1** for each card currently committed to this iteration.



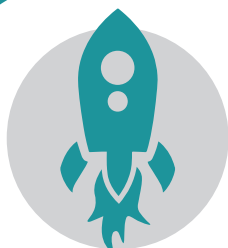
12👤

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13👤



At the end of this iteration, if the player who committed this card won the iteration, they immediately score **2**.



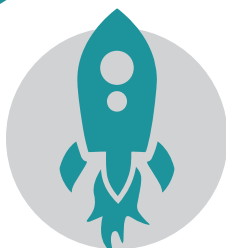
13👤

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0👤



LEAD DEVELOPER

Before scoring, name a rank from 2 to 13 and a suit. This card has the named rank and suit during scoring.



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LEAD OPS ENGINEER

Before committing a card to an iteration, you may reveal this card. If you do, name a rank from 2 to 13 and a suit, then contribute this card to the iteration. This card has the named rank and suit during iterations.

Before scoring, remove this card from your artifacts.



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13🌈



At the end of this iteration, all players pass 1 card to the left and 1 card to the right.



13🌈

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DUTY DELEGATION

Stakeholder: immediately score **+3**; instead of drawing and distributing deployment cards, the player to your left performs this task.

+1 for each 11, 12, or 13



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SELF-MANAGED TEAM

Stakeholder: immediately score **+3**; instead of drawing and distributing deployment cards, each other player draws one deployment card. Draw two deployment cards and discard one of them.

+1 for each 2, 3, or 4



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DECK



TOOLS &
METHODS



TOOLS &
METHODS





STANDARDIZED SYSTEMS

Stakeholder: before the first iteration, names a suit. All other players must reveal one card of that suit from their hand if possible.

+1 for every card of the named suit



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STREAMLINED WORKFLOW

Stakeholder: before drawing and distributing deployment cards, choose and discard one card from your hand; each other player discards one card at random from their hand.

+1 for each 3, 6, or 11



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ACTIVITY STREAM

Stakeholder: before scoring, choose one card from your artifacts and name a rank. That card has the named rank during scoring.

+1 for each card in your longest straight



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CONTINUOUS DEPLOYMENT

Stakeholder: before scoring, choose one card from your artifacts and name a suit. That card has the named rank during scoring.

+1 for each card in the suit that you have the most cards in; this only counts for one suit



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WEEKLY REVIEWS

Stakeholder: before drawing and distributing deployment cards, choose one card from your hand and pass it to the player on your left; each other player passes one card at random from their hand to the player on their left.

+1 for each 7, 8, or 9



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PLATFORM SPECIFICITY: DOORS

Stakeholder: after committing a 2 of Doors to an iteration, you may change that card's rank to 14; this only counts during iterations.

+1 for each Door



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PLATFORM SPECIFICITY: BIRDS

Stakeholder: after committing a 2 of Birds to an iteration, you may change that card's rank to 14; this only counts during iterations.

+1 for each Bird



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PLATFORM SPECIFICITY: FRUITS

Stakeholder: after committing a 2 of Fruits to an iteration, you may change that card's rank to 14; this only counts during iterations.

+1 for each Fruit



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MANDATORY OVERTIME

After determining the stakeholder, the second-highest bidder names a suit.

Stakeholder: during scoring, score an additional **+1** for each card of the named suit.

+1 for each card of the named suit



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LANGUAGE AGNOSTIC

Stakeholder: when drawing deployment cards, draw two additional cards, and then discard two. Distribute cards normally.

+1 for each Deployment

+2 for each 9



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SUPERVISOR PERMISSIONS

Stakeholder: name a rank; during iterations, cards of the named rank will rank 14 instead.

+2 for each iteration won



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DEPLOYMENT CONTAINERS

Stakeholder: before drawing and distributing deployment cards, name a rank below 10. All players must give you cards with the named rank. After receiving those cards, give players an equal number of cards from your hand back.

+2 for each two-of-a-kind



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DEPLOYMENT CONTAINERS

Stakeholder: name a suit.

+3 for each 10 to 13 of the named suit

+2 for each 2 to 9 of the named suit



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STAKEHOLDER

Also known as the boss, the chief mucky muck, número uno, the head honcho, the big fish, el capitán, and the top dog.



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STAKEHOLDER

Also known as the boss, the chief mucky muck, número uno, the head honcho, the big fish, el capitán, and the top dog.



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