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CAUTION EVENT (CODE 13)

+2 for each 13

New Relic



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LOW TRAFFIC THRESHOLD

+2 for each 2-3-4 straight

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TRENDS REPORT

+4 for each 4-card set of a single suit

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FULL TRANSPARENCY

+10 if all cards from your hand are placed on your dashboard

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USER PROFILES: BIRDS

+3 if all Birds from your hand are placed on your dashboard

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USER PROFILES: FRUITS

+3 if all Fruits from your hand are placed on your dashboard

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USER PROFILES: DOORS

+3 if all Doors from your hand are placed on your dashboard

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RANDOM SAMPLING

+3 for every three cards (chosen at random) placed on your dashboard

note: these random cards must be placed after any other cards

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SEQUENCED REPORTS

+1 for each card in a single straight with three to five cards

note: only one straight may be counted

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SEQUENCED TREND REPORTS

+1 for each card in a single straight of three, all sharing a suit

note: only one straight may be counted

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HIGH TRAFFIC THRESHOLD

+3 for each 11-12-13 straight

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COMPETITOR MONITORING

Starting with the player who will lead the first iteration, each player may force other players to place one or more random cards from their hand on to their dashboards.

-2 for each card you forced in this manner

note: a maximum of ten cards, across all players, may be placed in this manner

New Relic



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CORPORATE REVIEW

Starting with the player who will lead the first iteration, each player may force other players to reveal their hand to all players for 5 seconds.

-2 for each time you forced a player to reveal their hand in this manner

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QUICK OUTLINES

After dashboards go online, players may choose to reveal their hand for 5 seconds.

+3 if you revealed your hand in this manner

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TEST USER

+1 for each two-of-a-kind

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POWER USER

+2 for each three-of-a-kind

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OUTLIERS

+3 for each set of 13 and 2

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BELL CURVE

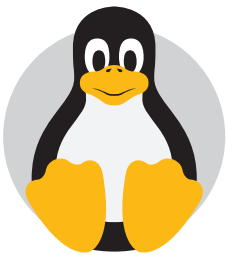
+3 for each 5-6-7-8 straight, regardless of suit

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2 



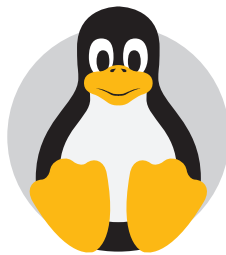
When you commit this card, you may immediately swap any two cards on any dashboards.

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2 

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3 



When played from your dashboard, this card's rank is 15.

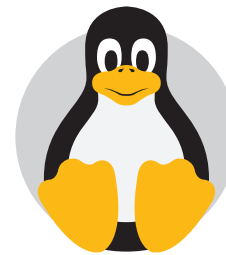
note: this only counts during iterations

 **New Relic**

3 

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9 



During pre-release scoring, this card counts as any single suit.

 **New Relic**

9 

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2 



Before committing a card to an iteration, you may reveal this card and then swap it with another card on any dashboard.

You may contribute the swapped card to the iteration instead.

 **New Relic**

2 

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3 



If this card is on your dashboard, you may swap it for a random card in another player's hand.

You may only do this immediately before you commit a card; you may contribute the swapped card to the iteration instead.

 **New Relic**

3 

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9 



During pre-release scoring, this card counts as any single rank.

 **New Relic**

9 

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2 



At the end of this iteration, the player who won this iteration may swap this card with any card on any dashboard.

 **New Relic**

2 

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3 



When this card is committed from your dashboard, it may be contributed to any iteration regardless of led suit. This is still considered breaking suit.

 **New Relic**

3 

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9 



After pre-release scoring, you may reveal this card. If you do, add it to your dashboard and immediately score +1.

 **New Relic**

9 

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ANALYTICS OUTAGE

-2 if you win five or more iterations



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NEW RELIC

+1 for each iteration won

Additional rule: when a player wins an iteration, they immediately score **+1** for each card that was contributed to that iteration from a dashboard



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DATA-DIRECTED DECISIONS

After dashboards go online, the player or team with the fewest points chooses a suit.

+1 for each card of the chosen suit

note: if two or more players or teams are tied for fewest points, discard this card and choose another Tools & Methods card.



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ADVANCED WARNING

After dashboards go online, the player or team with the fewest points chooses a suit.

-1 for each card of the chosen suit

note: if two or more players or teams are tied for fewest points, discard this card and choose another Tools & Methods card.



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DATA NERDS

+2 for each card that was played from a dashboard

note: keep these in a separate artifacts pile for easy counting



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 | TOOLS &
METHODS



 | TOOLS &
METHODS



 | TOOLS &
METHODS



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