



BuilderCards

Deckbuilding Game

How to play



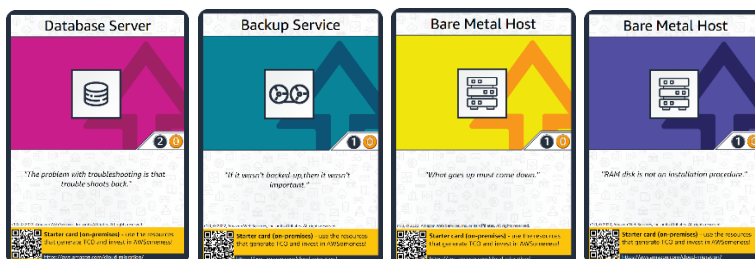
Watch the video for a quick start while you learn to play. Use the written rules for reference.

Game setup

There are 3 kinds of cards in the game: **Starter cards**, **Well-Architected cards**, and **Builder cards**

Preparing the cards for the game

Starter cards come in sets of 10 with a unique icon color for each *player*:



Each *player* chooses a color set. Place any remaining **Starter cards** aside, removed from the game.


Building the Marketplace

Well-Architected cards are worth either 1 or 3 points:



To keep the game duration short, reduce the number of Well-Architected cards in the game, depending on the number of players:

2 Players: Exclude the cards with 3- and 4-Player icons:  and 

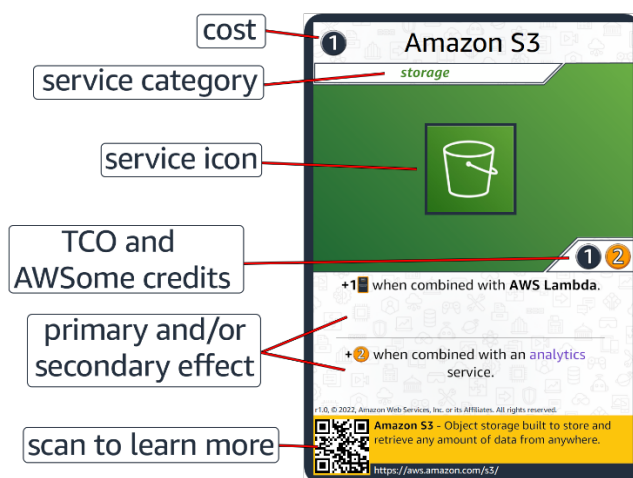
3 Players: Exclude the cards with the 4-Player icon 

4 Players: Include all cards

Place the 1-point **Well-Architected** cards in a *pile* face-up on top of the 3-point cards.

You need Well-Architected Cards to win the game.

Builder cards are all cards that are now left. These include Services, Certifications, Tools, Frameworks, etc.



Each card also has a QR code you can scan to learn more about the particular topic the card is about.

Shuffle the **Builder cards** and placed face down in a draw-*pile*.

Create a **Marketplace** by drawing the first 5 cards from this *pile* and place them face up as the Marketplace. Place the **Well-Architected** cards next to the draw-*pile*.

Whenever you take a card from the **Marketplace**, *replace it immediately* with a card *drawn* from the **Marketplace** deck.



The ready-to-use **Marketplace** in the middle of the table.

Before you start with the first round

Determine who will go first (we recommend the person with the least AWS certifications) and then *play* proceeds clockwise.

The first player takes one card from the **Marketplace** for free (and refills the marketplace immediately). It has to be a card that costs TCO credits (dark gray). Then the second player continues, and so on... Once the last player has taken a card from the Marketplace, they then take a second **Marketplace** card and *play* proceeds counter clockwise until each player has taken two **Marketplace** cards.

All players then *shuffle* their 12 cards, place them face down as their **Resources** draw *pile*, and draw 5 **Builder cards** into their *hands*.

Play then proceeds from the first player moving clockwise.

Turn Order

Turns are organized in three phases:

Phase 1: Build!

If you have more **Builder cards** *in your hand* than **On-Premises** cards, you can **retire one** on-premises card *from your hand*. The rule applies only at the begin of your turn, with your starting hand of 5 cards.
Retiring a card means: You remove the card from the current game and don't put it on your discard pile.

Each turn you may *build* one or more architectures by **deploying** Builder cards from your hand to the table, visible to all players.

You may deploy single cards.

Builder cards have *additional effects that apply to your current turn*. Some are without conditions, with others you have to deploy an architecture to fulfill the combinations. An Architecture comprises at least two Builder Cards and it must be a valid AWS Architecture. These effects include:

Drawing one or more cards from your Resources Pile



additional AWS credits

additional buy actions

Conditions and additional effects are explained on the cards, so read carefully.

- You are not required to use these additional effects.
- Combination effects apply only to cards in your deployed architectures.
- You may extend your architectures at any point during your turn (for example, after an effect allowed you to draw an additional card).
- Not sure if an architecture is valid? **Discuss!** We are builders :)

Some cards also have a onetime effect, that tells you to *retire* the card afterwards. Retiring a card means: You remove the card from the current game and don't put it on your discard pile.

Phase 2: Buy cards

You may now *spend* your **TCO credits** and/or **AWS credits** provided by your architectures to use **one buy action**. A *buy action* lets you take one card from the marketplace. The number of credits you can spend is the sum of all your deployed cards, including fulfilled bonus effects.

Given that you have enough credits, either buy one **Builder Card** card from the **Marketplace** or buy the next **Well-Architected** card from the **Marketplace**.

- Combo effects in your architecture may grant you additional buy actions:

When you have more than one buy action, remember that you have both AWS credits and TCO credits available, so spend those.

It is intentional that you will always have enough TCO Credits to buy new Builder Cards.

Every **Builder Card** you buy goes directly to your *Discard pile*. Every **Well-Architected card** you buy goes to a dedicated pile in your player area.

The *Discard pile* contains all used **On-Premises cards** and **Builder cards** from previous turns, as well as **Builder cards** that have been acquired from the marketplace. The *Discard pile* is always face-up and next to your *Resources pile*.

If you have made no purchases, have *played* all resources from your hand, and do not have enough credits to make a marketplace *purchase*, you may shuffle the current marketplace cards into the marketplace deck and recreate the marketplace.

If all players agree, you may re-shuffle and recreate the marketplace.

A game lasts 20-30 minutes (lunch break). If you like the game to last longer, you can put acquired Well-Architected cards straight into your Discard Pile. This will also slow down advanced/winning players because the Well-Architected cards do not bring any advantage in building architectures.

Phase 3: End your turn

1. Place all cards from your architecture and remaining hand into your *Discard Pile*
2. Draw 5 new **Builder cards** from the top of your *Resources draw pile*
 1. If you are required to *draw* a card and there are no cards available, *shuffle* your *Discard pile* and place them face down as your new *Resources draw pile*.
3. Start planning your architecture for your next turn

Play then proceeds clockwise with the next player.

End of game

When the last **Well-Architected** card is purchased, the game is over. Each player adds up the **Well-Architected** points they have and the player with the most **Well-Architected** points is the winner!

If two or more players have the same amount of **Well-Architected** points, the player with the most **Builder cards** wins.

Advanced rules

If you're playing regularly at a deep level, you might need these.

Retiring Builder cards

You can retire Builder cards as well, but the following conditions apply:

You have to buy another Builder card before you can retire a Builder Card.

Buying Well-Architected cards does not enable you to retire a Builder Card.

You can't retire a Builder card you have utilized (credits and/or effects) in your current turn.

You can only retire Builder Cards from your hand, not from your discard pile.

Personalizing your game with collectible Cards

You can extend your game deck or personalize your start deck with Collectible cards.

Collectible Starter cards

These cards include achievements that resemble individual achievements, such as having attended a specific event or holding a certification. They go into your personal deck and complement the 10 on-premises Starter Cards. These cards are

marked with the Starter card symbol: 

Collectible **Starter Cards** don't count as **Builder cards** when retiring on-premises cards, even though they might represent an AWS Service.

You may use a maximum of 5 collectible **Starter cards** additionally to your 10 on-premises Starter cards. You may not use more than one of the same collectible card.

In order to have a fair game, collectible **Starter cards** should only be used against opponents that have a personalized deck themselves.

Collectible Builder cards

Collectible **Builder cards** can be included in your personal game deck to enjoy playing with others! Just watch your overall number of **Builder cards**, as too many extra cards in the **Marketplace** might limit your building abilities.

Disclaimer:

This game is intended to be educational and fun. The included AWS Services may have additional features and capabilities from what is illustrated in cards or game mechanics.

An exemplary two player setup explained:

Area of Player 2

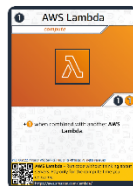
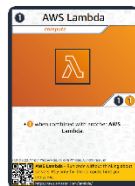


The Marketplace

BuilderCards



Well-Architected cards:
1-point cards on top
of the 3-point cards



Always 5 Buildercards visible.
Refill from BuilderCards pile

Area of Player 1

Player 1's piles:

resources

discard

well-architected

