



The Catalyst – Runner Quick-Start (System Gateway)

Your Goal

Steal 7 agenda points before the Corp scores them—or force them to draw from an empty R&D!

Starter deck: Only 6 points needed

Setup

1. Shuffle your **30-card starter deck** → place as **Stack**
2. Draw 5 cards → your hand is **Grip**
3. Create empty **Heap** (discard pile)
4. Take 5 credits + red click tracker
5. **Mulligan**: May shuffle grip back & draw 5 new cards (once)

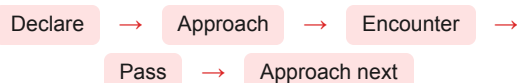
Your Turn Structure

Phase	Actions
Actions (4 clicks)	<ul style="list-style-type: none"> • → Gain • → Draw 1 card • → Play an event • → Install program/hardware/resource • → RUN any server
Discard	Max hand size = 5 (no mandatory draw!)

Card Types

- **Programs** – Icebreakers & tools (cost)
- **Hardware** – Permanent upgrades
- **Resources** – Connections & support
- **Events** – One-shot effects from Grip

Making Runs (Timing)



1. **Approach**: Corp may rez ICE
2. **Encounter**: Match breaker to ICE type, boost strength to match ICE, break subroutines
3. **Pass**: Continue to next ICE or server (may jack out)
4. **Success**: Access cards (steal agendas, trash if able)

Important: Strength boosts last until end of current encounter only!

ICE Types & Breaking

ICE Type	Breaker Type	Example
Barrier	Fracter	Cleaver
Sentry	Killer	Carmen
Code Gate	Decoder	Unity

Breaking ICE: ① Match/exceed ICE strength → ② Pay to break subroutines

ICE Types:

- **Barrier** - Ends the run
- **Sentry** - Damage & punishment
- **Code Gate** - Tricks & penalties

Access Cards & Scoring

Server	Access
HQ	1 random card
R&D	Top card
Archives	All cards (turn face-up after)
Remote	All cards

When accessing:

- **Agendas** → Steal immediately!
- **Assets/Upgrades** → May pay trash cost
- **ICE/Operations** → Cannot normally trash

Booster Pack Additions

Concept	Impact
Viruses	<ul style="list-style-type: none"> • Leech: Weakens ICE • Conduit: Multi-access R&D • Corp purges:
Tags	Clear: + Risk: Resource trash, meat damage

Key Terms & Advanced Rules

- **Paid abilities** (): Can use between any game steps
- **Memory** (): Programs ≤ 4 base limit (trash if over)
- **Central servers**: HQ (hand), R&D (deck), Archives (trash)
- **Link**: Your defense vs traces (ID + hardware)
- **Traces**: Corp bids first, you add link + bid to beat
- **Deckbuilding**: 40+ cards, 15 influence (●● = out-of-faction)

Pro tip: Run early! Forcing rezzes drains Corp credits. Face-check ICE—fortune favors the bold!