

1

SCRAPPER



PROXY

2

SCRAP HEAP

Install 1 running.

"Cross a scrapper, and you may find yourself on the wrong end of their welding torch."

1

CHARACTER = CYBERNETIC

033/255 C ALPHA EN Zoronli Neuroscape, LLC

1

SCRAPPER



PROXY

2

SCRAP HEAP

Install 1 running.

"Cross a scrapper, and you may find yourself on the wrong end of their welding torch."

1

CHARACTER = CYBERNETIC

033/255 C ALPHA EN Zoronli Neuroscape, LLC

1

SCRAPPER



PROXY

2

SCRAP HEAP

Install 1 running.

"Cross a scrapper, and you may find yourself on the wrong end of their welding torch."

1

CHARACTER = CYBERNETIC

033/255 C ALPHA EN Zoronli Neuroscape, LLC

1

SCRAPPER



PROXY

2

SCRAP HEAP

Install 1 running.

"Cross a scrapper, and you may find yourself on the wrong end of their welding torch."

1

CHARACTER = CYBERNETIC

033/255 C ALPHA EN Zoronli Neuroscape, LLC

1

DUMPSTER DIVER



PROXY

1

SALVAGE

Return target cyberware from your recycle bin to your hand.

"One corpo's trash is a slum kid's treasure."

1

CHARACTER = CYBERNETIC

034/255 C ALPHA EN Daniel Batista Neuroscape, LLC

1

DUMPSTER DIVER



PROXY

1

SALVAGE

Return target cyberware from your recycle bin to your hand.

"One corpo's trash is a slum kid's treasure."

1

CHARACTER = CYBERNETIC

034/255 C ALPHA EN Daniel Batista Neuroscape, LLC

1

VIRTUAL KID



PROXY

1

CHARACTER = CYBERNETIC

036/255 C ALPHA EN Matheus Calza Neuroscape, LLC

1

VIRTUAL KID



PROXY

1

CHARACTER = CYBERNETIC

036/255 C ALPHA EN Matheus Calza Neuroscape, LLC

2

BLACKOUT BOYS



PROXY

2

CHARACTER = CYBERNETIC

037/255 C ALPHA EN Sean Donaldson Neuroscape, LLC

Neuroscape Print and Play Proxies - Cybernetic Starter Deck "Circuit Surge"



2

BLACKOUT BOYS



PROXY

2

2

CHARACTER = CYBERNETIC

037/255 C ALPHA EN Sean Donaldson Neuroscape, LLC

2

THE PLUG



PROXY

1

THE GOOD SHIT

Search your cyberdeck for a drug, reveal it, and put it in your hand. Then shuffle.

1

1

CHARACTER = CYBERNETIC JUNKIE

039/255 C ALPHA EN Reese Keefe Neuroscape, LLC

2

THE PLUG



PROXY

1

THE GOOD SHIT

Search your cyberdeck for a drug, reveal it, and put it in your hand. Then shuffle.

1

1

CHARACTER = CYBERNETIC JUNKIE

039/255 C ALPHA EN Reese Keefe Neuroscape, LLC

2

THE PLUG



PROXY

1

THE GOOD SHIT

Search your cyberdeck for a drug, reveal it, and put it in your hand. Then shuffle.

1

1

CHARACTER = CYBERNETIC JUNKIE

039/255 C ALPHA EN Reese Keefe Neuroscape, LLC

3

IRON MAIDEN



PROXY

2

MACHINA MORTIS

Until end of turn, Iron Maiden gets +2/+0 and, if she deals combat damage to a character, you may deal 2 damage to another target character.

2

4

CHARACTER = CYBERNETIC THRASHER

040/255 U ALPHA EN Juni Frio Neuroscape, LLC

3

IRON MAIDEN



PROXY

2

MACHINA MORTIS

Until end of turn, Iron Maiden gets +2/+0 and, if she deals combat damage to a character, you may deal 2 damage to another target character.

2

4

CHARACTER = CYBERNETIC THRASHER

040/255 U ALPHA EN Juni Frio Neuroscape, LLC

3

IRON MAIDEN



PROXY

2

MACHINA MORTIS

Until end of turn, Iron Maiden gets +2/+0 and, if she deals combat damage to a character, you may deal 2 damage to another target character.

2


4

CHARACTER = CYBERNETIC THRASHER

040/255 U ALPHA EN Juni Frio Neuroscape, LLC

4

FREYA, ROGUE VALKYRIE



PROXY

2

SKYBREAKER STRIKE

Deal 2 damage to up to 2 target characters.

4


6

CHARACTER = CYBERNETIC MECH

041/255 U ALPHA EN Mathews Calza Neuroscape, LLC

4

FREYA, ROGUE VALKYRIE



PROXY

2

SKYBREAKER STRIKE

Deal 2 damage to up to 2 target characters.

4

6

CHARACTER = CYBERNETIC MECH


041/255 U ALPHA EN Mathews Calza Neuroscape, LLC

Neuroscape Print and Play Proxies - Cybernetic Starter Deck "Circuit Surge"



4

FREYA, ROGUE VALKYRIE



PROXY

2

SKYBREAKER STRIKE

Deal 2 damage to up to 2 target characters.

"A former member of the classified VALKYRIE program, Freya leaves a scorched sky in her wake."

4

6

CHARACTER - CYBERNETIC MECH

041/255 U ALPHA EN Mathheus Calza Neuroscape, LLC

4

FACELESS ONI



PROXY

2

SILENT EXECUTION

DUEL target character. (Both characters deal their damage to each other.) If Faceless Oni destroys this character, deal 3 damage to it's controller.

"Fused to his flesh, his mask has become a tomb for his forgotten past."

5

3

CHARACTER - CYBERNETIC

044/255 U ALPHA EN Daniel Batista Neuroscape, LLC

4

FACELESS ONI



PROXY

2

SILENT EXECUTION

DUEL target character. (Both characters deal their damage to each other.) If Faceless Oni destroys this character, deal 3 damage to it's controller.

"Fused to his flesh, his mask has become a tomb for his forgotten past."

5

3

CHARACTER - CYBERNETIC

044/255 U ALPHA EN Daniel Batista Neuroscape, LLC

4

FACELESS ONI



PROXY

2

SILENT EXECUTION

DUEL target character. (Both characters deal their damage to each other.) If Faceless Oni destroys this character, deal 3 damage to it's controller.

"Fused to his flesh, his mask has become a tomb for his forgotten past."

5

3

CHARACTER - CYBERNETIC

044/255 U ALPHA EN Daniel Batista Neuroscape, LLC

1

LUG NUT



PROXY

2

BORK

Target character with 3 or less defense cannot block until end of turn.

"Compact, cuddly, and anti-equestrian."

1

2

CHARACTER - CYBERNETIC

035/255 U ALPHA EN Phantom Riong Neuroscape, LLC

4

LASERSAW BERSERKER



PROXY

2

OVERRUN (If blocked, deal excess damage to the blocking character's controller.)

RAMPAGE

Gain +2/+0 for every you control until end of turn. Destroy Lasersaw Berserker at end of turn.

"The only thing that is real is the present...and my giant lasersaws, those are also very real."

6

2

CHARACTER - CYBERNETIC

045/255 R ALPHA EN Aghabuzar Neuroscape, LLC

6

BOONYEN, WARDRIVER



PROXY

2

OVERRUN (If blocked, deal excess damage to the blocking character's controller.)

"Research Log #324: Attempts to calm the subject have proved unsuccessful. Despite being grown in vitro, it seems to have some genetic sense of memory. A longing for a home it's never known."

8

8

CHARACTER - CYBERNETIC

042/255 R ALPHA EN Daniel Batista Neuroscape, LLC

5

METAL HEAD



PROXY

3

SHRED

DUEL up to 2 target characters (all characters deal their damage to each other. Opponent chooses blocking order.) Destroy all cyberware on both target characters after duel.

"Obey your master."

6

8

CHARACTER - CYBERNETIC THRASHER

046/255 R ALPHA EN Nate Artuz Neuroscape, LLC

5

ARC, CIRCUIT BREAKER



PROXY

2

SYSTEM SHOCK

Deal 1 damage to all opponents' characters.

3

CALL OF THE CHROME

All characters you control get +2/+0 for each cyberware attached to them until end of turn.

"We are the forgotten, the unwanted trash of this city. But we refuse to die in obscurity. We will make you remember our names."

6

5

CHARACTER - ICONIC CYBERNETIC

023/255 QR ALPHA EN Nate Artuz Neuroscape, LLC

Neuroscape Print and Play Proxies - Cybernetic Starter Deck "Circuit Surge"



4

BACK ALLEY BRUISERS



PROXY

1

▶▶▶▶▶

DUEL with target character (both characters deal combat damage to each other.)

6

3

"We'll see how much you talk once your jaw is wired shut."

CHARACTER = CYBERNETIC

043/255 C ALPHA EN Sanabil Hasan Neuroscape, LLC

4

BACK ALLEY BRUISERS



PROXY

1

▶▶▶▶▶

DUEL with target character (both characters deal combat damage to each other.)

6

3

"We'll see how much you talk once your jaw is wired shut."

CHARACTER = CYBERNETIC

043/255 C ALPHA EN Sanabil Hasan Neuroscape, LLC

2

B.O.B.



PROXY

2

▶▶▶▶▶

Destroy B.O.B. and deal 4 damage to all players' , , and characters.

"When he loses his temper, this "Big Ol' Bomb" transforms from harmless robot to devastating weapon. Approach with caution."

CHARACTER = ROBOT

219/255 U ALPHA EN Juni Frio Neuroscape, LLC

1

ANTIVIRUS



PROXY

Destroy target program attached to your mainframe. Remove all counters from your mainframe.

PROGRAM = SCRIPT

225/255 C ALPHA EN Andi Cahyo W Neuroscape, LLC

1

ANTIVIRUS



PROXY

Destroy target program attached to your mainframe. Remove all counters from your mainframe.

PROGRAM = SCRIPT

225/255 C ALPHA EN Andi Cahyo W Neuroscape, LLC

2

MEGARIDS, KIWI KRUSH



PROXY

Give target character you control +4/+4 and +10 PSYCHOSIS until end of turn. If this character is a , it gets +5 PSYCHOSIS instead.

PSYCHOSIS (If this character attacks, blocks, or activates an ability, roll a d20. If you roll lower than its total psychosis, it deals its attack damage to you, and this action fails.)

PROGRAM = DRUG

052/255 U ALPHA EN Risza Perdhana Neuroscape, LLC

2

MEGARIDS, KIWI KRUSH



PROXY

Give target character you control +4/+4 and +10 PSYCHOSIS until end of turn. If this character is a , it gets +5 PSYCHOSIS instead.

PSYCHOSIS (If this character attacks, blocks, or activates an ability, roll a d20. If you roll lower than its total psychosis, it deals its attack damage to you, and this action fails.)

PROGRAM = DRUG

052/255 U ALPHA EN Risza Perdhana Neuroscape, LLC

3

REDLINE



PROXY

Give target character you control +7/-1 and +15 PSYCHOSIS until end of turn. If this character is a , it gets +10 PSYCHOSIS instead.

PSYCHOSIS (If this character attacks, blocks, or activates an ability, roll a d20. If you roll lower than its total psychosis, it deals its attack damage to you, and this action fails.)

PROGRAM = DRUG

053/255 R ALPHA EN Saad Irfan Neuroscape, LLC

7

DÉJÀ VU



PROXY

As an additional cost, pay 3  and 3  health. When Déjà Vu is played, purge it.

Take an extra turn after this turn.

"Here kitty kitty kitty kitty kitty..."

PROGRAM = EXE

222/255 R ALPHA EN Phoebe Randall Neuroscape, LLC

Neuroscape Print and Play Proxies - Cybernetic Starter Deck "Circuit Surge"



4

DELETE



PROXY

Destroy target character.

PROGRAM = SCRIPT

11B/255 C ALPHA en Talha Tahir Neuroscape, LLC

1

SPECTRE 9MM



PROXY

Character gets +2/+0.

CYBERWARE = ARM

230/255 C ALPHA en Sean Donaldson Neuroscape, LLC

1

SPECTRE 9MM



PROXY

Character gets +2/+0.

CYBERWARE = ARM

230/255 C ALPHA en Sean Donaldson Neuroscape, LLC

1

RIOT BLADE



PROXY

Character gets +1/+0.

 SLASH Deal 1 damage to opponent's or target character.

CYBERWARE = ARM

057/255 C ALPHA en Sean Donaldson Neuroscape, LLC

1

RIOT BLADE



PROXY

Character gets +1/+0.

 SLASH Deal 1 damage to opponent's or target character.

CYBERWARE = ARM

057/255 C ALPHA en Sean Donaldson Neuroscape, LLC

1

RIOT BLADE



PROXY

Character gets +1/+0.

 SLASH Deal 1 damage to opponent's or target character.

CYBERWARE = ARM

057/255 C ALPHA en Sean Donaldson Neuroscape, LLC

3

KNUX



PROXY

Character gets +7/+0.

PSYCHOSIS 10 (If this character attacks, blocks, or activates an ability, roll a d20. If you roll lower than its total psychosis, it deals its attack damage to you, and this action fails.)

 PUMMEL DUEL target character (both characters deal their damage to each other.)

CYBERWARE = ARM

059/255 U ALPHA en Mkitho Neuroscape, LLC

3

KNUX



PROXY

Character gets +7/+0.

PSYCHOSIS 10 (If this character attacks, blocks, or activates an ability, roll a d20. If you roll lower than its total psychosis, it deals its attack damage to you, and this action fails.)

 PUMMEL DUEL target character (both characters deal their damage to each other.)

CYBERWARE = ARM

059/255 U ALPHA en Mkitho Neuroscape, LLC

2

FLUX CANNON



PROXY

PSYCHOSIS 5 (If this character attacks, blocks, or activates an ability, roll a d20. If you roll lower than its total psychosis, it deals its attack damage to you, and this action fails.)

Character gets +2/+0. If it deals combat damage to a character, it also deals that damage to another target character.

CYBERWARE = ARM

054/255 C ALPHA en Alvin Septiawan Neuroscape, LLC

Neuroscape Print and Play Proxies - Cybernetic Starter Deck "Circuit Surge"



1

DRIVE SAW

REQ

PROXY

PSYCHOSIS 10 (If this character attacks, blocks, or activates an ability, roll a d20. If you roll lower than its total psychosis, it deals its attack damage to you, and this action fails.)

Character gets +2/+0 for every you control.

CYBERWARE - ARM

058/255 ALPHA en Douglas Duarte Neuroscape, LLC

1

CODEBREAKER

REQ

PROXY

PSYCHOSIS 5 (If this character attacks, blocks, or activates an ability, roll a d20. If you roll lower than its total psychosis, it deals its attack damage to you, and this action fails.)

2 BRAIN BLAST
Destroy target program.

CYBERWARE - HEAD

039/255 ALPHA en Imad Awan Neuroscape, LLC

1

CODEBREAKER

REQ

PROXY

PSYCHOSIS 5 (If this character attacks, blocks, or activates an ability, roll a d20. If you roll lower than its total psychosis, it deals its attack damage to you, and this action fails.)

2 BRAIN BLAST
Destroy target program.

CYBERWARE - HEAD

039/255 ALPHA en Imad Awan Neuroscape, LLC

2

MAX GAINZ

PROXY

All characters gain **STAMINA** (When characters attack, they do not .)

"No pain, no gainz."

PROGRAM = ENVIRONMENT

064/255 ALPHA en Junaid Badar Neuroscape, LLC

2

MAX GAINZ

PROXY

All characters gain **STAMINA** (When characters attack, they do not .)

"No pain, no gainz."

PROGRAM = ENVIRONMENT

064/255 ALPHA en Junaid Badar Neuroscape, LLC

SYNTHETIX

PROXY

1 2 CYBERNETIC
All characters you control equipped with cyberware get +1/+1.

2 4 CYBERNETIC
* These characters get an additional +2/+2.

MAINFRAME = CYBERNETIC

237/255 ALPHA en Matheus Calza Neuroscape, LLC

ON YOUR TURN

INITIALIZE

- Stability check
- Refresh
- Draw/Install total of 2 from RAM or CYBERDECK
- Force quit

DEPLOY

- Deploy (characters/programs/cyberware) or activate abilities

NETCHECK

- Resolve any **NETCHECK** card effects

COMBAT

- Declare attackers
- Opponent declares blockers
- Damage is dealt

RESET

- Clear damage from characters
- Pass the turn

(swift check)

© 2024 Neuroscape, LLC Neuroscape™

CARD ANATOMY

CYBERWARE PORT
(top, left, right, bottom)

CARD COST

ABILITY COST

ABILITY

ATTACK DEFENSE

CARD TYPE

FACTION/SUBTYPE

FACTION

1

CODER

2

1 DATA SCRAPE
Reveal the top 3 cards from your cyberdeck. You may put 1 program into your hand. Put the rest into your recycle bin.

1

1

CHARACTER = HACKER

003/100 ALPHA en Zionel Neuroscape, LLC

© 2024 Neuroscape, LLC Neuroscape™

TROJAN IN PLAY

© 2024 Neuroscape, LLC Neuroscape™



TURN

© 2024 Neuroscape, LLC
Neuroscape™

KICKSTARTER

INITIALIZING
EARLY 2025

JOIN THE
REVOLUTION

© 2024 Neuroscape, LLC
Neuroscape™

ICONS

RUN - Turn card 90 degrees clockwise to activate.

RAM - How many **RAM** cards you must **RUN** to play this card or activate this ability.

SWIFT - Cards or abilities that can be played during a swift check or when an opponent plays a card.

BIOFRAME HEALTH - Represents your bioframe health pool.

MAINFRAME HEALTH - Represents your mainframe health pool.

FACTIONS - Cards in play with factions that match your mainframe can activate powerful synergies.

MAINFRAME TIERS - Each tier activates when you reach the faction requirements in play.

© 2024 Neuroscape, LLC
Neuroscape™

