



Innovative game design:

- Immediately playable by two people
- Multiple ways to win
- Different cards and rules for each role

Game format:

- Over 350 cards with all original art
- Starter pack contains:
 - One 60-card starter deck of Runner cards
 - One 60-card starter deck of Corp cards
 - One (generous) full-color rulebook
- 15-card booster packs, containing a mix of Corp and Runner cards

THE BASICS:

In *Netrunner*, the Runner and the Corp are battling for control of information. The Corp has certain agendas that it wants to fulfill, which are represented by cards it installs in its data forts. The Runner wants to steal that data, whether to expose the Corp's illegal activities or to simply sell off the information. Each side alternates taking turns, and can perform only a limited number of actions during a turn. In the end, the Corp is trying to complete 7 points of agenda, and the Runner is trying to steal that much agenda; whoever succeeds first wins the game!



The ultimate race
across the cyber frontier. . .



Check out the latest info on *Netrunner* and our other products on Wizards of the Coast, Inc.'s Web site: <http://www.wizards.com>.

As you play *Netrunner*, you may have questions regarding the rules or our other products. We are here to help you! For quick rules questions, call (206) 624-0933 between 9:00am and 6:00pm Pacific Time, Monday through Friday, and ask to speak to a Customer Service Representative. Also feel free to write to us at Wizards of the Coast, P.O. Box 707, Renton, WA 98057-0707. Attn: *Netrunner*.

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NET RUNNER



Richard Garfield's
hot new Deckmaster® game
is set in cyberpunk territory. . .

Gritty, unforgiving,
winner-take-all.

Netrunner™



Netrunner is the latest in the Deckmaster series and another brilliant creation of Richard Garfield, the mastermind behind the hit trading card game *Magic: The Gathering*®. This two-player game is based on R. Talsorian's hit adventure game *Cyberpunk 2020*®.

Set in a fascinating neon-terrained world, free-spirited cyber-thieves and powerful corporations face off to decide who will ultimately control coveted data. Are you a street-smart Runner attempting to expose the hidden agenda of immensely powerful mega-corps? Are you a business-savvy corporate executive determined to bring technology to radical new levels? Don't fret long over your decision, because in order to out-smart your opponent you must learn both roles!



RUNNER

The Runner's primary focus is to make runs on the Corp's data forts, trying to steal agenda cards away from the Corp. The Runner can either run on data forts the Corp constructs, or try to find agenda in the data forts representing its hand and deck. In all cases, the Runner will typically have to bypass one or more pieces of ice that the Corp has installed.

The Runner gets four actions each turn, which may be spent in the following ways:

- Draw a card from the Runner's deck (referred to as "the stack").
- Take 1 bit from the bit bank to his or her bit pool.
- Install a hardware, resource, or program card. The card's installation cost must be paid immediately.
- Play a prep card.
- Make a run on a data fort. The Runner must deal with each piece of rezzed ice, starting with the outermost and working in. The Corp has a chance to rez each piece of ice in turn as the Runner approaches it. If the Runner passes all ice on the fort, or if there is no ice on the fort, the Corp has a chance to rez nodes or upgrades on the fort before the Runner accesses the fort's contents.
- Pay 2 bits to lose a tag.

Cards in play might let the Runner perform actions not listed here or give him or her additional actions.



RUNNER PLAYER



Runner's bit pool

Resources



Hardware



Programs



Outermost ice



Ice



Innermost ice



subsidiary data fort



Corporation's bit pool

CORPORATION PLAYER

RUNNER BIT POOL: This represents the contacts Dana has in the Net and on the street, as well as various hidden bank accounts. These can be used to acquire superior hardware and software, to purchase top-of-the-line icebreakers, or to make contacts in the top circles of the runner community.

ACCESS TO ARASAKA: This resource card represents a pirate back door into Arasaka's system. Almost any corporate attempt to trace a connection through the system will be thwarted by Arasaka's defenses, which are unknowingly working for Dana. However, because Arasaka changes its passwords so often, maintaining this back door requires constantly cashing in favors, represented by a high bit cost.

ARASAKA PORTABLE PROTOTYPE: Every Runner is assumed to start with a simple Neural Shack model that includes a basic interface and cybermodem. The (highly illegal) prototype model comes with increased memory and specialized hardware to run icebreakers in highly optimized mode.

CODECRACKER: Loaded into the deck's memory is Codecracker, a high-end icebreaker. This program will quickly analyze and defeat most code gates.

KRASH: Also loaded into the deck's memory is Krash. Though this icebreaker can defeat all types of ice, it is more expensive to use than any icebreaker dedicated to breaking a particular type of ice.

HOMEWRECKER™: This is a sentry program, which actively wanders the fort looking for intruders. Should Homewrecker detect the Runner's intrusion, its firestarter routines will attempt to trace her connection, and if successful, will overload the power grids at that location. The resulting explosions will burn the Runner, most likely destroy her deck, and sever the connection.

FACE-DOWN ICE: Unlike the Runner, the Corp puts its cards into play face down. Typically the Runner won't find out what's protecting a fort until she stumbles into it, and won't know what's inside a fort unless she successfully breaks in. However, since ice is always installed horizontally and the contents of a fort vertically, she can always recognize those cards protecting a fort from the ones hidden inside.

FILTER: Code gates represent special password locks that deny unauthorized access to the parts of the data fort that contain the most valuable information. Filter and similar cards represent code gates that have a difficult encryption system, or particularly demanding password restrictions.

CRYSTAL WALL: Data walls define the boundaries of the system, and are the first line of defense against intruders. They are designed to simply prevent the Runner from gaining entry, rather than to track or attack her. Crystal Wall represents a wall upgraded with an unusual construction pattern.

DATA FORT: This netspace construction represents one of WuTech's centers of operations. Because the agenda inside is face down, Dana doesn't know yet what type of card it is: it could be an agenda, or a site dedicated to tracking runner movements, or even a trap. While every data fort is assumed to be protected by very basic ice that the Runner can easily bypass, the Corp has installed three special pieces of ice on this fort.

DETROIT POLICE CONTRACT: This card represents the Corp's bid on a private security contract. The agenda was installed face down, just like the ice on this fort. Dana won't find out what the card is (or even that the card's an agenda) without accessing or revealing the fort's contents.

CORPORATE BIT POOL: This represents the liquid assets the Corp has available at any given time. This pool is used to advance the Corp's agendas, to activate its security programs (ice), and to root out upstart runners.

CORPORATION

For the Corp, the crucial action is to spend its bit pool advancing its agenda, though it will also install cards in and on its forts, or play one-shot "operations."

The Corp's turn consists of drawing a card from its deck ("R&D") at the beginning of every turn, then taking three actions. These three actions can be spent in the following ways:

- Draw another card from R&D.
- Take 1 bit from the bit bank to the Corporate bit pool.
- Install a card. Cards are installed face down. Ice has an installation cost in bits equal to the number of ice cards already installed on that data fort.
- Play an operation card.
- Advance a card, such as an agenda, that is capable of being advanced. (Pay 1 bit to the bit bank to receive an advancement counter, which must immediately be placed on a card capable of being advanced.)
- Pay 2 bits to destroy a resource of the Runner if the Runner has a tag.

Cards in play might let the Corporation perform actions not listed here or give him or her additional actions.

