

# DRUPAL

.....

# THE CARD

.....

# GAME



*"Build amazing million dollar Drupal projects in minutes!"*

# THE RULES



A game from **NodeOne** by **Rustan Håkansson/Cloudberry Games**, released under Creative Commons Attribution Share Alike 3.0 License. Art by Matts Hildén and Jens Nilsson.  
**[www.nodeone.se](http://www.nodeone.se)**

**[WWW.DRUPALCARDGAME.COM](http://WWW.DRUPALCARDGAME.COM)**

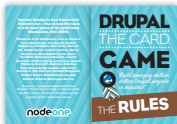


## *Introduction to the game*

Building a website is not an easy task! But if you choose Drupal as your framework, you can work together with many others to make the job easier for everyone. In this quick card game 2–4 players compete by developing new Drupal modules and building complex websites! Players gain reputation by releasing large sites and contributing patches for modules. The developer with the highest reputation wins the game. More about drupal: **[www.drupal.org](http://www.drupal.org)**

# Components

## This rules booklet



## 4 Reference cards



## 28 Patch cards



## 24 Site/Module cards



## Preparation

Each developer takes the reference card and the 7 Patch cards of one colour. Shuffle all the Site/Module cards and deal 6 to each developer. Rules for 2 and 3 developers are on page 11.

## Choosing Sites

All developers choose a Site/Module card from their hand, and reveal them at the same time (pick a random card in the first game). All revealed cards are placed in the middle of the table, face up. Repeat until each developer has chosen 3 cards. All cards on the table are now Modules, all cards still in hand are now Sites.

**Module:**



**Site:**



## Organize the Modules according to colour:



## Example of the Site cards in hand:



## Work on Modules

Choose the player to start (if playing several games, pick the developer to the left of the previous starting player). He or she plays one Patch card from hand, face down, on a Module (for the first game, place randomly). Place it over the Site part so that the Module part is visible. Play continues clockwise around the table until all Patch cards are played. Any number of patch cards can be stacked on the same Module.



Modules have different colour depending on the class they belong to. System Modules are pink, Display Modules are brown and Inter-activity Modules are blue.

## *Audit the Modules*

Reveal all the Patch cards for one Module at a time. Sum up the values of all the cards played on it, and compare to the value of the Module. If the sum is equal or higher than the Module value, the Module is complete. Leave the Patch cards on it. Otherwise it is not complete, discard it and all Patch cards played on it.

**$2 + 5 + 4 \geq 10$  OK!**



**$7 - 2 \leq 6$  NOT OK!**



# Check the Sites

All developers reveal their Sites from hand, and compare the required Modules on them with the completed Modules on the table. If all the required Modules are complete, a Site is complete and the developer gains the value of the Site in reputation. Collect all completed Sites in front of you, with the Site part up.

## Complete Modules

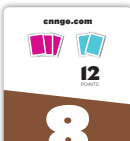


## Sites in hand

*Not complete,  
missing 1 pink*



*Complete!*





## Check the Modules

Now go through the Modules again. For each complete Module, the developer that has contributed the most to it gains the value of the Module in reputation. If several have contributed the most then no developer gains reputation from it, discard the Module. Collect all completed Modules in front of you, with the Module part up.



**Pink developer wins this Module**

# Scoring

All developers calculate the sum of their completed Sites and Modules, this is their total reputation. The developer with the highest reputation wins the game!



$$10 + 8 + 14 + 10 + 8 = 50$$

You can decide before the game to play a number of rounds, add up the total from each round to see who won.

## Less than 4 developers

For each missing developer, place 3 Modules on the table before the game starts. Shuffle the Patch cards of the missing developer(s), place two on each Module and discard the remaining 1 or 2 cards. Discard the unused Site/Module cards.

### Example of setup with 3 developers:



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