#### Setup

- 1. Pick sides, grab/create decks, and shuffle
- 2. Set tokens out in convenient location near both players
- 3. 5 to each player
- 4. Draw 5 cards for starting hand. Can mulligan once.

#### Goal of the Game

- Corporation wins if:
  - Collect 7 **agenda** points from **Agenda** cards.
  - The runner has hand size of less than 0 at end of runner's turn.
  - The runner takes more damage than the number of cards in his hand.
- Runner wins if:
  - Collect 7 **agenda** points from **Agenda** cards.
  - Corporation has no card in  ${\bf R\&D}$  and attempts to draw.

# Player Turn

The Corporation player begins the game. Actions can be performed any number of times in any order.

- 1. Draw Phase: Draw a card from R&D
- 2. Action Phase: Perform 3 actions by spending @ @ @
- 3. **Discard Phase:** Discard down to maximum hand size, if necessary

### Possible actions:

- 1. Draw one card from  $\mathbf{R} \& \mathbf{D}$
- 2. Gain one  $\mathfrak{D}$
- 3. Install an agenda, asset, upgrade, or piece of ice
- 4. Play an operation
- 5. Pay one **9:** Advance a card
- 6. Pay two **9:** Trash a Runner's resource if Runner is **tagged**
- 7. Pay **OO O**: Purge virus counters.
- 8. Trigger @ ability on a card (cost varies).

# The Runner player's turn has two phases.

- 2. **Discard Phase:** Discard down to maximum hand size, if necessary

# Possible actions:

1. Draw one card from the **stack** 

- 2. Gain one 9
- 3. Install a program, resource, or piece of hardware
- 4. Play an **event**
- 5. Pay two **0**: Remove one **tag**
- 6. Make a run
- 7. Trigger @ ability on a card (cost varies).

#### **Action Explanations**

Corporation: Installing Cards

- Assets and upgrades are played unrezzed.
- When installing, Corp can first **trash** cards in that server. The trashed cards go to the **Archives** faceup if rezzed, facedown if unrezzed.
- A remote server can be created by installing there. If **ice** is used, it is **empty**. Can still be run against.
- Agendas/Assets: Can only be installed in remote server. Only one agenda or asset per remote server. Upgrades don't have to be trashed!
- **Upgrades:** Installed in server **root** when put into central server, otherwise put with agenda/asset. No install limit. Only one **region** subtype installed per *server*.
- Ice: Installed in front of any server (sideways). Installed in outermost position. Must pay cost equal to number of ice in server. Already installed ice may be trashed to reduce install cost.

### Corporation: Advancing a Card

- One advancement token placed on installed card. **Agendas** can always be advanced, others if they state so.
- There is no limit to how many times a card can be advanced.
- When **agenda** is advanced to its advancement requirement, it can be scored. Scoring does *not* cost a  $\bigcirc$  . Scoring is *not* mandatory.

# Runner: Installing Cards

- **Programs:** Pay install cost, place faceup in program row. If installed programs' costs are greater than Runner's available, programs must be trashed.
- Resources: Pay install cost and place faceup in resource row.
- **Hardware:** Pay install cost and place faceup in hardware row. Limit of one **console** subtype installed. Can't trash to install another.

Runner: Runs

PT - Paid abilities can be triggered. NIR - Non-ice cards can be rezzed. Anything on same line can be resolved in order of choice.

- 1. Declare target server. Get **9** for **bad publicity**. If ice, goto 2, else goto 4
- 2. Runner **Approaches** outermost unapproached ice.
  - (a) PT
  - (b) Continue run? If **Jacks Out** (not first ice of run), goto 6
  - (c) Approached ice can be rezzed, PT, NIR
  - (d) If approached ice is rezzed, goto 3. If no more ice, goto 4. If more ice, goto 2.
- 3. Runner **Encounters** ice ("When encountered" met)
  - (a) Icebreakers interact with ice, PT
  - (b) Resolve all unbroken subroutines. If run ends, goto 6. Else, if more ice, goto 2, else goto 4.
- 4. Runner **Approaches** server
  - (a) PT
  - (b) Continue run? If Jacks Out goto 6
  - (c) PT, NIR
  - (d) Run is successful ("When successful" met)
  - (e) Access cards, goto 5. If **R&D**, top card + upgrades. If **HQ**, one random card + upgrades. If **Archives**, all cards. If **remote server**, all cards in server but ice.
- 5. Run ends
- 6. Run ends and is **Unsuccessful** ("When unsuccessful" met)

# **Additional Rules**

Traces:

- Some card abilities start a trace. Trace $^{X}$ , x is the base strength.
- First, Corporation can increase strength by 1 per  $\emptyset$
- Next, Runner can increase link strength by 1 per ♥ . Base strength equal to □ in play.
- If trace > link, trace is successful.

Tags

• Some cards place a tag marker on the Runner. When **tagged**, Corporation can trash resources and Runner can remove tags as an action.

# Damage

- Meat/Net Damage: Differ only by name. Runner randomly trashes a card from grip for each such damage.
- Brain Damage: Runner randomly trashes one card from grip and reduce hand size by 1.