


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 **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 **R&D**
2. Gain one 
3. Install an **agenda**, **asset**, **upgrade**, or piece of **ice**
4. Play an **operation**
5. Pay one : Advance a card
6. Pay two : Trash a Runner's resource if Runner is **tagged**
7. Pay   : Purge virus counters.
8. Trigger  ability on a card (cost varies).

The Runner player's turn has two phases.

1. **Action Phase:** Perform 4 actions by spending    
2. **Discard Phase:** Discard down to maximum hand size, if necessary

Possible actions:

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


2. Gain one 
3. Install a **program**, **resource**, or piece of **hardware**
4. Play an **event**
5. Pay two : 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 . 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 0 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 0
- Next, Runner can increase link strength by 1 per 0. Base strength equal to 4 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.