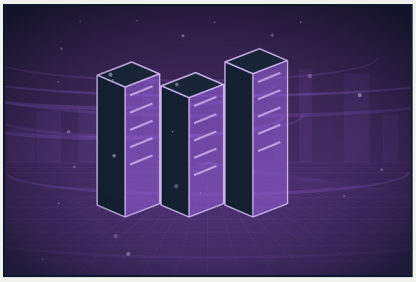
Document Archive



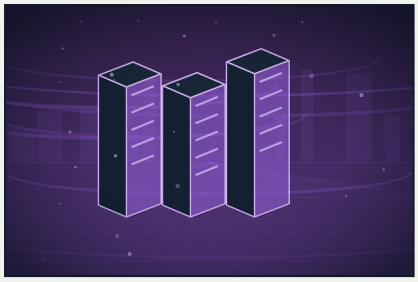
Basic Source C

Engage: add {U}.

PPL1-004 · C
PIPELINE · SET 1

→ {U}

Document Archive



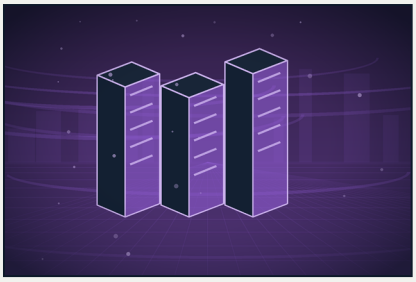
Basic Source C

Engage: add {U}.

PPL1-004 · C
PIPELINE · SET 1

→ {U}

Document Archive



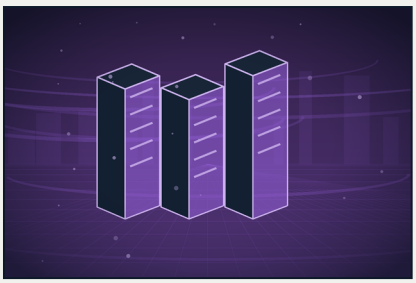
Basic Source C

Engage: add {U}.

PPL1-004 · C
PIPELINE · SET 1

→ {U}

Document Archive



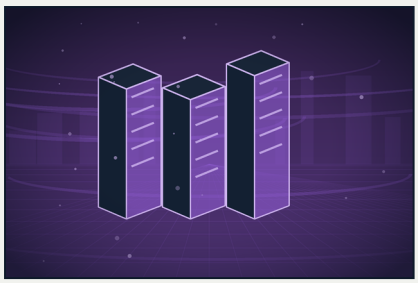
Basic Source C

Engage: add {U}.

PPL1-004 · C
PIPELINE · SET 1

→ {U}

Document Archive



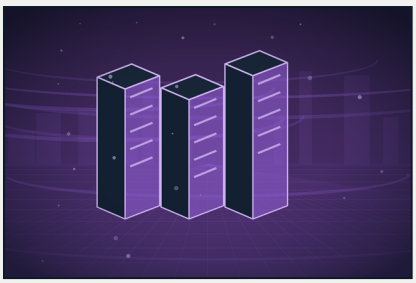
Basic Source C

Engage: add {U}.

PPL1-004 · C
PIPELINE · SET 1

→ {U}

Document Archive



Basic Source C

Engage: add {U}.

PPL1-004 · C
PIPELINE · SET 1

→ {U}

Relational Database



Basic Source C

Engage: add {B}.

PPL1-001 · C
PIPELINE · SET 1

→ {B}

Relational Database



Basic Source C

Engage: add {B}.

PPL1-001 · C
PIPELINE · SET 1

→ {B}

Relational Database



Basic Source C

Engage: add {B}.

PPL1-001 · C
PIPELINE · SET 1

→ {B}

Relational Database



Basic Source C

Engage: add {B}.

PPL1-001 · C
PIPELINE · SET 1

→ {B}

PDF Archive



Source C

Enters engaged. When it enters, look at the top 3 cards of your Backlog and put them back in any order. Engage: add {U}.

PPL1-020 · C
PIPELINE · SET 1

→ {U}

PDF Archive



Source C

Enters engaged. When it enters, look at the top 3 cards of your Backlog and put them back in any order. Engage: add {U}.

PPL1-020 · C
PIPELINE · SET 1

→ {U}

Feature Store



Dual Source C

Enters engaged. Engage: add {B} or {U}.

PPL1-027 · C
PIPELINE · SET 1

→ {B} or {U}

Feature Store



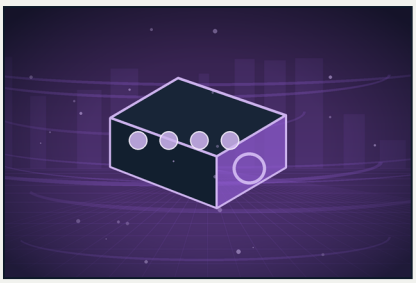
Dual Source C

Enters engaged. Engage: add {B} or {U}.

PPL1-027 · C
PIPELINE · SET 1

→ {B} or {U}

Vector Database



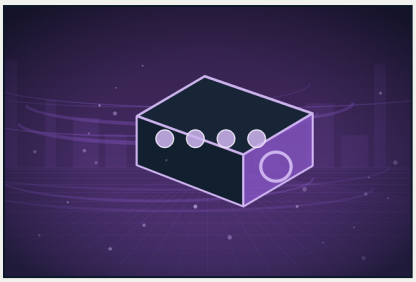
Source U

Engage: add {U}. Your Similarity Queries cost {1} less.

PPL1-019 · U
PIPELINE · SET 1

→ {U}

Image Repository



Source C

Engage: add {U}. Engage, Archive a card from your hand: add {U}{U}.

PPL1-021 · C
PIPELINE · SET 1

→ {U}

Vector Search Engine 1 U



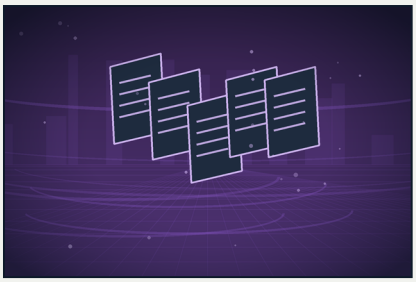
Engine C

Similarity Queries run here score +1 QP.

PPL1-053 · C
PIPELINE · SET 1

3 / 1

Vector Search Engine 1 U



Engine C

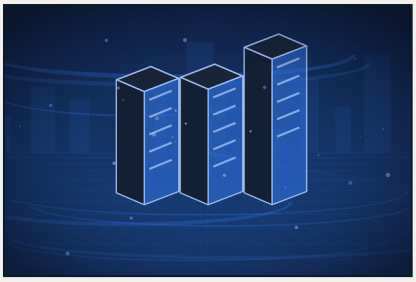
Similarity Queries run here score +1 QP.

PPL1-053 · C
PIPELINE · SET 1

3 / 1

Batch Cluster

2 B



Engine C

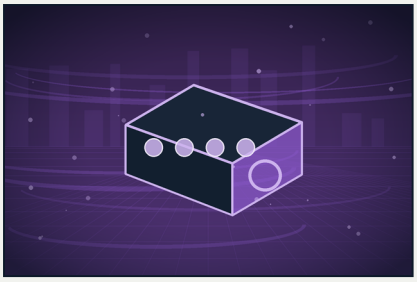
(No ability.)

PPL1-043 · C
PIPELINE · SET 1

5 / 1

RAG Orchestrator

2 U



Engine U

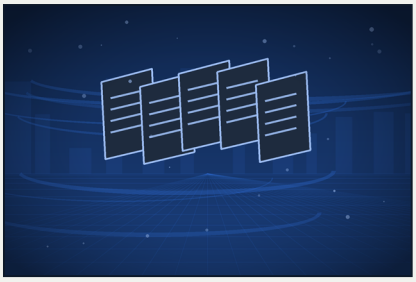
Whenever a Query resolves here, draw a card.

PPL1-055 · U
PIPELINE · SET 1

4 / 1

Notebook Cluster

1 B U



Engine C

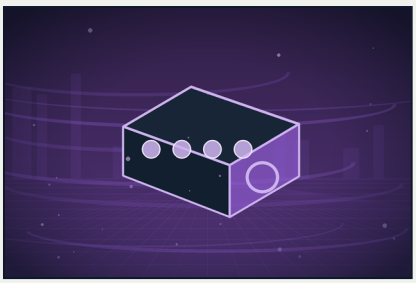
(No ability.)

PPL1-067 · C
PIPELINE · SET 1

3 / 2

Semantic Search

U



Query — Similarity C

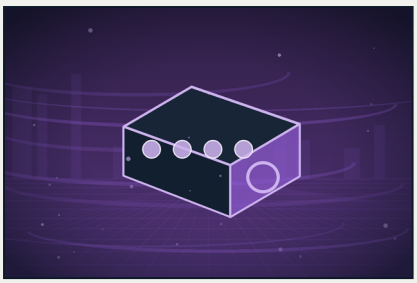
(No ability.)

PPL1-106 · C
PIPELINE · SET 1

C1 · 1 QP

Semantic Search

U



Query — Similarity C

(No ability.)

PPL1-106 · C
PIPELINE · SET 1

C1 · 1 QP

Document Summarization

1 U



Query — Report C

When it resolves, draw a card.

PPL1-107 · C
PIPELINE · SET 1

C2 · 2 QP

Document Summarization

1 U



Query — Report C

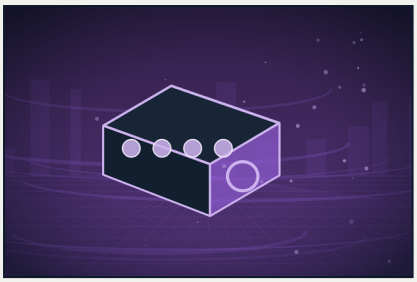
When it resolves, draw a card.

PPL1-107 · C
PIPELINE · SET 1

C2 · 2 QP

Sentiment Analysis

U U



Query — Aggregation C

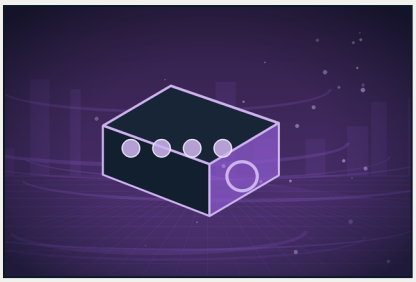
(No ability.)

PPL1-111 · C
PIPELINE · SET 1

C2 · 3 QP

Sentiment Analysis

U U



Query — Aggregation C

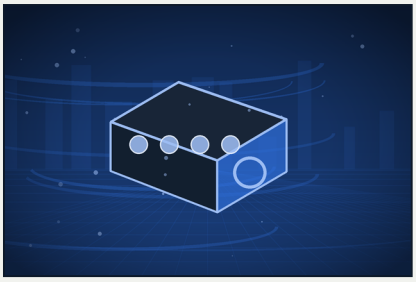
(No ability.)

PPL1-111 · C
PIPELINE · SET 1

C2 · 3 QP

Daily Sales Rollup

1 B



Query — Aggregation C

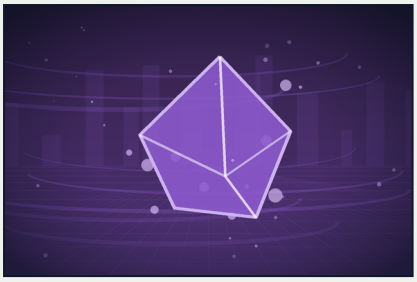
(No ability.)

PPL1-077 · C
PIPELINE · SET 1

C2 · 2 QP

Embedding Generation

2 U



Query — Transformation C

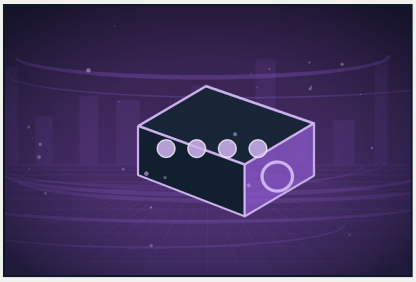
When it resolves, your Similarity Queries score +1 QP until end of turn.

PPL1-108 · C
PIPELINE · SET 1

C3 · 2 QP

Image Classification

1 U U



Query — Aggregation U

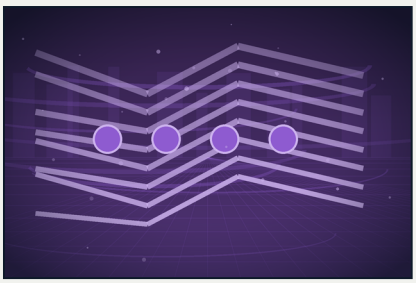
(No ability.)

PPL1-109 · U
PIPELINE · SET 1

C3 · 4 QP

Transcript Search

1 U



Query — Similarity C

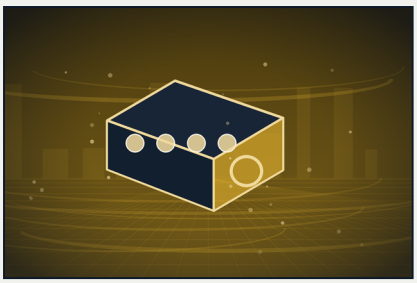
(No ability.)

PPL1-115 · C
PIPELINE · SET 1

C2 · 2 QP

Churn Prediction

1 B U



Query — Join U

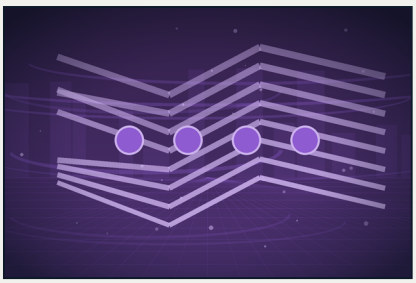
(No ability.)

PPL1-125 · U
PIPELINE · SET 1

C4 · 5 QP

Token Limit Exceeded

1 U



Bottleneck — Incident C

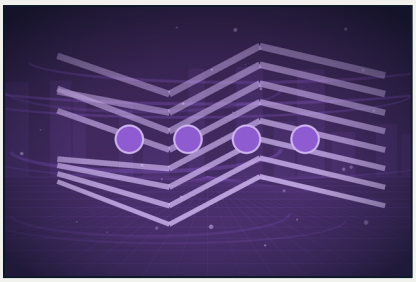
Target Query with Complexity 3 or more Fails unless its controller Archives a card from hand.

PPL1-149 · C
PIPELINE · SET 1

—

Token Limit Exceeded

1 U



Bottleneck — Incident C

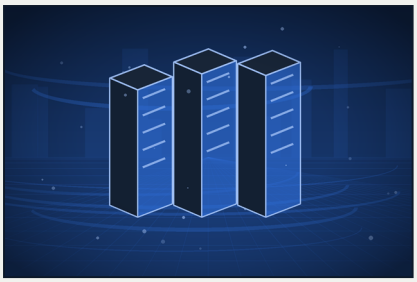
Target Query with Complexity 3 or more Fails unless its controller Archives a card from hand.

PPL1-149 · C
PIPELINE · SET 1

—

Out of Memory

2 B



Bottleneck — Incident C

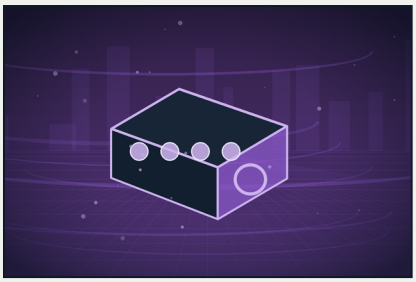
Target Query with Complexity 4 or more Fails.

PPL1-133 · C
PIPELINE · SET 1

—

Model Drift

1 U



Bottleneck — Constraint C

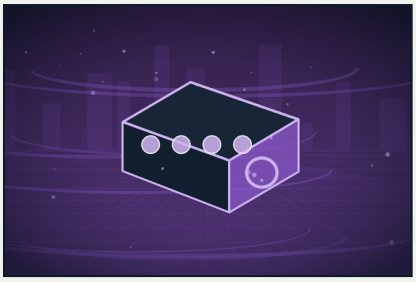
Attach to an Engine. Similarity Queries on it score -1 QP.

PPL1-148 · C
PIPELINE · SET 1

—

Prompt Engineering

U



Optimization — Tweak C

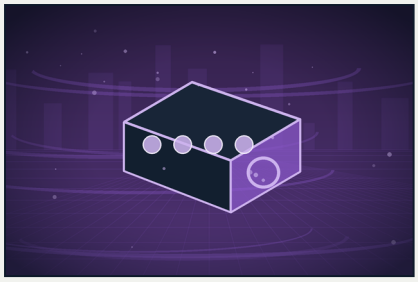
Target Similarity Query scores +2 QP.

PPL1-185 · C
PIPELINE · SET 1

—

Prompt Engineering

U



Optimization — Tweak C

Target Similarity Query scores +2 QP.

PPL1-185 · C
PIPELINE · SET 1

—

Partition Pruning

B



Optimization — Tweak C

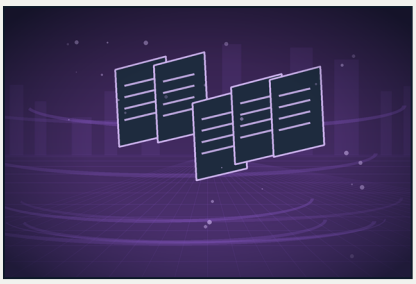
Target Query has -2 Complexity.

PPL1-172 · C
PIPELINE · SET 1

—

Retrieval Reranker

1 U



Optimization — Upgrade C

Attach to an Engine. Similarity Queries on it score +1 QP.

PPL1-186 · C
PIPELINE · SET 1

—