

Those optional game mechanics handle some specific cases and try to make your sessions even more fun!

Memories

The players **share their questions** orally at the start of the game. Explain that placing a \square or \square in **Reveal** grants narrative power who can help the Runners, for example by introducing an item or an ally!

Example: $A ext{ } ext{ }$

When a player actively has their Runner investigate their past, following a tenuous trail until they encounter elements that could very plausibly bring back memories, the GM may decide to allow the Runner to obtain an answer to a question without placing a die on the **Reveal** Risk:

When a player thinks that her Runner has found an answer to one of her questions, with the GM's agreement she can **read this question** to others. Each of them **then offers an explanation**, then the initial player chooses the answer she prefers.

The Trail

This extra rule can be very useful if the Runners **outrun** the Chasers, in order to restore dramatic tension:

If players spend more than 20 minutes of playtime in a place, advance the Chasers one step on the Trail.

Repel the Chasers: If the Runners successfully confront and fight the Chasers in a location, the Chasers move back one step on the Trail.

Vehicles: only include them as locations in the Trail if the Runners stay there **for a scene**, for example a chase.

Devils Bargain

In a suitable situation, the GM can offer a Runner the chance to **retrieve a memory**, and hence choose who answers one of their questions, **in exchange for advancing the Chasers on the Trail** to the step immediately behind the Runners.

When all the Runners perform the same action

Example:

The three of us take our momentum to jump into the void to the adjacent building.

It can then be laborious to ask the three players for a dice roll:

When the Runners perform the same significant action simultaneously, only one player makes **a single dice roll**, the result of which will determine the overall success of the action.

Random decisions

Sometimes the Runners do not perform any significant action, but a die roll can be helpful in determining the situation. Examples:

Does this stunned guard have a weapon on him?

- → It's quite likely, let's say there's a **one chance in two**.
- → "Choose: even or odd? Then roll a die, and if you predicted correctly, your Runner finds a weapon. »

Are the truck keys stashed in the glove box?

- → It's possible but **quite unlikely**.
- → "Roll a die, on a 6 you find the keys. »

Which one of you does the monster attack?

- --- Each Runner has **an equal chance** of being attacked.
- → "Each choose a number between 1 and 6, then the die will determine who will be targeted. » (by re-rolling until a player's number is drawn)