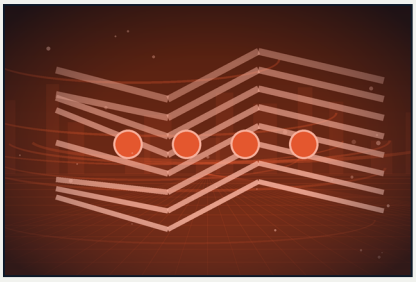
Event Stream



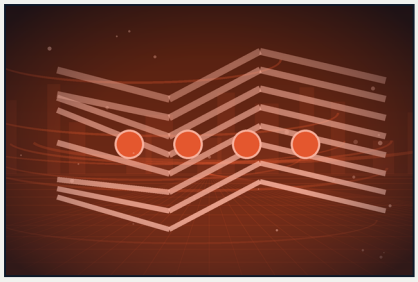
Basic Source C

Engage: add {S}.

PPL1-002 · C
PIPELINE · SET 1

→ {S}

Event Stream



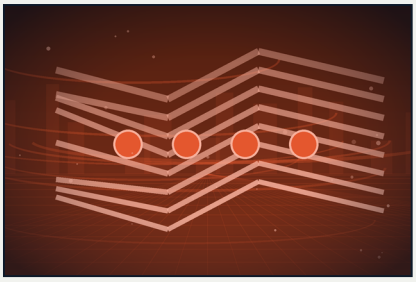
Basic Source C

Engage: add {S}.

PPL1-002 · C
PIPELINE · SET 1

→ {S}

Event Stream



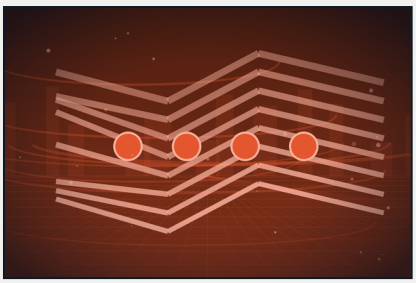
Basic Source C

Engage: add {S}.

PPL1-002 · C
PIPELINE · SET 1

→ {S}

Event Stream



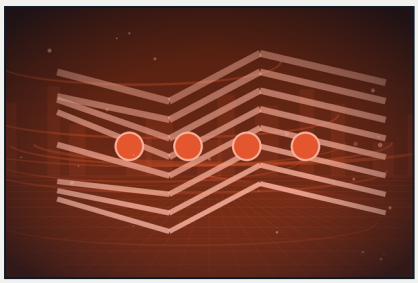
Basic Source C

Engage: add {S}.

PPL1-002 · C
PIPELINE · SET 1

→ {S}

Event Stream



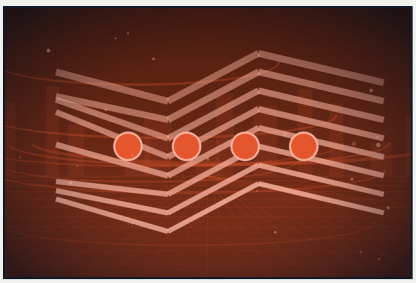
Basic Source C

Engage: add {S}.

PPL1-002 · C
PIPELINE · SET 1

→ {S}

Event Stream



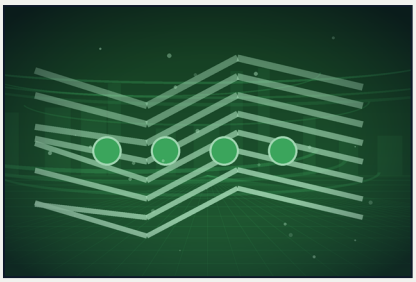
Basic Source C

Engage: add {S}.

PPL1-002 · C
PIPELINE · SET 1

→ {S}

Log Bucket



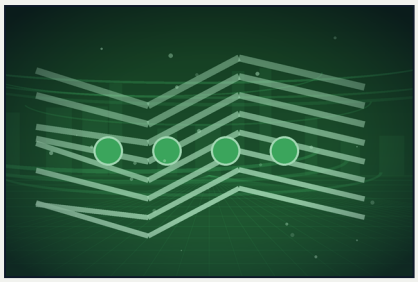
Basic Source C

Engage: add {J}.

PPL1-003 · C
PIPELINE · SET 1

→ {J}

Log Bucket



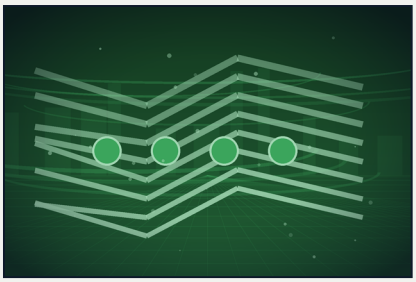
Basic Source C

Engage: add {J}.

PPL1-003 · C
PIPELINE · SET 1

→ {J}

Log Bucket



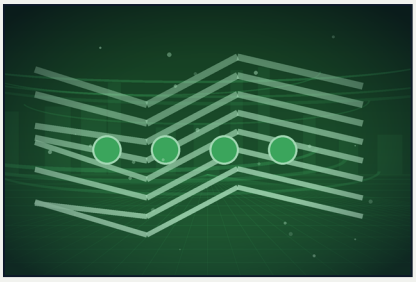
Basic Source C

Engage: add {J}.

PPL1-003 · C
PIPELINE · SET 1

→ {J}

Log Bucket



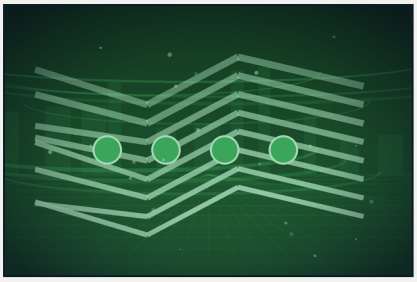
Basic Source C

Engage: add {J}.

PPL1-003 · C
PIPELINE · SET 1

→ {J}

Log Bucket



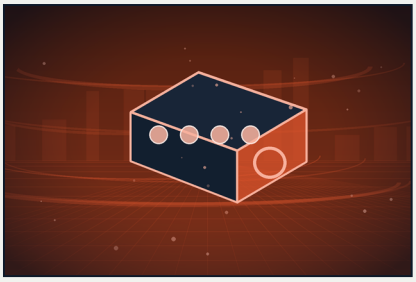
Basic Source C

Engage: add {J}.

PPL1-003 · C
PIPELINE · SET 1

→ {J}

IoT Sensor Mesh



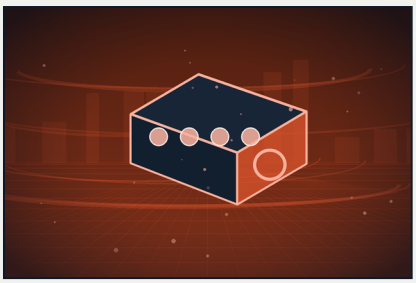
Source C

Enters with 3 Signal counters. Engage: add {S}, or remove a Signal counter to add {S}{S} instead.

PPL1-009 · C
PIPELINE · SET 1

→ {S}

IoT Sensor Mesh



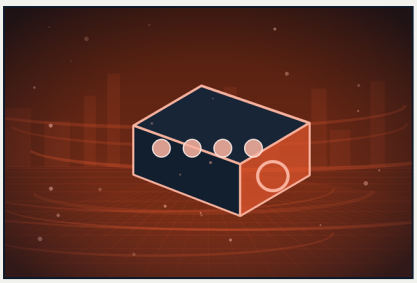
Source C

Enters with 3 Signal counters. Engage: add {S}, or remove a Signal counter to add {S}{S} instead.

PPL1-009 · C
PIPELINE · SET 1

→ {S}

Event Topic Log



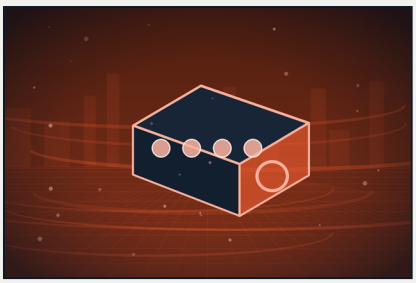
Dual Source C

Enters engaged. Engage: add {S} or {J}.

PPL1-028 · C
PIPELINE · SET 1

→ {S} or {J}

Event Topic Log



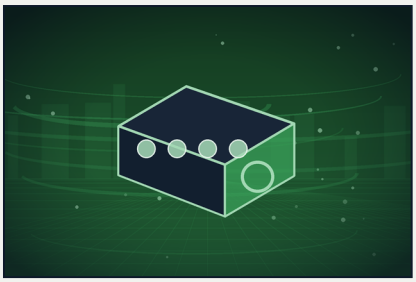
Dual Source C

Enters engaged. Engage: add {S} or {J}.

PPL1-028 · C
PIPELINE · SET 1

→ {S} or {J}

API Endpoint



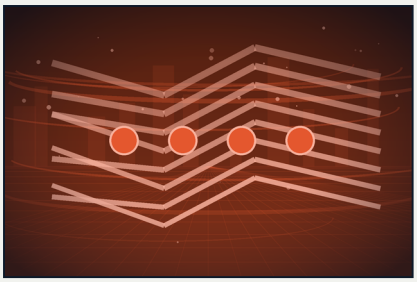
Source C

Engage: add {J}. Pay {1}: add one more {J} (once per turn).

PPL1-012 · C
PIPELINE · SET 1

→ {J}

Stream Processor 1 S



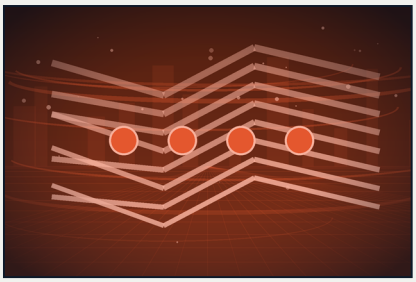
Engine C

(No ability.)

PPL1-046 · C
PIPELINE · SET 1

3 / 2

Stream Processor 1 S



Engine C

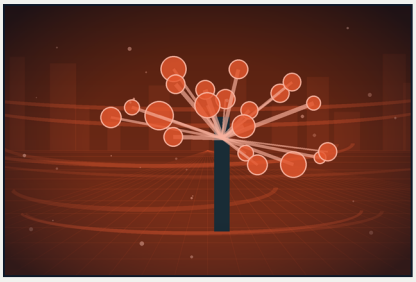
(No ability.)

PPL1-046 · C
PIPELINE · SET 1

3 / 2

Event Router

S



Engine C

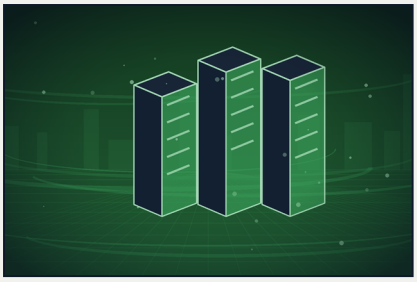
Can only run Queries with Complexity 1.

PPL1-048 · C
PIPELINE · SET 1

1 / 3

Log Search Cluster

2 J



Engine C

Queries with {J} in their cost cost {1} less here.

PPL1-050 · C
PIPELINE · SET 1

4 / 1

Document DB Engine

1 J



Engine C

(No ability.)

PPL1-051 · C
PIPELINE · SET 1

3 / 1

Tumbling Window Count

S



Query — Window C

Instant.

PPL1-087 · C
PIPELINE · SET 1

C1 · 1 QP

Tumbling Window Count

S



Query — Window C

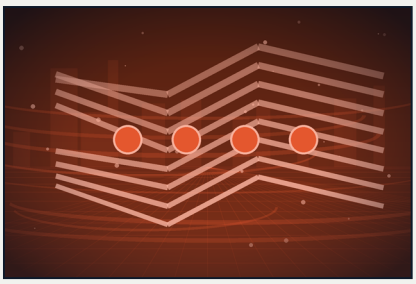
Instant.

PPL1-087 · C
PIPELINE · SET 1

C1 · 1 QP

Sliding Window Average

S S



Query — Window C

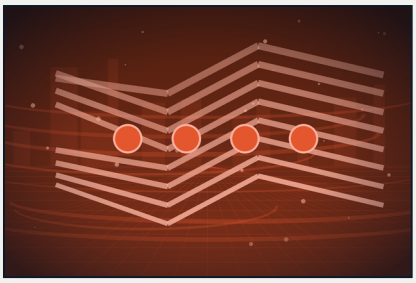
(No ability.)

PPL1-089 · C
PIPELINE · SET 1

C2 · 3 QP

Sliding Window Average

S S



Query — Window C

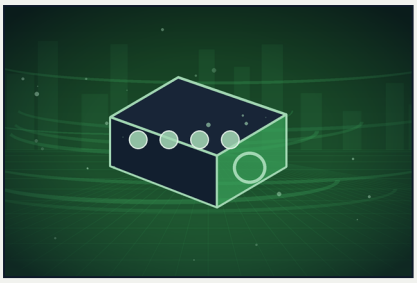
(No ability.)

PPL1-089 · C
PIPELINE · SET 1

C2 · 3 QP

Parse JSON Blob

J



Query — Transformation C

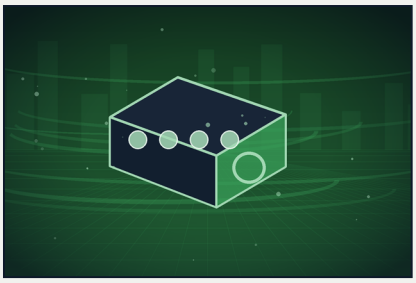
(No ability.)

PPL1-097 · C
PIPELINE · SET 1

C1 · 1 QP

Parse JSON Blob

J



Query — Transformation C

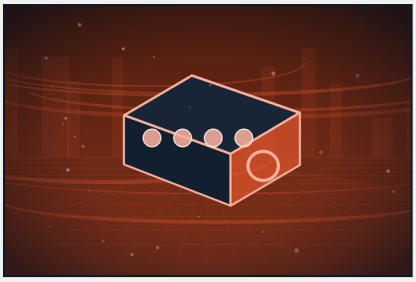
(No ability.)

PPL1-097 · C
PIPELINE · SET 1

C1 · 1 QP

Real-Time Fraud Check

1 S



Query — Window U

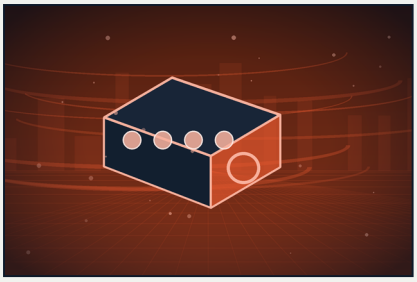
Instant. +2 QP if run during an opponent's turn.

PPL1-088 · U
PIPELINE · SET 1

C2 · 2 QP

Session Stitching

2 S



Query — Transformation C

(No ability.)

PPL1-092 · C
PIPELINE · SET 1

C3 · 3 QP

Log Grep

1 J



Query — Filter C

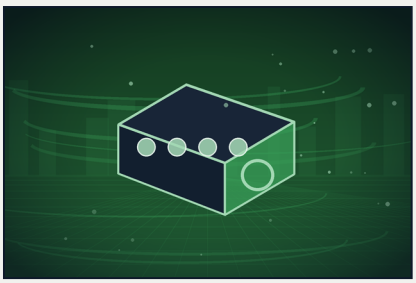
When it resolves, reveal the top card of an opponent's Backlog; you may put it on the bottom.

PPL1-098 · C
PIPELINE · SET 1

C2 · 2 QP

Flatten Nested Arrays

J J



Query — Transformation C

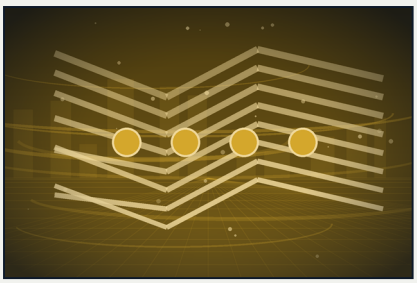
(No ability.)

PPL1-100 · C
PIPELINE · SET 1

C3 · 3 QP

Clickstream Funnel

1 S J



Query — Join U

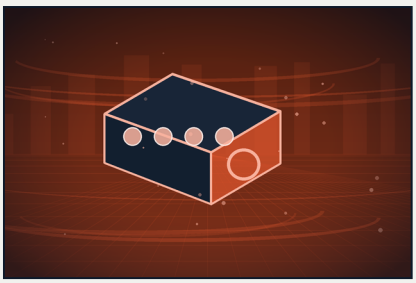
(No ability.)

PPL1-124 · U
PIPELINE · SET 1

C3 · 4 QP

Cold Start

S



Bottleneck — Incident C

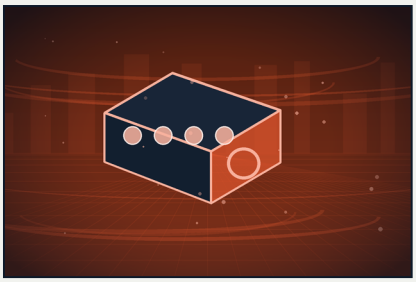
Target Query has +2 Complexity.

PPL1-142 · C
PIPELINE · SET 1

—

Cold Start

S



Bottleneck — Incident C

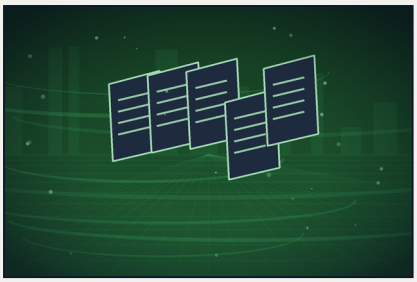
Target Query has +2 Complexity.

PPL1-142 · C
PIPELINE · SET 1

—

Schema Drift

1 J



Bottleneck — Incident C

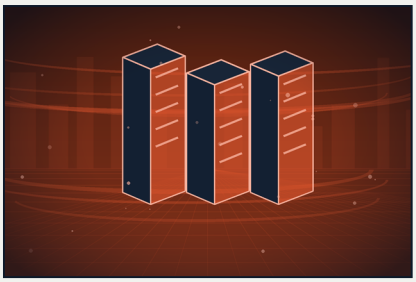
Target Query Fails unless its controller pays {2}.

PPL1-134 · C
PIPELINE · SET 1

—

Brownout

S S



Bottleneck — Incident C

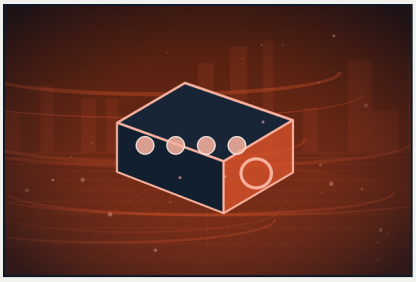
Target Engine gets -3 Compute until end of turn.

PPL1-165 · C
PIPELINE · SET 1

—

Retry with Backoff

1 S



Optimization — Tweak U

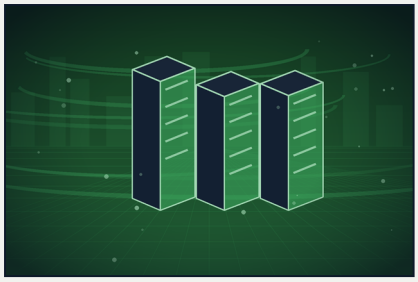
Run target Query of yours that Failed this turn from your Archive by paying its cost again.

PPL1-176 · U
PIPELINE · SET 1

—

Schema Evolution

J



Optimization — Tweak C

Cancel target Schema Drift, or Archive target Deprecated API.

PPL1-183 · C
PIPELINE · SET 1

—

Refactor

2 J



Optimization — Tweak C

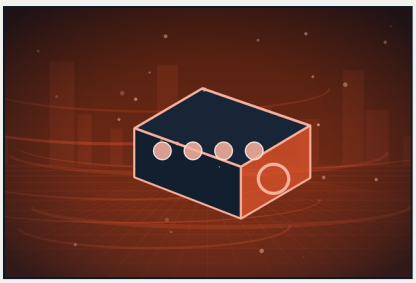
Remove 2 Tech Debt from yourself, then draw a card.

PPL1-184 · C
PIPELINE · SET 1

—

Load Balancer

1 S



Optimization — Tweak C

Move target Query of yours being run to another Engine you control with an unused Concurrency slot.

PPL1-194 · C
PIPELINE · SET 1

—