

1

ADMIN

PROXY

2

INDEX >>>>

Install 1 running.

1

1

CHARACTER = HACKER

002/255 ALPHA EN Neuroscape, LLC

1

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PROXY

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Install 1 running.

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CHARACTER = HACKER

002/255 ALPHA EN Neuroscape, LLC

1

CODER

PROXY

2

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

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003/255 ALPHA EN Neuroscape, LLC

1

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PROXY

2

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1

1

CHARACTER = HACKER

003/255 ALPHA EN Neuroscape, LLC

2

DEEP DIVER

PROXY

1

RECOVERY >>>>

Move the program closest to the bottom of your recycle bin to the top of your cyberdeck.

"Boot up and dive in."

1

1

CHARACTER = HACKER

005/255 ALPHA EN Neuroscape, LLC

2

DEEP DIVER

PROXY

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005/255 ALPHA EN Neuroscape, LLC

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"Boot up and dive in."

1

1

CHARACTER = HACKER

005/255 ALPHA EN Neuroscape, LLC



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





3

DIGITAL SPECTRE



PROXY

If Digital Spectre deals combat damage to a player, deal an additional 2  damage to them.

2

PHASE SHIFT

Digital Spectre is unblockable until end of turn.

"Ghosts and code aren't so different. What is a ghost but something that cannot be explained in the physical world?"

1

1

CHARACTER = HACKER

006/255 C ALPHA EN Phantom Riong Neuroscape, LLC

3

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If Digital Spectre deals combat damage to a player, deal an additional 2  damage to them.

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1

1

CHARACTER = HACKER

006/255 C ALPHA EN Phantom Riong Neuroscape, LLC

3

BLACK HAT



PROXY

2

KERNEL PANIC

Add 1 corruption counter to target opponent's mainframe. On their **NETCHECK**, they take 1  damage for each corruption counter.

"Good and evil are all a matter of perspective. Code is absolute."

2

3

CHARACTER = HACKER

007/255 U ALPHA EN Daniel Batista Neuroscape, LLC

3

BLACK HAT



PROXY

2

KERNEL PANIC

Add 1 corruption counter to target opponent's mainframe. On their **NETCHECK**, they take 1  damage for each corruption counter.

"Good and evil are all a matter of perspective. Code is absolute."

2

3

CHARACTER = HACKER

007/255 U ALPHA EN Daniel Batista Neuroscape, LLC

2

PHANTOM OS



PROXY

2

GHOST IN THE MACHINE

Search your cyberdeck for a virus or trojan, reveal it, and put it in your hand. Then shuffle.

"Remove one thread from a perfect program and the whole thing unravels."

1

1

CHARACTER = A.I. HACKER

008/255 U ALPHA EN Brian M Narendra Neuroscape, LLC

2

PHANTOM OS



PROXY

2

GHOST IN THE MACHINE

Search your cyberdeck for a virus or trojan, reveal it, and put it in your hand. Then shuffle.

"Remove one thread from a perfect program and the whole thing unravels."

1

1

CHARACTER = A.I. HACKER

008/255 U ALPHA EN Brian M Narendra Neuroscape, LLC

2

TAGGER



PROXY

1

REVOLUTION

Put a +1/+1 counter on target  character.

1

1

CHARACTER = HACKER

010/255 C ALPHA EN Johnathan Chong Neuroscape, LLC

2

TAGGER



PROXY

1

REVOLUTION

Put a +1/+1 counter on target  character.

1

1

CHARACTER = HACKER

010/255 C ALPHA EN Johnathan Chong Neuroscape, LLC



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





2

TAGGER

PROXY

→

REVOLUTION

Put a +1/+1 counter on target character.

1

1

CHARACTER = HACKER

010/255 C ALPHA EN Johnathan Chong Neuroscape, LLC

3

NOVA, THE WHITE RABBIT

PROXY

1

LUCIDITY

Draw 1 from your cyberdeck.

2

PAST LIFE

Search your cyberdeck for a or card, reveal it, and put it in your hand. Shuffle Nova into your cyberdeck.

2

3

"Follow me."

CHARACTER = WONDERLAND HACKER

002/255 R ALPHA EN Nate Artuz Neuroscape, LLC

5

HEX, CODEMANCER

PROXY

→

BACKDOOR

Play a trojan for 0.

3

DDOS ATTACK

Deal 2x damage to target opponent's .

3

3

"The faceless leader of the revolution. Null Legion operates in the shadows. Unseen. Unforgiving. Unstoppable."

CHARACTER = ICONIC HACKER

001/255 QR ALPHA EN Juni Frio Neuroscape, LLC

7

THE SINGULARITY

PROXY

When The Singularity enters play, destroy all your . As long as it remains in play, all characters and activated abilities you control cost 0.

→

WILL INTO BEING

Play any 2 cards from your hand for 0.

1

6

CHARACTER = ICONIC A.I.

220/255 QR ALPHA EN Katerina Belikova Neuroscape, LLC

3

SYSTEM ERROR

PROXY

Attach to opponent's mainframe. During their **NETCHECK**, they take 2 damage.

1

7

PROGRAM = VIRUS

017/255 U ALPHA EN Misha Zia Neuroscape, LLC

3

SYSTEM ERROR

PROXY

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1

7

PROGRAM = VIRUS

017/255 U ALPHA EN Misha Zia Neuroscape, LLC

3

SYSTEM ERROR

PROXY

Attach to opponent's mainframe. During their **NETCHECK**, they take 2 damage.

1

7

PROGRAM = VIRUS

017/255 U ALPHA EN Misha Zia Neuroscape, LLC

2

MEMORY LEAK

PROXY

**TROJAN** (Attach face down on an opponent's mainframe. You may flip and destroy to activate on any swift check after the turn it was played.)

If all of opponent's is or committed, deal 4 damage to them.

1

3

PROGRAM = TROJAN

031/255 C ALPHA EN Talha Tahir Neuroscape, LLC

2

MEMORY LEAK

PROXY

**TROJAN** (Attach face down on an opponent's mainframe. You may flip and destroy to activate on any swift check after the turn it was played.)

If all of opponent's is or committed, deal 4 damage to them.

1

3

PROGRAM = TROJAN

031/255 C ALPHA EN Talha Tahir Neuroscape, LLC



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





2

POWER SPIKE



PROXY

TROJAN (Attach face down on an opponent's mainframe. You may flip and destroy to activate on any swift check after the turn it was played.)

Opponent takes 3  damage for each of their attacking characters.

PROGRAM = TROJAN

032/255  C ALPHA EN  Johnathan Chong Neuroscape, LLC

2

POWER SPIKE



PROXY

TROJAN (Attach face down on an opponent's mainframe. You may flip and destroy to activate on any swift check after the turn it was played.)

Opponent takes 3  damage for each of their attacking characters.

PROGRAM = TROJAN

032/255  C ALPHA EN  Johnathan Chong Neuroscape, LLC

2

FATAL ERROR 75



PROXY

TROJAN (Attach face down on an opponent's mainframe. You may flip and destroy to activate on any swift check after the turn it was played.)

2

ACTIVATE

Destroy all attacking characters.

PROGRAM = TROJAN

029/255  U ALPHA EN  Douglas Duarte Neuroscape, LLC

2

FATAL ERROR 75



PROXY

TROJAN (Attach face down on an opponent's mainframe. You may flip and destroy to activate on any swift check after the turn it was played.)

2

ACTIVATE

Destroy all attacking characters.

PROGRAM = TROJAN

029/255  U ALPHA EN  Douglas Duarte Neuroscape, LLC

2

REDIRECT



PROXY

TROJAN (Attach face down on an opponent's mainframe. You may flip and destroy to activate on any swift check after the turn it was played.)

2

ACTIVATE

Choose new targets for target character ability on the cache.

PROGRAM = TROJAN

032/255  U ALPHA EN  Agha Asim Neuroscape, LLC

1

OVERLOAD MK. I



PROXY

Deal 2 damage to target opponent's  or target character.

PROGRAM = SCRIPT

015/255  C ALPHA EN  Sean Donaldson Neuroscape, LLC

1

OVERLOAD MK. I



PROXY

Deal 2 damage to target opponent's  or target character.

PROGRAM = SCRIPT

015/255  C ALPHA EN  Sean Donaldson Neuroscape, LLC

1

OVERLOAD MK. I



PROXY

Deal 2 damage to target opponent's  or target character.

PROGRAM = SCRIPT

015/255  C ALPHA EN  Sean Donaldson Neuroscape, LLC

3

OVERLOAD MK. II



PROXY

Deal 4 damage to target opponent's  or target character.

PROGRAM = SCRIPT

016/255  U ALPHA EN  Rayven Studios Neuroscape, LLC



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





3

OVERLOAD MK. II

REQ



PROXY

Deal 4 damage to target opponent's  or target character.

PROGRAM = SCRIPT

016/255  U ALPHA EN  Rayven Studios Neuroscape, LLC

2

PHISHING

REQ



PROXY

Target player reveals their hand and you choose a card. They discard that card.

"Hook 'em and cook 'em"

PROGRAM = EXE

022/255  U ALPHA EN  Abdul Moiz Neuroscape, LLC

2

PHISHING

REQ



PROXY

Target player reveals their hand and you choose a card. They discard that card.

"Hook 'em and cook 'em"

PROGRAM = EXE

022/255  U ALPHA EN  Abdul Moiz Neuroscape, LLC

3

QUANTUM ENCRYPTION

REQ



PROXY

Prevent all damage that would be dealt this turn.

"Anyone who claims to understand quantum theory is either lying or crazy."

PROGRAM = SCRIPT

018/255  R ALPHA EN  Liew Yen Hwa Neuroscape, LLC

4

DELETE



PROXY

Destroy target character.

PROGRAM = SCRIPT

118/255  C ALPHA EN  Talha Tahir 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

1

BINARY BLAST



PROXY

Refresh target character. If this character is a , they get +1/+1 until end of turn.


"Stay wired."

PROGRAM = DRUG

231/255  C ALPHA EN  Risza Perdhana Neuroscape, LLC

3

NEURAL DISRUPTOR





PROXY

PSYCHOSIS 15 (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.)

This character must attack on your combat stage if able.

"Quit hitting yourself"

CYBERWARE = MALICIOUS HEAD

224/255  U ALPHA EN  Katerina Belikova Neuroscape, LLC

3

NEURAL DISRUPTOR



PROXY

PSYCHOSIS 15 (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.)

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CYBERWARE = MALICIOUS HEAD

224/255  U ALPHA EN  Katerina Belikova Neuroscape, LLC



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





3

CORTEX CRAB

REQ

PROXY

Take control of target character opponent controls until end of turn. Refresh it and its abilities. Its attack deals damage only until end of turn.

Destroy Cortex Crab and return the character to its owner's control at end of turn.

"That tickles."

CYBERWARE = MALICIOUS HEAD

027/255 ALPHA EN Reese Keefe Neuroscape, LLC

3

CORTEX CRAB

REQ

PROXY

Take control of target character opponent controls until end of turn. Refresh it and its abilities. Its attack deals damage only until end of turn.

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CYBERWARE = MALICIOUS HEAD

027/255 ALPHA EN Reese Keefe Neuroscape, LLC

3

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Destroy Cortex Crab and return the character to its owner's control at end of turn.

"That tickles."

CYBERWARE = MALICIOUS HEAD

027/255 ALPHA EN Reese Keefe Neuroscape, LLC

3

THE NET

PROXY

When a player plays a program, they may draw 1 from their cyberdeck.

PROGRAM = ENVIRONMENT

019/255 ALPHA EN Misha Zia Neuroscape, LLC

3

THE NET

PROXY

When a player plays a program, they may draw 1 from their cyberdeck.

PROGRAM = ENVIRONMENT

019/255 ALPHA EN Misha Zia Neuroscape, LLC

FIRESTARTER

PROXY

1

2 HACKER

When you play a trojan or program deal 1 damage to any target.

2

4 HACKER

+ Deal an additional 2 damage to this target.

MAINFRAME = HACKER

235/255 ALPHA EN Reese Keefe 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)

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CARD ANATOMY

CYBERWARE PORT

(top, left, right, bottom)

CARD COST

1B

CODER

ABILITY COST

2T

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.

ABILITY

ATTACK

1

DEFENSE

1

CHARACTER = HACKER

003/005C ALPHA EN Zoroni Neuroscape, LLC

CARD TYPE

FACTION/SUBTYPE

FACTION

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Neuroscape™

TROJAN IN PLAY

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Neuroscape™





TURN

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KICKSTARTER

INITIALIZING  
EARLY 2025

JOIN THE  
REVOLUTION

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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.

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