

<div>Slinger</div> <div>Module</div> <div>If you Dig, gain Crypto, and Heal a player during a single turn, do so once more.</div> <div>0</div>	<div>Re-run</div> <div>Program</div> <div>You may trash this card, if you do, Copy a program with cost 4 or less you played this turn</div> <div>2</div>	<div>Re-run</div> <div>Program</div> <div>You may trash this card, if you do, Copy a program with cost 4 or less you played this turn</div> <div>2</div>
<div>Re-run</div> <div>Program</div> <div>You may trash this card, if you do, Copy a program with cost 4 or less you played this turn</div> <div>2</div>	<div>Re-run</div> <div>Program</div> <div>You may trash this card, if you do, Copy a program with cost 4 or less you played this turn</div> <div>2</div>	<div>Re-run</div> <div>Program</div> <div>You may trash this card, if you do, Copy a program with cost 4 or less you played this turn</div> <div>2</div>
<div>Stim</div> <div>Program</div> <div>Target Player gains 1 health</div> <div>2</div>	<div>Stim</div> <div>Program</div> <div>Target Player gains 1 health</div> <div>2</div>	<div>Stim</div> <div>Program</div> <div>Target Player gains 1 health</div> <div>2</div>

<div>Stim</div> <div>Program</div> <div>Target Player gains 1 health</div> <div>2</div>	<div>Stim</div> <div>Program</div> <div>Target Player gains 1 health</div> <div>2</div>	<div>Short-term Investment</div> <div>Program</div> <div>You may trash Short-term Investment; if you do, gain 2 crypto</div> <div>2</div>
<div>Short-term Investment</div> <div>Program</div> <div>You may trash Short-term Investment; if you do, gain 2 crypto</div> <div>2</div>	<div>Short-term Investment</div> <div>Program</div> <div>You may trash Short-term Investment; if you do, gain 2 crypto</div> <div>2</div>	<div>Short-term Investment</div> <div>Program</div> <div>You may trash Short-term Investment; if you do, gain 2 crypto</div> <div>2</div>
<div>Short-term Investment</div> <div>Program</div> <div>You may trash Short-term Investment; if you do, gain 2 crypto</div> <div>2</div>	<div>Scrubber</div> <div>Program</div> <div>You may trash Scrubber; if you do, trash 1 card in your hand or any player's discard pile</div> <div>2</div>	<div>Scrubber</div> <div>Program</div> <div>You may trash Scrubber; if you do, trash 1 card in your hand or any player's discard pile</div> <div>2</div>

<div>Scrubber</div> <div>Program</div> <div>You may trash Scrubber; if you do, trash 1 card in your hand or any player's discard pile</div> <div>2</div>	<div>Scrubber</div> <div>Program</div> <div>You may trash Scrubber; if you do, trash 1 card in your hand or any player's discard pile</div> <div>2</div>	<div>Scrubber</div> <div>Program</div> <div>You may trash Scrubber; if you do, trash 1 card in your hand or any player's discard pile</div> <div>2</div>
<div>Data Thief</div> <div>Program</div> <div>Dig. If you reveal Evidence, draw a card.</div> <div>3</div>	<div>Data Thief</div> <div>Program</div> <div>Dig. If you reveal Evidence, draw a card.</div> <div>3</div>	<div>Data Thief</div> <div>Program</div> <div>Dig. If you reveal Evidence, draw a card.</div> <div>3</div>
<div>Data Thief</div> <div>Program</div> <div>Dig. If you reveal Evidence, draw a card.</div> <div>3</div>	<div>Data Thief</div> <div>Program</div> <div>Dig. If you reveal Evidence, draw a card.</div> <div>3</div>	<div>Peek</div> <div>Program</div> <div>Look at the top three cards of the Server, you may put them back in any order</div> <div>3</div>

<div>Peek</div> <div>Program</div> <div>Look at the top three cards of the Server, you may put them back in any order</div> <div>3</div>	<div>Peek</div> <div>Program</div> <div>Look at the top three cards of the Server, you may put them back in any order</div> <div>3</div>	<div>Spy</div> <div>Program</div> <div>Look at the top card of the Server, you may choose to put it on the bottom of the server</div> <div>3</div>
<div>Spy</div> <div>Program</div> <div>Look at the top card of the Server, you may choose to put it on the bottom of the server</div> <div>3</div>	<div>Scoop</div> <div>Program</div> <div>Dig twice</div> <div>3</div>	<div>Scoop</div> <div>Program</div> <div>Dig twice</div> <div>3</div>
<div>Scoop</div> <div>Program</div> <div>Dig twice</div> <div>3</div>	<div>Fund</div> <div>Program</div> <div>Choose 1- Gain 2 Crypto or draw a card</div> <div>3</div>	<div>Fund</div> <div>Program</div> <div>Choose 1- Gain 2 Crypto or draw a card</div> <div>3</div>

<div>Fund</div> <div>Program</div> <div>Choose 1- Gain 2 Crypto or draw a card</div> <div>3</div>	<div>Fund</div> <div>Program</div> <div>Choose 1- Gain 2 Crypto or draw a card</div> <div>3</div>	<div>Fund</div> <div>Program</div> <div>Choose 1- Gain 2 Crypto or draw a card</div> <div>3</div>
<div>Shopping</div> <div>Program</div> <div>Gain 2 Crypto, you may place the next card you purchase at the top of your deck</div> <div>3</div>	<div>Shopping</div> <div>Program</div> <div>Gain 2 Crypto, you may place the next card you purchase at the top of your deck</div> <div>3</div>	<div>Shopping</div> <div>Program</div> <div>Gain 2 Crypto, you may place the next card you purchase at the top of your deck</div> <div>3</div>
<div>Shopping</div> <div>Program</div> <div>Gain 2 Crypto, you may place the next card you purchase at the top of your deck</div> <div>3</div>	<div>Shopping</div> <div>Program</div> <div>Gain 2 Crypto, you may place the next card you purchase at the top of your deck</div> <div>3</div>	<div>Refurbish</div> <div>Program</div> <div>Place a card from your discard on top of your draw pile</div> <div>3</div>

<p><b>Refurbish</b></p> <p>Program</p> <p>Place a card from your discard on top of your draw pile</p> <p>3</p>	<p><b>Refurbish</b></p> <p>Program</p> <p>Place a card from your discard on top of your draw pile</p> <p>3</p>	<p><b>Burn</b></p> <p>Program</p> <p>Dig. You may discard a card in your hand, if you do, dig <math>X + 1</math> times where <math>X</math> is the cost of that card.</p> <p>4</p>
<p><b>Burn</b></p> <p>Program</p> <p>Dig. You may discard a card in your hand, if you do, dig <math>X + 1</math> times where <math>X</math> is the cost of that card.</p> <p>4</p>	<p><b>Networker</b></p> <p>Program</p> <p>Choose 1- Each player draws a card or each player gets 1 Crypto</p> <p>4</p>	<p><b>Networker</b></p> <p>Program</p> <p>Choose 1- Each player draws a card or each player gets 1 Crypto</p> <p>4</p>
<p><b>Scavenge</b></p> <p>Program</p> <p>Trash a card from an Ally's discard pile and gain its effect</p> <p>4</p>	<p><b>Scavenge</b></p> <p>Program</p> <p>Trash a card from an Ally's discard pile and gain its effect</p> <p>4</p>	<p><b>Friendship</b></p> <p>Program</p> <p>Choose another player, they draw a card and you gain 2 Crypto</p> <p>4</p>



<p><b>Friendship</b></p> <p>Program</p> <p>Choose another player, they draw a card and you gain 2 Crypto</p> <p>4</p>	<p><b>Friendship</b></p> <p>Program</p> <p>Choose another player, they draw a card and you gain 2 Crypto</p> <p>4</p>	<p><b>Shields up</b></p> <p>Program</p> <p>Dig Twice. If you reveal a Virus or a Trap, you may trash it, if you do, trash this card.</p> <p>4</p>
<p><b>Shields up</b></p> <p>Program</p> <p>Dig Twice. If you reveal a Virus or a Trap, you may trash it, if you do, trash this card.</p> <p>4</p>	<p><b>Philanthropist</b></p> <p>Program</p> <p>Gain 2 Crypto, you may place the next card you purchase in the discard pile of your choice</p> <p>5</p>	<p><b>Philanthropist</b></p> <p>Program</p> <p>Gain 2 Crypto, you may place the next card you purchase in the discard pile of your choice</p> <p>5</p>
<p><b>Moneybags</b></p> <p>Program</p> <p>Gain 3 Crypto, you may cycle two cards in the market</p> <p>5</p>	<p><b>Moneybags</b></p> <p>Program</p> <p>Gain 3 Crypto, you may cycle two cards in the market</p> <p>5</p>	<p><b>Moneybags</b></p> <p>Program</p> <p>Gain 3 Crypto, you may cycle two cards in the market</p> <p>5</p>

<div>Feast</div> <div>Program</div> <div>Heal each player for 2 health and each player gains 2 Crypto</div> <div>5</div>	<div>Cash Grab</div> <div>Program</div> <div>The next time you gain Crypto this turn, draw that many cards</div> <div>6</div>	<div>Overclock</div> <div>Program</div> <div>Draw X cards where X is the number of modules you have installed. Crash half (rounded up) of your installed modules.</div> <div>6</div>
<div>Prosper</div> <div>Program</div> <div>Choose one three times- You gain 1 Crypto. Each other player gains 1 Crypto.</div> <div>6</div>	<div>Purge</div> <div>Program</div> <div>You may trash 1 player's discard pile</div> <div>6</div>	<div>Primer</div> <div>Module</div> <div>You may immediately install a module when purchased</div> <div>3</div>
<div>Primer</div> <div>Module</div> <div>You may immediately install a module when purchased</div> <div>3</div>	<div>Primer</div> <div>Module</div> <div>You may immediately install a module when purchased</div> <div>3</div>	<div>Primer</div> <div>Module</div> <div>You may immediately install a module when purchased</div> <div>3</div>



<div>Primer</div> <div>Module</div> <div>You may immediately install a module when purchased</div> <div>3</div>	<div>Sifter</div> <div>Module</div> <div>Draw one card, then discard one card.</div> <div>3</div>	<div>Sifter</div> <div>Module</div> <div>Draw one card, then discard one card.</div> <div>3</div>
<div>Sifter</div> <div>Module</div> <div>Draw one card, then discard one card.</div> <div>3</div>	<div>Sifter</div> <div>Module</div> <div>Draw one card, then discard one card.</div> <div>3</div>	<div>Sifter</div> <div>Module</div> <div>Draw one card, then discard one card.</div> <div>3</div>
<div>Medkit</div> <div>Module</div> <div>You may discard a card. If you do, restore 1 health to target player.</div> <div>3</div>	<div>Medkit</div> <div>Module</div> <div>You may discard a card. If you do, restore 1 health to target player.</div> <div>3</div>	<div>Medkit</div> <div>Module</div> <div>You may discard a card. If you do, restore 1 health to target player.</div> <div>3</div>

Windowshopper

Windowshopper

Windowshopper

<div>Module</div> <div>Cycle one card in the Market.</div> <div>3</div>	<div>Module</div> <div>Cycle one card in the Market.</div> <div>3</div>	<div>Module</div> <div>Cycle one card in the Market.</div> <div>3</div>
<div>Alpha Stick</div> <div>Module</div> <div>You may load a Program with cost 3 or less. You may play an loaded program once per turn.</div> <div>3</div>	<div>Alpha Stick</div> <div>Module</div> <div>You may load a Program with cost 3 or less. You may play an loaded program once per turn.</div> <div>3</div>	<div>Alpha Stick</div> <div>Module</div> <div>You may load a Program with cost 3 or less. You may play an loaded program once per turn.</div> <div>3</div>
<div>Bank</div> <div>Module</div> <div>At the start of your turn, you may discard a card. If you do, gain 2 Crypto.</div> <div>4</div>	<div>Bank</div> <div>Module</div> <div>At the start of your turn, you may discard a card. If you do, gain 2 Crypto.</div> <div>4</div>	<div>Clone Chip</div> <div>Module</div> <div>When you install this module, choose one you already have installed. The module copies that effect.</div> <div>4</div>

<p><b>Beta Stick</b></p> <p>Module</p> <p>You may load a Program with cost 4 or less. You may play a loaded program once per turn.</p> <p>4</p>	<p><b>Beta Stick</b></p> <p>Module</p> <p>You may load a Program with cost 4 or less. You may play a loaded program once per turn.</p> <p>4</p>	<p><b>Hammer</b></p> <p>Module</p> <p>The first time you break a Scheme on your turn, you may Dig up to three times.</p> <p>5</p>
<p><b>Hammer</b></p> <p>Module</p> <p>The first time you break a Scheme on your turn, you may Dig up to three times.</p> <p>5</p>	<p><b>Shovel</b></p> <p>Module</p> <p>The first time on your turn that you Dig and reveal Evidence, you may Dig twice more.</p> <p>5</p>	<p><b>Shovel</b></p> <p>Module</p> <p>The first time on your turn that you Dig and reveal Evidence, you may Dig twice more.</p> <p>5</p>
<p><b>Shovel</b></p> <p>Module</p> <p>The first time on your turn that you Dig and reveal Evidence, you may Dig twice more.</p> <p>5</p>	<p><b>Streetdoc</b></p> <p>Module</p> <p>You may choose to discard your entire hand. If you do, heal target player for each card you discarded.</p> <p>5</p>	<p><b>Medkit Prime</b></p> <p>Module</p> <p>You may discard a card. If you do, restore 1 health to each player.</p> <p>6</p>

<div>Medkit Prime</div> <div>Module</div> <div>You may discard a card. If you do, restore 1 health to each player.</div> <div>6</div>	<div>Sifter Prime</div> <div>Module</div> <div>Draw two cards, then discard one card.</div> <div>6</div>	<div>Gamma Stick</div> <div>Module</div> <div>You may load a Program with cost 6 or less. You may play a loaded program once per turn.</div> <div>6</div>
<div>The Good Stuff</div> <div>Module</div> <div>Draw a card, gain 1 Crypto, dig 1, and heal 1 . The Good Stuff can't be trashed or discarded while installed</div> <div>6</div>		