

Shadowcat Trading Card Game: Season One

Card List

People Cards:

[Staff]

PEST001: Mark Keating [25] (3)
 PEST002: Matthew Trout [25] (3)
 PEST003: Chris Jackson [20] (3)
 PEST011: Leigh Keating (Special) [15] (2)
 PEST012: Eric (Special) [15] (2)
 PEST051: Natters (Rare) [50] (1)

[Associates]

PEOT001: DWU (Rare) [50] (1)
 PEOT002: Castaway (Rare) [50] (1)
 PEOT005: Theorbtwo (Rare) [50] (1)

Location Card:

[Home]

LOHO001: Lancaster (The Barracks) [50] (3)
 LOHO002: Lancaster (Flat County) [25] (2)
 LOHO003: Lancaster (Happy Rock) [25] (2)
 LOHO004: Morecambe (Otto IV) [25] (2)
 LOHO051: Northampton (Special) [35] (1)
 LOHO052: Hatfield (Special) [35] (1)

[Places]

LOPL001: YAPC Vienna 2007 [20] (3)
 LOPL002: YAPC Birmingham 2006 [20] (3)
 LOPL003: LUGRadio Wolverhampton 2006 [20] (3)
 LOPL004: PerlWorkshop Copenhagen 2007 (Special) [30] (1)
 LOPL005: WebFrameworks London 2005 (Rare) [50] (1)
 LOPL006: PerlWorkshop Oxford 2007 (Special) [30] (1)
 LOPL007: OSCON Portland 2007(Special) [40] (1)

Code:

[Internal]

CODE001: Commerce Builder [10] (4)
 CODE002: DBIx::Class [10] (4)
 CODE003: Reaction [10] (4)
 CODE004: Dropcatcher [10] (4)

[External]

CODE031: Catalyst [20] (4)
 CODE032: Template Toolkit [20] (4)
 CODE061: Moose (Special) [25] (2)
 CODE062: AJAX (Special) [25] (2)
 CODE063: Dojo Toolkit (Special) [25] (2)
 CODE064: Maypole (Rare) [50] (1)

Servers:

SERV001: Jules [10] (2)
 SERV002: Piet [10] (2)
 SERV003: Kitty [10] (2)
 SERV004: Agaton [10] (2)
 SERV051: Alex (Special) [20] (1)
 SERV052: Rachel (Special) [20] (1)
 SERV053: Scott (Rare) [30] (1)
 SERV101: Gothika (Special) [20] (1)
 SERV102: Cain (Special) [20] (1)
 SERV151: Fyrestorm (Rare) [50] (1)
 SERV201: Blacktreasurer (Rare) [35] (1)
 SERV202: Blackpearl (Rare) [35] (1)
 SERV203: Lucretia (Rare) [35] (1)
 SERV204: Alice (Rare) [35] (1)
 SERV205: vliegendehollander (Rare) [35] (1)

Sites:

[Shadowcat]

SITE001: shadowcat.co.uk [10] (6)
 SITE002: shadowcatsystems.co.uk [10] (6)
 SITE003: scsys.co.uk (Special) [20] (3)
 SITE011: shadowcatcrucible.co.uk [30] (3)
 SITE012: shadowcatprojects.net [30] (3)

[Code]

SITE021: catalyst.perl.org [20] (2)
 SITE022: catalystframework.org [20] (2)
 SITE051: commercebuilder.co.uk (Special) [30] (2)

[Blog]

SITE101: chainsawblues.vox.com (Special) [25] (1)
 SITE102: projectmonkey.vox.com (Special) [25] (1)

[Other]

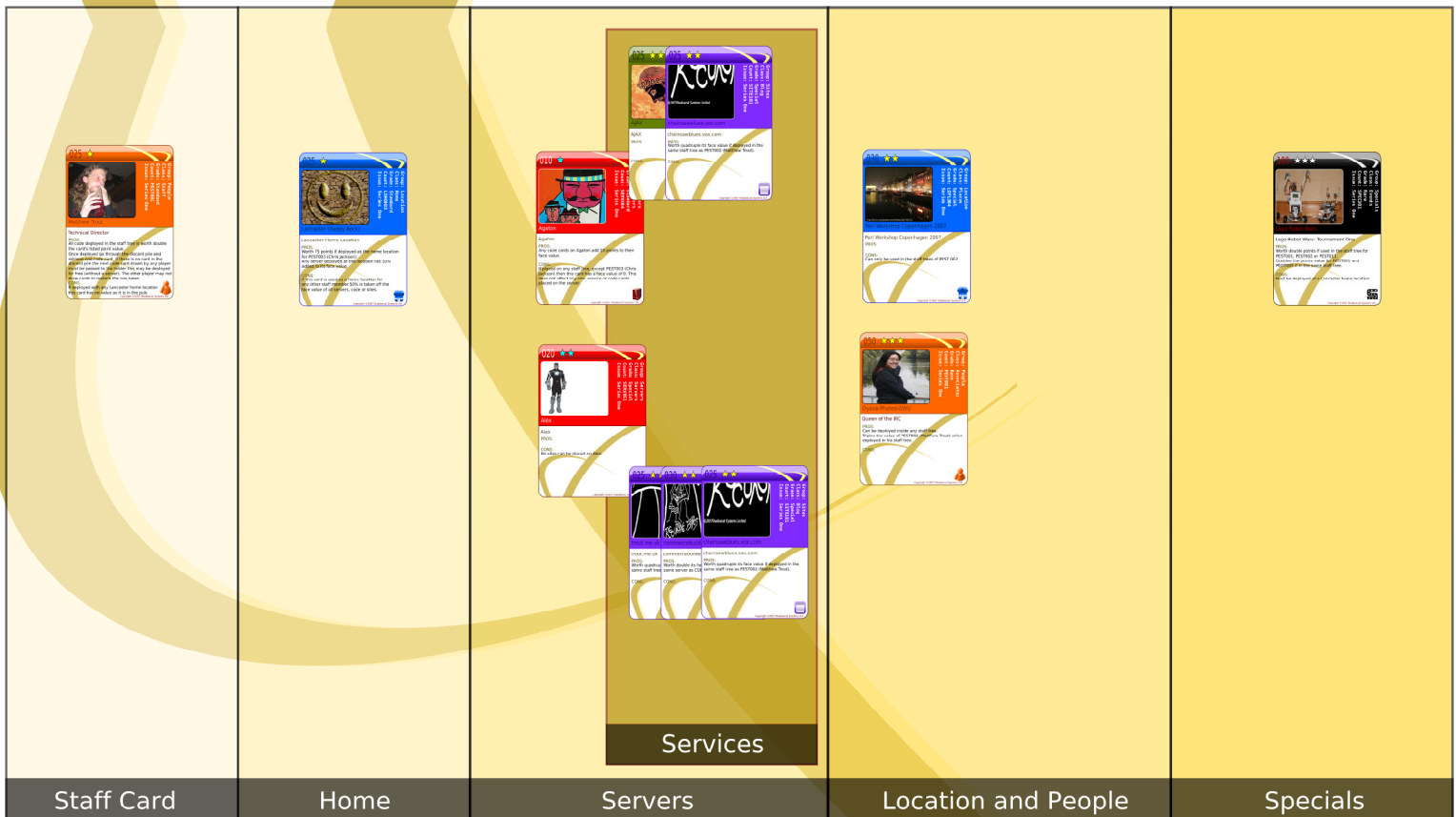
SITE052: fyrestorm.co.uk (Rare) [50] (1)
 SITE901: trout.me.uk (Rare) [25] (1)
 SITE902: markkeating.me.uk (Rare) [25] (1)
 SITE903: projectmonkey.me.uk (Rare) [25] (1)

Specials:

SPEC001: Lego Robot Wars (Rare) [100] (1)
 SPEC002: Amsterdam (Special) [50] (1)

Card Number : Card Name : Card Type :
 [Standard Point Value of Card] : (Indicates the standard number of cards of this type in a single deck. With the exception of rare cards a standard deck has this number of 'Standard' and 'Special' cards. Thus a standard deck has 108 cards.)

Example Staff Tree



Deployment Area™

A Deployment Area is the area where a player builds his staff trees. A player may have more than one staff tree (unless specifically instructed by a card he has deployed) at any one time, each with their own home cards, their own servers and extra locations and people.

Staff Trees

A staff tree is always a staff member, a home location, a server and the services running on that server. Once a card has been deployed it may not be moved between staff trees. Service cards (code, sites) can be moved between servers at the same home location, though any con that is activated when the card is first deployed must be re-applied at the time of the move. Hence a code card that damages servers will affect both the server it has moved from and the server it goes to.