

Setup

1. Set Identity Card on table.
2. Take 5 credits from bank.
3. Shuffle Deck, Take 5 cards from Deck.
4. (Corp may mulligan once then the Runner may mulligan once.)
5. Set Deck (Stack) to left of your Identity Card

Card Types

Events

- Played by paying cost in upper left-hand corner then send to Discard Pile (Heap).

Resources


- Installed face-up by paying its cost in upper left-hand corner. Card can be trashed if you are tagged and the Corp takes the "Trash 1 Installed Resource" basic action.

Hardware

- Installed face-up, by paying its cost in upper left-hand corner

Programs – Install Max 4 (unless otherwise stated)

- Installed face-up, by paying its cost in upper left-hand corner.

- Facilitate breaking ICE to Access/Steal Agendas.
- Max is 4 , but Hardware can increase Memory Unit (MU) Count, if ever over MAX (MU), you must trash as many programs until under MAX (MU).

Breaking Subroutines on an ICE Encounter

1. Ensure Program can break ICE Type.
2. Match or exceed the ICE's strength value in white qtr. circle on ICE card, (Pay as many credits as necessary using program's boost ability to do so).
3. Pay the cost of "interface" abilities to break as many subroutines as you want (if you have enough credits) per ICE encountered.
4. All unbroken subroutines activate from top to bottom. Corp determines which effect per subroutine to apply to Runner (unless otherwise stated).
5. No "End the Run" subroutines occurred? Continue performing the "RUN" (Program's strength reset after each ICE encounter).

Win Conditions





- Score 7 Agenda Points or Corp unable to draw from R&D (when forced to draw)

Lose Conditions

- Corp scores 7 Agenda Points or Runner is unable to discard cards when they take damage and therefore are "Flatlined".

Runner's Turn – Starts Second












Action Phase

1. Gain 4 Clicks (,,,)
2. Paid Ability Window: Both players may pay to use card abilities, and Corp can Rez Non-ICE cards
3. Recurring credits refill and turn begins
4. Paid Ability Window: (Same as Step 2)
5. If the Runner has no clicks, go to Discard Phase
6. Otherwise, the Runner takes an **Action**, then returns to Step 4.


Discard Phase

1. Discard down to MAX hand size of 5 (unless otherwise stated)
2. Paid Ability Window: (Same as Step 2)
3. Runner's turn ends, Corp's turn begins

Actions

-  : Draw 1 Card
-  : Gain 1 
-  : Play 1 event from your Hand (Grip)
-  : Install 1 Resource/Hardware/Program face-up, from your Hand (Grip)
-  : "RUN" a Server
-  , 2  : Remove 1 "Tag"
- Pay a  ability on a card (Any card that requires a  as part of its cost cannot be used mid-run or on a Corp's turn, the card's ability can only be used during the Runner's Action Phase as an Action). The exception is if there are any  's on "rezzed" ICE, these actions can be done Mid-Run.

Card abilities that do not require Clicks ()

- All card abilities that don't have a  as part of its cost (Credit, Trash, Hosted Virus Counter Abilities etc.)

Note: These actions can be used during any "Paid Ability Window", during either player's turn and/or Mid-Run.

RUNNER REFERENCE SHEET v1.0
FOR SYSTEM GATEWAY



If "RUN" declared successful → Breach the Attacked Server and "Access" cards

- Must Access all cards installed in the root of any Server successfully breached, one at a time (in any order).
- If **Corp's Hand (HQ)** is breached, Access 1 random card from Corp's Hand + Upgrades in Server Root
- If **Corp's Deck (R&D)** is breached, Access 1 card from top of Corp's Deck + Upgrades in Server Root
- If **Corp's Discard (Archive)** is breached, flip all cards face up, Access all cards + Upgrades in Server Root (Asset/Upgrade/ICE Card effects that are in Archive Pile are inactive unless otherwise stated. Agenda's "when stolen" effects still work. These cards cannot be trashed again. All cards seen remain face-up.)

Accessing Card Sequence Follow (1-5)

1. Look at card: Resolve any "when accessed" abilities
2. Can/Will I trash card? If **(Y)** – Pay cost, goes to Archive face-up & cont. If **(N)** – Cont.
3. Is it an Agenda? If **(Y)** – You must steal, put face-up in scoring area (if total points equal 7, you win), then perform "when stolen" effect. If there is an additional cost to steal, Runner can choose not to steal. If **(N)** – Cont.
4. Are there more cards to Access? If **(Y)** – Return to Step 1. If **(N)** – Cont.
5. Any cards not trashed/stolen return to original position.



Note: Agenda text always addresses the Corp. The Runner does not receive the benefits of any "when scored" text when the Agenda is stolen; the Runner only claims the Agenda Points.

Terminology – (1) **Net or Meat Damage** – Corp randomly "trashes" the Runner's cards from their Hand (Grip) to Discard Pile (Heap) for each point of "Net" or "Meat Damage" taken. If unable to "trash" cards equal to total "Net" or "Meat" Damage taken, the Runner is "Flatlined" and loses the game. (2) **Derez** – Flip a "rezzed" card face-down.