NISEI

UPRISING

If you stand on Manta beach as dawn breaks on the Andes, you can see a twinkling thread stretching above the city's skyline. As faint as passing imagination, but reaching ever upwards. A golden rope tying the earth to the heavens, the past to the future. Frayed by the vicissitudes of corporate war and the battering of terrorist cabals, but patched and repaired.

Whole.

Change is inevitable and comes in many forms. Not even the strongest reinforced buckyweave will last forever. The events of the past have pushed and pulled. Controversial measures have been enforced from above, attempting to lock down society into the elite's desired shape. In reaction, a groundswell of unified outrage has risen up from below, allowing Runners to fight back from directions never seen before. As these conflicts run their course, hope begins to permeate New Angeles. Some take solace that the citadel of the Beanstalk did not fall, others breathe easy as the corporate grip loosens. It's a new world, and everything is on the table.

Things are looking up.

Print this PDF at 100% size with no additional margins.

Hoshiko Shiro
Untold Protagonist

0 · 4

IDENTITY: Natural

When your turn ends, if you accessed at least 1 card this turn, gain 2[c] and flip this identity.

Please, let me have this dream.

45 / 15

2019 NISEI Illus. Luminita Pham · 66

Hoshiko Shiro
Mahou Shoujo

1 · 4

IDENTITY: Digital

When your turn begins, draw 1 card and lose 1[c].

When your turn ends, if you did not access at least 1 card this turn, flip this identity.

I'm going to be my own kind of hero.

2019 NISEI Illus. Luminita Pham · 66

Moshing

0

EVENT

As an additional cost to play this event, trash 3 cards from your grip.

Draw 3 cards and gain 3[c].

Let's start a RIOT.

2019 NISEI Illus. Patrick Burk · 67

◆Devil Charm

1

HARDWARE: Chip

Whenever you encounter a piece of ice, you may remove this hardware from the game. If you do, that ice gets -6 strength for the remainder of the run.

A simple little box, brimming with temptation.

2019 NISEI Illus. Elizaveta Sokolova · 68

Gachapon

0

HARDWARE: Chip

[trash]: Set aside the top 6 cards of your stack. You may install 1 program or **virtual** resource from among the set aside cards, paying 2[c] less. Shuffle 3 of the remaining cards into your stack, then remove the rest from the game.

Win a new friend today!

2019 NISEI Illus. Elizaveta Sokolova · 69

◆Keiko

3

HARDWARE: Console - Companion

+2[mem]

The first time each turn you spend credits from or install a **companion**, gain 1[c].

Limit 1 **console** per player.

"...and friends hold you close. I vow never to let go of my princess."

2019 NISEI Illus. Olie Boldador · 70

Odore

4 · 1

PROGRAM: Icebreaker - Killer

2[c]: Break any number of **sentry** subroutines.

0[c]: Break **sentry** subroutine. Use this ability only if you have 3 or more installed **virtual** resources.

3[c]: +3 strength.

Dance, and forget about time!

0

2019 NISEI Illus. Krembler · 71

◆Mystic Maemi

1

RESOURCE: Companion - Virtual

When your turn begins or you steal an agenda, place 1[c] on this resource.

Spend hosted credits to play events.

When your turn ends, if there are 3 or more hosted credits, you must trash 1 card from your grip at random or trash this resource.

Friends lift your spirits.

2019 NISEI Illus. Izzy Pruett · 72

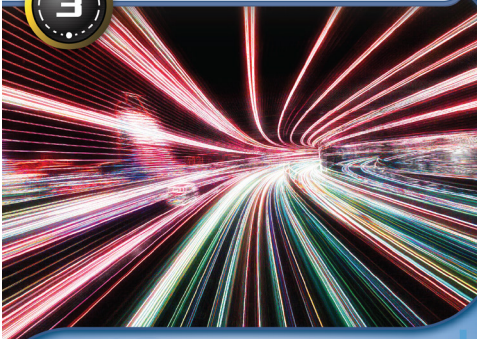---

◆Paladin Poemu

1

RESOURCE: Companion - Virtual

When your turn begins or you steal an agenda, place 1[c] on this resource.

Spend hosted credits to install non-**connection** cards.

When your turn ends, if there are 3 or more hosted credits, you must trash 1 of your installed cards.

Friends guard your passions.

2019 NISEI Illus. Izzy Pruett · 73

Bravado
3

EVENT: Run

Run a server protected by ice. When that run ends, gain 6[c], plus 1[c] for each piece of ice you passed during that run.

"Hold my wine. I'm going in." —Red Comyn

2019 NISEI Illus. Kevin Tame 74

◆Boomerang
2

HARDWARE

When you install this hardware, choose an installed piece of ice. Use this hardware only during encounters with that ice.

[trash]: Break up to 2 ice subroutines. When this run ends, if it was successful, you may shuffle a copy of Boomerang from your heap into your stack.

Return to sender.

2019 NISEI Illus. Elizaveta Sokolova 75

◆Mu Safecracker
2

HARDWARE

Use this hardware only by spending credits from **stealth** cards.

Whenever you make a successful run on HQ, you may pay 1[c] to access 1 additional card from HQ.

Whenever you make a successful run on R&D, you may pay 2[c] to access 1 additional card from R&D.

2019 NISEI Illus. Zoe Cohen 76

◆Prognostic Q-Loop
1

HARDWARE: Chip

The first time each turn a run begins, you may look at the top 2 cards of your stack.

1[c]: Reveal the top card of your stack. You may install that card if it is a program or piece of hardware. Use this ability only once per turn.

"Overinflate a superposition-stack, and optimal code forms the negentropy traverse."
"Aha, like putting too much air into a balloon?!"

2019 NISEI Illus. N. Hopkins 77

◆Swift
2

HARDWARE: Console - Vehicle

+1[mem]

The first time each turn you play a **run** event, gain [click].

Limit 1 **console** per player.

"Red ones go faster." —Ken "Express" Tenma

2019 NISEI Illus. Kira L. Nguyen 78

Afterimage
4 [1]

PROGRAM: Icebreaker - Killer

Whenever you encounter a **sentry**, you may pay 2[c] to bypass it. Use this ability only once per turn and only by spending credits from **stealth** cards.

1[c]: Break up to 2 **sentry** subroutines.

1[c]: +2 strength. Use this ability only by spending a credit from a **stealth** card.

2

2019 NISEI Illus. Kevin Tame 79

Makler
5 [1]

PROGRAM: Icebreaker - Fracter

2[c]: Break up to 2 **barrier** subroutines.

2[c]: +2 strength.

The first time each turn that you break all subroutines on a piece of ice you are encountering using only this program, gain 1[c].

"Debt is beautiful... after it is repaid."
—"Baklan" Bochkin

2

2019 NISEI Illus. Krembler 80

Penumbral Toolkit
2

RESOURCE: Stealth - Virtual

This card costs 2[c] less to install if you made a successful run on HQ this turn.

When you install this resource, load 4[c] onto it. When it is empty, trash it.

Spend hosted credits during runs.

Shadow Net marketplaces have such venerability that they differ from legal platforms only in the products offered.

2019 NISEI Illus. Kevin Tame 81

◆The Back
1

RESOURCE: Job - Location

The first time each turn you use hardware during a run, place 1 power counter on this resource.

[click], **remove this resource from the game:** Shuffle up to X cards with [trash] abilities from your heap into your stack. X is double the number of hosted power counters.

"Junk plus undiscerning buyers equals profit."
—Az McCaffrey

2019 NISEI Illus. Izzy Pruett 82

Harmony AR Therapy

2

EVENT

Search your heap for up to 5 cards with different names. Shuffle those cards into your stack. Remove this card from the game instead of trashing it.

Breathe in and visualise your happy place. Breathe out. It's safe and calm and all your best days are there. Breathe in. Very good. The cortex scan has finished. Breathe out and open your eyes...

2019 NISEI Illus. Patrick Burk/Krembler   83

◆Aniccam

3

HARDWARE: Console

+1▢

The first time each turn an event is trashed *(from any location)*, draw 1 card.

Limit 1 **console** per player.

Objects are but modulations in a continuous cycle of energy—illusory and impermanent echoes of the Self.

2019 NISEI Illus. Olie Boldador   84

Simulchip

1

HARDWARE: Chip

If no installed programs have been trashed this turn, you must trash 1 installed program as an additional cost to use this hardware.

⬡: Install 1 program from your heap, paying 3◉ less.

"I could let my code evolve something new, but sometimes I just want to remember yesterday's solution." —Lane

2019 NISEI Illus. Elizaveta Sokolova   85

Cordyceps

3 / 1

PROGRAM: Virus

When you install this program, place 2 virus counters on it.

Whenever you make a successful run on a central server, you may remove 1 hosted virus counter to swap a piece of ice protecting that server with another installed piece of ice. Use this ability only once per turn.

–

2019 NISEI Illus. Krembler/Zoe Cohen   86

Euler

2 / 1

PROGRAM: Icebreaker - Decoder

When you install this program, for the remainder of the turn it gains "0◉: Break **code gate** subroutine."

2◉: Break up to 2 **code gate** subroutines.

1◉: +1 strength.

Find truth not in the observation, but in the demonstration.

2

2019 NISEI Illus. Patrick Burk   87

Mantle

1 / 1

PROGRAM: Stealth

1◈

Spend hosted credits to use hardware and programs.

"Invisibility made it possible to get them, but it made it impossible to enjoy them when they are got."
—H.G. Wells, The Invisible Man

–

2019 NISEI Illus. Krembler   88

Penrose

3 / 1

PROGRAM: Icebreaker - Decoder - Fracter

When you install this program, for the remainder of the turn it gains "1◉: Break **barrier** subroutine."

1◉: Break **code gate** subroutine.

1◉: +3 strength. Use this ability only by spending a credit from a **stealth** card.

Look at the problem from a different angle.

2

2019 NISEI Illus. Kevin Tame   89

Self-modifying Code

0 / 2

PROGRAM

2◉, ⬡: Search your stack for a program. Install it.

Consider this: the most notorious tool in cyberterrorism is one that, in isolation, does nothing.

–

2019 NISEI Illus. Chiara Biancheri   90

◆Cybertrooper Talut

2

RESOURCE: Connection - Virtual

+1⬚

Whenever you install a non-**AI icebreaker**, that **icebreaker** gets +2 strength for the remainder of the turn.

He's nice enough, but not when there are 5,187 of him.

2019 NISEI Illus. Owen Sinodov   91

Paule's Café

RESOURCE: Location - Seedy

⊘: Host 1 program or piece of hardware from your grip on this resource.

1[c]: Install 1 hosted card. The first card you install this way during each of your turns costs 1[c] less to install for each unique (♦) **connection** you have installed.

Designed by 2018 Eternal Champion Oguz Han Asnaz

2019 NISEI Illus. Matt Zellinger 92

Buffer Drive

HARDWARE

The first time each turn 1 or more cards are trashed from your grip or stack, you may add 1 of those cards to the bottom of your stack.

Remove this hardware from the game: Add 1 card from your heap to the top of your stack.

"Future me needs those 60 petabytes of cat vids."
—Princess Space Kitten

2019 NISEI Illus. Elizaveta Sokolova 93

Daily Casts

RESOURCE

When you install this resource, load 8[c] onto it. When it is empty, trash it.

When your turn begins, take 2[c] from this resource.

To strike another blow to the corporatocracy tomorrow night, don't forget to like and subscribe!

2019 NISEI Illus. Olie Boldador 94

DreamNet

RESOURCE: Virtual

The first time each turn you make a successful run, draw 1 card. If you have at least 2[link] or your identity is **digital**, also gain 1[c].

Did I dream that dance through virtual space, or does that program now dream of flesh?

2019 NISEI Illus. Janet Bruesselbach 95

Megaprix Qualifier — 3

1

AGENDA

If there is another copy of Megaprix Qualifier in either player's score area when you score this agenda, place 1 agenda counter on this agenda.

This agenda is worth 1 more agenda point while it has a hosted agenda counter.

"Win Hard or Lose Hard. All that matters is they're talking about you and not the competition."
—Tan "Nitro" Nguyen, Toretto-Extreme Team Manager

2019 NISEI Illus. Krembler — 96

Project Vacheron — 5

3

AGENDA: Research

Ψ– When this agenda would be added to the Runner's score area from anywhere except Archives, instead it is added to their score area with 4 hosted agenda counters.

While this agenda is in the Runner's score area with 1 or more hosted agenda counters, it is worth 0 agenda points and gains "When the Runner's turn begins, remove 1 hosted agenda counter."

2019 NISEI Illus. Patrick Burk — 97

◆Bass CH1R1B0G4 — 3

ASSET: Bioroid

⊘, ⏚: Gain ⓒⓒ.

The Coordinator is always calm, always smiling, and always tolerant. A worker who knows his skills, knows his role, and knows his place. No master need look into his plastic eyes and fear the flames of revolution, or quake at a forgotten class reaching for self-expression.

...but who ordered him to wear that hat?

4

2019 NISEI Illus. Olie Boldador — 98

Cerebral Overwriter — 0

ASSET: Ambush

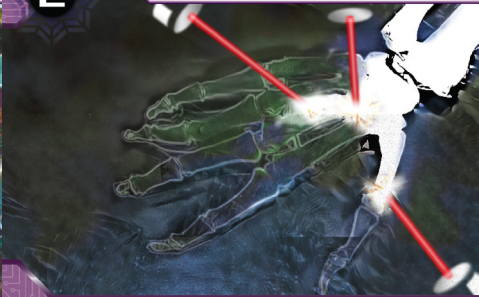You can advance this asset.

When the Runner accesses this asset, you may pay 3ⓒ. If you do, do 1 brain damage for each hosted advancement token.

You are being made sane.
-u are bei-g mad- sa-e
Y-u ar- be-n-d-
-u -r-?

0

2019 NISEI Illus. Krembler — 99

Vaporframe Fabricator — 2

ASSET

⊘: Install 1 card, ignoring all costs. Use this ability only once per turn.

When the Runner trashes this asset, you may install 1 card, ignoring all costs. You cannot use this ability to install a card in this server.

A staccato of laser pulses fuses the vapor to solid form. The embryonic part accretes metal layer by layer.

3

2019 NISEI Illus. Akira J. Mitchell — 100

Drafter — 3

ICE: Sentry

↳ You may add 1 card from Archives to HQ.
↳ You may install 1 card from Archives or HQ, ignoring all costs.

Each generation of design assistants makes a sysop's job easier. They need only speak and it will be so.
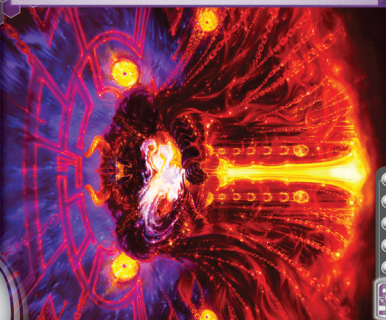
3

2019 NISEI Illus. Krembler — 101

◆Týr — 10

ICE: Sentry - Bioroid - AP - Destroyer

The Runner can spend ⊘ to break any subroutine on this ice. Each time they do, increase your allotted ⊘ for your next turn by 1.

↳ Do 2 brain damage.
↳ Trash 1 installed Runner card. Gain 3ⓒ.
↳ End the run.
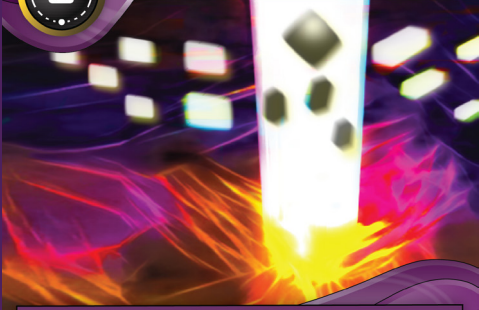
The valiant do not hesitate.

7

2019 NISEI Illus. Līga Smilškalne — 102

NEXT Activation Command — 0

OPERATION: Lockdown

Play only if there is no active **lockdown**. This operation is not trashed until your next turn begins.

The Runner cannot use non-**icebreaker** cards to break subroutines. Each piece of ice has +2 strength.

"Uh oh, Keiko! Looks like we've pulled aggro!"

4

2019 NISEI Illus. Akira J. Mitchell — 103

Scapenet — 1

OPERATION: Gray Ops

Play only if the Runner made a successful run during their last turn.

Trace[7]– If successful, remove 1 installed **chip** or **virtual** card from the game.

The Net is the consensual hallucination of the world's electronic architecture. Our electronic architecture. Don't get mad when the Runners succeed—change the rules.

2019 NISEI Illus. Zoe Cohen — 104

Tranquility Home Grid

1

UPGRADE: Region

Remote server only.

The first time each turn you install a card in this server, gain 2[c] or draw 1 card.

Limit 1 **region** per server.

The oldest of Heinlein's domes, the self-proclaimed heart of Lunar culture.

HB | 2019 NISEI Illus. Zoe Cohen | 105 | 4

Flower Sermon

4

2

AGENDA

When you score this agenda, place 5 agenda counters on it.

Hosted agenda counter: Reveal the top card of R&D. Draw 2 cards. Add 1 card from HQ to the top of R&D. Use this ability only once per turn.

"Voice is a sledgehammer. Text, a blunt saw. Truth requires subtler instruments."
—Dr. Tang, Address to the Hyoubu Steering Committee

2019 NISEI Illus. N. Hopkins | 106

◆Prāna Condenser

1

ASSET

⚡– Whenever you would do 1 or more net damage, you may prevent 1 net damage. If you do, place 1 power counter on this asset and gain 3[c].

[c][c], 🗑: Do 1 net damage for each hosted power counter.

Constructive feedback to the neural field reliably causes greater degradation than spike inputs. The mind has no defence against its own echoes.

2019 NISEI Illus. Akira J. Mitchell | 107 | 4

Engram Flush

2

ICE: Code Gate - Observer

When the Runner encounters this ice, choose a card type. For the remainder of the encounter, whenever you reveal the grip using a subroutine on this ice, you may trash 1 revealed card of that type.

↳ Reveal the grip.
↳ Reveal the grip.

$BMI.001 > Out of Memory Error

5 | 2019 NISEI Illus. Janet Bruesselbach | 108

◆Konjin

3

ICE: Mythic - Psi

When the Runner encounters this ice, you and the Runner secretly spend 0[c], 1[c], or 2[c]. Reveal spent credits. If you and the Runner spent a different number of credits, you may force the Runner to encounter another rezzed piece of ice. *(When that encounter ends, if the run has not ended, continue encountering this ice.)*

"The Konjin dons the mask of our fears, but what lies underneath?" —Lat

3 | 2019 NISEI Illus. Krembler | 109

Hyoubu Precog Manifold

0

OPERATION: Lockdown - Psi

Play only if there is no active **lockdown**. This operation is not trashed until your next turn begins.

Choose a server.

Whenever the Runner makes a successful run on the chosen server, you and the Runner secretly spend 0[c], 1[c], or 2[c]. Reveal spent credits. If you and the Runner spent a different number of credits, end the run.

2019 NISEI Illus. Iain Fairclough | 110 | 4

Kakurenbo

2

OPERATION: Triple

As an additional cost to play this operation, spend [c][c].

Trash any number of cards from HQ. Turn all cards in Archives facedown. You may install 1 agenda, asset, or upgrade from Archives in a remote server and place 2 advancement tokens on it. Remove this operation from the game instead of trashing it.

2019 NISEI Illus. Patrick Burk | 111

La Costa Grid

3

UPGRADE: Region - Seedy

Remote server only.

When your turn begins, place 1 advancement token on a card installed in this server.

Limit 1 **region** per server.

Some slums of New Angeles are so worn down, City Hall calls the acres of windowless clone barracks "gentrification" with a straight face.

2019 NISEI Illus. Eirik H. Kiil | 112 | 4

GameNET
Where Dreams are Real

IDENTITY: Division

45 / 17

Whenever a Corp card ability causes the Runner to spend or lose at least 1 during a run, gain 1.

Your Favorite Distraction.

2019 NISEI Illus. Alejandro T. Castellanos · 113

Bellona

5

3

AGENDA: Expansion

As an additional cost to steal this agenda, the Runner must pay 5.

When you score this agenda, gain 5.

Mars' tiny population made rich multiplayer experiences a big challenge. We cracked it by live-beaming the gestalt of our Earth playerbase second-by-second. Bellona weaves these "lag-ghosts" into compelling interactables—more responsive than the real thing!

2019 NISEI Illus. N. Hopkins/Iain Fairclough · 114

F2P

4

ICE: Sentry

2: Break 1 subroutine on this ice. Only the Runner can use this ability, and only if they are not tagged.

↳ Add 1 installed Runner card to the grip.

↳ Give the Runner 1 tag.

Free to Pay

5

2019 NISEI Illus. Krembler · 115

Gold Farmer

3

ICE: Barrier

Whenever the Runner breaks a printed subroutine on this ice, they lose 1.

↳ End the run unless the Runner pays 3.

↳ End the run unless the Runner pays 3.

[Pay 15 gems to access this content]

1

2019 NISEI Illus. N. Hopkins · 116

Digital Rights Management

1

OPERATION

Play only if the Runner did not make a successful run on HQ during their last turn.

Search R&D for an agenda and reveal it. (Shuffle R&D after searching it.) Add that agenda to HQ. You may install 1 card in a remote server.

You cannot score agendas for the remainder of the turn.

2019 NISEI Illus. Krembler · 117

SYNC Rerouting

0

OPERATION: Lockdown

Play only if there is no active **lockdown**. This operation is not trashed until your next turn begins.

Whenever a run begins, the Runner must pay 4 or take 1 tag.

"Deep inspect every packet on the continent. Burn out all our stacks if you have to. We cannot let these terrorists cover their tracks." —CEO Jenkins

2019 NISEI Illus. N. Hopkins · 118

Ganked!

0

UPGRADE: Ambush

While the Runner is accessing this card from R&D, they must reveal it.

When the Runner accesses this card, you may trash it to force the Runner to encounter a rezzed piece of ice protecting this server.

Roll Initiative...

2019 NISEI Illus. N. Hopkins · 119

Earth Station
SEA Headquarters

IDENTITY: Division

45 / 15

Limit 1 remote server.
As an additional cost to run HQ, the Runner must pay 1.
⊘: Flip this identity.

The First Step...

2019 NISEI Illus. Kira L. Nguyen 120

Earth Station
Ascending to Orbit

IDENTITY: Division

Limit 1 remote server.
As an additional cost to run a remote server, the Runner must pay 6.
When the Runner makes a successful run on HQ, flip this identity.

...Further Beyond

2019 NISEI Illus. Kira L. Nguyen 120

Transport Monopoly
4

2

AGENDA: Initiative

When you score this agenda, place 2 agenda counters on it.

Hosted agenda counter: This run cannot be declared successful. *(This effect does not cause the run to become unsuccessful.)* Use this ability only once per turn.

Once you're on the Space Elevator Authority's blacklist, you aren't going anywhere.

2019 NISEI Illus. Zoe Cohen 121

◆Wall to Wall
1

ASSET: Advertisement

When your turn begins, if you have any other rezzed assets, resolve 1 of the following; otherwise, resolve up to 3:
• Draw 1 card.
• Gain 1.
• Place 1 advancement token on a piece of ice.
• Add this asset to HQ.

2019 NISEI Illus. Zoe Cohen 122

3

Akhet
3

ICE: Barrier

You can advance this ice.
While there are 3 or more hosted advancement tokens, this ice has +3 strength and the Runner cannot break more than 1 of its printed subroutines during each encounter.
↳ Gain 1. Place 1 advancement token on an installed card.
↳ End the run.

Thou slept not in thy house on earth.
Thou openest thy place in heaven.

2019 NISEI Illus. Owen Sinodov 123

2

Colossus
6

ICE: Sentry - Destroyer

You can advance this ice. It has +1 strength for each hosted advancement token.
↳ Give the Runner 1 tag. If there are 3 or more hosted advancement tokens, instead give the Runner 2 tags.
↳ Trash 1 installed program. If there are 3 or more hosted advancement tokens, instead trash 1 installed program and 1 installed resource.

2019 NISEI Illus. Krembler 124

4

Winchester
4

ICE: Sentry - Tracer - Destroyer

While this ice is protecting HQ, it gains "↳ **Trace[3]**– If successful, end the run." after all its other subroutines.
↳ **Trace[4]**– If successful, trash 1 installed program.
↳ **Trace[3]**– If successful, trash 1 installed piece of hardware.

"I don't know how Skorpios gets these designs past Brand Management."
—Liz Campbell, VP Project Security

2019 NISEI Illus. Akira J. Mitchell 125

4

Argus Crackdown
0

OPERATION: Lockdown - Gray Ops

Play only if there is no active **lockdown**. This operation is not trashed until your next turn begins.

Whenever the Runner makes a successful run on a server protected by ice, do 2 meat damage.

"If it moves, shoot it. Then shoot it again."
—Chief Slee

2019 NISEI Illus. Krembler 126

4

Cayambe Grid
3

UPGRADE: Region

When your turn begins, place 1 advancement token on a piece of ice protecting this server.
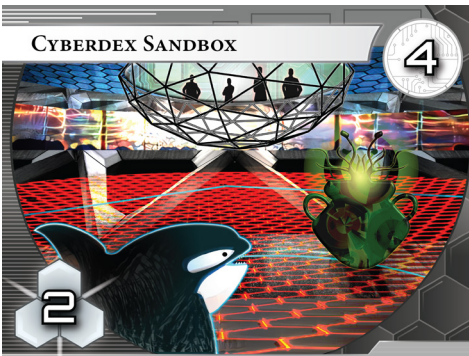Whenever the Runner approaches this server, end the run unless they pay 2 for each advanced piece of ice protecting this server.
Limit 1 **region** per server.

The Apu spirits of the great mountains bridge this world and the realm above.

2019 NISEI Illus. Kira L. Nguyen 127

3

Cyberdex Sandbox

4

2

AGENDA: Security

The first time each turn you purge virus counters, gain 4[c].

When you score this agenda, you may purge virus counters.

*"All **Dragon**-rated threats should only be stored in a single clean-start air-gapped server, in a shielded room, under at least 200 metres of bedrock[...]"*
—Section 5.18.4, Cyberdex Employee Handbook

2019 NISEI Illus. Krembler   128

False Lead

3

1

AGENDA: Security

Forfeit this agenda: If the Runner has 2 or more [click] remaining, they lose [click][click].

"Begin a voice message to Steve: I'm in some random city staring at yet another empty room. This hot insider scoop of yours feels distinctly chilly."

2019 NISEI Illus. Akira J. Mitchell   129

NAPD Cordon

0

OPERATION: Lockdown

Play only if there is no active **lockdown**. This operation is not trashed until your next turn begins.

As an additional cost to steal an agenda, the Runner must pay 4[c], plus 2[c] for each advancement token on that agenda.

Crisis is the true test of loyalty. Kick the anthill and see where the ants swarm.

2

2019 NISEI Illus. Olie Boldador   130