Setup

1. Pick sides, grab/create decks, and shuffle
2. Set tokens out in convenient location near both players
3. 5 **credits** to each player
4. Draw 5 cards for starting hand. Players can **mulligan** by reshuffling their hand into deck and redraw-ing. Must keep second hand.

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 and their turn has three phases.

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

The Corporation player can perform any of these actions any number of times, assuming they can be paid for. Note, actions are taxen by spending **clicks**

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

The Runner player's turn has two phases.

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

The Runner player can perform any of these actions any number of times, assuming they can be paid for.

1. Draw one card from the **stack**
2. Gain one **credit**
3. Install a **program**, **resource**, or piece of **hardware**
4. Play an **event**
5. Pay two **credits**: Remove one **tag**
6. Make a run
7. Trigger a **click** ability on a card (cost varies).

End Game