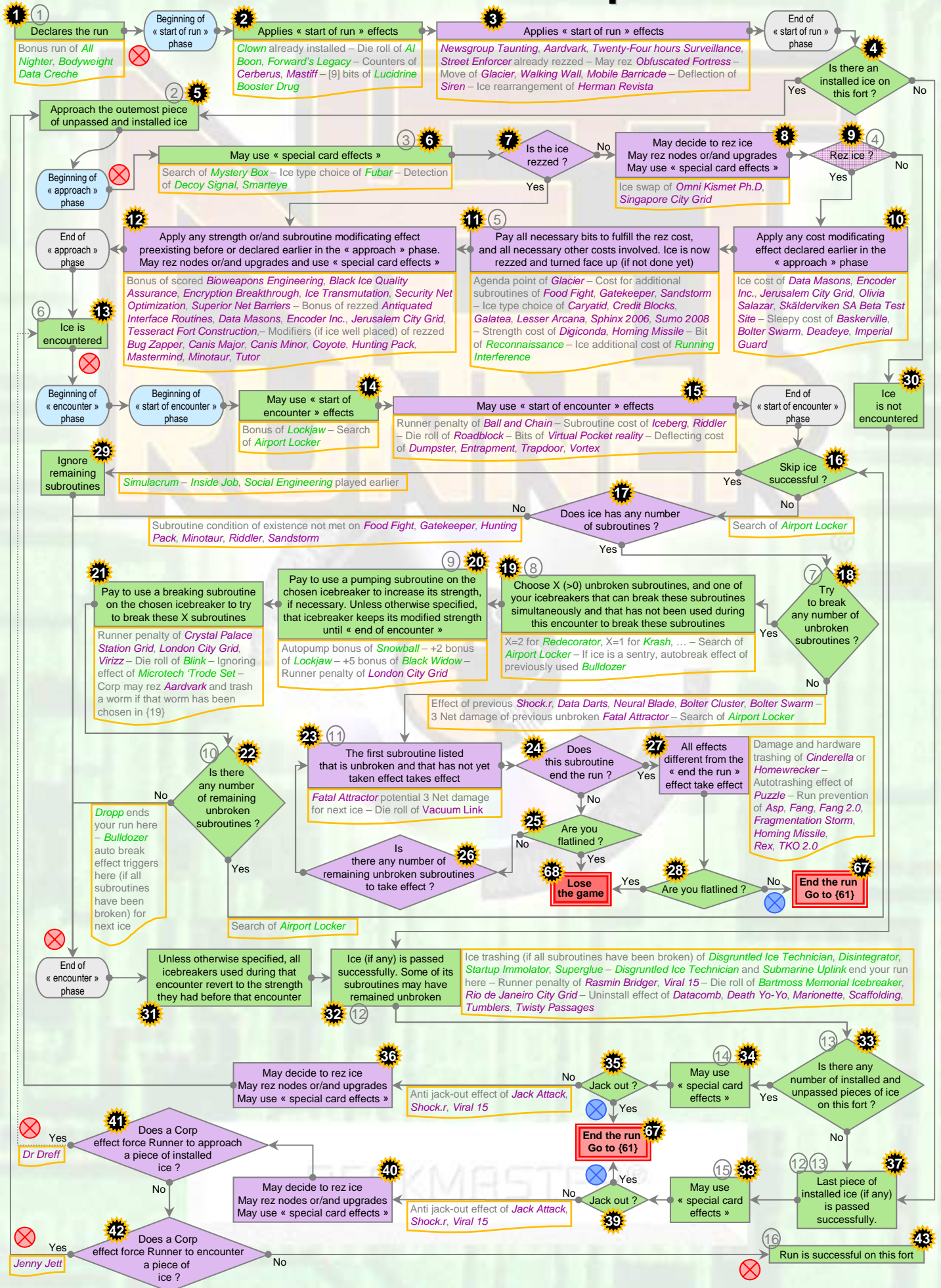
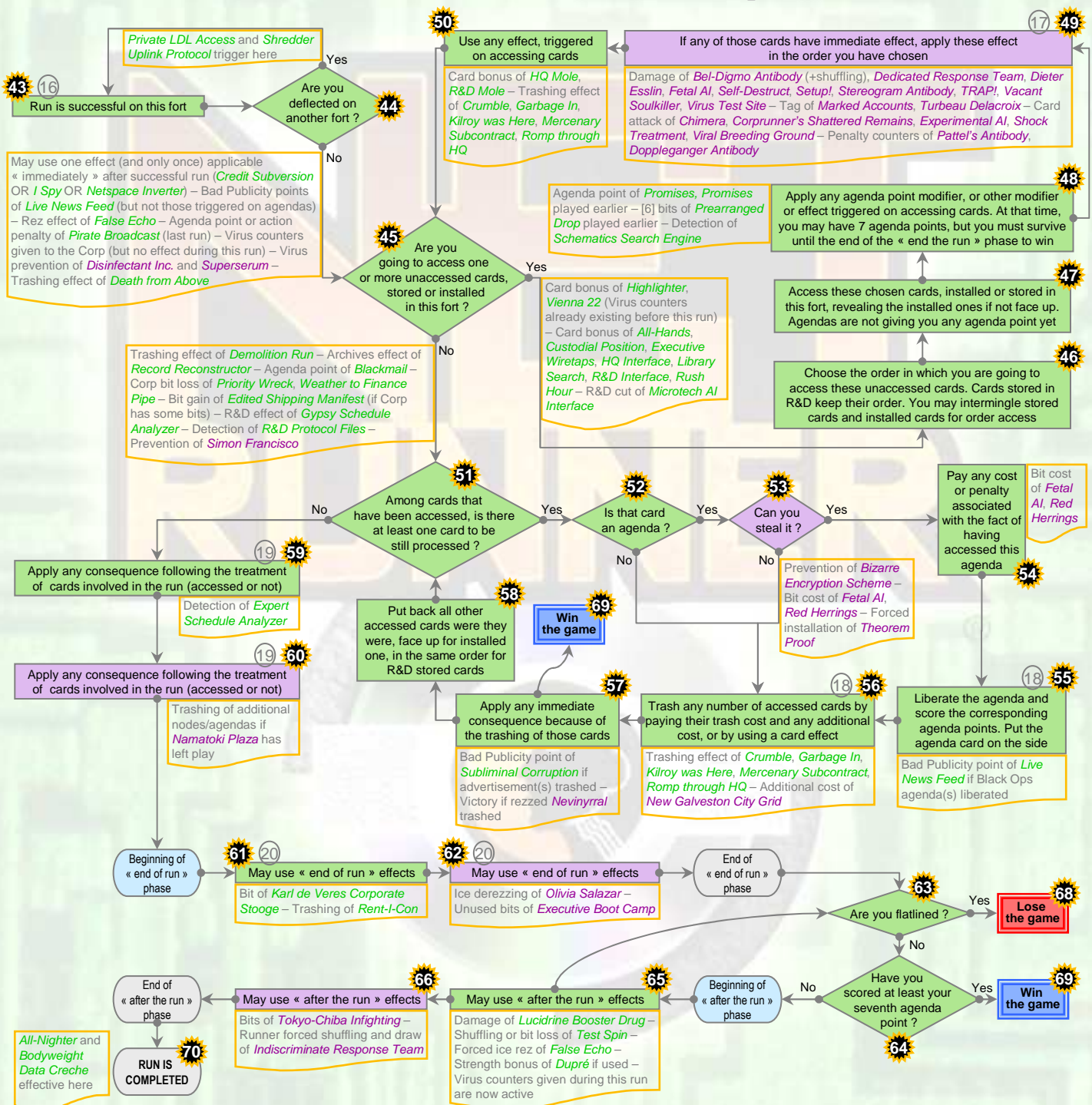


# Run Flow Chart – Ice phase



# Run Flow Chart – Access phase



At any time, if the conditions are met, a player may use a « triggered » effect (essentially a prevention effect): all hidden resources bit gain (*Chiba Bank Account*, *Liberated Savings Account*, *Swiss Bank Account*), all link and base link cards (*Access through Alpha*, *Access through Arasaka*, *Access through Kiribati*, *Back Door to Hilliard*, *Back Door to Orbital Air*, *Back Door top Rivals*, *Baedeker's Net map*, *Bakdoor*, *Runner's Sensei*, *Signpost*, *Submarine Uplink*, *The Deck*, *The Springboard*, *Wired Switchboard*), all bit or prevention cards in case of trace (*Back Door to Netwatch*, *Hell's Run*, *Little Black Box*, *Omnitech Spinal Tap Cybermodem*, *Pandora's Deck*, *PK-6089a*, *Techtronica Utility Suit*), all stealth card bit loss of noisy icebreakers (*Bulldozer*, *Fubar*, *Hammer*, *Jackhammer*, *MS Todon*, *Pile Driver*, *Ramming Piston*, *Wrecking Ball*), *Arasaka Owns You*, *Armadillo Armored Road Home*, *Armored Fridge*, *Back Door to Netwatch*, *Bolt-Hole*, *Enterprise Inc Shields*, *Expandable Family Member*, *Fall Guy*, *Get Ready to Rumble*, *Identity Donor*, *Joan of Arc*, *Leland Corporate Bodyguard*, *Lifesaver Nanosurgeons*, *Microtech Backup Drive*, *Nasuko Cycle*, *Nomad Allies*, *Reconnaissance*, *Skullcap*, *Speedtrap*, *Trauma Team*, *Umbrella Policy*, *Vintage Camaro*, *Weefle Initiation*, *Wilson Weeflerunner Apprentice*, all trace bit cards (*Hacker Tracker Central*, *Krumz*, *LDL Traffic Analyzers*, *Paris City Grid*, *Pocket Virtual Reality*), all ice bit gain on rezzing (*Chihuahua*, *Coyote*, *Misleading Access Menus*, *Snowbank*, *Washed-Up Solo Construct*), *Cybertech Think Tank*, *Department of Misinformation*, *Please Don't Choke Anyone*

During any « special card effect » phase, a player may use, for example: *Airport Locker*, *Executive File Clerk*, *Mystery Box*, *Sandbox Dig*, *Self-Modifying Code*, *Smarteye*, ..., *Bel-Digmo Antibody*, *Data Fort Remapping*, *Executive Boot Camp*, *Government Contract*, *Panic Button*, *Raymond Ellison*, *Vapor Ops*, ...

<b>1</b>	Section number	[ text ]	Specific cards usable in the corresponding section
(1)	Sparky's Run Flow Chart approximate reference	⊗	Reminder that Runner cannot jack out there
[ text ]	Section description mainly or fully dedicated to Runner	⊗	Reminder that Runner may jack out only there
[ text ]	Section description mainly or fully dedicated to the Corp	<b>End the run</b>	The run stops there. Go to the « end the run » section
[ text ]	Flag reference for « beginning of phase »	<b>Lose the game</b>	Runner loses the game (even if other victory conditions are met)
[ text ]	Flag reference for « end of phase »	<b>Win the game</b>	Runner wins the game