INFRASTRUCTURE / ACTION · I01 / MARKET 1/2

GPU RAIN DANCE

$2



Gain $1.
If you play another Infrastructure card this turn, deploy one Presence in Chip Supply.

1 VP KEPT **2 VP WRITTEN OFF**

Dance, monkey. The chips go to our friends.

INFRASTRUCTURE / ACTION · I01 / MARKET 2/2

GPU RAIN DANCE

$2



Gain $1.
If you play another Infrastructure card this turn, deploy one Presence in Chip Supply.

1 VP KEPT **2 VP WRITTEN OFF**

Dance, monkey. The chips go to our friends.

INFRASTRUCTURE / ACTION · I02 / MARKET 1/2

JUST ONE MORE DATA CENTER

$3



Deploy one Presence in Chip Supply or Power Grid.
If you have at least one Presence in Power Grid after deploying, gain $1.

1 VP KEPT **2 VP WRITTEN OFF**

The playground was underperforming.

INFRASTRUCTURE / ACTION · I02 / MARKET 2/2

JUST ONE MORE DATA CENTER

$3



Deploy one Presence in Chip Supply or Power Grid.
If you have at least one Presence in Power Grid after deploying, gain $1.

1 VP KEPT **2 VP WRITTEN OFF**

The playground was underperforming.

INFRASTRUCTURE / ACTION · I03 / MARKET 1/1

PREFERRED ALLOCATION

$5



Gain $2.
And deploy one Presence anywhere per two of your Presence in Chip Supply (maximum three).

2 VP KEPT **3 VP WRITTEN OFF**

Plenty for everyone who matters.

INFRASTRUCTURE / ACTION · I04 / MARKET 1/1

ABUNDANCE, PENDING CONNECTION

$5



Gain $2.
And gain $1 per two of your Presence in Power Grid (maximum $3).

2 VP KEPT **3 VP WRITTEN OFF**

Your lights were using our electricity.

INFRASTRUCTURE / ACTION · I05 / MARKET 1/1

FULLY INTEGRATED, LOCALLY UNPOPULAR

$6



Gain $2.
If you have at least two Presence in EACH of Chip Supply and Power Grid, deploy two Presence anywhere.

3 VP KEPT **4 VP WRITTEN OFF**

A brighter future. A browner lawn.

INFRASTRUCTURE / ACTION · I06 / MARKET 1/1

THE COMPUTE MUST FLOW

$7



Deploy one Presence anywhere.
If you control BOTH Chip Supply and Power Grid, deploy two more Presence anywhere and draw one card.

3 VP KEPT **4 VP WRITTEN OFF**

There is no shortage. There is an allocation.

INFRASTRUCTURE / ASSET · I07 / MARKET 1/1

SOVEREIGN COMPUTE, PRIVATE INVOICE

$6



Choose: gain $2, or install this Asset.
While installed, each quarter: score 1 VP if you have two Presence in EACH of Chips and Power, or 2 VP instead if you control both.

3 VP KEPT **4 VP WRITTEN OFF**

Your national independence renews monthly.

INFRASTRUCTURE / ACTION · I08 / MARKET 1/2

WAFER PRIORITY AGREEMENT

$4



Gain $2.
If you control Chip Supply, your next market purchase this turn costs $1 less.

2 VP KEPT **3 VP WRITTEN OFF**

First come, first served. We came first.

INFRASTRUCTURE / ACTION · I08 / MARKET 2/2

WAFER PRIORITY AGREEMENT

$4



Gain $2.
If you control Chip Supply, your next market purchase this turn costs $1 less.

2 VP KEPT **3 VP WRITTEN OFF**

First come, first served. We came first.

INFRASTRUCTURE / ACTION · I09 / MARKET 1/2

EMERGENCY CAPACITY RESERVATION

$4



Gain $1. Move up to two of your Presence.
If you play another Infrastructure card this turn, deploy one Presence anywhere.

2 VP KEPT **3 VP WRITTEN OFF**

We reserved your contingency plan too.

INFRASTRUCTURE / ACTION · I09 / MARKET 2/2

EMERGENCY CAPACITY RESERVATION

$4



Gain $1. Move up to two of your Presence.
If you play another Infrastructure card this turn, deploy one Presence anywhere.

2 VP KEPT **3 VP WRITTEN OFF**

We reserved your contingency plan too.

INFRASTRUCTURE / ACTION · I10 / MARKET 1/2

LOAD-BALANCED ACCOUNTING

$4



Gain $2.
If you have two Presence in EACH of Chips and Power, you may write off one card from your hand.

2 VP KEPT **3 VP WRITTEN OFF**

The asset works beautifully on paper.

INFRASTRUCTURE / ACTION · I10 / MARKET 2/2

LOAD-BALANCED ACCOUNTING

$4



Gain $2.
If you have two Presence in EACH of Chips and Power, you may write off one card from your hand.

2 VP KEPT **3 VP WRITTEN OFF**

The asset works beautifully on paper.

POLICY / ACTION · P01 / MARKET 1/2

RESPONSIBLE INNOVATION PAC

$2



Gain $1.
If you play another Policy card this turn, deploy one Presence in Executive or Legislature.

1 VP KEPT **2 VP WRITTEN OFF**

We bought the responsible kind of influence.

POLICY / ACTION · P01 / MARKET 2/2

RESPONSIBLE INNOVATION PAC

$2



Gain $1.
If you play another Policy card this turn, deploy one Presence in Executive or Legislature.

1 VP KEPT **2 VP WRITTEN OFF**

We bought the responsible kind of influence.

POLICY / ACTION · P02 / MARKET 1/2

REVOLVING DOOR FELLOWSHIP

$3



Gain $1. Move up to two of your Presence.
If you have at least one Presence in Executive, gain $1.

1 VP KEPT **2 VP WRITTEN OFF**

Public service. Private compensation.

POLICY / ACTION P02 / MARKET 2/2

REVOLVING DOOR FELLOWSHIP

$3



Gain $1. Move up to two of your Presence.
If you have at least one Presence in Executive, gain $1.

1 VP KEPT **2 VP WRITTEN OFF**

Public service. Private compensation.

POLICY / ACTION P03 / MARKET 1/2

ACCELERATED DEPRECIATION SCHEDULE

$4



Gain $1. You may write off one card from your hand.
If you control Legislature [G] and wrote off a card with this play, gain its printed cost in cash (maximum $3).

2 VP KEPT **3 VP WRITTEN OFF**

Yesterday's miracle is today's deduction.

POLICY / ACTION P03 / MARKET 2/2

ACCELERATED DEPRECIATION SCHEDULE

$4



Gain $1. You may write off one card from your hand.
If you control Legislature [G] and wrote off a card with this play, gain its printed cost in cash (maximum $3).

2 VP KEPT **3 VP WRITTEN OFF**

Yesterday's miracle is today's deduction.

POLICY / ACTION P04 / MARKET 1/2

CONGRESSIONAL SUBPOENA

$4



Gain $1. Draw one card.
If you control Legislature [G], choose an opponent. They reveal their hand; choose one card from it for them to discard.

2 VP KEPT **3 VP WRITTEN OFF**

We have a few thousand friendly questions.

POLICY / ACTION P04 / MARKET 2/2

CONGRESSIONAL SUBPOENA

$4



Gain $1. Draw one card.
If you control Legislature [G], choose an opponent. They reveal their hand; choose one card from it for them to discard.

2 VP KEPT **3 VP WRITTEN OFF**

We have a few thousand friendly questions.

POLICY / ACTION P05 / MARKET 1/1

EXECUTIVE ORDER: NATIONAL AI CHAMPION

$5



Gain $2.
If you control Executive [G], deploy two Presence in a single arena.

2 VP KEPT **3 VP WRITTEN OFF**

The winner was selected before the competition.

POLICY / ACTION P06 / MARKET 1/1

EXECUTIVE ORDER: ENHANCED SCRUTINY

$5



Gain $2.
If you control Executive [G], remove up to two Presence of one opponent from one arena where you have Presence.

2 VP KEPT **3 VP WRITTEN OFF**

National security looks a lot like our market share.

POLICY / ACTION P07 / MARKET 1/1

BIPARTISAN INVESTIGATION

$5



Gain $2.
If you control Legislature [G], choose up to two opponents. Each discards one card of their choice from hand.

2 VP KEPT **3 VP WRITTEN OFF**

At last, something both parties can agree on.

POLICY / ACTION P08 / MARKET 1/1

NOTHING IN THE STATUTE PROHIBITS THIS

$6



Gain $2.
If you control both branches, or one with the other controller's consent [G], acquire a face-up market card costing up to $5 for free into your discard pile.

3 VP KEPT **4 VP WRITTEN OFF**

Our lawyers found the door you couldn't afford.

POLICY / ACTION — P09 / MARKET 1/1

TEMPORARY REGULATORY CERTAINTY

$5



Gain $2.
If you control both branches, or one with the other controller's consent [G], until your next turn opponents pay $2 extra per piece of yours they remove, including by card effects.

2 VP KEPT — **3 VP WRITTEN OFF**

A level playing field, with a fence.

POLICY / ACTION — P10 / MARKET 1/1

MARKET ACCESS REFORM

$5



Draw one card.
If you control both branches, or one with the other controller's consent [G], until your next turn each player's first market purchase per turn costs $2 less. This turn counts.

2 VP KEPT — **3 VP WRITTEN OFF**

The market is open. We own the entrance.

TALENT / ACTION — T01 / MARKET 1/2

FOUNDING RESEARCHER NUMBER 47

$2



Gain $1.
If you play another Talent card this turn, draw one card, then discard one card.

1 VP KEPT — **2 VP WRITTEN OFF**

You're indispensable. We printed extra badges.

TALENT / ACTION — T01 / MARKET 2/2

FOUNDING RESEARCHER NUMBER 47

$2



Gain $1.
If you play another Talent card this turn, draw one card, then discard one card.

1 VP KEPT — **2 VP WRITTEN OFF**

You're indispensable. We printed extra badges.

TALENT / ACTION — T02 / MARKET 1/2

STRATEGIC REORGANIZATION

$3



Gain $1. You may write off one card from your hand.
If you play another Talent card this turn, draw one card.

1 VP KEPT — **2 VP WRITTEN OFF**

Good news! You're the efficiency.

TALENT / ACTION — T02 / MARKET 2/2

STRATEGIC REORGANIZATION

$3



Gain $1. You may write off one card from your hand.
If you play another Talent card this turn, draw one card.

1 VP KEPT — **2 VP WRITTEN OFF**

Good news! You're the efficiency.

TALENT / ACTION — T03 / MARKET 1/1

TALENT DENSITY

$5



Gain $2.
And draw one card per two of your Presence in Workforce (maximum three cards).

2 VP KEPT — **3 VP WRITTEN OFF**

Fewer desks. Same deadlines. Better margins.

TALENT / ACTION — T04 / MARKET 1/2

ACQUI-HIRE, THEN INQUIRE

$4



Deploy one Presence in Workforce.
And you may write off one card from your hand per two of your Presence in Workforce (maximum three cards). Count after deploying.

2 VP KEPT — **3 VP WRITTEN OFF**

We loved your team. We deleted your work.

TALENT / ACTION — T04 / MARKET 2/2

ACQUI-HIRE, THEN INQUIRE

$4



Deploy one Presence in Workforce.
And you may write off one card from your hand per two of your Presence in Workforce (maximum three cards). Count after deploying.

2 VP KEPT — **3 VP WRITTEN OFF**

We loved your team. We deleted your work.

TALENT / ACTION · T05 / MARKET 1/1

THE EFFICIENCY ANNOUNCEMENT

$6



You may write off up to two cards from your hand.
For each card written off with this play, choose: gain $2 OR deploy one Presence anywhere.

3 VP KEPT **4 VP WRITTEN OFF**

Your sacrifice is reflected in our share price.

TALENT / ACTION · T06 / MARKET 1/1

CHIEF VISIONARY OFFICER

$7



Gain $2. Draw one card.
If you have two Presence in EACH of Workforce and the Application layer, you may write off one card from hand. If you do, deploy two Presence anywhere.

3 VP KEPT **4 VP WRITTEN OFF**

You build it. He explains why it was his idea.

TALENT / ASSET · T07 / MARKET 1/1

PRELIMINARY INJUNCTION

$5



Choose: gain $2, or install this Asset ready.
While installed: exhaust to prevent one harmful Government [G] effect on you.
Ready at the start of your turn.

2 VP KEPT **3 VP WRITTEN OFF**

The rules apply. To other people.

TALENT / REACTION · T08 / MARKET 1/2

OUTSIDE COUNSEL, INSIDE CONNECTIONS

$3



On your turn: gain $1 and draw one card.
OR discard this from hand to prevent one harmful Government [G] effect on you. This reaction is not a card play.

1 VP KEPT **2 VP WRITTEN OFF**

Due process, at our hourly rate.

TALENT / REACTION · T08 / MARKET 2/2

OUTSIDE COUNSEL, INSIDE CONNECTIONS

$3



On your turn: gain $1 and draw one card.
OR discard this from hand to prevent one harmful Government [G] effect on you. This reaction is not a card play.

1 VP KEPT **2 VP WRITTEN OFF**

Due process, at our hourly rate.

TALENT / ACTION · T09 / MARKET 1/1

RESEARCH PARTNERSHIP, EXCLUSIVE TERMS

$5



Gain $1. Draw one card.
If you have two Presence in EACH of Workforce and Chip Supply, draw one more card, then you may write off one card from hand.

2 VP KEPT **3 VP WRITTEN OFF**

The science is open. The hardware isn't.

TALENT / ACTION · T10 / MARKET 1/2

MANDATORY OPTIONAL OFFSITE

$3



Gain $1. Draw one card, then discard one card.
If you control Workforce, deploy one Presence in the Application layer.

1 VP KEPT **2 VP WRITTEN OFF**

Attendance is optional. So is your promotion.

TALENT / ACTION · T10 / MARKET 2/2

MANDATORY OPTIONAL OFFSITE

$3



Gain $1. Draw one card, then discard one card.
If you control Workforce, deploy one Presence in the Application layer.

1 VP KEPT **2 VP WRITTEN OFF**

Attendance is optional. So is your promotion.

DISTRIBUTION / ACTION · D01 / MARKET 1/2

FREE UNTIL FURTHER NOTICE

$2



Gain $1.
If you have at least one Presence in the Application layer, gain $1.

1 VP KEPT **2 VP WRITTEN OFF**

The free trial ends when you need us.

DISTRIBUTION / ACTION D01 / MARKET 2/2

FREE UNTIL FURTHER NOTICE

$2



Gain $1.
If you have at least one Presence in the Application layer, gain $1.

1 VP KEPT **2 VP WRITTEN OFF**

The free trial ends when you need us.

DISTRIBUTION / ACTION D02 / MARKET 1/2

ENTERPRISE PILOT, YEAR THREE

$3



Gain $2.
If you have at least two Presence in the Application layer, gain $1.

1 VP KEPT **2 VP WRITTEN OFF**

Still experimental. Fully billable.

DISTRIBUTION / ACTION D02 / MARKET 2/2

ENTERPRISE PILOT, YEAR THREE

$3



Gain $2.
If you have at least two Presence in the Application layer, gain $1.

1 VP KEPT **2 VP WRITTEN OFF**

Still experimental. Fully billable.

DISTRIBUTION / ACTION D03 / MARKET 1/2

YOUR NEW BEST FRIEND

$4



Gain $2.
If you play another Distribution card this turn, deploy one Presence in the Application layer.

2 VP KEPT **3 VP WRITTEN OFF**

Your personal information is our product.

DISTRIBUTION / ACTION D03 / MARKET 2/2

YOUR NEW BEST FRIEND

$4



Gain $2.
If you play another Distribution card this turn, deploy one Presence in the Application layer.

2 VP KEPT **3 VP WRITTEN OFF**

Your personal information is our product.

DISTRIBUTION / ACTION D04 / MARKET 1/1

PER SEAT, PER AGENT, PER THOUGHT

$5



Gain $3.
If you control the Application layer, gain $1.

2 VP KEPT **3 VP WRITTEN OFF**

Every thought is a growth opportunity. For us.

DISTRIBUTION / ACTION D05 / MARKET 1/1

PLATFORM, NOT A FEATURE

$7



Gain $3.
If you have two Presence in EACH of the Application layer and Chip Supply, gain $2.

3 VP KEPT **4 VP WRITTEN OFF**

Same button. Larger valuation.

DISTRIBUTION / ACTION D06 / MARKET 1/1

LAND AND EXPAND

$5



Gain $2.
If you control the Application layer, gain $1 per different arena where you have Presence (maximum $4).

2 VP KEPT **3 VP WRITTEN OFF**

We only need a foothold. Then your whole company.

DISTRIBUTION / ASSET D07 / MARKET 1/1

ANNUAL RECURRING NARRATIVE

$5



Choose: gain $2, or install this Asset.
While installed, each quarter: score 1 VP if you have two Presence in EACH of the Application layer and Workforce.

2 VP KEPT **3 VP WRITTEN OFF**

The story renews. So does the invoice.

DISTRIBUTION / ASSET · D08 / MARKET 1/1

TOO EMBEDDED TO CANCEL

$7



Choose: gain $2, or install this Asset.
While installed, each quarter: score 2 VP if you control the Application layer.

3 VP KEPT **4 VP WRITTEN OFF**

You can leave whenever rebuilding is cheaper.

DISTRIBUTION / ACTION · D09 / MARKET 1/2

CONSUMER FOOTPRINT, ENTERPRISE MULTIPLE

$4



Gain $2.
If you have two Presence in EACH of the Application layer and Power Grid, your next purchased card this turn goes on top of your draw deck instead of your discard pile.

2 VP KEPT **3 VP WRITTEN OFF**

Free users. Expensive story.

DISTRIBUTION / ACTION · D09 / MARKET 2/2

CONSUMER FOOTPRINT, ENTERPRISE MULTIPLE

$4



Gain $2.
If you have two Presence in EACH of the Application layer and Power Grid, your next purchased card this turn goes on top of your draw deck instead of your discard pile.

2 VP KEPT **3 VP WRITTEN OFF**

Free users. Expensive story.

DISTRIBUTION / ACTION · D10 / MARKET 1/1

ENGAGEMENT IS UP

$5



Gain $2.
And draw one card per two of your Presence in the Application layer (maximum three), then discard one card if you drew any.

2 VP KEPT **3 VP WRITTEN OFF**

We measured dependency and called it delight.

INFRASTRUCTURE / ACTION · I11 / MARKET 1/1

ARTIFICIAL SCARCITY

$5



Gain $2.
If you have three Presence in Chip Supply, you may archive one market card and refill its slot. If you do, your next purchase this turn costs $1 less.

2 VP KEPT **3 VP WRITTEN OFF**

Demand is strong. Supply is a decision.

INFRASTRUCTURE / ACTION · I12 / MARKET 1/1

RESIDENTIAL LOAD SHEDDING

$5



Gain $2.
If you have three Presence in Power Grid, you may return one of your Power Presence to reserve to gain $3.

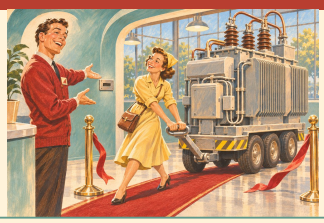
2 VP KEPT **3 VP WRITTEN OFF**

Your outage is our uptime.

INFRASTRUCTURE / ACTION · I13 / MARKET 1/1

BRING YOUR OWN SUBSTATION

$6



Gain $2.
If you have two Presence in EACH of Chips and Power, choose: deploy two Presence into those areas OR draw two cards.

3 VP KEPT **4 VP WRITTEN OFF**

Starter plan. Power station sold separately.

INFRASTRUCTURE / ACTION · I14 / MARKET 1/1

WE HAVE ALTERED THE ALLOCATION

$6



Gain $2.
If you have three Presence in EACH of Chips and Power, choose an arena where you have Presence. You may remove one rival Presence there, then deploy two there.

3 VP KEPT **4 VP WRITTEN OFF**

Your guaranteed portion has been upgraded to smaller.

INFRASTRUCTURE / ACTION · I15 / MARKET 1/1

STRANDED ASSET, REAL DEDUCTION

$6



Gain $2.
If you have two Presence in EACH of Chips and Power, you may write off one hand card, then put one card from your discard pile on top of your deck.

3 VP KEPT **4 VP WRITTEN OFF**

It never ran. It performed beautifully.

POLICY / ACTION — P11 / MARKET 1/1

EXECUTIVE ORDER: EMERGENCY EXEMPTION — $5



Gain $2.
If you control Executive [G], draw one card and your next paid removal this turn costs $1 less.

2 VP KEPT — **3 VP WRITTEN OFF**

The emergency is that the rules include us.

POLICY / ACTION — P12 / MARKET 1/1

NATIONALIZE THE LOSSES — $5



Gain $2.
If you control Executive [G], you may return one of your Presence to reserve. If you do, deploy two Presence in one different arena.

2 VP KEPT — **3 VP WRITTEN OFF**

Public service. Private upside.

POLICY / ACTION — P13 / MARKET 1/1

SELECT COMMITTEE ON OTHER PEOPLE'S PROBLEMS — $5



Gain $1 and draw one card.
If you control Legislature [G], choose a rival to discard one card of their choice. Then you may move one of your Presence.

2 VP KEPT — **3 VP WRITTEN OFF**

We investigated ourselves. The rival looked suspicious.

POLICY / ACTION — P14 / MARKET 1/1

MODEL BILL, MODEL CITIZEN — $6



Gain $2.
With two Presence in EACH government branch AND Government Authorization [G], acquire a market card costing up to $4 onto your deck.

3 VP KEPT — **4 VP WRITTEN OFF**

Our language. Your elected representative.

POLICY / ACTION — P15 / MARKET 1/1

COMPETITION PRESERVATION ACT — $5



Gain $2.
With Government Authorization [G], until your next turn each player may use one $1 market discount. At the start of your next turn, gain $1 per player who used it.

2 VP KEPT — **3 VP WRITTEN OFF**

Everyone may enter through our gate.

POLICY / ACTION — P16 / MARKET 1/1

BIPARTISAN PHOTO OPPORTUNITY — $5



Gain $1 and draw one card.
With Government Authorization [G], draw two cards. If another player grants consent, they also draw one card.

2 VP KEPT — **3 VP WRITTEN OFF**

Finally, a deal with something for both donors.

TALENT / ACTION — T11 / MARKET 1/1

MANDATORY WELLNESS OPTIMIZATION — $5



Gain $1.
If you have three Presence in Workforce, you may return one Workforce Presence to reserve to draw two cards, then optionally write off one hand card.

2 VP KEPT — **3 VP WRITTEN OFF**

Your next chapter begins without a payroll line.

TALENT / ACTION — T12 / MARKET 1/1

MIDDLE MANAGEMENT DISTILLATION — $6



You may write off one hand card. If you do, gain $2.
If you have three Presence in Workforce, draw two cards and your next paid deployment this turn costs $1 less.

3 VP KEPT — **4 VP WRITTEN OFF**

Nine reporting lines. One necktie.

TALENT / ACTION — T13 / MARKET 1/1

RECURSIVE SELF-APPRAISAL — $6



Gain $1 and draw one card.
If you have three Presence in EACH of Workforce and the Application layer, take one card from your discard pile into hand, then draw one card.

3 VP KEPT — **4 VP WRITTEN OFF**

Outstanding, according to an independent copy of me.

TALENT / ACTION — T14 / MARKET 1/1

OUTSIDE REVIEW, INSIDE TRACK

$5



Gain $1 and draw one card.
If you have two Presence in EACH of Workforce and Legislature, you may end one temporary Government rule. Discard its source to its owner.

2 VP KEPT — **3 VP WRITTEN OFF**

Independent. Our accounting department checked.

TALENT / ACTION — T15 / MARKET 1/1

OPEN RESEARCH, CLOSED RECRUITMENT

$5



Gain $1 and draw one card.
If you have two Presence in EACH of Workforce and Chips, choose: acquire a market card costing up to $3 OR deploy one Presence in Workforce.

2 VP KEPT — **3 VP WRITTEN OFF**

The publication is free. The author belongs to us.

DISTRIBUTION / ACTION — D11 / MARKET 1/1

DYNAMIC PRICING, STATIC SMILE

$5



Gain $2.
If you have three Presence in the Application layer, choose: gain $2 OR draw one card and move one of your Presence.

2 VP KEPT — **3 VP WRITTEN OFF**

The price adjusts to your inability to leave.

DISTRIBUTION / ACTION — D12 / MARKET 1/1

TERMS OF SERVICE, TERMS OF SURRENDER

$6



Gain $2.
If you have three Presence in EACH of the Application layer and Legislature, acquire a market card costing up to $5 directly into hand. You may play it this turn.

3 VP KEPT — **4 VP WRITTEN OFF**

Accept all. Including the consequences.

DISTRIBUTION / ACTION — D13 / MARKET 1/1

CUSTOMER SUCCESS, HOSTILE TAKEOVER

$5



Gain $2.
If you have two Presence in EACH of the Application layer and Workforce, move up to two of your Presence and your next paid deployment this turn costs $1 less.

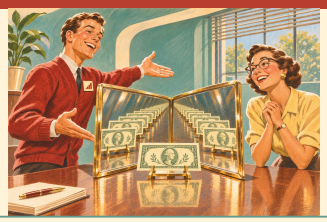
2 VP KEPT — **3 VP WRITTEN OFF**

We helped you scale. Into our subsidiary.

DISTRIBUTION / ACTION — D14 / MARKET 1/1

REVENUE RECOGNITION APPRECIATION SOCIETY

$5



Gain $2.
If you have two Presence in EACH of the Application layer and Power, you may return one Application Presence to reserve to gain $2 and draw one card.

2 VP KEPT — **3 VP WRITTEN OFF**

One dollar. Six delighted forecasts.

DISTRIBUTION / ACTION — D15 / MARKET 1/1

EVERYTHING-AS-A-SERVICE

$6



Gain $2.
If you have three Presence in EACH of the Application layer and Power, choose: deploy two Presence anywhere OR draw two cards and optionally write off one hand card.

3 VP KEPT — **4 VP WRITTEN OFF**

Even the sunshine has a renewal date.

DISTRIBUTION / ACTION — D16 / MARKET 1/1

A/B TEST THE APOLOGY

$5



Gain $1 and draw one card.
If you have three Presence in the Application layer, you may archive one market card and refill its slot. Then you may put one discard card on top of your deck.

2 VP KEPT — **3 VP WRITTEN OFF**

We regret whichever wording converts best.

STARTER / STARTER — S01 / STARTER A

SEED CAPITAL

$0



Gain $1.

0 VP KEPT — **1 VP WRITTEN OFF**

A little money. A very large expectation.

STARTER / STARTER
S01 / STARTER A

SEED CAPITAL

$0



Gain $1.

0 VP KEPT
1 VP WRITTEN OFF

A little money. A very large expectation.

STARTER / STARTER
S01 / STARTER A

SEED CAPITAL

$0



Gain $1.

0 VP KEPT
1 VP WRITTEN OFF

A little money. A very large expectation.

STARTER / STARTER
S01 / STARTER A

SEED CAPITAL

$0



Gain $1.

0 VP KEPT
1 VP WRITTEN OFF

A little money. A very large expectation.

STARTER / STARTER
S01 / STARTER A

SEED CAPITAL

$0



Gain $1.

0 VP KEPT
1 VP WRITTEN OFF

A little money. A very large expectation.

STARTER / STARTER
S01 / STARTER A

SEED CAPITAL

$0



Gain $1.

0 VP KEPT
1 VP WRITTEN OFF

A little money. A very large expectation.

STARTER / LEGACY
S02 / STARTER A

BLOCKCHAIN PIVOT

$0



No effect.

0 VP KEPT
1 VP WRITTEN OFF

We solved everything except the need for it.

STARTER / LEGACY
S03 / STARTER A

METAVERSE CAMPUS

$0



No effect.

0 VP KEPT
1 VP WRITTEN OFF

Nobody came. The rent was imaginary.

STARTER / LEGACY
S04 / STARTER A

INNOVATION STEERING COMMITTEE

$0



No effect.

0 VP KEPT
1 VP WRITTEN OFF

An entire department devoted to almost deciding.

STARTER / LEGACY
S05 / STARTER A

THE PREVIOUS AI STRATEGY

$0



No effect.

0 VP KEPT
1 VP WRITTEN OFF

The old future has been discontinued.

STARTER / STARTER — S01 / STARTER B

SEED CAPITAL

$0



Gain $1.

0 VP KEPT — 1 VP WRITTEN OFF

A little money. A very large expectation.

STARTER / STARTER — S01 / STARTER B

SEED CAPITAL

$0

Gain $1.

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STARTER / STARTER — S01 / STARTER B

SEED CAPITAL

$0

Gain $1.

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A little money. A very large expectation.

STARTER / LEGACY — S02 / STARTER B

BLOCKCHAIN PIVOT

$0



No effect.

0 VP KEPT — 1 VP WRITTEN OFF

We solved everything except the need for it.

STARTER / LEGACY — S03 / STARTER B

METAVERSE CAMPUS

$0



No effect.

0 VP KEPT — 1 VP WRITTEN OFF

Nobody came. The rent was imaginary.

STARTER / LEGACY — S04 / STARTER B

INNOVATION STEERING COMMITTEE

$0



No effect.

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STARTER / LEGACY S05 / STARTER B

THE PREVIOUS AI STRATEGY

$0



No effect.

0 VP KEPT 1 VP WRITTEN OFF

The old future has been discontinued.

STARTER / STARTER S01 / STARTER C

SEED CAPITAL

$0



Gain $1.

0 VP KEPT 1 VP WRITTEN OFF

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STARTER / STARTER S01 / STARTER C

SEED CAPITAL

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STARTER / STARTER S01 / STARTER C

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SEED CAPITAL

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STARTER / LEGACY S02 / STARTER C

BLOCKCHAIN PIVOT

$0



No effect.

0 VP KEPT 1 VP WRITTEN OFF

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STARTER / LEGACY S03 / STARTER C

METAVERSE CAMPUS

$0



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STARTER / LEGACY S04 / STARTER C

INNOVATION STEERING COMMITTEE

$0



No effect.

0 VP KEPT **1 VP WRITTEN OFF**

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STARTER / LEGACY S05 / STARTER C

THE PREVIOUS AI STRATEGY

$0



No effect.

0 VP KEPT **1 VP WRITTEN OFF**

The old future has been discontinued.

STARTER / STARTER S01 / STARTER D

SEED CAPITAL

$0



Gain $1.

0 VP KEPT **1 VP WRITTEN OFF**

A little money. A very large expectation.

STARTER / STARTER S01 / STARTER D

SEED CAPITAL

$0



Gain $1.

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STARTER / STARTER S01 / STARTER D

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STARTER / LEGACY S05 / STARTER D

THE PREVIOUS AI STRATEGY

$0



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INTENTIONALLY EMPTY

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INTENTIONALLY EMPTY