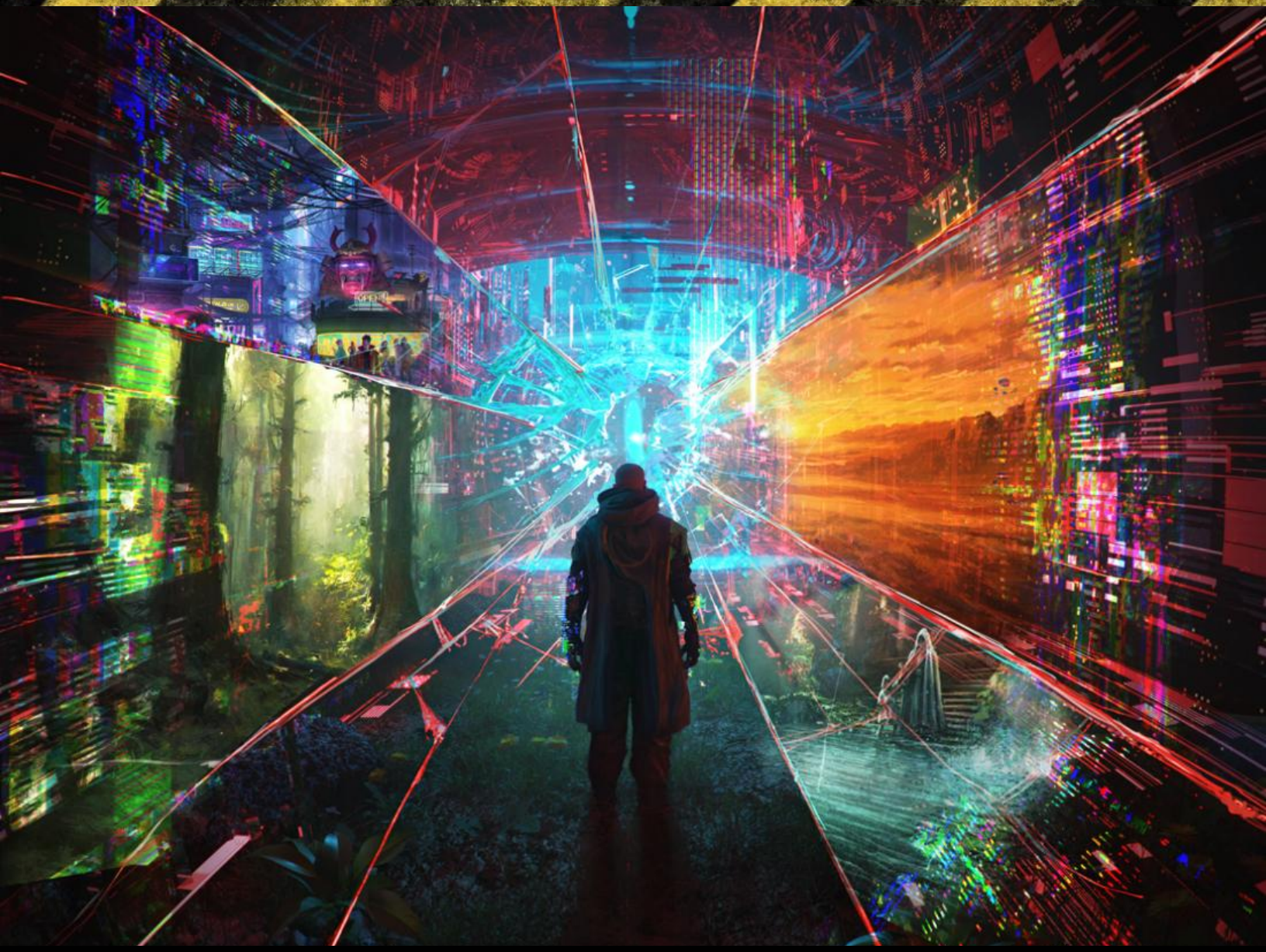

NEUROSCAPE®
OFFICIAL RULEBOOK
VERSION 8.0

TABLE OF CONTENTS



WELCOME

Welcome to Neuroscape, the cyberpunk trading card game where you battle your opponents inside a high stakes, simulated battleground!

This guide will teach you to master your arsenal of **CHARACTERS**, **CYBERWARE**, and **PROGRAMS** to dominate the simulation and annihilate your adversaries!

Do you have what it takes to become the champion of the digital underground?

THE BASICS

Neuroscape is a competitive game for **2 or more players**. The goal of the game is to defeat your opponent(s) by being the **last player(s) standing**.

Players begin with **20 mainframe health** and **20 bioframe health**.

MAINFRAME
(Neural Computer)

20

BIOFRAME
(Flesh and Bone)

20

If a player/team's bioframe **or** mainframe health are **brought to zero** or below they are **eliminated**.

The **last player/team standing** is the **winner** of the game.

A player/team can also win the game by successfully activating a card or ability which says "you win the game."

In 2v2 games, each team of 2 **shares a bioframe and a mainframe health pool of 20 each**. Damage dealt to either team member is subtracted from their shared health pools.

THE BATTLEFIELD

Here's a look at the layout of the battlefield.

RAM DECK: A deck of your RAM cards.

RAM BANK: Where you install your RAM.

CYBERDECK: A deck of your non-RAM cards.

RECYCLE BIN: Where your cards are put after they are used or destroyed.

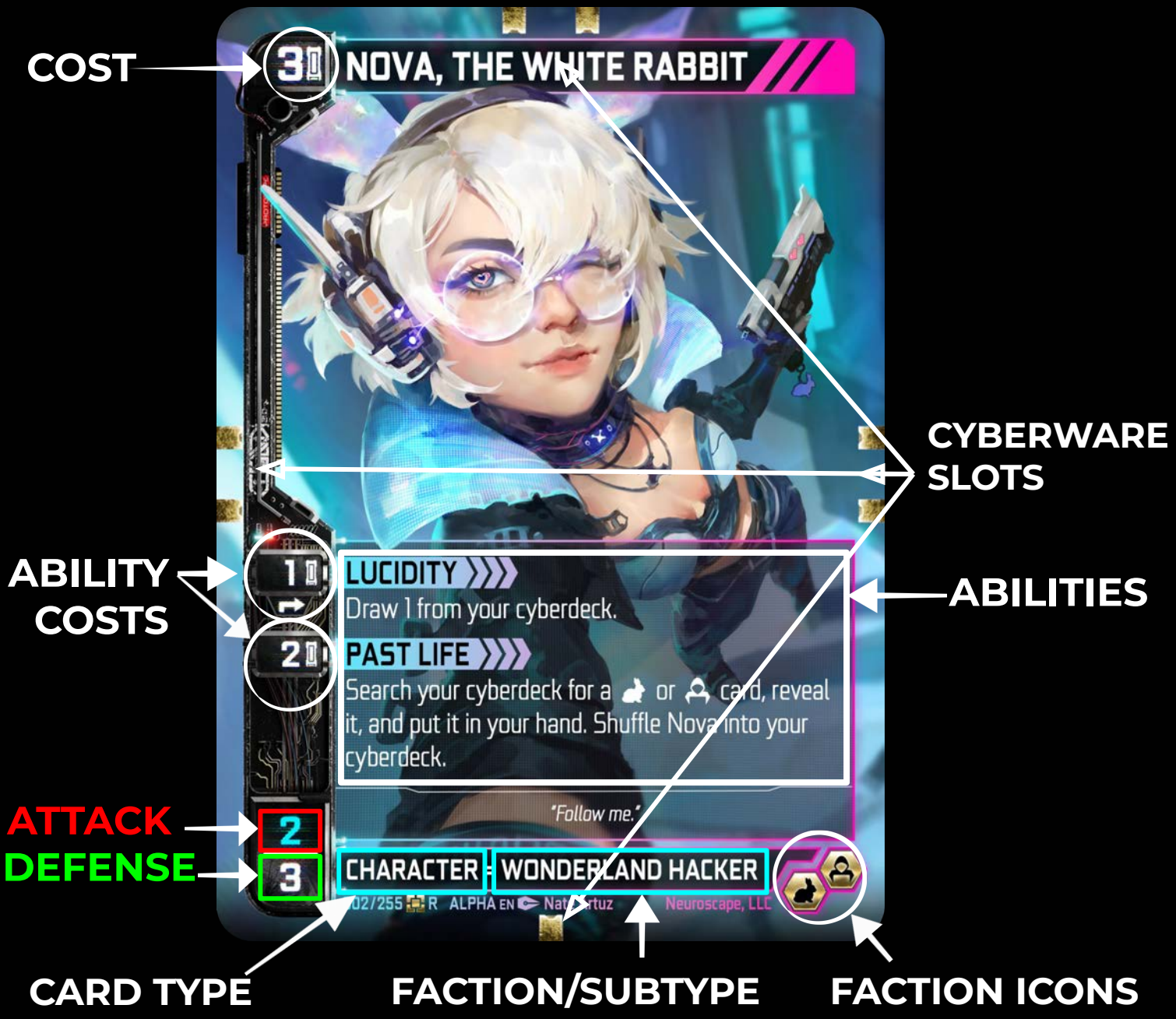
PURGE: Where cards removed from the game are put.

MAINFRAME: Where your mainframe starts at the beginning of the game.

MF SLOT: Where protocols, virus and trojans are played.

ENVIRONMENTS: Where environment cards are played.

CARD OVERVIEW



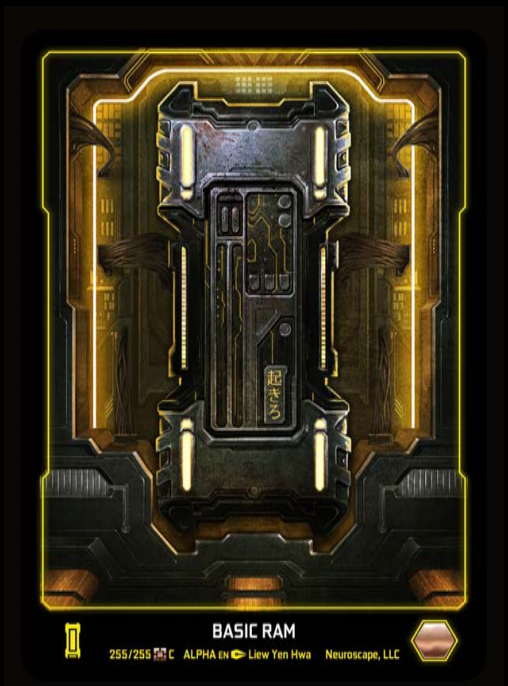
This is an example of all the **different elements on a card**.

Different card types have different elements, but they all generally follow this same layout.

TYPES OF CARDS

All cards are separated into **5 general types.** Within these 5 general types, there are also **subtypes**. We'll get into those more in a bit!

MAINFRAME

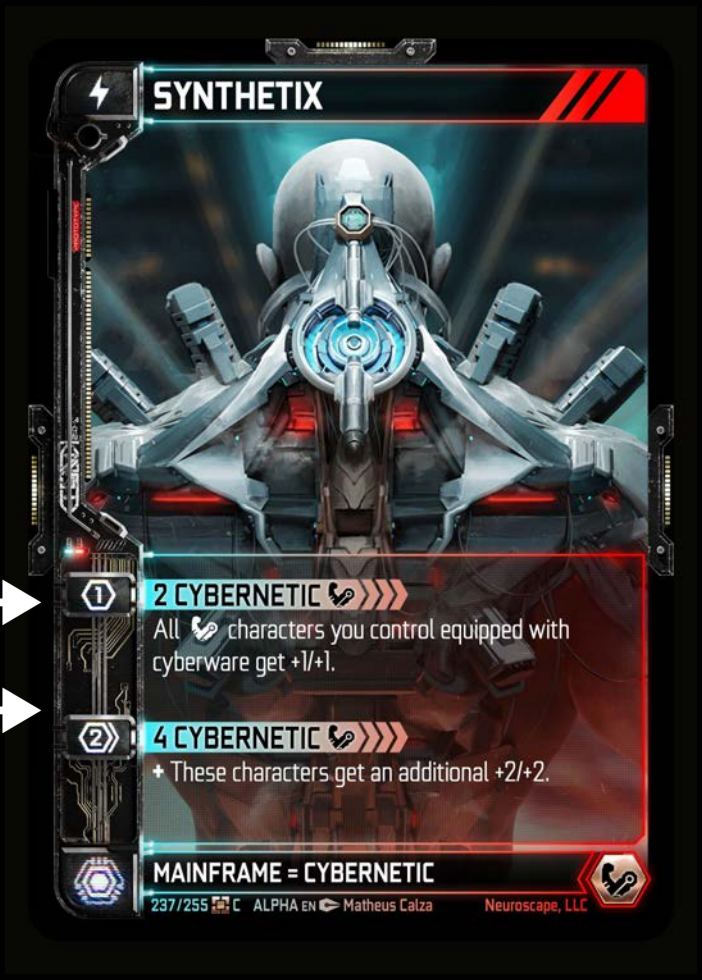


RAM

CHARACTER

CYBERWARE

PROGRAMS



SYNERGY TIER 1

SYNERGY TIER 2

MAINFRAMES

Your mainframe is a neural-computer integrated into your brain.

They **start in play** and **stay in play.**

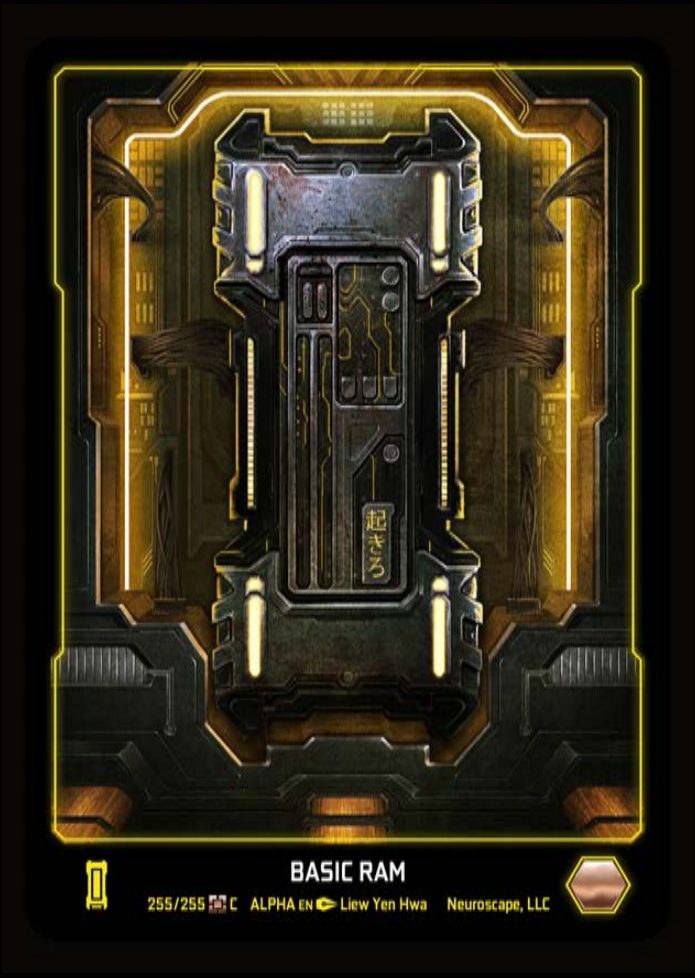
- Mainframes have different **tiers** of **synergy effects** which are activated when **given conditions** are met. These synergy effects give **passive bonuses** for the controller of the mainframe.
- **Example:** A mainframe may have a **Tier 1 synergy effect** which is activated when you control **2 Cybernetic faction** cards and a **Tier 2 synergy** which is activated when you control **4 Cybernetic faction** cards.
- If a card leaves play and causes the conditions for a Mainframe tier to no longer be met, then that tier is immediately deactivated.

MAINFRAME SLOTS

All mainframes have **3 slots** where **protocols**, **trojans**, and **viruses** can be played.

These slots are the **top**, **left**, and **right**.

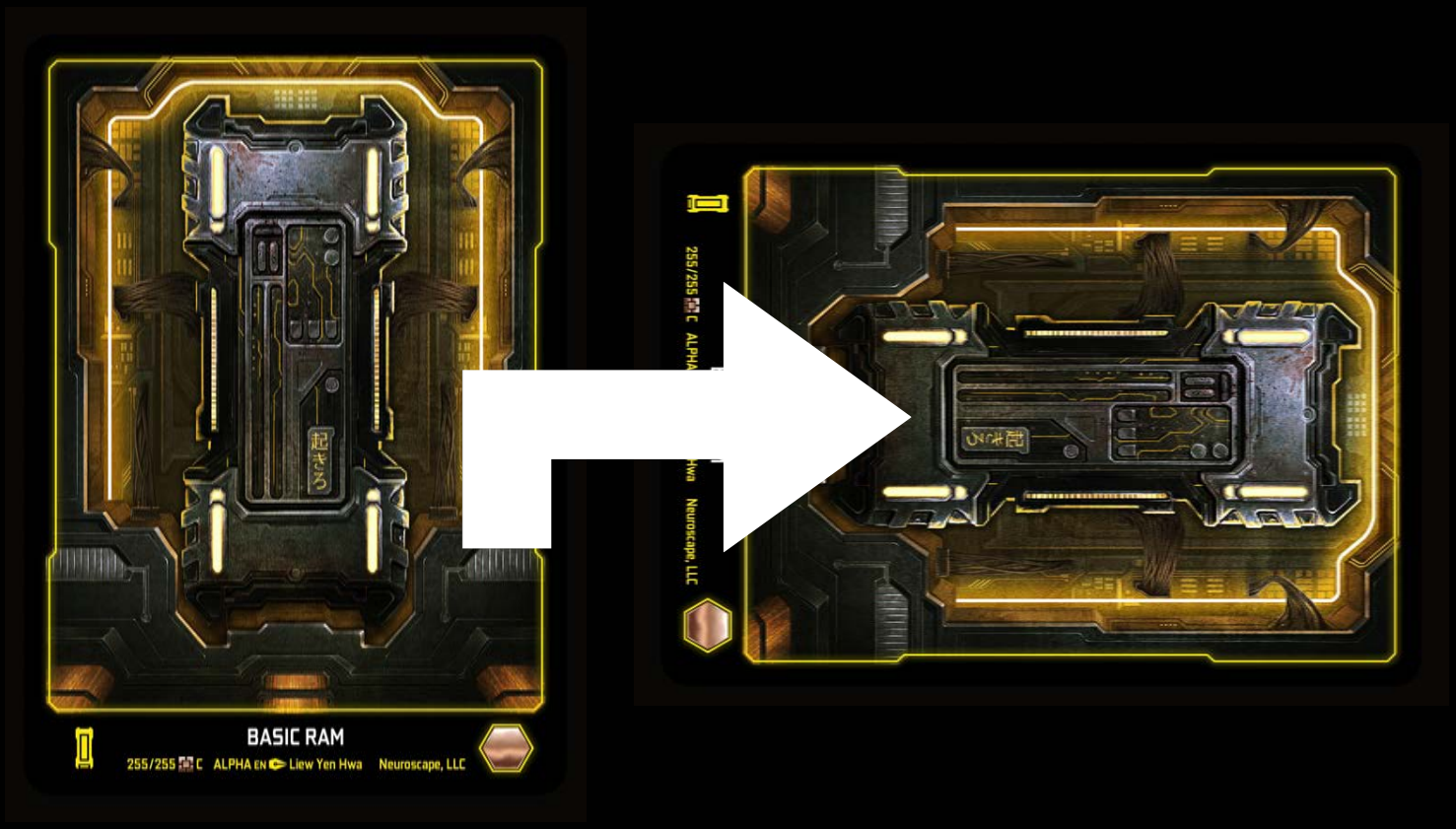
Once all three slots have been filled, no more cards can be played on that mainframe until one of the slots is cleared.



RAM

RAM Is memory used by your mainframe to play **cards** or **abilities.**

- RAM is **installed** directly from your **RAM deck** into your **RAM bank**. It is never held or played from your hand.
- During the **draw/install substage** of your turn, you **may install up to 2 RAM** as long as you have enough in your **RAM** Deck to do so.
- There are also **card effects** which allow you to install additional RAM outside of your **draw/install substage.**
- There is **NO LIMIT** to the number of **RAM** cards you can install on your mainframe each turn.

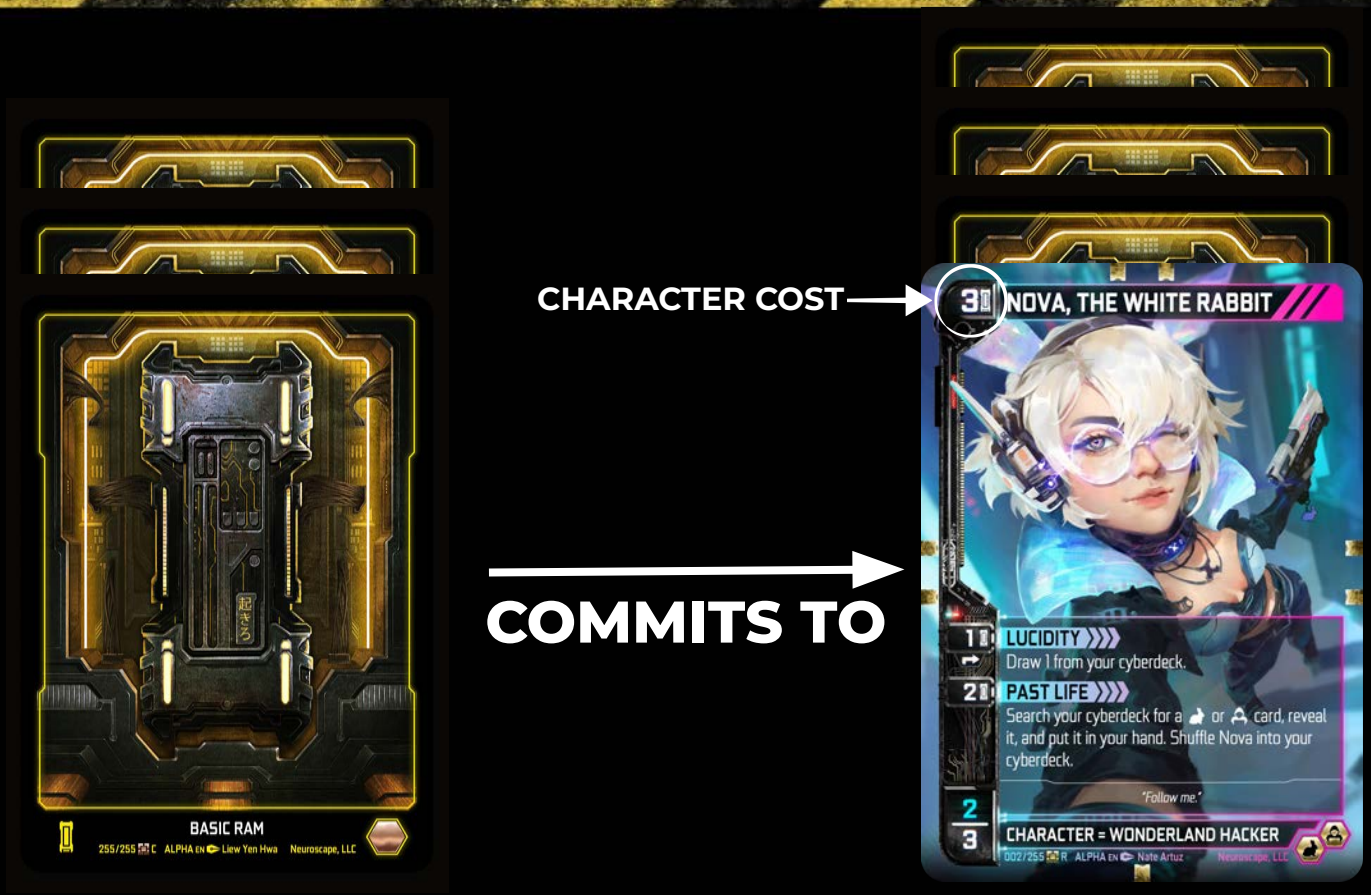


REFRESHED
(READY TO USE)

RUNNING
(USED)

USING RAM

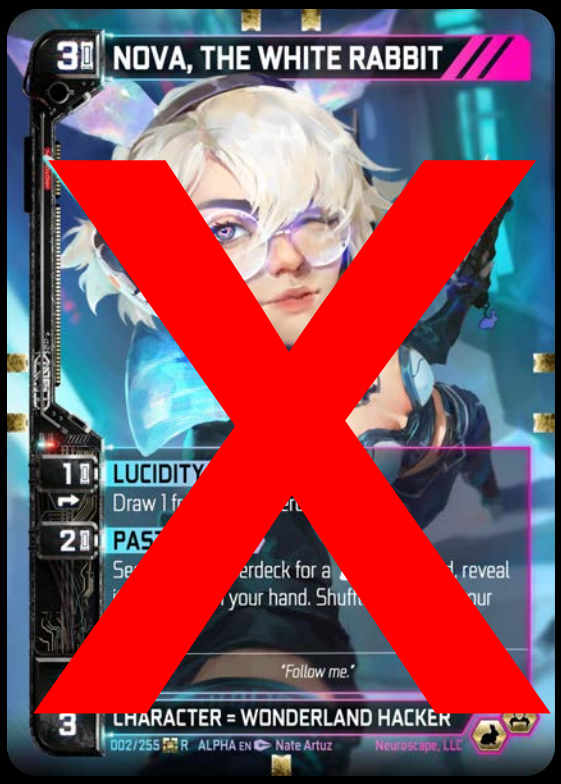
- To use **RAM**, you **RUN** it by rotating it **clockwise.**
- RAM costs for cards and abilities are paid for by **RUNNING RAM** in your **RAM BANK.**
- In the **Initialize stage** at the beginning of each turn, you **refresh** all of your running **RAM** by **rotating it back vertically** so it can be used again.



3 RAM **CHARACTER**

COMMITTED RAM

- RAM used to play characters is **committed** to that character. Only refreshed RAM can be used to play characters.
- **Committed RAM** is **removed** from **RAM bank** and placed **under the character** and stays with it until it leaves play.
- If the character leaves play, the **committed RAM** returns to its controllers **RAM BANK, running** (unless it was force quit)
- If RAM committed to a character is **destroyed** or if a card effect **increases the cost of a character**, then any RAM (refreshed or running) in that player's **RAM BANK** is **automatically** committed to that character to replace the missing amount if possible.
- If there's not enough **RAM** in your **RAM BANK** to replace the missing amount, then you must move as much as you have and the character will remain in play with missing **RAM**. If this happens, it will trigger **instability** during your next **Initialize stage**.



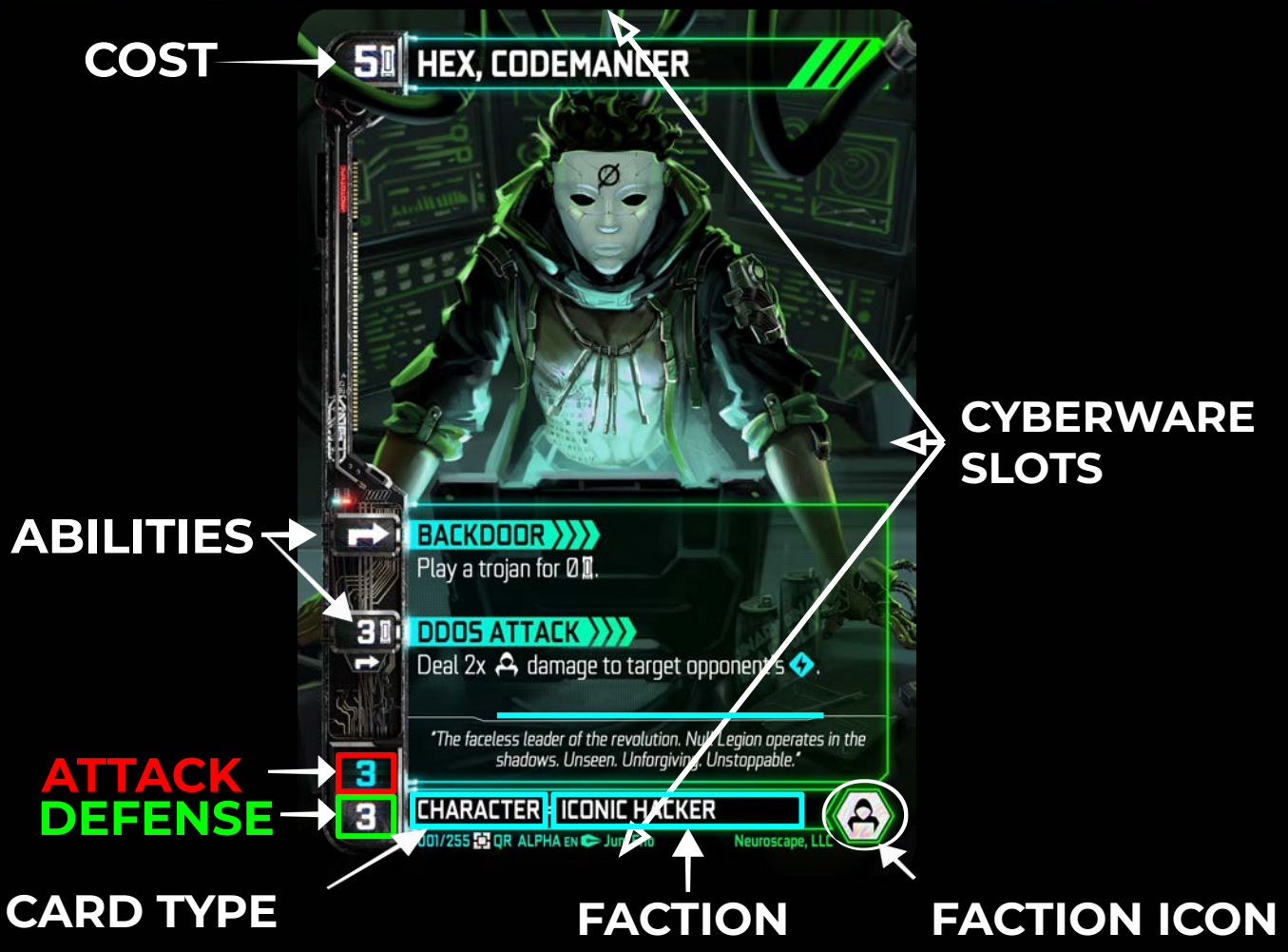
FORCE QUIT

- Characters, Cyberware, and Programs can be **force quit** by their controller.
- Players may declare they are force quitting a card during the force quit substage of their turn. (We'll get into more detail about that later) This is the **only** time that players are allowed to force quit cards.
- When a card is force quit, it is **destroyed**, meaning it is sent to it's owners **recycle bin**.
- Any RAM that was committed to a card that is force quit immediately returns to the owners **RAM bank refreshed**.

STABILITY CHECKS

- During the **INITIALIZE** stage of your turn you must make a **stability check**. If you do not have enough **RAM committed** to your characters, then your mainframe becomes **unstable**.
- When your mainframe becomes unstable, you must perform a **stability check** with a **d20** for each character and program you have in play**.**
- **0-10: The character/program crashes** and is destroyed.
- **11-20 : The character/program does not crash**.
- These rolls are made in order of lowest cost to highest cost. If two cards have the same cost, you may choose which to roll first.
- Before you make each roll, declare which card you are rolling for.

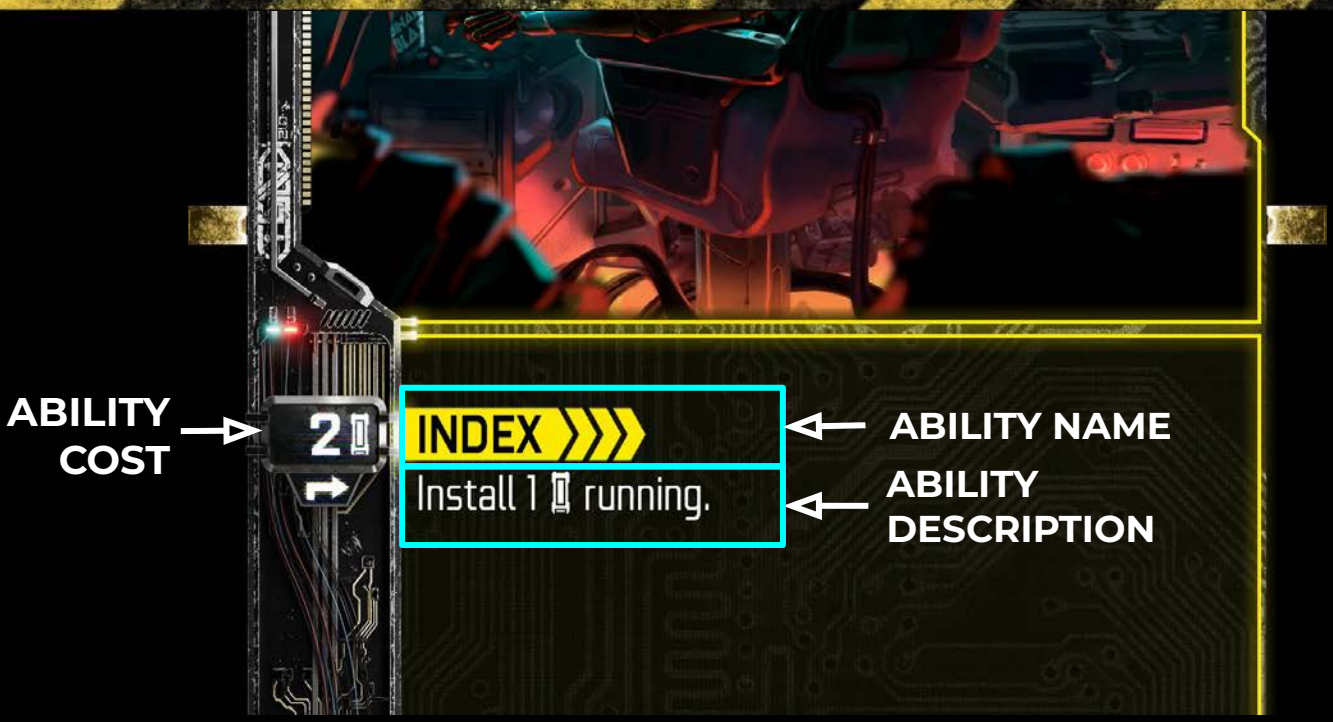
* For additional information on some more complex rules regarding the RAM system, refer to pg 49 of this rulebook.



CHARACTERS

Characters are the soldiers of the simulation. They can attack, defend, or use abilities for you.

- All characters have **attack** and **defense** values shown in the bottom left corner. **Attack** is the **upper** value and **defense** the **lower**
- **Red attack values**, deal damage to players **bioframe**, **blue attack values** deal damage to players **mainframe.**
- Characters are **persistent**. This means once they are played, they stay in play until they are **destroyed**, or are **force quit** by the player.
- Most characters are part of a **faction** which is shown by the **faction icon** on the **bottom right corner** of the card. We'll get into how these factions work in a little bit!



ABILITIES

Many characters, programs and mainframes have **abilities**.

All abilities are divided into three categories:

- **Activated abilities**
- **Triggered abilities**
- **Passive abilities**.

- **Activated Abilities:** These are abilities which are activated by a player paying a cost.
  - This cost can be **running** the character (rotating it 90 degrees clockwise) **running** a specified amount of RAM, or both!
  - Each character is only allowed to **activate <u>ONE</u> ability per round of play**. This means once a character activates an ability, you must wait until **your next Initialize stage** for that character to activate another ability.
  - Characters who are currently **running cannot** activate abilities.
  - Activated abilities are **swift.** This means they can be played on **any player's turn** during **swift checks.** There's a section about swift checks and the cache on pg 47 of this rulebook.

TRIGGERED ABILITY

- **Triggered Abilities:** These are **character or mainframe abilities** which are triggered when a given condition is met. They usually begin with the words "*If*" or "*Whenever*"
    - **Example:** Digital Spectres triggered ability *"If Digital Spectre deals combat damage to a player, deal an additional 2 mainframe damage to them."*
    - Triggered abilities activate any time the conditions are met no matter what stage of the game.
    - Triggered abilities **do not create a swift check** and cannot be responded to.
    - If two triggered abilities would be activated **at the same time**, then **the player whose turn it is currently** gets to choose the order in which those abilities take effect.

PASSIVE ABILITY

- **Passive Abilities:** These are **character or mainframe abilities** which have a **persistent effect** on the game as long as they remain active.
    - **Example:** Singularity's passive ability "*As long as it remains in play, all characters and activated abilities you control cost 0 RAM.*"
    - Passive abilities are active **as long as the character stays in play**. As soon as the character **leaves play**, the passive ability **immediately ceases** its effect.

SINGLE FACTION ICON

DUAL FACTION ICON

FACTIONS

Most cards in Neuroscape belong to a **faction**. This is indicated by a **faction icon** in the bottom right corner and card type bar.

- Some cards have a single faction icon, others may have 2 or more. If a card has **a blank faction hex**, then it has **no faction**.
- Most mainframe synergies are activated by having a given number of synergy points. All **persistent cards** with visible faction icons provide synergy points towards that faction. This includes programs and cyberware. The faction icon on the mainframe does **NOT** provide synergy points.
- **Face down** cards such as trojans **do not** provide synergy points.
- If a card has a 2 or more **different faction icons**, then it provides 1 synergy point towards each of those factions.
- Some cards have **faction icons** in their descriptions. This can mean different things depending on the context of the card.
- **Example:** A character with the activated ability “Lazersaw Berzerker gains +2/+0 for every you control.” Means that if you control **2 Cybernetic faction cards**, then that character gets +4/+0.

FACTION REQUIREMENT

FACTION REQUIREMENTS

- Some cards have a **faction requirement** which is shown in the **top right corner** of the card.
- This requirement means a player have the required number of synergy points for that faction in order to play this card.
- The number of faction synergy points required is indicated by the number of faction symbols in the top right corner of the card.
    - Example 1: If a program has in the top right corner, then a player must control 1 faction card in order to play it.
    - Example 2: If a program has in the top right corner, then a player must control 2 faction cards in order to play it.
- Faction requirements only need to be met to **play a card**. Once a card has been played and is on the cache, then it remains there even if the faction requirements to play it are removed by another action which resolves first on the cache.

CYBERWARE PORTS

Some characters have cyberware ports for attaching cyberware. There are four different types of cyberware ports.

- **Head**
- **Left Arm**
- **Right Arm**
- **Body**

Now let's take a look at the cyberware cards you can attach to these ports

LV 1 ARM PORT

LV 1 ARM PORT

CYBERWARE

Cyberware are cards which can be **attached** to a **character you control** to provide them bonuses or give them new abilities.

- Every cyberware card has either a head, arms, or body port that corresponds with a matching character cyberware port.
- Each cyberware port has a **level from 1-3**. This level is noted on the card by the number of gold tabs. **1 tab means level 1, 2 tabs level 2, and 3 tabs level 3**.
- In order to attach a cyberware to a character, the character must have an **open matching port** which is t**he same level or higher** than the cyberware being attached.
- **Example:** A character with a level 2 right arm port may equip a level 1 or level 2 arm cyberware card but **cannot** equip a level 3 arm cyberware card.
- If a character is destroyed, all cyberwear attached to it is destroyed as well

CHARACTER WITH NO CYBERWARE PORTS

CYBERWARE WITH ADDED ABILITIES

- Not all character cards have all four cyberware ports. Some may have less than four or even none. Cyberware ports are unique to each character card.
- Some cyberware cards **give characters new activated abilities.** These activated abilities **become part of the character as long as the cyberware is attached** and follow the same rules as other character activated abilities meaning only **<u>one may be played per round of play.</u>**
- Cyberware **<u>do not</u>** have a **persistent** cost. The RAM used to play them is **refreshed** on the players next refresh substage.
- Most cyberware can **only be attached to characters you control**. There is a special class of cyberware called **MALICIOUS CYBERWARE** which can also be attached to opponent's characters.

PSYCHOSIS

PSYCHOSIS

- Some Cyberware have the keyword **Psychosis.** This keyword is always followed by a **number** which is the **amount of psychosis** this cyberware applies to any character it's attached to.
- Whenever a character with Psychosis attacks or activates an ability, their controller must first make a **psychosis check** by rolling a **D20**.
- If they roll **equal to, or higher than** the character's **total psychosis value**, then they **pass** and the attack or ability proceeds as usual.
- If they roll less than the character's total psychosis, then they **fail.**
- When a character fails a psychosis check, they **immediately** deal their attack damage to their **controller** and the attack or ability they were trying to perform **fails**.
- Failing an attack means that the attack never happens. If the character was run to declare the attack it remains run.
- Failing an ability means the ability never happens. It is not added to the cache. Costs for activating abilities are paid **before** the psychosis check is made and are **not** reversed if it fails.

MALICIOUS CYBERWARE

SPECIAL CYBERWARE

- **Tethers** are a special type of cyberware card which connect two characters together via their cyberware slots. The effect of this connection is unique to each tether card.
    - If one of the characters attached to the tether is removed from play or taken out of their owners control, then the tether is destroyed.
- **Malicious Cyberware** are another special class of cyberware which can be attached to **any character in play**, not just characters you control.

PROGRAMS

Programs are cards which can be used to do a number of useful things. Programs are divided into **eight different subtypes.**

- **EXEs**
- **Scripts**
- **Tarots**
- **Drugs**
- **Protocols**
- **Viruses**
- **Trojans**
- **Environments**

EXES

These are programs which have a one time effect and can be played **only** during your **DEPLOY** stage.

- EXEs cannot be played at any other time in the game.
- Once played, EXEs are placed into your **recycle bin**.

SWIFT ICON

SCRIPTS

- These are programs with a one time effect which can be played by either player at many different points in the game.
- Scripts are **SWIFT.** This means they can be played on any player's turn during certain windows known as **swift checks.** We'll take a more detailed look at the rules for swift checks later (pg 47).
- Once played, **scripts** are placed into your **recycle bin**.

TAROTS

- These are a special class of programs. They require the player to **control one or more Mystic characters** in order to play.
- Tarots are **SWIFT.** This means they can be played on any player's turn during certain windows known as **swift checks.**
- Once played, tarots are placed into your **recycle bin**.
- Some Tarots can be played reversed. This can only be done when you have an **active mainframe synergy** or another **card** which states **you may play tarots reversed**. To do this you declare you are playing the tarot reversed when you play it.
- When a Tarot is played reversed, the pink words in the main description are replaced by the corresponding pink words in the reversed description.

COUNTERS

- One unique mechanic which can appear in tarots and scripts is **counter.**
- **Counter** means that the target card is removed from The Cache and prevented from ever resolving. This will be covered in more detail later when we look at the rules for **The Cache** (pg 47)
- The short version is, **counter** cards can **prevent cards from coming into play**.

DRUGS

These are programs which can be played on characters to create a one time effect such as giving them buffs or debuffs.

- Drugs can be played **only** during your **DEPLOY stage** similar to EXE's.
- Once played, **drugs** are placed into your **recycle bin**.

PROTOCOLS

These are programs which you can attach to **slots in your mainframe** to provide a **persistent effect** such as installing extra RAM, buffing characters, or changing the rules of the game.

- These effects continue as long as the protocol stays in play.
- Protocols can be played **only** during your **DEPLOY stage**.
- A protocol can only be played if you have an open mainframe slot.
- Protocols can be attached to your mainframe or your teammate's mainframe. You **cannot** attach them to opponent's mainframes.

VIRUSES

These are programs which you can attach to **slots in your opponents mainframe** to provide a **persistent effect** like dealing damage or debuffing their characters.

- These effects continue as long as the virus stays in play.
- Viruses can be played **only** during your **DEPLOY stage**.
- A virus can only be played if one of your opponents has an open mainframe slot to attach it to.
- Viruses can **only** be attached to your **opponent's mainframe**. You **cannot attach them to your mainframe** or your **teammate's.**

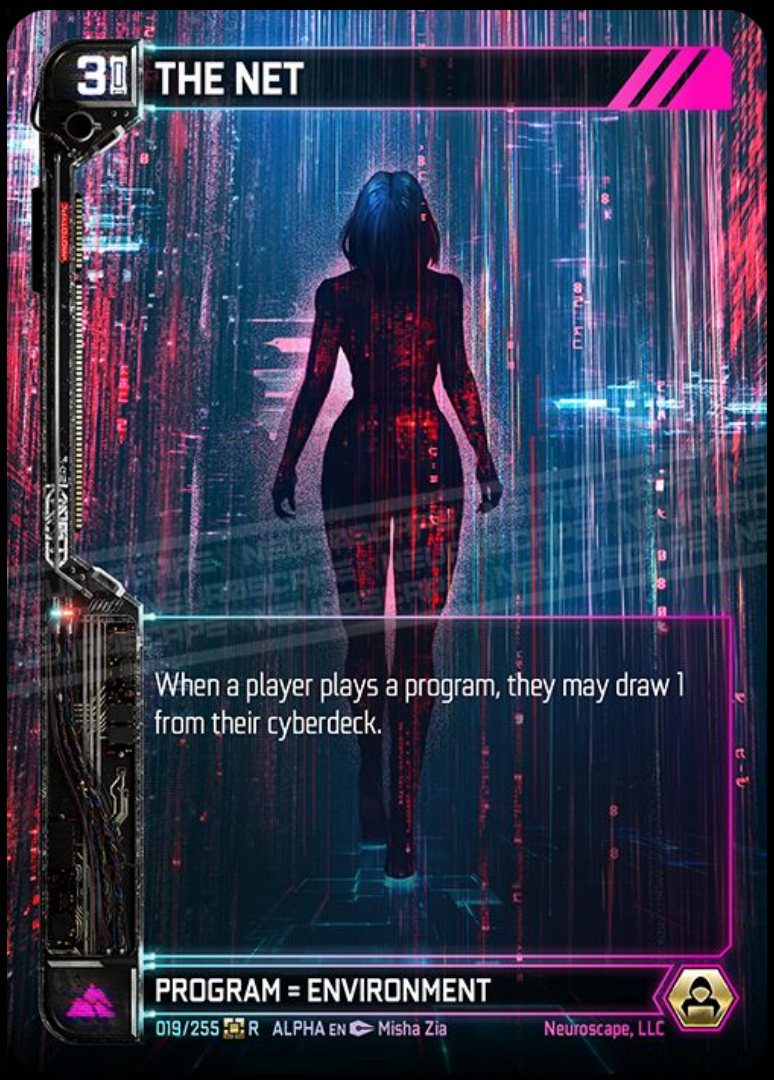
TROJANS

These are special class of program which you can attach **face down** to **slots in your opponents mainframe** and then **activate later** to provide a one time effect.

- Trojans can be played **only** during your **DEPLOY stage**.
- All Trojans cost 2 RAM to play.
- A trojan can only be played if one of your opponents has an open mainframe slot to attach it to.
- Trojans can **only** be attached to your **opponent's mainframe**. You **cannot attach them to your mainframe** or your **teammate's**.
- Face down trojans **do not count towards faction synergies.**

ACTIVATING TROJANS

- Trojans can be activated anytime you have a **swift check after the turn they were played** to create a one time effect.
- Trojans **cannot** be activated on the same turn they are played.
- Activating a trojan is a **swift action.** This means it can be performed at any point in the game where there is a **swift check.**
- Some trojans have **activation costs.** This cost must be paid in order for them to be activated.
- Activating a trojan is considered an **activated ability.**



ENVIRONMENTS

These are programs which change the environment of the simulation to create **persistent effects for all players.**

- Environments can be only played during your **DEPLOY stage.**
- **There can only be one environment card in play at a time**.
- If there is an environment card in play, and a player plays another environment card, then the first is destroyed.
- Environments provide their **faction synergy points** to **all players** equally.
- Some environments have **passive or activated abilities.**

HOW TO PLAY

Now that we've looked at all the different types of cards and what they do, let's take a look at the structure of a game!

RAM DECK

CYBERDECK

GAME SETUP

- Each player plays with two decks of cards. Their **Cyberdeck,** which contains non-RAM cards**,** and their **RAM deck,** which contains RAM cards. Both these decks must be thoroughly shuffled and placed face down before the game begins.
- All players draw **5 cards** from their **Cyberdeck** to start the game.
- **MULLIGAN:** After looking at their hand, if a player wishes, they may choose to perform a **MULLIGAN.** To do this, they **select any number of cards**, place them on the bottom of their Cyberdeck, then **draw that many cards** to replace them. Each player may do this **one time at the beginning of the game only.**
- The player who plays first **only draws <u>ONE CARD</u> on their first turn**.
- After all players have finalized their hands, the **initial turn order is determined by a d20 roll**. In 1v1 games, the player who rolls higher may choose to play **first** or **second**. In the case of a tie, both players roll again until there is a winner.
- In 2v2 games, all four players roll and teammates add their rolls together. The team with the highest total may choose to play first or second and chooses which teammate will play 1st. In the case of a tie, all 4 players roll again until there is a winner.

TURN STRUCTURE

Each turn is broken into the following **stages** and **substages**

- **INITIALIZE STAGE**
  - Stability Check
  - Refresh
  - Draw/Install
  - Force Quit
- **DEPLOY STAGE**
  - Deploy, characters, programs, and cyberware, or activate abilities.
- **NETCHECK STAGE**
  - Check for all card effects which say “on your netcheck”
- **SWIFT CHECK**
- **COMBAT STAGE**
  - Declare Attackers
  - **SWIFT CHECK**
  - Declare Blockers
  - **SWIFT CHECK**
  - Damage
- **SWIFT CHECK**
- **RESET STAGE**
  - Clear damage from characters
  - **Pass** the turn to the next player.

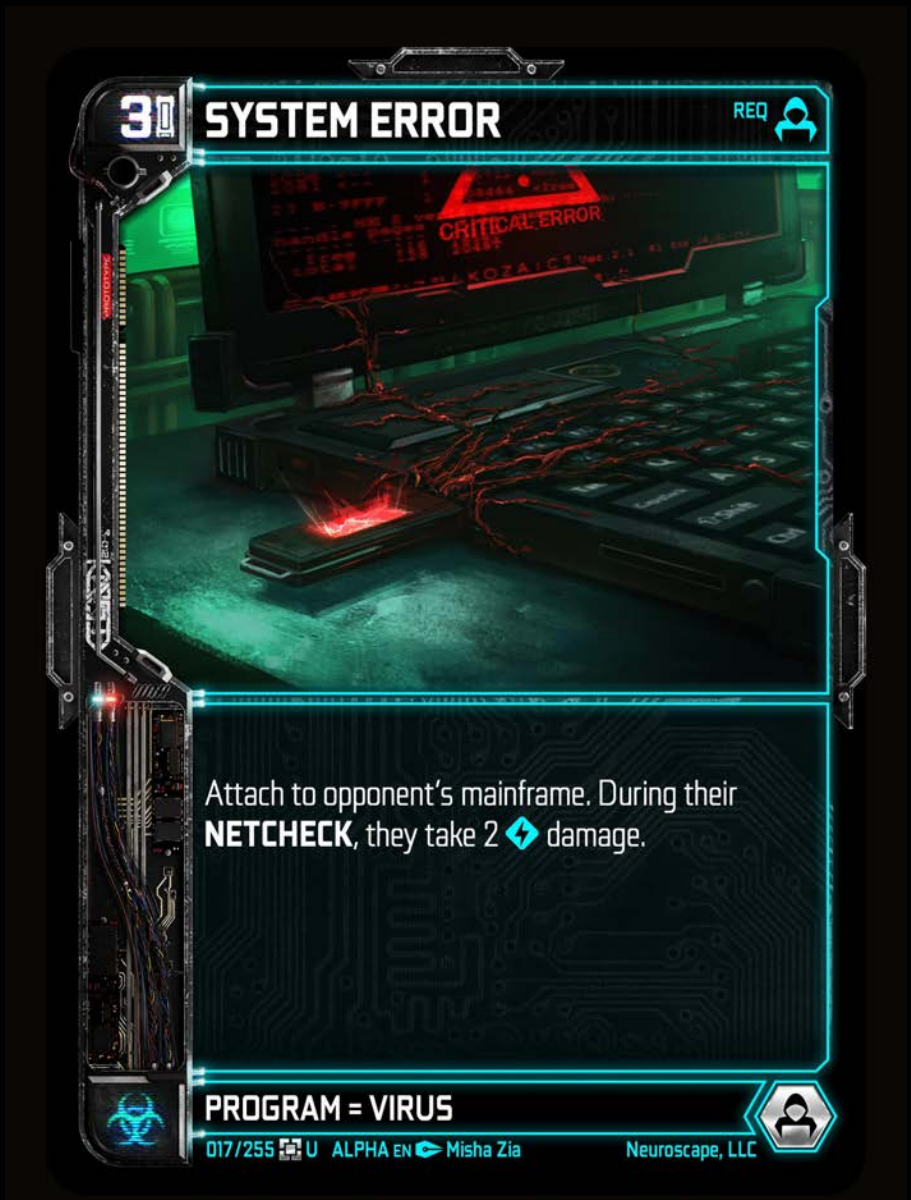
INITIALIZE STAGE

The Initialize stage is broken into **4 substages**.

- **STABILITY CHECK:** If you do not have enough RAM committed to the characters you control, then you must perform a **stability check**. For more details refer to **pg 13** of this rulebook.
- **REFRESH:** You **refresh** all **characters** and **RAM** in your **RAM bank**.
    - All of your character's abilities are also refreshed and can be used again.
- **DRAW/INSTALL:** You may **draw/install** a total of **2 cards** from your **Cyberdeck** or your **RAM deck** in whatever combination you wish.
    - This means you may choose to **draw 2** from your **Cyberdeck**, **install 2** from your **RAM deck**, or draw/install **1 from each**.
    - One exception to this is the very first turn of the game, where you may choose to **draw/install 1** from either your **RAM deck** or **Cyberdeck.** This only applies to the first player to play.
    - You may do each of these **draw/install actions separately**, meaning you may choose to draw a card from your cyberdeck, look at it, and then decide if you want to draw another card or install a RAM with your second action.
    - RAM installed from the RAM deck is **immediately put into play refreshed** unless you control a character who does not have enough RAM committed to them. In that case, the installed RAM is automatically committed to those characters until all characters have their required committed RAM.
- **FORCE QUIT:** You may choose to **force quit** any of your **persistent** characters, programs, or cyberware.
    - RAM committed to a character which is force quit is immediately moved to the owners RAM bank **refreshed**.

DEPLOY STAGE

- **DEPLOY:** During this stage, you may play any character, program, cyberware cards from your hand or activate any abilities which you have enough RAM to afford.



NETCHECK STAGE

- NETCHECK: All players check their board for any card effects that take place during the Netcheck.
    - After the netcheck is complete, players make a **swift check** where they are able to play **swift actions** if they wish.

COMBAT STAGE

The **combat stage** is broken into **5 substages.**

- **DECLARE ATTACKERS:** The active player declares which of their characters they wish to attack with. All declared attackers are **RUN** (turned 90 degrees clockwise.)
    - A player **may not** attack themselves or their teammate(s).
    - When a character with Psychosis is declared as an attacker, it is **RUN,** and then its controller must make a Psychosis check. If the character fails the Psychosis check, then it remains run, but is **no longer declared as an attacker**.
- **SWIFT CHECK**
- **DECLARE BLOCKERS:** Players who have been targeted with attacking characters (or their partners) may choose to declare any of their eligible characters to block those attackers. To be eligible to block, characters must not be **running** or have any effects which state they cannot block. The defending player may assign multiple characters to block a single character if they wish.
- **SWIFT CHECK**
- **DAMAGE:** All damage to players, attackers, and blockers is dealt.
    - All damage is dealt **at the same time**.
    - If an attacking character is **blocked by multiple characters**, then the controller of the attacking character may choose to assign the attackers damage to the blockers in whatever way they wish.

COMBAT STAGE

(CONTINUED)

- Any attacking characters who are **not blocked** **deal their attack damage** to the player they attacked.
- If an attacking character with the **OVERRUN** ability was blocked, then any damage greater than the defense of the blocking character(s) is dealt to the player's bioframe health.
- **Example:** A 5/4 character with **OVERRUN** is blocked by a 2/2 character. The blocking character is destroyed and the attacking character also deals 3 damage to the player's bioframe health.
- **NOTE:** If a character with **OVERRUN** is blocked by a character who has an effect that prevents them from taking damage, then the character with **OVERRUN** assigns attack damage to the blocking character **equal to the blocking character's defense** and any **additional damage goes through to the player.**
- **NO PHANTOM BLOCKING:** If a player declares a blocker, and then that blocker is **run** or **removed** from play **before the damage substage**, the character they were blocking is no longer blocked.
- If any of the attacking or blocking characters or programs in play have **triggered abilities** which are activated when characters deal damage then those abilities activate now.
- **SWIFT CHECK** before moving to **RESET stage.**

RESET STAGE

The **Reset stage** is broken into **3 substages**.

- **CLEAR DAMAGE:** All damage which has been dealt to characters is cleared.
- **END EFFECTS:** Any effects that say “until end of turn” end now.
- **PASS THE TURN:** The active player passes the turn to the next player.

DECK BUILDING RULES

Building your own custom decks is one the most fun part of playing Neuroscape! Here are the rules that all constructed decks must follow.

Every constructed deck must contain the following:

- **1 Mainframe card**
- **1 CYBERDECK** containing **50-255** non-RAM cards.
  - A **Cyberdeck cannot** have more than **4 copies** of any given card (unless specifically stated on the card).
- **1 RAM DECK** containing **25 RAM** cards
  - A **RAM** deck **cannot** contain more **than 5 ADVANCED RAM cards.** The other 20 cards must be basic RAM.
- **1 SIDEBOARD** containing up to 10 non-RAM cards.

SIDEBOARDS

Decks may have a sideboard of up to 10 cards.

In multi-game matches, after every game, players have the opportunity to swap out up to 10 cards from their deck with cards from their sideboard before starting the next game.

Players may not have more than 4 copies of any given card in a deck, **including the cards in their sideboard.**

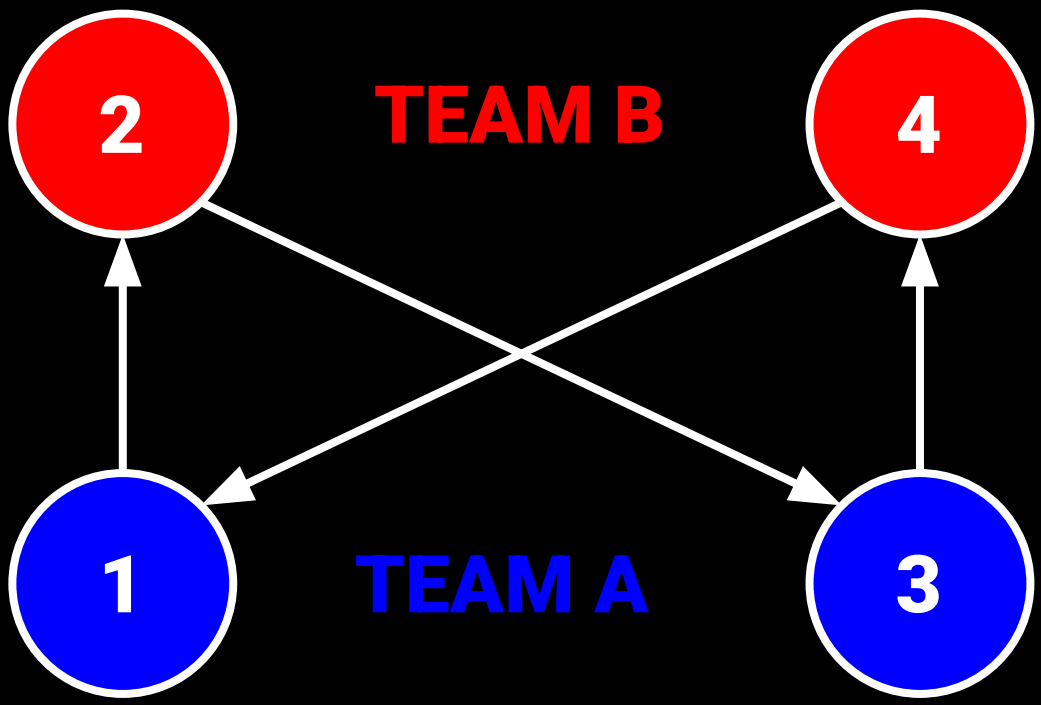
ICONIC CARDS

- Some cards have the word Iconic in their description.
- Each player may only have **one copy of any Iconic card** in play a**t the same time**.
- If an Iconic card is in play under the control of a player, that player may not play another copy of that same card.
- A cyberdeck may contain up to 4 copies of any given iconic card, just like any other card.
- A player **may not create a copy of an iconic card**.
- If a card effect would bring multiple copies of the same Iconic character into play under one players control, then the player must choose one of those characters to bring into play. The others ignore this card effect and remain where they are.

2v2 RULES

2v2 is a really fun way to play Neuroscape that incorporates teamwork and collaboration! The duos rules are similar to 1v1 with a few differences!

- In 2v2 games, each team **shares** a bioframe and a mainframe health pool of **20 each**. Damage dealt to **either player** is taken from these shared pools. If either pool goes to 0 or below the team is eliminated.
- Players may install cyberware and use programs on their teammate's characters and mainframe.
- Players are allowed to block for their teammates.
- Your teammates' cards **do not** count towards your faction synergies (with environments being the exception.)
- Viruses and protocols which have card effects that activate on a players turn only activate on their turn, not their teammates turn.
- Players may table talk and look at each others hands.
- Players may also look at trojans installed by their teammates.



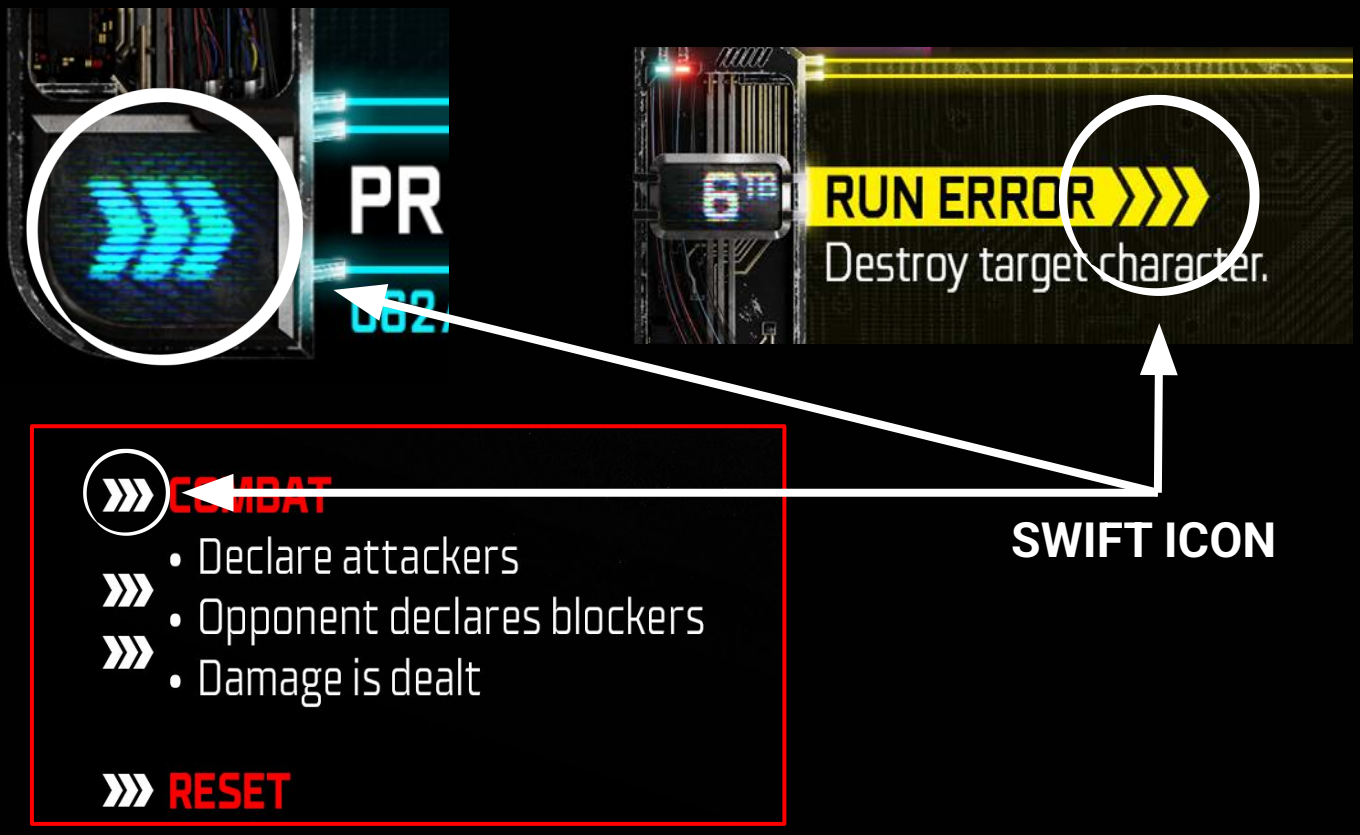
2V2 TURN ORDER

Turn order in 2v2 moves in a figure 8 pattern so that the two teams are always **alternating turns.**

- Initial turn order is determined by all 4 players rolling d20s. Teammates add their rolls together. The team with the highest total may elect to play 1st or 2nd and may declare which player on their team will play first. In the case of a tie, reroll until there is a winner.
- After the first player to play has been decided, the turn order proceeds as follows:
  - The player **across the table** from the **1st** player plays **2nd**.
  - The player **diagonal** from the **2nd** player plays **3rd**.
  - The player **across the table** from the **3rd** player plays **4th**
  - Then play moves **diagonally** back to the **1st** player and this cycle repeats until the game is over.

ADDITIONAL RAM RULES

- When moving **RAM** from your **RAM BANK** to replace missing committed **RAM** on a character, **refreshed RAM** is automatically committed **first**, then, if needed, **running RAM** is committed second.
- When a card effect says **you may play a card for free**, then the **RAM cost** of that card is set to **0 RAM** until it resolves. If this card is a **character**, then it's **committed RAM cost stays 0 RAM** unless another card effect changes it later.
- When a card effect says **you may play a card for X less RAM**, then the **RAM cost** of that card is reduced by X until it resolves. If this card is a **character**, then it's **committed RAM cost** stays reduced by X.
- If a card which was increasing the RAM cost of persistent cards in play leaves play, the excess RAM which was committed to pay that increased cost is **immediately** returned to its owners **RAM bank** running.



SWIFT CHECKS

- Whenever a player **plays any card** or **uses any activated ability**, this creates a **swift check.** A swift check is a **window of opportunity** for the other players in the game to interrupt this card/ability with a **swift action** (Script, tarot, or activated ability) of their own.
- There are also swift checks which automatically happen at certain points in a turn. These are shown on the Turn Stages card.

THE CACHE

- **The Cache** is the system which determines how **swift programs** and **abilities** interact and which actions resolve first. An easy way to think of **The Cache** is as a **list of instructions on a computer**.
- When a player performs a **swift action** during a **swift check**, then that **swift action** is added to the top of **The Cache** and another **swift check** is created.
- The player **to the left** now gets a change to **respond** with another **swift action** one of their own.
- If they do, this new **swift action** is added to the **top** of **The Cache.**
- This continues until all players except the one who created the last swift check pass.
- Then the cards/abilities **resolve** from the **top to bottom** of **The Cache** (in the **reverse order they were played.**)
- A helpful way to remember this is **Last In First Out** or **LIFO.**

CACHE EXAMPLE #1

Let's take a look at a few examples of these rules in action!

It's **Player A's Main Stage.** They decide to play an Overload Mk I targeting **Player B's Scrapper** character. After declaring this, they make a swift check.

Player B decides to respond by activating Scrapper's **Scrap Heap** ability (which is a swift action)**.** This causes Scrapper to run.

Player A has no more plays to make, so they pass.

Player B also passes. The Cache now resolves from **top to bottom.**

1. **Scrap Heap (Scrapper)**
2. **Overload Mk I**

- **Scrap Heap** resolves first, allowing **Player B** to install 1 RAM running.
- Then **Overload Mk I** resolves, dealing 2 damage to Scrapper and destroying her.

CACHE EXAMPLE #2

Let's take a look at another example which incorporates the **duel** mechanic!

It's **Player A's** **Main Stage. They** have **Back Alley Bruisers** in play and they decide to activate his **Knuckle Up** ability causing a duel between Back Alley Bruisers and **Player B's** Faceless Oni. Then they make a swift check.

Player B decides to respond with Iron Oni's **Silent Execution** ability, causing a duel between Iron Oni and **Player A's** **Back Alley Bruisers.** They make a swift check.

Player A has no more plays to make, so they pass.

Player B also passes. The cache now resolves from **top to bottom**

1. **Silent Execution (Faceless Oni)**
2. **Knuckle Up (Back Alley Bruiser)**

- **Silent Execution** resolves first. This causes a duel between **Iron Oni** and **Back Alley Bruisers.** They both deal their damage to each other, which destroys both of them. The destruction of Back Alley Bruisers triggers the secondary effect of Silent Execution and deals 3 damage to **Player A**
- **Knuckle Up** now resolves, but, since both combatants in the dual have been destroyed and can't deal their damage to each other, nothing happens, and the ability fails.

CACHE EXAMPLE #3

Here's another example which incorporates the **counter** mechanic!

As a quick refresher, counter cards can **remove other swift actions from the cache.**

It's **Player A's Main Stage. They** have **Hex, Codemancer** in play and they decide to activate his **DDOS Attack** ability. Then they make a swift check.

Player B responds by playing **Delete** targeting **Hex.**

Player A, then decides to interrupt that action by playing **The High Priestess reversed** targeting **Delete** to **counter** it.

Player B has no more plays so they pass and the **cache resolves**.

1. **DDOS Attack (Hex, Codemancer)**
2. **Delete**
3. **The High Priestess (Reversed)**

- **The High Priestess (Reversed)** resolves first. This **counters Delete,** which removes it from the cache.
- **Delete** is so longer on The Cache so it does not resolve.
- **EMP Blast** resolves, dealing 6 mainframe damage to **Player B.**

TARGETS

- A **target** is the recipient of the effect of a program, ability, or cyberware which is declared by the controller of that program or ability **when it is played** (before it's costs are paid)
- Programs and abilities which have a target **will contain the word target** in them. Cyberware cards require a target be declared when they are played, but **do not contain the word target** in them.
- Programs or abilities which **require** a target cannot be played unless they have a valid target. If the program or ability states that "you may" choose a target, then the program or ability can be played without a valid target.
- If a program or ability reads "**deal___damage to any target**" then any **characters**, **bioframes**, or **mainframes** are valid targets. Programs and cyberware are not valid targets because they can not take damage.
- If a card says "change target of ___" then it can only target a program, ability, or cyberware which has a target. If there is not a program, ability, or cyberware on the cache which has a target, then it cannot be legally played.

COPYING CHARACTERS

- Some cards have the ability to copy other characters. When this happens, the copy takes on all the **base characteristics** of the copied character unless otherwise stated. Base characteristics are the values **written on the card.**
- When a character is copied, the copy **has the same base RAM cost as the original character card**. When the copy enters play, the player who controls it must immediately commit its RAM cost as if they had just played it.
- If a character with a modified RAM cost is copied, the copy has the same base RAM cost as the original character card, **not its modified cost**.
- If a copied card has cyberware, counters, damage, or any other kind of modification on it, those **modifications are not copied**. Only the **base values of the card** are copied. Copies enter play refreshed unless otherwise stated.
- If a copy is copied, then the new copy takes on the base characteristics of the first copy. If this first copy has altered base characteristics from the original card (different cost, attack/defense, etc) then the **new copy takes on the characteristics of the first copy** not the original card.

COPYING PROGRAMS & ABILITIES

- When a persistent program like a Protocol, Virus, or Trojan is copied, the player who copied it **creates a token which takes on the base characteristics of the copied card.** The player may then attach this copy to any available mainframe slots which the copied card could legally be attached to.
- If there are no available mainframe slots which the copy can legally be attached to, or the player chooses not to attach it to one, then the copy ceases to exist.
- If a face down trojan is copied, then the player who copied it looks at the face of the trojan and then creates a token copy of it as described above.
- When a program/ability that is on the cache is copied, the player who copied it creates a token program/ability which takes on the characteristics of the copied program or ability. They may choose new targets for this new program/ability. This program/ability is then added to the cache as if they had just played it. Adding this copy to the cache **does not** count as playing a card.
- If the original program/ability which was copied is removed from the cache or altered in any way, **the copy of it is not affected.**

RULE #1: HAVE FUN!

The most important rule of Neuroscape is to **have fun**!

This is a competitive game, and competitive games can sometimes get intense, but at the end of the day, it's important to remember that **games are meant to be fun**!

So**, have fun, play fair**, and **be kind!**
(If you don't…Terry will know)

GLOSSARY

- **Action:** Playing a card, activating an ability, declaring an attacker, and declaring a blocker are all considered actions.
- **Bleed:** Bleed counters give character -1/-1. On a player's netcheck stage, any characters they control with bleed counters gain another one.
- **Biovamp:** A triggered ability that allows characters to steal bioframe health. When a character with biovamp deals bioframe damage to a player, their controller gains that much bioframe health.
- **Datavamp:** A triggered ability that allows characters to steal mainframe health. When a character with datavamp deals mainframe damage to a player, their controller gains that much mainframe health.
- **Duel:** An ability that allows a character to directly exchange damage with another character in play as though they were in combat.
- **Destroy:** When a card is **destroyed** it is removed from play and moved into its owners **recycle bin**.
- **Fail:** Some card effects such as a failed psychosis check, can cause an action to fail. When this happens, it is treated as if the attack or ability never happened. The attack is never declared, or ability is not added to the cache.
- **Overrun:** A passive ability which causes an attacking character who is blocked to deal any additional damage greater than the defense of the blocking character(s) directly to the blocking player's bioframe health.
- **Persistent:** Cards that stay in play until removed. All characters are persistent as well as cyberware, and some program cards

- **Psychosis:** If a character with psychosis attacks or activates an ability roll a d20. If you roll lower than its total psychosis, it deals its attack damage to you and this attack/ability fails.
- **Sacrifice:** When a card is **sacrificed** it's controller removes it from play and moves it into their recycle bin. Effects that prevent cards from being destroyed **do not** prevent them from being sacrificed.
- **Stamina:** A passive ability that allows a character to attack without running. Characters with stamina **do not** become run when they are declared as attackers.
- **Token:** A marker which is placed onto a card in order to track some kind of effect caused by that card or another card.
- **Token Character:** A card or marker which represents a character which has been "created" by another card. Token characters **CANNOT** be played in a players cyberdeck. If a token character is destroyed, it **immediately ceases to exist**. It **does not** go to its controllers recycle bin.
- **Terry:** 01001010 01110101 01110011 01110100 00100000 01100001 00100000 01101101 01100001 01101110 00100000 01110100 01110010 01111001 01101001 01101110 01100111 00100000 01110100 01101111 00100000 01100101 01101110 01101010 01101111 01111001 00100000 01101000 01101001 01110011 00100000 01110110 01100001 01100011 01100001 01110100 01101001 01101111 01101110 00101110