CYBERDECK

http:cyberdeck.gniu.org

CYBERDECK

A Cyberpunk Collectible Card Game

Rulebook

version 1.00

special thanks to: Alice, AlpT, Brez, Mari, Vins

Summary

Game description

Cyberdeck is a collectible card game that simulates a Cyberspace war among computer networks. In some way Cyberdeck is a "mixed breed" because is not only a card game but it has also some features of a strategy board game.

The scenario is a mix between realistic computer technology of today and futuristic features inspired by the cyberpunk literature, mainly by the novels of William Gibson (above all the first trilogy: Neuromancer, Count Zero and Monnalisa Overdrive). There is no need to have any specific knowledge about computers to play Cyberdeck, but if you are interested in you'll find this game more enjoyable (at least this is what we're trying to do :).

The main way to play Cyberdeck is the typical "duel mode", but it's possible to play in more than two players, and even in single player. The core rules and the "duel mode" are described in detail in this rulebook, but we design Cyberdeck to have the greatest flexibility and there are few hints for other ways to play that will be fully developed in the coming expansion sets.

The cards in Cyberdeck are divided in 5 different types: **Node**, **Operator**, **Chip**, **Smartcard** and **Event**. Each card belongs to a specific faction or is considered **factionless**. There are four factions: **Business**, **Crime**, **Police** and **Underground**. Each faction has its own features, its advantages and disadvantages, and the choice of which factions are included in your deck determines in a certain way your strategy and your "game style". The frequency of a card is categorized in **common**, **uncommon**, **rare** and **very rare**.

In a Cyberdeck match each player manages a network of computers (Nodes), hiring people (Operators) and buying software programs (Chips), in order to crush the opponent's network. The goal is to reach a predefined amount of **Data Points** (DP), generally 10, but this score may vary because it depends from the agreement of all the players involved in (for a quick match players could set 5 DP, for long match could set 20 DP or even 50 DP). Players get DP mainly conquering the Nodes of their opponent (or because of special effects or special actions) so each player has to put enough Node cards to have an amount of DP at least equal to the predefined score agreed by all players.

In order to play Cyberdeck each player has to put at least 40 cards in his deck. The maximum number of a card copies are 3.

The game is "turn based" and each turn is divided in several phases. There is no need of counters or pen&paper, but they could be useful.

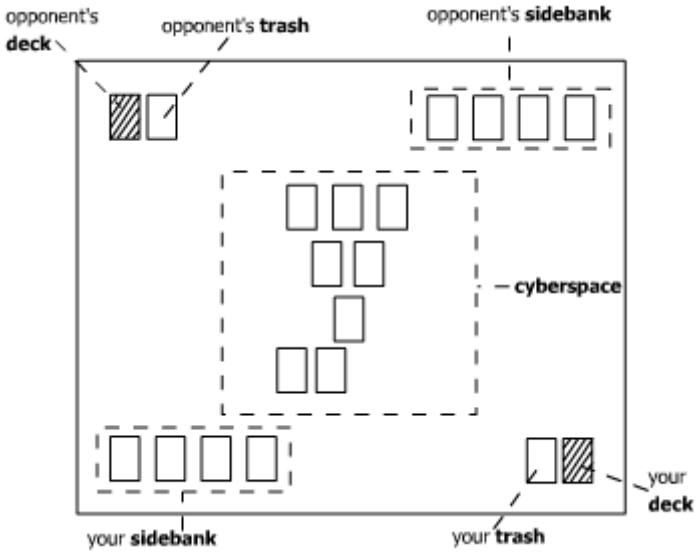
There is the possibility of misinterpretation of the rules. When there is a doubt you have to follow the rule written on the cards instead of these described in this rulebook.

#Key rules

- The size of a deck is minimum 40 cards
- Max 3 card copies
- The goal is to reach a predefined score of Data Points (10 normal, 5 quick, 20 long)
- Each player has to put enough Node cards to have an amount of Data Points at least equal to the predefined score
- The rules written on the cards get top priority

Playground

The different sections of the playground are described below:



Deck

From the deck the players draw their cards during the **draw phase** or when a special effect allows/forces them. Some special effects allow/force the players to put cards from your hand or from the playground into the deck.

The match does NOT end when a player has drawn all its cards from the deck. The player can't draw cards anymore, and he continues to play with its cards on the playground.

Trash

The Trash is the section of the playground where the players put the cards when they are discarded, when their effects are terminated, when they are destroyed or when a special effect allows/forces them.

Sidebank

The Sidebank is the section of the playground where the players put their Operators when they hire them (unless the Operator has the **Debriefed** bonus), when they don't pay their **maintenance cost**, when they are **disconnected** or when a special effect allows/forces them.

Cyberspace

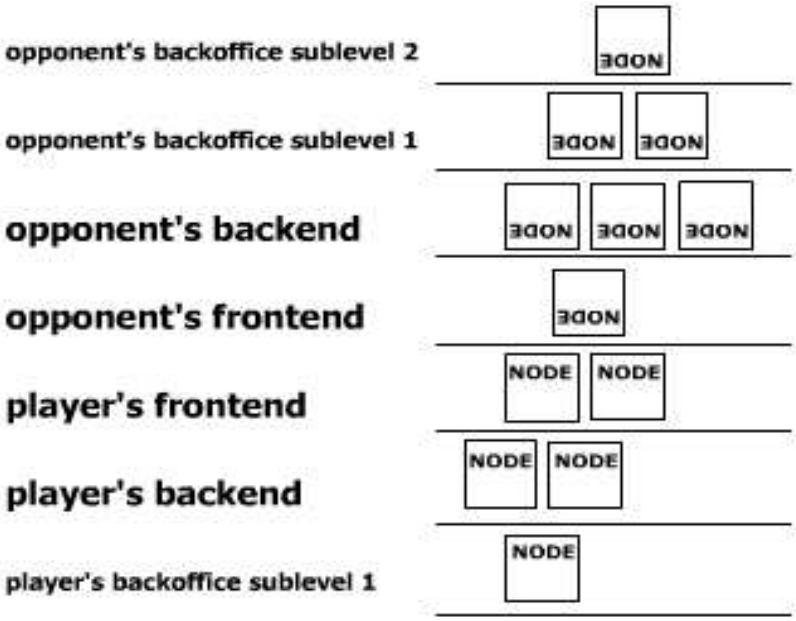
The Cyberspace is the section of the playground where the players build their networks putting the Node, the Chip and the Operator cards. This is the section where the real "action" takes place, because is where the networks connect each other and where the players' operators fight each other.

The Cyberspace is composed by **zones** divided into 6 levels, 3 for each player and they are called:

- **frontend,** that is the one in contact with the opponent side;
- **backend,** that is the central level where the first Node must be played;
- **backoffice,** that is the last level of the network; the backoffice levels can have infinite sub-levels, that means that players can connect a Node deeper as they want (keeping the network consistent).

When a player conquers an opponent's Node for the first time, he gets a Data Point bonus according to the level where the Node is connected:

- player's levels and opponent's frontend give no bonus
- opponent's backend gives 1 DP bonus
- opponent's backoffice gives 2 DP bonus
- each following opponent's backoffice sub-level gives 1 DP more each step



When a player plays a Node card from his hand to the Cyberspace section, it says "**to connect a Node"**. The first Node had to be connected in the own backend level then the next Nodes has to be connected to a Node in the **player's Network** in suitable places, called **free zones**, of the same level or of the adjacent levels (the player's Network is composed by all the Nodes that can be reached by a player's Operator). It's not possible to connect Nodes in **dead zones** (see "Nodes" paragraph).

When a player connects a Node on an adjacent level to the opponent's network, it MUST be connected to an opponent's Node if it's possible; the player will choose which side of his Node (top left or top right) is connected to the opponent's Node (See "Nodes" paragraph for further details).

#Key rules

- The sections of the playground are: Deck, Trash, Sidebank (one for each player) and Cyberspace
- The match does NOT end when a player has drawn all its cards from the deck
- The first Node has to be connected in the own backend. Next Nodes can be connected in free zones adjacent a Node of the Player Network
- The player's Network is composed by all Nodes reachable by a player's Operator
- It's not possible to connect a Node in a dead zone
- When a player connects a Node on an adjacent level to the opponent's network, it MUST be connected to an opponent's Node if it's possible

Cards

In Cyberdeck there are five types of card: the Nodes are the "bricks" of the Cyberspace, the Operators are the actors of the game, the Chips are used to improve Nodes and Operators, the Events that create a variety of effects, and the Smartcards that are the fastest help for the players. The features of each type of card are listed below:

- **Production/Price:** it is on the top right corner of each card and it means the amount of **Kredits** (K) – the money of the Cyberdeck world – that a Node can produce in a turn or, alternatively, the amount of Kredits needed in order to play a card (an Operator, a Chip, an Event or a Smartcard). The production of the Nodes can be used to pay the price of other cards (but remember to follow the factions rules, see "Factions" paragraph).

- **Faction:** the faction logo is located on the top left corner of each card and each card has a main color depending of its faction:


Police (blue)


Underground (black)


factionless (grey)


Business (green)


Crime (red)

- **Name:** the name of the card is located on the top center.

- **Colored top left corner:** the color tells which type the card is:
  - Node: white
  - Chip: yellow
  - Operator: purple
  - Smartcard: orange
  - Event: none

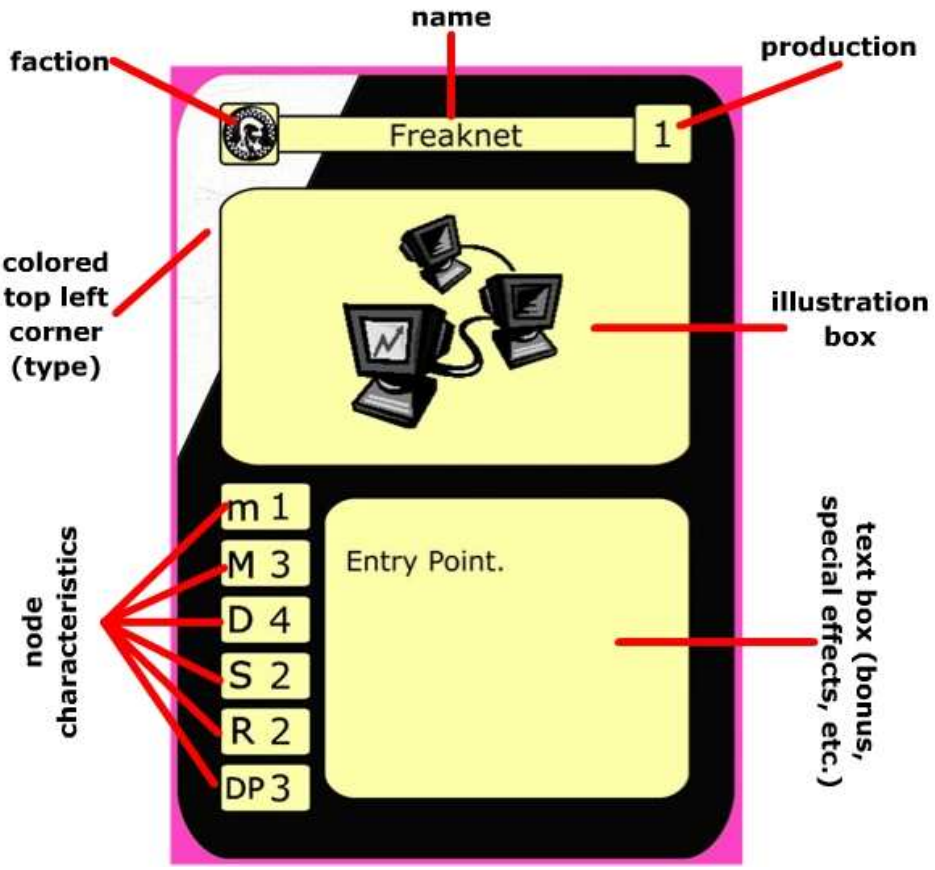
- **Illustration:** this is the image of the cards.

- **Bonus:** in this box the bonus and the special effects of the card are explained. If the card is a sub-type (for example Chip – Virus), this kind of information is given in this box.

Cards: Nodes

The label "Node" means computers, and any other possible device, connected to the net. The players connect their Node cards in the Cyberspace section, building their networks and configuring their defense. The Node cards represent the essential structure of the game, the "ground" where the action takes place.

An example image is shown below:



Production

The Node cards are essential also because they have the **production** value that points out how many Kredits (K) a Node provides every turn. The players spend their Kredits to pay the price of the other types of cards, in order to play them. When a player declares to use the production of an own Node, the

Kredits can be spent until the end of the phase; if some Kredit is not spent is "burned" as the **Money Burning** rule states (see "Game phases" paragraph). A Node can be used to produce Kredits if its status is "owned" (see below) and only once until the next player's Regeneration Phase (remember which Nodes are used to produce Kredits by taking note or putting small counters; alternatively turn the Node card by 30° right).

Characteristics

The characteristics of the Node cards are listed below:

- **m**: the **m** sign means "**minimum connections**". This value ranges from 0 to 6, and points out the minimum number of other Nodes to whom the Node has to be connected with. If the usable Nodes in the Cyberspace are not enough in order to fulfill this requirement, the Node in your hand can be played only as a **switch** (see below).

- **M**: the **M** sign means "**maximum connections**". This value ranges from 1 to 6, and points out the maximum number of other Nodes that can be connected to the Node. If there are a number of connected Nodes equal to this value, no more Nodes can be connected to the Node in object. When this situation happens, a "**dead zone**" is created until a reconfiguration of the networks occurs.

- **D**: the **D** sign means "**defense**". This value ranges normally from 0 to 6, and points out the defense value of the Node.

- **S**: the **S** sign means "**slot**". This value ranges normally from 0 to 6, and points out the number of Chip cards that can be attach to the Node.

- **R**: the **R** sign means "**RAM**". This value ranges normally from 0 to 6, and points out how many Chip cards that have been played on the Node, can be active at the same time. Each Chip card has a "**RAM cost**" value, and the sum of these values cannot be higher of the RAM of the Node.

- **DP**: the **DP** sign means "data points". This value is obtained by calculating the "strengths" of the Node card. When a player "conquers" an opponent's Node (usually "changing the root" after a successful attack – see below) he gets a number of data points equal to this value with eventual level bonuses (see "Playground" paragraph). This is the most frequent way to get data points, but a player DO NOT obtain any data point when he "re-conquers" a Node that was previously owned by him.

Nodes as Entry Points

Player's Operators can enter in the Cyberspace from the sidebank moving to an "**owned**" Node (see below) connected in the player's backend or backoffice level (unless the Node has the "**No Entry Point**" feature that prevent Operators to move from the sidebank to it) with the following costs:

- free for the Operators of the same factions (factionless Operators always pay even using a factionless Node)
- paying an amount of Kredits at least equal to its DP for the Operators of the friendly factions;
- Operators of the opposite faction can NOT move to it from the sidebank unless a special effect allows/force them (see "Factions" paragraph).

If a Node has the **Entry Point** feature instead, it means that Operator can move from sidebank to it also in the frontend level and in any opponent's level. The costs and the faction rules are the same as above.

Status of a Node

The Node cards have three different statuses:

- **Owned**: the normal status of a Node is "owned", when a player connect a Node he puts the card in the Cyberspace with the lower side toward him and it says that he has the **root** of the Node and can normally use it. If the "**change the root**" action is performed (see "Action Phase" paragraph) the card is turned by 180° degree therefore the lower side now points to the new owner that can normally use the Node and all the Chips attached to it.

- **Passage**: when a player attacks an opponent's Node and the Attack is equal to Defense (see "Action Phase" paragraph), it's status shifts to "passage" and the card has to be turned by 90° degree to the left; the ownership remains until the "change the root" action occurs and his defenses are inactive: it means that his that the Operators of both players can move to it in the Action Phase and can perform "change the root" or "**back to owned status**" alternatively. A Node in "passage status" does not produce Kredits and can't be used as an Entry Point.

- **Switch**: a Node goes in "switch status" when is not **consistent** that

means that the minimum or the maximum connections requirements are no more fulfilled for whatever reason. A switch is considered a special Node with 0 minimum connections and 6 maximum connections with no production, no RAM and no defense; it keeps the Chips attached to it but they are inactive and the owner can't attach any other. Moreover, Operators cannot stay on a switch Node (and they can't use it as an Entry Point), they can only move through freely. If there are Operators on the Node when it has to become a switch, they player have to move them to adjacent Nodes of his choice but if it's not possible the Operators are disconnected and the player has to put them in his sidebank.
If a switch Node becomes consistent it can be shifted to the "owned status" during a Shopping Phase (it counts as connecting a Node from the player's hand, so a player can shift a switch Node to "owned" OR connect a Node from his hand) and ONLY if the Node is consistent.
To represent the "switch status" flip the card to its back; if there are Chip cards attached to it, flip them too.

#Key rules

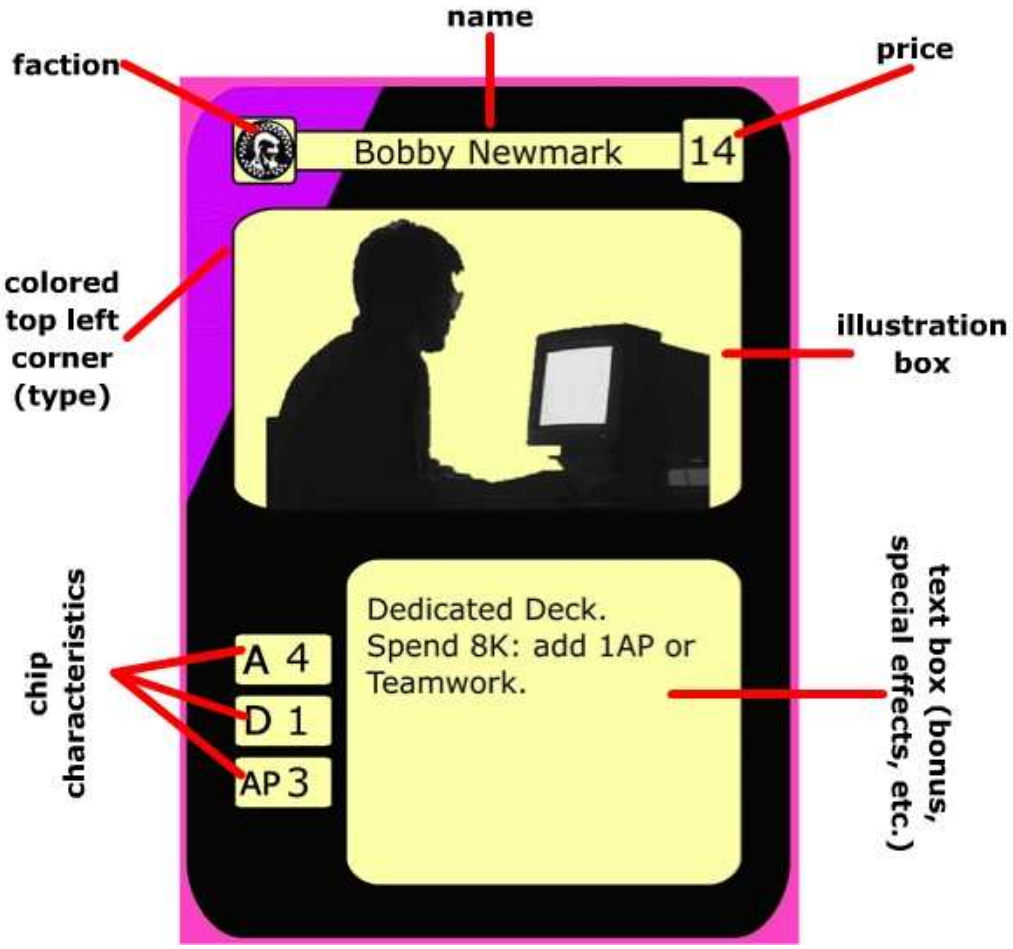
- Nodes represent the essential "structure" of the game
- Non-spent Kredits are "burned" at the end of the phase (see Money Burning rule)
- Production is "regenerated" each turn during the Rgeneration Phase (see "Game Phases" paragraph)
- Operators can move from the sidebank to an owned Node in the player's backend or backoffice level; the player has to pay a cost according to the factions of the cards
- If a Node has the "Entry Point" feature and it's "owned", the Operators can move from the sidebank to it regardless of the Cyberspace level
- Node cards have 3 different statuses: owned, passage, switch. Only owned Nodes produce and can be used by Operators to move from sidebank to the Cyberspace
- If a switch Node is shifted to "owned" during a Shopping Phase, it counts as connecting a Node from the player's hand

Cards: Operators

The Operators are system administrators, crackers and any other kind of computer user which are "hired" by paying their price in a Shopping Phase; hired Operators are put in the sidebank, unless for them who have the **Debriefed** bonus (see "Most common features" paragraph).

Operator cards, like Node cards, are essential because they can attack opponent's Nodes in order to take DP.

An example image is shown below:



Characteristics

The characteristics of the Operator cards are listed below:

- **A**: the **A** sign means "attack". This value ranges normally from 0 to 6, and points out the attack value of the Operator.

- **D**: the **D** sign means "defense". This value ranges normally from 0 to 6, and points out the defense value of the Operator.

- **AP**: it means "action point", and this value ranges normally from 0 to 6 pointing out the number of action an Operator can do each turn. Operators can do lots of different tasks in the Action Phase, each of them costs 1 AP:

- Move to an adjacent Node
- Attack a Node
- Node reconfiguration:
  - Connect a Node
  - Disconnect a Node
  - Move a disconnected Node to an adjacent Node
- Chip reconfiguration
  - Attach a Chip
  - Detach a Chip
  - Move a detached Chip to an adjacent Node
- Activate a Chip
- Destroy an owned Node

There are free actions that don't require AP to spend:

- Move to a Node in switch status
- Defend a Node
- Change the status of a Node

Movement

An Operator can move to an adjacent Node spending 1 AP; the adjacent Node has to be owned by the player or in passage status or in switch status (in this case is a free action).
To represent movements, put the Operator card over the correspondent Node card.

Attack a Node

Attack a Node is an action performed by Operators during the player's Action Phase (see "Game phases" paragraph) that costs 1 AP for each Operators involved in (so they must have at least 1 non spent AP each); an Operator can attack only if he's located in an adjacent Node (or in a Node adjacent to a switch connected to the target Node).

Different Operators can attack simultaneously the same target both from the same Node and from other suitable Nodes.
In the first case a disadvantage affects the attacking group: a cumulative and progressive minus to the Attack value for each Operator after the first (e.g. if three Operators attack together from the same Node, the first subtract 0, the second -1 and third subtract -2, so -3 is the total attacking group

disadvantage). The exceptions to these rules are the "**Solo**" (an Operator can't attack with others) and the "**Teamwork**" (cancel the greater minus of the attacking group) features (see "Most common features" paragraph).
In the second case, different groups simultaneously attack the same target: the player calculates the disadvantage for each group then sums the total Attack values.

If there are opponent's Operators and Chips on the target Node, add their Defense to the basic value of the Node but for the Operators there are defensive group disadvantage as the attacking group disadvantage described above (so the first subtract 0, the second -1, etc.). As usual, the exceptions to these rules are the "Solo" (an Operator can't defend with others) and the "Teamwork" (cancel the greater minus of the defensive group) features (see "Most common features").

To attack an opponent's Node the player has to follow this order:

- ***prerequisite***: one or more Operators have to be in an adjacent Node; if not, the player has to move them spending their AP;
- the player has to declare which Operator spent APs to activate a Chip and for the benefit of who in order to add the Attack and/or other special bonus of the Chip (see "Activate a Chip");
- the player has to declare which Operator spent an AP in order to attack the target Node;
- ***resolution***: the player sums the Operators' Attack values and the activated Chips' Attack bonuses then subtracts the attacking group disadvantage and finally compares this score with the Defense value of the target Node (obtained by summing the basic Defense value of the target Node, Operators' Defense values, active Chips' Defense bonuses:
    - if the total Attack value is lesser than the total Defense value, the attack fails;
    - else if the total Attack value is equal than the total Defense value, the target Node's status turn to "Passage" until an opponent's Operator performs the "back to owned status" action;
    - else if the total Attack value is greater than the total Defense value, it's possible for any player's Operator to move (spending AP) to the target Node and perform the "change the root" action, until the end of the Action Phase, then the defenses of the Node are considered "regenerated" (so it's pointless attack a Node and don't have any Operator with some AP left in order to move).

Remember that:

- both players can play Smartcards in order to modify the Attack, the Defense and the AP values (or to play a special effect) anytime during the attack;
- when a player declares an action the correspondent AP is definitely spent;
- "Solo" and "Teamwork" features affect the Attack rules.

Node reconfiguration

"Node configuration" regroups three different actions (each of them costs 1 AP): **connect a Node**, **disconnect a Node**, **move a disconnected Node to an adjacent Node**. The player can directly connect Nodes only playing them from his hand or turn to owned a Node in switch status (see "Game phases" paragraph) so an owned Node can be moved in the Cyberspace from the side of a Node to another only by the Operators that perform a "Node reconfiguration" during the player's Action Phase.

The "Node reconfiguration" has to be done in the same phase and only if there are enough AP to finish it, if not it's not possible even to start it; it's not possible to interrupt it in any way and this order has to be followed:

- Disconnect a Node: it's possible to disconnect only player's owned Nodes and only if there aren't Operators on it.

- Move a Node: it's possible to move only disconnected Node to adjacent Node; when an Operator disconnects a Node this stays on a Node where was previously connected and the Operator can move it on an adjacent connected Node in order to reach a free zone (each movement from a Node to another cost 1 AP), but it's not possible to move a Node through an opponent's owned Node.

- Connect a Node: it's possible to connect the Node in a free zone.

It has to be a **valid path** between the Node and the Operator who perform a "Node reconfiguration action" (that means between them have to be only player's owned, passage or switch Nodes).
More Operators can cooperate using their AP together (for example, the first Operator can spend 1 AP to disconnect the Node; another one can spend 2 AP to move it to an adjacent Node and to connect it in a free zone).

Chip reconfiguration

"Chip reconfiguration" regroups three different actions (each of them costs 1 AP): **attach a Chip**, **detached a Chip**, **move a detached Chip to an adjacent owned Node**. The player can directly attach Nodes only playing them from his hand (see "Game phases" paragraph) so an attached Chip can be moved in the Cyberspace from a Node to another only by the Operators that perform a "Chip reconfiguration" during the player's Action Phase.

has to be done in the same phase and only if there are enough AP to finish it, if not it's not possible even to start it; it's not possible to interrupt it in any way and this order has to be followed:

- Detach a Chip: it's possible to detach only player's Chips that are not being activated in the same turn.

- Move a Chips: it's possible to move only detached Chip to adjacent player's owned Node if suitable (if the Node has at least one free slot – see "Chips" paragraph).

- Attach a Chip: it's possible to decide if it's active or inactive, attached Chip can't be activated until next turn – see "Chips" paragraph.

More Operators can cooperate using their AP together (for example, the first Operator can spend 1 AP to detach the Chip; another one can spend 2 AP to move it to an adjacent Node and to attach it).

Activate a Chip

A player's Operator can activate a player's active Chip spending 1 AP in order to:

- get the Attack and other bonuses for himself;
- give the Attack and other bonuses to another player's Operator but only if between them exists a "valid path", that means between them have to be only player's owned, passage or switch Nodes.

Remember that Chips can be activated only once per turn and if there is a "valid path" from the Node that run the Chip and the Operator; also if a Chip is detached and reattached it can't be activated in the same Action Phase (see "Chips" paragraph).

Destroy a Node

At the end of the Action Phase, player's Operators can destroy player's owned Nodes spending 1 AP for each. The prerequisites for this action are: the Node has to be owned for at least one opponent's turn and there is a "valid path" between the Operator and the Node (that means between them have to be only player's owned, passage or switch Nodes).

Destroy a Node provokes three consequences:

- The Node card is put in the player's Trash together with the Chip cards attached to it, every Operator on it is immediately disconnected and put in the sidebank;
- the opponent gains an amount of DP equal to the DP value of the Node;
- if the destruction of the Node provokes inconsistencies in the Cyberspace, the inconsistent Nodes turn immediately to switch status (the attached Chips become inactive, the Operators on them can move freely on adjacent Nodes but if it's not possible they are disconnected and put in the sidebank). The opponent gains an amount of DP equal to the total DP values of all the Nodes that had to be switched, regardless of their status and ownership.

So, to destroy a Node it's a costly and dangerous but sometimes it could be a very strategic and powerful move to do.
There are some cards that permit to destroy Nodes in other way (even opponent's owned Nodes); in these cases, follow the special rules written on the cards.

Defend a Node

Defend a Node is not properly an action; Operators (regardless of AP) always add their Defense bonus to Node in which they are during the opponent's Action Phase.

Change the status of a Node

No AP is required in order to change the status (performing the "change the root" or "back to owned status" actions) of a Node but the Operator has to be in it:

- **Change the root** of a Node is a free action that changes the ownership

of the Node. Generally it happens after a successful attack that permits to the player's Operators to move in the opponent's Node. When this action is performed (by an Operator or because a special effect has occurred) the opponent lost the Node and the card is turned by 180 degree in order to indicate the new ownership; if there are opponent's attached Chips they remain attached and they can be used by the new owner, and if there are opponent's Operators in the Node they are immediately disconnected and put in the sidebank. When this action is performed, however, the new owner cannot use the production of the Node until his next Regeneration Phase (see "Games Phases").

- **Back to owned status** is a free action taken to turn the status from passage to owned of a player's Node. The Operator that performs this action has to be in the target Node; if there are opponent's Operators in it, they are immediately disconnected.

Flee

During the opponent's turn, the AP can be used only to save the Operators from disconnection (moving him on an adjacent player's Node) or to detach and move a Chip; each action done in the opponent's turn costs double AP (e.g. 2 AP are needed to move on owned/passage adjacent Node, 2 AP are needed to detach a Chip and 2 more to move it to an owned adjacent Node, like a "Chip reconfiguration").
A player's Operator can use its AP during the opponent's turn to perform these actions and ONLY if he didn't use AP during the last player's turn.

If an Operator has the **Flee4Free** bonus, he can move once to adjacent player's Nodes without spending AP and even if he had spent during the last player's turn.

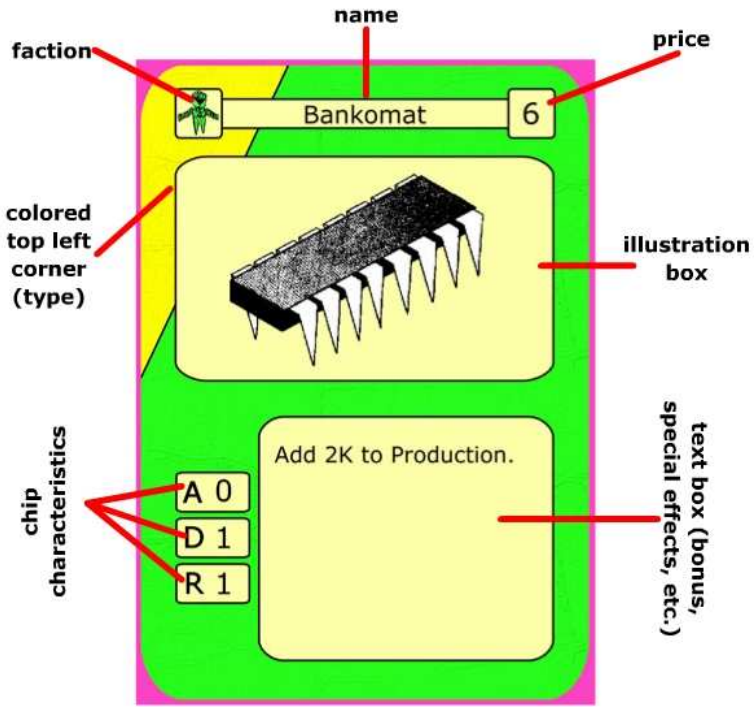
#Key rules

- Operators represent the essential "action" of the game
- When an Operator is hired, he's put in the player's sidebank unless he has the Debriefed bonus.
- Operators move over the Nodes spending 1 AP for each movement unless over the Nodes in switch status
- Operators attack opponent's Nodes spending 1 AP. It's possible to do a group attack but there is a progressive disadvantage.
- Operators always add their Defense bonus to the Node where they are. It's possible to do a group defense but there is a progressive disadvantage.
- If the sum of attacking values is lesser to the sum of defensive values, the attack is failed
- If the sum of attacking values is equal to the sum of defensive values, the target Node goes in passage status
- If the sum of attacking values is greater to the sum of defensive values, the defenses of the target Node are down until the end of the phase and it's possible to perform the "change the root" action
- Node/Chip Reconfiguration actions are possible if there is a valid path (when there are player's owned, passage or switch Nodes between the Operator who performs an action and the Node/Chip target of that action)
- Node/Chip Reconfiguration can start only if there are enough AP to finish it in the same phase and it's not possible to stop it in any way.
- Operators can activate Chips only if there is a valid path between them
- An Operator can activate a Chip for the benefit of another Operator but it has to be a valid path between them
- A Chip can be activated only once per turn and only if it hasn't been detached during the same turn.
- An Operator, at the end of the Action Phase can destroy a player's owned Node but it has to be a valid path between them
- The opponent gains an amount of DP equal to the DP value of the destroyed Node. If the destruction provokes inconsitencies, the opponent gains an amount of DP equal to the total DP values of all the Nodes that had to be switched, regardless of their status and ownership
- Operators always add their Defense bonus to the Node in which they are
- Change the status of a Node is a free action that can be performed by any Operator that is in the arget Node
- A new owner of a Node cannot use its production until his next Regeneration Phase
- After an opponent's attack, player's Operators can move and do a Chip reconfiguration at double cost in terms of AP and only if they didn't use any AP during the previous turn (unless the Operators has the Flee4Free bonus)

Cards: Chips

Chip cards represent computer programs of the Cyberdeck world. The player can buy Chip cards paying their Price during a Shopping Phase and attach them to his Nodes; every Chip occupies 1 slot of the Node, so if all of them are already occupied no more Chips can be attached.

An example image is shown below:



Characteristics

The characteristics of the Chip cards are listed below:

- **R**: the "RAM cost" in order to "run" the Chip (to consider it as "active") on the Node that it has been attached. If the value on the card is 0, it means that the can run without using the RAM of the Node.
- **A**: the "attack bonus" for the Operators that use it
- **D**: the "defense bonus" that is added to the "defense" value of the Node. If the Chip is "active" this is bonus is considered permanent.

Status of a Chip

Chips cards have two possible statuses:

- **active**: if the target Node has enough RAM to run it, the Chip card is put under the Node card and it's considered active so it's defense bonus is added to the target Node, its special bonuses take place, its attack bonus can be used by the Operators of the player (but only if there is a valid path from the Node that runs the Chip and the Operator, see "Operators" paragraph). A Chip can be activated by an Operator only once per turn.

- **inactive**: on the contrary, if the Node has not enough RAM or, for whatever reason, the player decides to play it as inactive so it's not possible to use its attack/defense bonuses and its special bonuses don't take place. To represent this, put as usual the Chip card under the target Node card but flipped to the back.

#Key rules

- Chips are attached to the Nodes; every Chip occupies 1 slot
- A Chip is considered "active" if the Node has enough free RAM to run it
- Active Chips add their Defense bonus to the Node

Cards: Events and Smartcards

Events

Events are any kind of circumstance that could happen on the network. Event cards have to be bought in a Shopping Phase and its effect usually last until the end of the turn, then they have to be discarded in the Trash (unless the Event is "permanent").

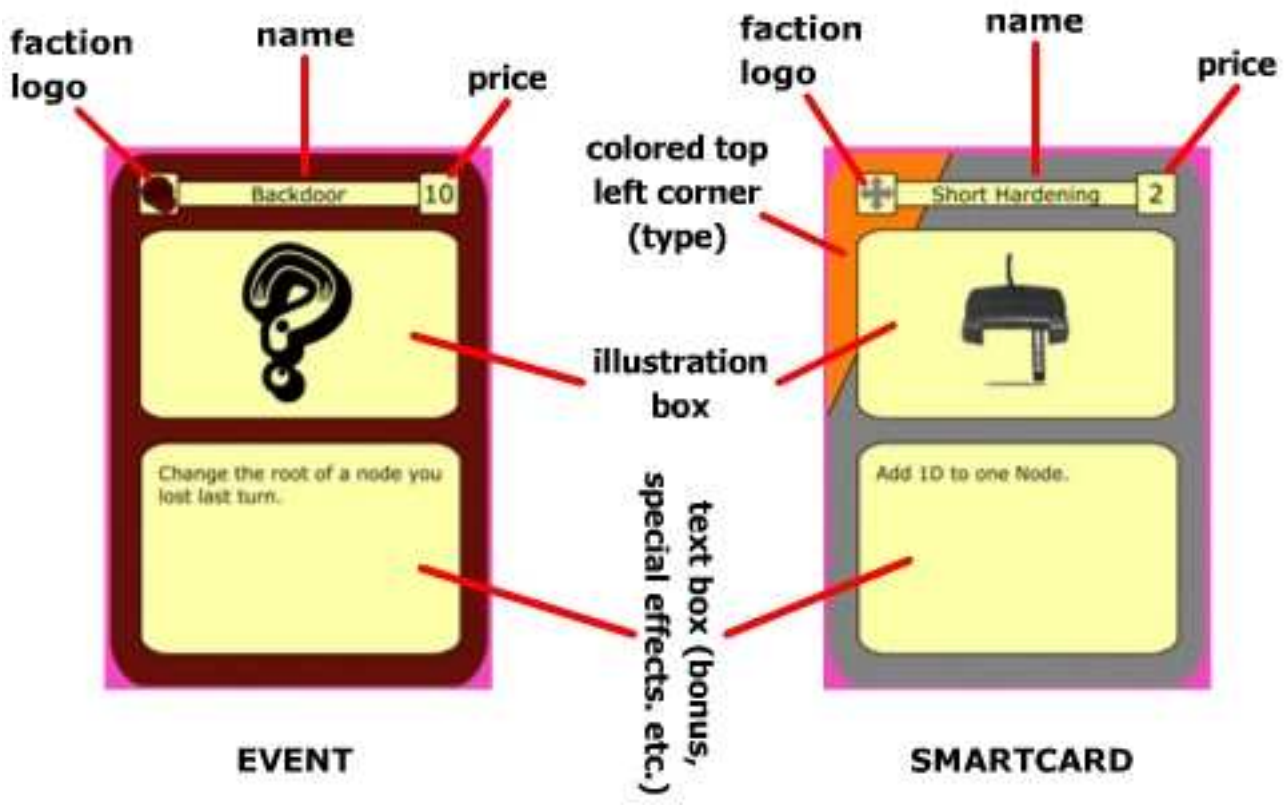
Events cards don't have any characteristics; they have only bonus or special effect described in the bonus box and the price value.

Smartcards

Smartcards represent circumstances that take immediate effect and then have to be discarded in the Trash. They don't have any characteristic but only bonus, special effect described in the bonus box and the price value; they are

the only cards that can be played in any phase of the game, even during the opponent's turn, by paying their price.

Smartcard are faster than any other type of card (they can interrupt their effects); the resolution between Smartcards are done following the order they were played, so any successive Smartcard acts before the previous. However, Smartcards cannot interrupt a Node/Chip reconfiguration.



#Key rules

- Events last until the end of turn unless they are "permanent"
- Smartcard can be played in any phase of the game
- Smartcard are the fastest type of card and can interrupt any action except a Node/Chip reconfiguration
- Resolution between Smartcards are done following the order they were played

Cards: most common features

Here is list of common features and bonus of the cards:

- **Autodisconnect/Autodetach**: no AP is needed to disconnect/detach the Node/Chip with this feature.
- **Debriefed**: a "debriefed" Operator can be played from hand directly into the Cyberspace skipping the sidebank.
- **Dedicated deck**: player's Chips bonuses do not affect the Operator with this feature.
- **Embedded Chip**: a Node with this bonus has an "embedded Chip" (written on the card) which doesn't cost Ram and doesn't occupy any Slot. The "embedded Chip" can be activated as a normal Chip during the Action Phase (an Operator has to spent 1 AP) BUT only if the Node wasn't used to produce Kredits in the prevoius Shopping Phase; once activated, the Node can't produce until the next player's Regenration Phase. Also, embedded Chips can't be destroyed in any way.
- **Entry Point**: Operators can move from sidebank to the Node with this feature regardless of the Cyberspace level where it's connected.
- **Flee4Free:** an Operator with this bonushe can flee once to adjacent player's Nodes without spending AP and even if he had spent during the last player's turn.
- **Maintenance Cost**: in the Maintenance phase the player has to pay the maintenance cost of the card (see "Game phases" paragraph).
- **No Entry Point**: Operators cannot move from sidebank to the Node with this feature.
- **Solo**: a "solo" Operator can't attack with other Operators.
- **Teamwork**: an Operator with "teamwork" cancels the greater minus of the attacking or defensive group. If there is a second Operator with the "teamwork" that attacks/defends, he cancels the second greater minus.
  Variants: "attacking teamwork", "defensive teamwork".

Factions

In Cyberdeck each card belongs to a specific faction or is considered factionless. The main rules about factions are essentially three:

- the production of a faction Node can't be used in any way to buy cards of the opposite faction, unless a special effect of a card;
- a faction Chip cannot be attached to a Node of the opposite faction, unless a special effect of a card;
- a faction Node can be used freely as an "Entry Point" in the backend or in the backoffice levels by the Operators of the same faction, paying an amount of Kredits at least equal to its DP for the Operators of friendly factions and can NOT be used by the Operators of the opposite faction unless a special effect of a card.

Each faction has its own characteristic on Attack (A), Defense (D) and Production (P), and an opposite faction (the other two are considered "friendly)". The features of each faction are listed below:

Business 

The Business faction represents the world of the big corporations and the international financial institutions. In the world of Cyberdeck, like the most of the cyberpunk worlds, the corporations are more powerful than the national governments. Generally the Business faction has a very good production and its Chips and Operators provide a good defensive bonus but they have poor attacking skills (A:0, D:2, P:3).

The opposite is the Crime faction.

Police 

The Police faction represents the "law and order", at least what remains of them. Like the other factions, the Police acts in a global level, so this label includes the secret service apparatus, the private military companies and new

kinds of security agencies.
Generally the cards of the Police faction have both good defensive and attacking bonuses (A:1, D:3. P:1).

The opposite is the Underground faction.

Crime 

The Crime faction represents a transnational trust of the organized crime in which the "historical" organizations, such as the Yakuza, the Italian mafia and so on, have merged.
Generally the Crime faction has a good production level and its Chips and Operators provide a good attacking bonus (A:2, D:1, P:2).

The opposite is the Business faction.

Underground 

The Underground faction represents the people who live in the streets of the sprawling megalopolis of the Cyberdeck world. This faction includes very different kind of people, from political activists to nihilistic individuals, from "brain workers" to independent black market traders.
Generally the Operators and the Chips of the Underground faction have a very good attacking bonus, but its Nodes provide a poor production level (A:3, D:2. P:0).

The opposite is the Police faction.

factionless 

There is no opposite for the factionless cards. The most part of the Event and the Smartcards are factionless, because they represent something that can't belongs to any specific faction.

Moreover, many Node and Chip cards are factionless, because they generally represent a basic technology level. Factionless Nodes can be used as an "entry point" in the backend or backoffice levels by any Operator paying an amount of Kredits at least equal to its DP. Also, some Operator cards are factionless,

because they could represent individuals that for whatever reason (free thinkers, loners, mercenaries, etc.), can't belong to any faction. These Operators can use a Node of any other faction as an entry point an amount of Kredits at least equal to its DP.

 # Key rules

- The production of a faction Node can't be used in any way to buy cards of the opposite faction
- A faction Chip cannot be attached to a Node of the opposite faction
- A faction Node with the "entry point" feature can be used freely with the Operators of the same faction, paying a number of Kredits at least equal to its DP, and can NOT be used by the Operators of the opposite faction
- There is no opposite for factionless cards.

The match

Begin and end a match

To begin a match the players must agree on the number of DP needed to win (usually 10), they must have at least 40 cards in their deck and they each player has to put enough Node cards to have an amount of DPs at least equal to the predefined score agreed by all players.

They draw respectively 7 cards; if a player doesn't draw any Node card then he can decide to show his hand and redraw 7 cards and the opponent's can decide to redraw too. This can happen only once. Successively they have to decide who begins first by agreement or by playing a toss; the player who starts, however, has to skip his first draw phase.

The most important thing in the very first turns is to build own network: in order to connect the first Node into the Cyberspace, it has to have 0 minimum connection requirement or, alternatively, any Node can be played in the switch status. In the next turns other Nodes will be played and switches will be turned in "owned", so the network will grow and the production will be enough to hire Operators and buy other cards. Obviously, the player that connects a greater number of Nodes in a short time takes a considerable advantage.

The match end only if a player gets the predefined amount of DP; it does not end if a player has drawn all cards from his Deck. If a stall occurs, the player can agree to draw the match.

Siege

If a player has changed the root of all the opponent's owned Nodes but he didn't achieve the predefined amount of DP in order to win the match, then this situation is called "siege". During a siege the player gains 1 DP in his Maintenance Phase.
The siege ends when the opponent connects a new Node in the Cyberspace or change the root of a connected Node; in the first case the opponent has to connect the new Node in one of his levels non adjacent to the player's Nodes.

The match: Game phases

The game is turn-based and each player must pass through 7 different successive phases during his turn:

- Maintenance
- Regeneration
- Draw
- Shopping
- Action
- Shopping
- Discard

Maintenance

It is the first phase; the player must pay the maintenance costs of the Operators (if not they are disconnected and putted in the sidebank) and maintaining costs for Chips (if not follow the rule written on the card) and permanent Events (if not they are discarded in the Trash).
If the player has sieged his opponent (see above), he gains 1 DP.

During this phase only Smartcards can be played by both players.

Regeneration

In this phase all the characteristics of the player's cards are "regenerated" (Production, Defense, Action Points and so on) unless a special effect has occurred. Remove any reminder system (counters, etc.) that has been used.

During this phase only Smartcards can be played by both players.

Draw

Draw phase is the third one; the player draws the first card for free then he can draw other cards spending Kredits with the following progression: 4 for the second, 8 for the third, 16 for the fourth and so on. Moreover, the opponent player in the same time can draw cards spending his Kredits with this progression: 4 for the first, 8 for the second, 16 for the fourth and so on.
Remember that non spent produced Kredits are lost at the end of the phase (see below).

During this phase only Smartcards can be played by both players.

Shopping

Shopping phase is the fourth one, the player can:

- play only one Node from his hand and connect it to the Cyberspace in a suitable place (see the "Node" paragraph) OR change the status of an already connected Node from "switch" to "owned" if the minimum connection and the maximum requirements are fulfilled
- spend Kredits to hire Operators (that go into the sidebar if they don't have the Debriefed bonus)
- spend Kredits to buy a Chip and attach it to a suitable Node (that has a free slot)
- spend Kredits to play an Event

Kredits are taken from the Nodes: each Node has a production value that points out how many Kredits can be produced.

MONEY BURNING: At the end of each phase, non spent produced Kredits are "burned" and the player can not use them anymore until his next Regeneration phase or when a special effect occurs.

During this phase both players can play Smartcards.

Action

Action phase is the central part of the turn: at the beginning of this phase, the player put debriefed and previously disconnected Operators from sidebank into the Cyberspace (see the "Nodes" paragraph).

The player can spend the Operators' AP in order to:

- Node reconfiguration

- Chip reconfiguration
- Activate a Chip
- Movement
- Attack a Node
- Activate AP-consuming special bonuses written on the card
- Destroy an owned Node (ONLY at the end of the Action Phase)

Each action listed above costs 1 AP; the following instead are free:

- Move to a Node in switch status
- Defend a Node
- Change the status of a Node

ACTION STATEMENT: The player states the actions taken by his Operators consequentially and one by one, declaring which Operator does what; once an action is declared the AP is immediately spent. The effects caused by the actions take place immediately (if a Node is destroyed by action, for instance, it is put immediately in the Trash).

In the Action Phase, the player can spend Kredits in order to activate special effects written on his cards.

Both player and his opponent can play Smartcards anytime during the Action Phase.

Shopping

A second Shopping phase follows the Action phase; during this phase the player can do the same thing listed above (in the first Shopping phase) except connecting one new Node (playing from his hand or changing the status of a switch) if he's already done during the first Shopping phase.
During this phase both players can play Smartcards.

Discard

In the last phase the player has to discard cards until he remains with seven cards in his hand (if he has 7 or less cards, skip this phase).
In this phase no one can play Smartcards.

 # Key rules

- The game is turn-based and each player must pass through 7 different successive phases during his turn

- The game does not end if a player has drawn all its cards
- If a player has changed the root of all the opponent's Nodes, a "siege" occurs. The siege ends when the ooponent connect a new Node or change the root of one of the player's Node. The player that has sieged his oppoents gains 1 DP in his Maintenance Phase
- In the Draw phase the first card is free for the player then it's possible to spend Kredits in order to draw other cards (4K for the second, 8K for the third, etc.). Also for the opponent is possible to spend Kredits to draw cards (4K for the first, 8K for the second, etc.)
- Money Burning: at the end of each phase, non spent prdouced Kredits are lost
- In the Shopping phases only one Node can be played from hand to the Cyberspace OR alternatively only one switch Node can be turned to
- Action Statement: when a player declares an action, the AP are immediately spent and it can be interrupted only by Smartcards (remember that Node/Chip Reconfigurations are group of actions that cannot be interrupted)