Uprising Release Notes

These notes serve as a supplement to the release of Uprising, the second expansion of the Ashes Cycle. We've compiled summaries of the major changes to the Comprehensive Rules, some explanation about how those changes affect past cards, and specific clarifications & common questions for the 65 cards in Uprising itself.

Our goal is to help you learn what you need to know about the new cards as smoothly as possible, so you can get straight to the fun of playing with them. If you're reading this after early 2020, do keep in mind that future rules updates and set releases may invalidate some of the information here. If you still have questions after reading, you can review the release notes for the newest sets and the Comprehensive Rules, or contact us directly via email or on Twitter. Thanks for playing!

— NISEI Rules Team, 5 February 2020

Contents

Rules Update 1.4

This update to the Comprehensive Rules (henceforth referred to as “CR 1.4”) brings many changes, most notably a complete rewrite of the Abilities section. We believe these new rules for interpreting card text will greatly improve the clarity of card interactions throughout the game. We have also made several smaller updates to make sure Uprising cards work clearly and correctly.

Our goal in making major rules changes is to minimize the number of cases where players have to rely on “that’s just how it works”-based rulings, and empower the community to understand a systematic rationale for how cards interact. We’re not all the way there yet, but CR 1.4 takes a big step in this direction.

New Ability System Basics

The most impactful update in CR 1.4 is that abilities got a big overhaul, but for the most part only stuff under the hood was changed. A lot of things are staying the same: for example, paid abilities haven't changed at all, checkpoints still exist, and player priority works how it always has. You should be able to get through most games of Netrunner with the brief explanations provided in this section, unless you come across a particularly crunchy card interaction. If you want to know more about the nitty gritty after reading this summary, the section after this one fills in more details.

First of all, we've given a name to the abilities that resolve when you play an event or operation. They're called, appropriately enough, **play abilities**. Some events and operations, like *Sure Gamble* or *Fully Operational*, only have play abilities, but some cards have more things going on. Take *Targeted Marketing*, for example:

> This card is not trashed until another current is played or an agenda is stolen.
> Name a card. Gain 10[c] whenever the Runner plays or installs a copy of that card.

When you play *Targeted Marketing*, what happens? The first sentence doesn’t do anything as part of resolving *Targeted Marketing*, but instead works continuously to keep the operation from being trashed from the play area. The second sentence is the play ability: naming a card is the only thing you actually do when you play *Targeted Marketing*. The last sentence is a conditional ability that is active as long as *Targeted Marketing* is active. We now have a clear way to classify all of these pieces, which makes it easier to talk about the rules involved with the card.

We've also given a name (and machinery) to **lingering effects**, which were previously left mostly unexplained. Anything left behind by a non-static ability is a lingering effect, whether it's keeping an icebreaker's strength increased until the end of an encounter, tracking which ice was chosen when the Runner installed Femme Fatale, or managing the delayed conditional ability that will eventually put the program you fetched with Test Run on top of your stack.

Conditional and Static Abilities

The most important changes to be aware of are the rules revamping the timing of all the other abilities in the game. And a lot of it comes down to the word "if".

Prior to CR 1.4, non-paid abilities were classified by the words they used. Now, abilities are classified by what they do, regardless of the specific words used. If an ability describes something that *happens*, then it's a **conditional ability**. If an ability describes something that *is*, even if it also comes with some kind of requirement for being active, then it's a **static ability**. Static abilities are one type of what used to be called "constant abilities", but under the old categorization, "constant abilities" also included abilities with "if" conditions that worked like conditional abilities but "faster". This was confusing, especially in cases where just using "if" vs "when" made nearly-identical abilities behave very differently. These "if" abilities are now conditional abilities, sharing the same timing as ones that use "when", "the first time", or whatever other phrasing, and the "constant abilities" umbrella is no longer used.

This new classification system means that some interactions have changed, but mostly it makes figuring out how to resolve timing conflicts much simpler. And it often does so by giving players the choice of what to do! Let's look at an example. *Ankusa*'s first ability says:

> If you use Ankusa to break all subroutines on a **barrier** during a single encounter, add that **barrier** to HQ.

Knifed says, in part:

> The first time you break all subroutines on a **barrier** during this run, trash that **barrier**.

As far as how these abilities are structured, they seem almost the same. Break all the subroutines on a barrier, then do a thing to that barrier. However, under the old system, since "the first time" indicated a conditional ability and "if" indicated a "constant" ability, Ankusa was required to be resolved first. Under CR 1.4 we treat both of these abilities as conditional, and since they meet their trigger conditions at the same time, the Runner gets to choose which one they want to use.

“If” You Like…

The other weird usage “if” had before was making text in the middle of abilities behave oddly. Since “if” was being used to indicate a “constant” effect, any part of an ability that used the word “if” was treated as atomic with the previous part of the ability. This created some edge cases that felt like they contradicted Netrunner’s chain reaction rules by prohibiting abilities from responding to each other.

Time for another example! *Fumiko Yamamori* says:

> Whenever you and the Runner reveal secretly spent credits, do 1 meat damage if you and the Runner spent a different number of credits.

Psychic Field says, in part:

> […] you and the Runner secretly spend 0[c], 1[c], or 2[c]. Reveal spent credits. If you and the Runner spent a different number of credits, do 1 net damage for each card in the Runner's grip.

Upon first reading, one might expect *Fumiko* to interject during the resolution of *Psychic Field* after the players reveal their secretly spent credits. But in the old rules, “if” was faster than conditional abilities! So instead you would resolve the result of the psi game, then resolve *Fumiko*’s ability, resulting in the Runner flatlining.

In the new system, we don’t treat “if” as special, and instead we put checkpoints in between each **instruction** of an ability. Except in very specific circumstances, you can assume that sentences and instructions match one-to-one. In other words, after each sentence, take a pause to check for any abilities that might have met their trigger conditions while resolving that sentence. Thus, *Fumiko* functions as worded: after the credits are revealed she does 1 meat damage to the Runner, then the rest of the psi game on *Psychic Field* resolves.

Along the same lines, “if successful” in traces and runs is now just a trigger condition with the same timing as any other abilities looking for a trace or a run to be declared successful (or unsuccessful). This means “if successful” abilities can now be interleaved with other abilities that meet their trigger conditions from successful traces and runs, instead of having separate timing that you need to memorize. You can read more about “if successful” conditions a bit later on.

Pardon the Interruption

With that pesky word “if” knocked down a peg, we can introduce a systematic method for abilities that really *do* need to be “faster than normal.” CR 1.4 introduces the concept of **interrupts** to Netrunner, which are now the only

abilities that are special enough to, well, interrupt other abilities before they resolve. This new symbol appears on cards to draw attention to interrupts and their special timing:

Interrupts apply right before another ability would do something. Previously this space was only explicitly occupied by prevent/avoid abilities and some other odd cases. From now on, this special treatment applies only to abilities that either say prevent/avoid or are marked with this glyph. You can read up more on interrupts in our previous rules team article, or by reading on down to the aforementioned nitty gritty.

New Ability System Details

The previous section should cover you for most situations, but if you'd like to understand the inner workings of the game, read on. Otherwise, feel free to skip to the discussion of the mechanics in Uprising. Still with us? Okay, this section expands on the summary above with more information about how the new ability rules are structured. For the complete, unabridged story, check out section 9 of CR 1.4 itself.

Abilities are built out of text, so the first piece of the new system is to classify what kinds of text can appear on cards:

- **Conditions** are expressions the game checks to see what abilities should apply when. They include *cost conditions*, which are text describing nested costs and paid ability trigger costs, *trigger conditions*, which are used by conditional abilities to describe something that happens in the game, and *static conditions*, which describe a property of the game state at any given moment.

- **Restrictions** describe other limitations on how or when abilities can be used. Unlike conditions, restrictions are not built into the timing system or associated with how abilities become pending or imminent. Restrictions are limitations that must be followed by the players themselves, such as "Play only if the Runner made a successful run during their last turn.", "Use this ability only by spending credits from a **stealth** card.", or "X is equal to or less than the number of tags the Runner has."

- **Declarations** describe a continuous or “passive” change to the game state, like “You are tagged.” or “All ice have +1 strength.” Declarations only appear in static abilities.

- Finally, **instructions** are the core parts of each non-static ability that allow that ability to actively make changes to the game state. Instructions tell the players what to do when the ability resolves. Instructions are also important because each instruction is an atomic part of an ability. Trigger conditions are checked and “chain reactions” are resolved only between instructions, and target selections and interrupt abilities happen before each instruction resolves. We’ll talk about how to recognize instructions a bit later.

From these 4 kinds of text, we build the 4 types of abilities:

- **Paid abilities** haven’t changed appreciably in CR 1.4—they still are only used by players during paid ability windows, and they are still written in the form of a cost condition, the telltale colon (:), and 1 or more instructions. Paid abilities can also contain restrictions, and some or all of the instructions could be gated by static conditions. The only thing that’s different here is that there is no longer a “triggered abilities” category above paid abilities and conditional abilities.

- **Conditional abilities** contain a trigger condition or static condition and 1 or more instructions. Like paid abilities, they too can contain restrictions or additional nested static conditions. As mentioned earlier, we’ve unified all abilities that work as conditional abilities to actually live in this category. Some of them were previously “constant abilities”, even though they weren’t really “constant” in a logical sense (they just had a different set of timing rules).

- **Play abilities** are the abilities that resolve when you play an event or operation. They are usually made up of only instructions, though they can also contain nested conditions. When restrictions appear on an event or operation, they are generally their own separate static abilities, not part of the card’s play abilities.

- **Static abilities** continuously affect the game. As mentioned above, if an ability describes a passive change to the game state instead of a specific one that can only apply in a single moment, then that ability is a static ability. Static abilities are the only kind of ability that contain declarations. They can also contain conditions, but these conditions simply describe the circumstances under which the static ability should be active or inactive.

In addition to the four major ability types, there are three special classes of abilities:

- **Interrupts**, as discussed above, are abilities that apply just before an instruction resolves. Interrupts often change what an instruction is about to do, but they can also have a player perform some other effects right before continuing with the interrupted instruction. Most of the time you'll recognize an interrupt because it either has an interrupt glyph at the front or uses one of the words "prevent", "avoid", or "would".

- **Replacement effects** trade one effect for another. They can always be recognized by the word "instead". Think of them as automatic interrupts. We'll discuss their exact timing below.

- **Lingering effects** are effects that are created by a non-static ability, but need to persist after that ability finishes resolving. The game keeps track of lingering effects for however long they are supposed to last, then gets rid of them once that duration expires. Delayed conditional abilities are a common type of lingering effect, and many replacement effects are created ahead of time and maintained as lingering effects.

Lastly, CR 1.4 introduces a robust **targeting** system that explains when and how players announce any choices they need to make when resolving abilities. More on that later.

Resolving Instructions

Okay, now that we have all the vocabulary down, let's put it all together. Resolving rules and card abilities now revolves almost entirely around the instructions they contain. Each instruction in the text of a rule or ability is treated as atomic; that is, when an instruction resolves, it must go through all of the following steps before any other instructions resolve or any other abilities can have a go. These steps dictate how and when all the concepts above get to function.

The rules essentially act as an engine running through the following steps over and over again for each instruction that comes up over the course of the game. Determine which instruction should come next, follow the steps for that instruction. Determine which instruction should come after that, follow the steps for *that* instruction. And so on.

Step 1: Players choose targets that the instruction will act on.

Step 2: The instruction becomes **imminent**. An imminent instruction is one that is ready to go but needs to make sure nothing else wants to interrupt it. At this

point, determine what the imminent instruction is about to do, which we call the instruction's **expected effects**.

Step 3: Any already active replacement effects that would replace the instruction's expected effects apply.

Step 4: An interrupt window opens, allowing players to trigger their interrupt abilities. As interrupts resolve, the imminent instruction's expected effects are manipulated in real time. If an interrupt ability prevents or avoids part of the expected effects, those effects are reduced or removed. If an interrupt ability creates a replacement effect, it is applied (if possible) as the interrupt resolves.

Step 5: After the interrupt window closes, players resolve the instruction, carrying out its finalized expected effects.

Step 6: A checkpoint occurs. If any conditional abilities met their trigger conditions due to the instruction resolving, a reaction window opens for those abilities to resolve.

Choosing Targets (CR section 1.14)

A **target** is a card or counter chosen by a player for an ability to act on. Although cards won't use the word "target", section 1.14 of CR 1.4 replaces the old rules for "choosing cards" with a more robust targeting system. In combination with the rules for instructions, this makes it much easier to detail exactly when players must make choices. Immediately before an instruction requiring any targets becomes imminent, the appropriate player chooses each of those targets. Targets don't need to be chosen any earlier than that.

Announcing a target is as simple as clearly indicating which card or counter you want to affect with the imminent instruction. Choosing anything other than a card or counter is not choosing a target (e.g. naming a card for *Salem's Hospitality* is not a target, and neither is choosing whether to take a tag or end the run for *Data Raven*). Usually an instruction will have specific criteria indicating which cards or counters are valid targets (so you can't target a resource with a subroutine that trashes a program).

More About Replacement Effects & Interrupts (CR section 9.8)

Replacement effects and interrupts get to mess with other abilities and change what they do. It's important that the rules capture all the nuances that come up in handling replacement effects and interrupts, so that it's clear how exactly they affect abilities, each other, and the game generally. Let's talk about some of the details that keep this part of the ability system working.

Replacement effects usually apply during step 3 of resolving an instruction (above), modifying the expected effects of the imminent instruction. These

replacement effects apply automatically, and players only need to get involved if a replacement effect is optional or if multiple replacement effects are trying to apply to the same base effect. In that case, the appropriate player chooses the order to apply the replacement effects. Once an effect has been replaced, other replacement effects that are looking for something that's no longer expected to happen can't be applied.

While most replacement effects turn an entire effect into another effect, replacement effects can also apply specifically to the *consequences* of an effect. Essentially, replacement effects can change the meaning of game verbs like "draw", "trash", or "steal". These verbs are all used as directions to move a card to a particular location (a player's hand, a player's discard pile, and the Runner's score area, respectively). When that movement is replaced by something else, the overall effect still counts as carrying out the original verb, even though everything the verb would normally do got replaced. So for example, when cards are about to be trashed, if we replace adding Harbinger to the heap with turning it facedown, *Harbinger* still counts as having been trashed, and the Runner can trigger *Wasteland*.

After already-active replacement effects apply in step 3 of resolving an instruction, players can use interrupts during step 4. Interrupts can be either paid abilities or conditional abilities. The trigger condition for conditional ability interrupts is usually looking for an instruction to become imminent that is expected to have a particular effect. You can recognize conditions that are looking for something expected rather than something that's already happened by the word "would". Note that these conditions keep count of the effects they're looking for regardless of whether they end up happening or not. So if an ability is looking for "the first time [something] would [happen]," and that "something" is replaced or prevented, the next time is still the second time it "would" happen. This is particularly important because many abilities of this form are used to prevent or replace the "something" in the first place!

Some interrupts just do their own thing without directly altering the imminent instruction. For example, an interrupt might manipulate the order of cards in your deck just before you resolve an instruction to draw cards. But most interrupts want to modify the expected effects directly. There are three major ways they can do this:

- An interrupt can prevent or avoid part or all of the expected effects. This stops the prevented or avoided parts from happening.
- An interrupt can use an embedded replacement effect to turn part or all the expected effects into different effects. Applying a replacement effect from an interrupt works just like applying a replacement effect that was in

place ahead of time, except that it happens (if the appropriate effect is there to replace) as the interrupt resolves.

- An interrupt can modify a value used in the expected effects. Currently, the values that can be modified by existing interrupt abilities include: a number of tags the Runner would take, an amount of damage the Runner would take, a cost that would be paid, and the base trace strength of a trace attempt. Values modified in this way are fungible for the duration of the interrupt window, and can even drop below 0 temporarily. Once the interrupt window closes, the value is locked in for the resolution of the instruction. If a value for damage is 0 or less when it would be locked in, the resolving instruction simply does not do damage at all. Similarly, a value for tags of 0 or less gets locked in as not giving tags at all. If a value for a cost is 0 or less when it would be locked in, the final value for that cost is locked in at 0. A base trace strength is allowed to be locked in at a value less than 0, but there are currently no interrupts that make this possible.

Removed Rules: Composite Effects

Prior to CR 1.4, there was a section in the rules indicating that two effects separated by “and” resolved simultaneously. This was called the “composite effects” rule, and it was a basic way of ensuring those pairs of effects happened together: without a moment at which one of the effects had happened but not the other, interrupts (such as they were) had to be applied to one or both effects before either of the two effects resolved, and chain reactions have nothing to react to until both effects have been resolved. The problem was that performing two effects “simultaneously” was not clearly defined, especially when an instantaneous effect (like “place credits on this card”) is joined to a complex effect with its own internal timing (like “make a run”). At what points during the complex effect has the instantaneous effect actually occurred?

The new ability system has a more sophisticated way of enforcing this sort of thing: as long as the two effects are described in the same instruction, we get both properties we want automatically. Everything that an instruction is expected to do shares the same interrupt window, and (with a handful of exceptions) checkpoints don’t occur in the middle of instructions, so any abilities that want to trigger because of one part of an instruction’s effect have to wait for the entire instruction to finish resolving.

We have removed the “composite effects” rule in lieu of its functionality being baked into the rules on instructions. Now, you simply resolve instructions in the order written on the card. Compared to a system where multiple effects can happen simultaneously, this ordered system is both simpler to write clear and complete rules for and more natural to the way players read.

Recognizing Instructions (CR section 9.10)

Alright, now we *really* get into the nitty gritty. Sometimes, but not often, you may need to identify when exactly an instruction ends and another begins in order to determine the precise moment that a chain reaction should go off or an interrupt should be allowed to be relevant. You can almost always assume that each sentence in an ability is a single instruction, and likewise that an instruction only lasts for a single sentence, thereby treating the start of each sentence as the interrupt window for that sentence and each period (.) as a checkpoint for conditional abilities to check their conditions. There are, however, a few very important exceptions:

- Sentences that can be classified entirely as static abilities, declarations, or restrictions are not instructions. Since, you know, they are those other things.
- If a sentence tells you to play or install multiple cards, treat each play or install as a separate instruction, with a checkpoint after each.
- If the only thing a sentence does is instruct you to choose a target for the rest of the ability to act on, then that sentence plus the following sentence are considered to be a single instruction.
- Sometimes older cards tell you to search for something or to look at or reveal some cards, then the sentence just plows on through with what you're supposed to do with those searched/looked at/revealed cards. Pretend there is a period after the search/look/reveal part of the sentence.
- If part of an instruction tells you to choose between some number of other effects, the choice itself is treated as a single instruction. Each choice that resolves is also considered its own instruction. For example, Data Raven's "when encountered" ability is treated as two instructions: first the Runner chooses between the two options, then either the "end the run" or "take 1 tag" effect becomes imminent, allowing the players to use interrupts like those on *Lucky Charm* or Forger.

New and Returning Mechanics in Uprising

Aside from the big update to the abilities system, CR1.4 also adds or improves rules support for mechanics used by Uprising cards.

New Mechanic: Lockdowns

Uprising introduces a new operation subtype called **lockdown**, with 1 neutral **lockdown** and 1 for each Corp faction. All the **lockdown** cards in Uprising share the following text:

> Play only if there is no active **lockdown**. This operation is not trashed until your next turn begins.

These cards give Corps the ability to make the Runner's next turn more difficult. Once the Corp plays a **lockdown** operation, it stays active in the play area until the ability keeping it from being trashed expires at the start of step 5.6.1d of the Corp's next turn. When that step begins, the operation is trashed immediately, before players can trigger any other abilities in that step.

Each lockdown also has a trash cost. The Runner can trash an operation they access from R&D or HQ by paying its trash cost, just as they could trash an asset or upgrade. Once a **lockdown** is in play, there is no way for the Runner to access or trash it.

Lockdowns don't really need any help from the rules to function, but we have added rule 3.5.1c to CR 1.4 for quick reference.

New Mechanics: Server Limits

Two Uprising cards, La Costa Grid and Tranquility Home Grid, have the new ability "Remote server only." This ability means that these cards can never legally be installed in the root of a central server. You cannot install either card into the root of a central server, nor can you swap one with an upgrade in the root of a central server. If somehow one of them ends up in the root of a central server anyway, it is trashed during the next checkpoint.

Another Uprising card, the Weyland identity Earth Station, has the new ability "Limit 1 remote server." on both of its sides. This ability means that the Corp cannot create a remote server anytime one already exists. If this ability becomes inactive, say through *Employee Strike* or *Direct Access*, then the limit no longer applies and the Corp is allowed to create additional remote servers during that time. Once the limit becomes active again, if there are still multiple remote servers, the Corp's game state becomes illegal. At the next checkpoint, the Corp

is forced to choose a server to keep. The game trashes all the cards installed in or protecting the other remote servers.

Returning Mechanic: Double-Sided Identities

One of the exciting pieces of Uprising is the premiere of two new double-sided identities, including the first double-sided Runner, Hoshiko Shiro. We didn't actually have rules for double-sided identity cards in the CR before now, so we've added some information about them to the rules for starting the game, the rules for switching your ID using *Rebirth*, and the rules about the Identity card type.

What those rules say is pretty straightforward: the front side of the ID is the side that has a minimum deck size value and an influence limit value, and that side always starts faceup.

New Keywords: Load and Empty

Both the new Uprising card *Penumbral Toolkit* and the reprinted card Daily Casts use the new keywords **load** and **empty**. This new terminology clarifies the exact behavior of cards that give themselves counters and then trash or do something else when the counters run out.

Loading counters onto a card is almost the same as placing counters onto that card, except that the load ability is also linked to another ability on the card that cares about the card becoming empty. After a card is loaded, the next time that card has no counters of the loaded type remaining on it, "when [this card] is empty" meets its trigger condition. A card never counts as empty until its load instruction has resolved.

A linked pair of load and empty abilities only care about the specified type of counter. Other counters (and cards) can go on and off of the host card without affecting when it becomes empty.

Other Changes in CR 1.4

Finally, CR 1.4 also includes several smaller, miscellaneous updates. We won't bore you by talking about every single place in the rulebook where we decided to tweak a word or two, but the noteworthy changes we haven't already covered are detailed in this section.

"If you do" (CR section 1.15)

CR 1.4 adds a new way that nested costs can be written. Previously, nested costs always used the words "to" or "unless". Now, an ability can indicate a cost

with the phrase “if you do” as well. You can see this usage, for example, in the newly updated text of Cerebral Overwriter. The rules about nested costs haven’t changed in themselves, but quite a few older cards were already using this wording and are now considered to have nested costs. This does mean you can’t prevent yourself from paying them, but the previous meaning of “if you do” still wouldn’t have let you get the associated effect if you prevented the not-cost, so this is only a functional change in the most technical sense.

Card Visibility (CR section 1.20)

The rules for how to “reveal”, “expose”, or “look at” a card used to be listed in the terminology about installing cards. We’ve promoted these rules to their own section and added some clarifications. Most importantly, we added a rule saying that if a resolving ability gives a player permission to see a card, they continue to have that permission for the rest of the time it takes to resolve that ability—unless the card moves to a different location in a hidden zone (including by shuffling), at which point the the player stops being allowed to look at it.

Parts of a Card (CR section 2)

Just a few minor things to be aware of here: since Runner identities are being printed with their starting memory limit now, we’ve added a rule to identify that. We also added a rule describing reminder text since that had previously been missing. And of course, we’ve updated the master list of subtypes. Uprising features the entirely new **lockdown** operation subtype, and it expands two existing subtypes to card types on which they had not previously been used. Your trivia challenge of the day is to identify both of them without looking it up. It’s in rule 2.16.7 when you’re ready to check your answer!

Icebreaker Strength (CR section 3.9.5)

We’ve made a couple tweaks in the rules for **icebreakers**. To begin with, we’ve removed the ideas of “base strength” and “returning to base strength” entirely from the rules. Instead, all abilities that modify strength must supply a duration, and paid abilities on an **icebreaker** that increase that **icebreaker**’s own strength come with an implicit duration of “for the remainder of the encounter”.

If a paid ability on an **icebreaker** supplies its own duration for a strength boost, then that duration applies in addition to the implicit duration. That is to say, the strength boost lasts until both the encounter ends *and* the other duration ends.

The practical implications of this “multi-duration” rule are fairly narrow, in that the rule only affects a few **icebreakers**, and only matters if the Runner is using *Gang Sign*, *Mind’s Eye*, or *Quest Completed* to access cards outside of a run. If they access *Archangel* or Ganked! this way, they could end up encountering ice without a run taking place. The “multi-duration” rule clarifies that the Runner can

increase the strength of *Gordian Blade*, *Houdini*, or similar cards for those encounters, and have that increase last long enough for them to break subroutines.

Locations (CR section 4.1.7)

Another new addition to CR 1.4 is a short section defining the terms “location” and “destination”, which are used frequently in the rules but hadn’t previously been clearly explained. Locations are specific places in a zone, such as “the 2nd card from the top of R&D”, “hosted on Paule’s Café”, or “in this particular remote server”. There’s nothing here that’s different from before, but it’s a useful point of reference if you’re digging into the guts of the rules.

Setting Aside (CR section 4.8)

Prior to CR 1.4, the searching rules already set cards “aside”. In this update we added rules to officially codify the “set-aside zone”. The rules can still use this temporary holding zone as before, and now cards abilities can use it directly as well, such as the ability on Gachapon.

There are only a few important things to know about the set-aside zone. Cards are set aside faceup by default, except when they are set aside after being found by a search or when the ability setting them aside explicitly says to do so facedown. The cards in the set-aside zone are only visible to an active card if one of its abilities previously set those cards aside or if it otherwise specifically references cards in the set-aside zone. When a card leaves the set-aside zone, it is treated as if it moved from its old location directly to its new location. In other words, after you search your deck for a card and set it aside, if it then gets added to your hand, the found card is treated as if it went straight from your deck to your hand.

We also use the set-aside zone to resolve a specific problem with certain [trash] abilities. Some cards, like *Street Peddler*, trash themselves to do something with cards or counters that are hosted on them. In theory, those cards or counters should be trashed during the next checkpoint (before the ability resolves) because they are no longer hosted on anything. In practice, the cards stayed in some kind of limbo, because trashing them didn’t really make sense. Now, we just have the hosting and checkpoint rules use the set-aside zone to keep things orderly: when you trigger *Street Peddler*, the cards on it are set aside as you pay the trigger cost. They are still considered hosted on *Street Peddler* for purposes of the ability, and they aren’t trashed while the ability is waiting to resolve. Once the ability finishes resolving, whatever hosted cards are still in the set aside zone get trashed as normal.

“If Successful” (CR section 6.7; CR section 10.8)

The phrases “if successful” and “if unsuccessful” appear frequently on cards when dealing with runs or traces. They have fairly intuitive readings, but they were never properly codified in the rules. Now that we have removed the concept of “if” indicating a “constant ability”, we have written rules that explain what “if [un]successful” means.

For traces, this is pretty straightforward. “If [un]successful” as part of a trace ability is used as shorthand for the trigger condition “when this trace is determined to be successful or unsuccessful, if it was [un]successful”. This is a slight functional change. Since “if [un]successful” is no longer treated as atomic with the trace’s result determination, conditional abilities on other cards that care about trace results can be interleaved with the trace’s own effects, following the simultaneous effects rules.

For example, if the first trace on *Assassin* is successful while *Aryabhata Tech* is active, the Corp can choose to have *Aryabhata Tech* drain the Runner of 1[c] before resolving the net damage, thus potentially stopping the Runner from having enough credits to prevent the net damage with cards like *Caldera*.

If a trace has any other abilities that depend on the result of the trace, treat them as having this implicit timing as well. For example, the last sentence of the subroutine on *Gemini* reads “If your trace strength is 5 or greater, do 1 net damage.” This means, “When this trace is determined to be successful or unsuccessful, if your trace strength is 5 or greater, do 1 net damage.”

“If successful” abilities tied to runs now have a similar meaning. The phrase is shorthand for “After the run created this way becomes successful”. This means that those abilities meet their trigger conditions at step 6.9.5e alongside other “when the Runner makes a successful run” abilities. Just remember that “if successful” abilities still require the run to be declared successful against a server appropriate to the ability that initiated the run.

Combined with the rules on lingering effects and replacement effects, this codified interpretation of “if successful” functionally changes how a few cards work. The Runner now has much more control over which replacement effects take place during any given run.

Let’s look at an example. The Runner chooses HQ for *Security Testing* (“The first time you make a successful run on that server this turn, instead of accessing cards…”), then plays *Diversion of Funds* (“Make a run on HQ. If successful, instead of accessing cards…”). Under the old rules, the Runner would only be able to use *Security Testing* because it would meet its trigger condition when the run became successful, while *Diversion of Funds* would be treated as atomic with the accessing cards step later in the run. Under the new rules, both cards meet

their trigger conditions when the run becomes successful, they both set up a replacement effect for later, and then when the access would happen the Runner chooses which replacement effect they want to apply.

Timing Step Changes (CR section 8)

We've done a bit of cleanup in the steps of installing a card and the steps of playing cards. With the new rules for targets and instructions, it's now clear well before an "install" or "play" effect resolves what card is going to be installed or played, so there's no longer a need for a "choose the card" step at the beginning of either procedure. We've removed those steps and renumbered the remaining steps accordingly.

Secondly, we've condensed the last few steps of installing a card, removing the explicit checkpoint after the card becomes installed. This checkpoint was mostly extraneous, since installing a card is usually the last part of an instruction, meaning that another checkpoint will be occurring right away anyway. The one place where it was functional, it was actually creating incorrect behavior! Effects that "install and rez" cards are intended to be atomic: no abilities can trigger or interact with the card between it being installed and it being rezzed. But under the new timing system, that's exactly when this checkpoint is, which had significant implications, for example with *419* when used with *Aumakua*. With the checkpoint removed, "install and rez" effects maintain their intended functionality.

Trashing Facedown Runner Cards (CR section 8.4)

We have updated the rule for trashing facedown Runner cards to turn those cards faceup *after* they enter the heap. Turning them faceup *before* entering the heap causes confusion as to whether or not the trashed card has any of its properties. That is, if a facedown card is trashed that happens to be a hardware, does the game think a piece of hardware has been trashed? Turning the trashed card faceup *as it enters the heap* is just as confusing, and it's more ambiguous to boot. So instead, the card remains facedown until it is actually in the heap.

The only reason we didn't do it this way before is because a Corp player playing as *Skorpios Defense Systems* needs to be able to see the card to decide whether or not they want to remove it from the game. Now that we can clarify *Skorpios*'s timing by making it a proper interrupt ability, we can just solve the problem on that end as part of its updated wording.

"Additional"

Starting with CR 1.4, the word "additional" no longer has any rules meaning. Instead, it is used on cards exclusively for its plain English meaning. We removed the rules giving what was essentially interrupt speed capabilities to "additional"

abilities, and any abilities that actually needed that speed have been made into interrupts.

Reprints and Official Card Text Policy

Between the *Magnum Opus Reprint* earlier this year and the 5 older cards reprinted in *Uprising*, we've had the opportunity to update several cards to the latest templating style. These rewrites are largely nonfunctional, but for consistency we want to make sure everyone treats the same version of each card as its official text. We also didn't want to add another dozen cards to the list of individual card errata (which CR 1.4 already nearly doubles in size), so we've instead made a small adjustment to the general policy that defines which version of a card is official. Now, instead of the first printing of a card being the canonical source for its text and values, the most recent printing is the canonical source. This policy only counts English product releases that add cards to a tournament-legal format, so promo kits and other supplemental products (like the old draft packs) don't count.

Style Updates

In our continuing quest to find the best ways to write card text clearly and intuitively, we've introduced a few new style changes in Uprising. These changes aren't anywhere near as extensive as what we established for Downfall, but we thought it was worth mentioning the tweaks we've made.

"Load" and "Empty"

From now on we will be using the previously explained "load" and "empty" keywords on cards like Daily Casts. At this time, we will not be issuing errata for older cards. We will also not be using "load" for any cards that place counters on themselves but do not have special behavior when running out of those counters.

"You can advance this" and "advanced"

The old wording for advanceable non-agenda cards is "[this card] can be advanced." But this is a passive wording, and "advance" is always a direction to the Corp. We've started using a new wording that better matches the Corp's

agency in advancing: “You can advance this [card].” The two wordings work exactly the same way.

We’ve also introduced a shorthand for “a card with 1 or more hosted advancement counters”, which is simply, “an advanced card.” So far this new wording is only used by Cayambe Grid. There are no plans to introduce any notion of “basic”, “intermediate”, or “expert” cards to the rules.

F2P Break Ability

F2P has a similar ability to the older card *Negotiator*, but uses a new format of an explicit paid ability that can be used by the Runner, which we feel makes the ability more clear about how and when exactly it can be triggered. One of our upcoming projects is to find the best way to clarify other abilities like this, most notably those on **bioroids**. **Bioroids** can’t easily adopt *F2P*’s syntax because of the rule that paid abilities that cost clicks are actions. This rule means that the Runner would not be able to use an ability of the form “[click]: Break a subroutine on this ice.” during an encounter. We are considering multiple potential solutions to this problem, and our aim is to implement one of them for use on cards in System Gateway.

Card-Specific Notes

This section discusses new errata introduced in CR 1.4, and gives pronunciation guides and FAQ for cards in Uprising.

Card Drawing

Prior to this update, there were several cards with abilities that looked for a player to draw cards, and then acted on those specific cards. These abilities create problems for tournament play by combining the set of cards that can be acted upon with the other cards in hand. Since each player is allowed to manipulate and rearrange the cards in their hand, it becomes impossible to distinguish just-drawn cards from other cards after they have already been drawn. In practice, players generally handle this by keeping cards they draw separate from the rest of their hand until they finish resolving any of these abilities that apply, but we prefer for the rules to actually match what players do in the game. With these new errata, all these abilities now act on cards being drawn in advance, usually by interrupting the instruction causing the player to draw.

Daily Business Show received the most extensive changes of this group, since the old “additional” rule (discussed above) gave it unique functionality when multiple copies of the card are active. To keep the card working as players expect, it now has two separate abilities. The new wording is structured so that all copies of the static ability increasing how many cards the Corp draws apply first, then the Corp must trigger each interrupt ability requiring them to choose a card to send to the bottom of R&D, one at a time, and finally they end up drawing the same number of cards as they would have drawn if no copies of *Daily Business Show* were active at all.

It is also worth noting that with all these effects, as well as with *The Class Act*, cards are being manipulated from specific locations in the stack or R&D. Players do need to communicate to their opponents which card location is being revealed, installed, or put on the bottom of the deck with these abilities. If you are resolving *Daily Business Show* or *The Class Act*, and cards in your deck have been previously revealed and are known to your opponent, it is sufficient to tell your opponent which card is being put on the bottom **either** by name or by position. You do not have to remind your opponent which card it was that they saw third-from-the-top last turn, but you can if you want to. In the past, there have been multiple conflicting rulings about whether players had to specify which cards they were choosing with these abilities. All previous rulings on this subject are now deprecated.

Mr. Li

Old text:

> [click]: Draw 2 cards. Add 1 of these cards to the bottom of your stack.

New text:

> [click]: Look at the top 2 cards of your stack. Add 1 of those cards to the bottom of your stack. Draw 1 card.

Bug

Old text:

> Install only if you made a successful run on HQ this turn. Whenever the Corp draws a card, you may pay 2[c] to reveal that card.

New text:

> Install only if you made a successful run on HQ this turn. [interrupt]– Whenever the Corp would draw a card, you may pay 2[c] to reveal that card.

Daily Business Show

Old text:

> The first time you draw a card each turn, draw 1 additional card. Add 1 of the drawn cards to the bottom of R&D.

New text:

> The first effect you draw cards with each turn draws 1 more card. [interrupt]– The first time each turn you would draw any number of cards, instead look at that many cards from the top of R&D. Add 1 of those cards to the bottom of R&D, then draw X cards. X is the number of cards you would have drawn minus 1.

Political Dealings

Old text:

> Whenever you draw an agenda, you may reveal and install it.

New text:

> [interrupt]– Whenever you would draw a card, look at that card. If it is an agenda, instead of adding it to HQ you may reveal and install it.

Raman Rai

Old text:

This card costs 0 influence if you have 6 or more non-alliance [jinteki] cards in your deck.
Once per turn, you may lose [click] when you draw a card. If you do, reveal that card and a card in Archives of the same type, then swap those cards.

New text:

This card costs 0 influence if you have 6 or more non-alliance [jinteki] cards in your deck.
[interrupt]– Whenever you would draw a card, look at that card.
Once per turn, you may lose [click] to reveal that card and a card in Archives of the same type, then swap those cards. *(You will now draw the other card.)*

Find the Truth

Old text:

Whenever you draw a card, reveal that card.
The first time you make a successful run each turn, you may look at the top card of R&D.

New text:

[interrupt]– Whenever you would draw a card, reveal that card.
The first time you make a successful run each turn, you may look at the top card of R&D.

Corporate Defector

Old text:

Whenever the Corp spends a [click] to draw a card (not through a card effect), reveal that card.

New text:

[interrupt]– Whenever the Corp would draw a card with a basic action, reveal that card.

Jinja City Grid

Old text:

Whenever you draw a piece of ice, you may reveal it and install it protecting this server, lowering its install cost by 4[c].
Limit 1 **region** per server.

New text:

> [interrupt]– Whenever you would draw a card, look at that card. If it is a piece of ice, instead of adding it to HQ you may reveal it and install it protecting this server, paying 4[c] less.
> Limit 1 **region** per server.

The Class Act

Old text:

> When the turn during which you installed this resource ends, draw 4 cards.
> Immediately before you draw for the first time each turn, look at the top X cards of your stack. Add 1 of those cards to the bottom of your stack. X is equal to the number of cards you will draw plus 1.

New text:

> When the turn during which you installed this resource ends, draw 4 cards.
> [interrupt]– The first time each turn you would draw any number of cards, look at the top X cards of your stack. Add 1 of those cards to the bottom of your stack. X is equal to the number of cards you will draw plus 1.

“And” Effect Updates

The following cards have had their wording switched around a little to make the order of operations a little more intuitive, especially in the context of having previously been “composite effects”. This rule was deprecated by the new rules for parsing instructions in card text.

Stimhack

In addition to clarifying the order of operations, we have changed *Stimhack* to host the credits on itself. This makes *Stimhack* match both how *Cold Read* works and how most players use these cards in physical play. As an added bonus, *Stimhack* no longer needs a clause directing the Runner to return credits that weren’t spent: those credits get trashed automatically alongside their host card (*Stimhack)*, which happens right after it finishes resolving.

Old text:

Make a run and gain 9[c], which you may use only during this run. After the run is completed, suffer 1 brain damage (cannot be prevented) and return to the bank any of the 9[c] not spent.

New text:

Place 9[c] on this event, then run any server. During that run, hosted credits are considered to be in your credit pool. When the run ends, suffer 1 brain damage that cannot be prevented.

Early Bird

Old text:

Make a run and gain [click].

New text:

Gain [click]. Run any server.

Back Channels

Old text:

Trash a card installed in a server and gain 3[c] for each advancement token on that card.

New text:

Choose a card installed in a server. Gain 3[c] for each advancement token on that card, then trash it.

Rigged Results

Old text:

Secretly spend up to 2[c]. The Corp guesses how much you spent. Reveal spent credits. If the Corp guessed incorrectly, make a run and choose a piece of ice protecting the attacked server. Bypass that ice when you encounter it.

New text:

Secretly spend up to 2[c]. The Corp guesses how much you spent. Reveal spent credits. If the Corp guessed incorrectly, choose a piece of ice protecting a server and run that server. The first time during this run you encounter the chosen ice, bypass it.

Injection Attack

Old text:

Make a run and choose an **icebreaker**. That **icebreaker** has +2 strength for the remainder of this run.

New text:

> Choose an **icebreaker** and run any server. During this run, the chosen **icebreaker** has +2 strength.

Cold Read

Old text:

> Make a run, and place 4[c] on this card, which you may use only during this run. When the run ends, trash 1 program (cannot be prevented) used during this run.

New text:

> Place 4[c] on this card, then run any server. Spend hosted credits during this run. When the run ends, trash 1 program (cannot be prevented) used during this run.

Severnius Stim Implant

Old text:

> [click]: Make a run on R&D or HQ and trash 2 or more cards from your grip. Whenever you access cards from that server during this run, access 1 additional card for every 2 cards trashed.

New text:

> [click]: Trash 2 or more cards from your grip. Run R&D or HQ. Whenever you access cards from that server during this run, access 1 additional card for every 2 cards trashed.

System Seizure and *Gebrselassie*

These two cards each had one of the most confusing abilities in the game, partly because they didn't give enough detail about how they modified other effects, and partly because "return to base strength" wasn't an especially clear rules concept in the first place. We've rewritten these two abilities in a way that, while still complex, hopefully makes interpreting how they work much more clear.

System Seizure

Old text:

> This card is not trashed until another **current** is played or an agenda is scored.
> The first **icebreaker** whose strength you increase each turn does not return to its base strength until the end of the turn.

New text:

> This card is not trashed until another **current** is played or an agenda is scored.
> [interrupt]– The first time each turn you would increase the strength of an **icebreaker**, for the remainder of the run that **icebreaker** gains “Abilities that increase this program’s strength last for the remainder of the run instead of any other duration.”

Gebrselassie

Old text:

> [click]: Host Gebrselassie on an installed non-**AI** icebreaker. Host **icebreaker** returns to its base strength at the end of each turn rather than each encounter.

New text:

> [click]: Host Gebrselassie on an installed non-**AI** icebreaker. Abilities that increase host **icebreaker’s** strength last for the remainder of the turn instead of any other duration.

Sneakdoor Beta and *Omar Keung*

These two cards each create a run against Archives and then ask us to “treat it as” a run on a different server once it becomes successful. It’s never been defined what “treating” a run as a different run does exactly, so we tried to come up with a wording that would clearly indicate what exactly this effect does, and how it does it. We ended up using a replacement effect to turn the effect of declaring the run successful into the effect of switching the attacked server and *then* declaring the run successful.

Sneakdoor Beta

Old text:

> [click]: Make a run on Archives. If successful, instead treat it as a successful run on HQ.

New text:

> [click]: Run Archives. If that run would be declared successful, instead change the attacked server to HQ. Then, the run is declared successful.

Omar Keung

Old text:

[click]: Make a run on Archives. If successful, instead treat it as a successful run on another central server. Use this ability only once per turn.

New text:

[click]: Run Archives. If that run would be declared successful, instead change the attacked server to R&D or HQ. Then, the run is declared successful. Use this ability only once per turn.

There have been a lot of rulings over the years about *Sneakdoor Beta* and its interactions, particularly with cards like *Security Testing*, *Crisium Grid*, and *Emergency Shutdown* that care about or modify successful runs on particular servers. We weren't thrilled to add another reversal to this long history of contradictions and rules changes, especially so soon after the last round (which came about with the release of CR 1.3, due to the included errata for *Crisium Grid*). But with CR 1.4 codifying replacement effects and how they work much more thoroughly than before, we felt that it was best to update *Sneakdoor* and *Omar* to be as clear as possible under the new rules. Hopefully, this will be the last round of changes relating to these cards for a long time to come.

Here's a summary of the major cases for how these interactions play out under CR 1.4:

- Trigger conditions and other restrictions that look for a successful run on Archives are never satisfied by runs made with *Sneakdoor* or *Omar*. So if *Security Testing* has Archives as its chosen server, the Runner can't trigger it during a *Sneakdoor* run, but can trigger it during a normal Archives run later in the same turn.

- Trigger conditions and restrictions that look for a successful run on HQ or R&D are satisfied, if appropriate, at step 6.9.5e, which resolves the *Sneakdoor* (or *Omar*) replacement effect instead of its normal effect. So *Emergency Shutdown* can be played after a successful run made with *Sneakdoor Beta*, and if the first successful run on HQ is a *Sneakdoor Beta* run, *Security Testing* with HQ as its chosen server will replace accessing cards with the Runner gaining 2[c] just like it would for a normal run on HQ.

- If *Crisium Grid* is rezzed in the root of Archives, or if Transport Monopoly's ability is used before the run reaches step 6.9.5e, then there is no occurrence of the run becoming successful for *Sneakdoor* to replace, and the attacked server is never moved. In step 6.9.5g, the Runner will access cards from Archives and its root.

- If *Crisium Grid* is rezzed in the root of the server the run would move to, it can't stop the replacement effect from applying and moving the attacked

server, but the run still cannot be declared successful. In step 6.9.5g, the Runner will access cards from the new server and its root.

New Interrupt Abilities

Any cards not covered above that have received errata to add the interrupt glyph are listed below. For some cards, additional edits have been made to clarify or preserve their functionality.

Net Shield

Since *Net Shield* has to use the word “would” in order to count net damage properly, we decided to change it to a conditional ability. This does affect its interaction with *Navi Mumbai City Grid*, but we believe the increased clarity compared to the alternative outweighs the minor functional change.

Old text:

1[c]: Prevent the first net damage this turn.

New text:

[interrupt]– The first time each turn you would take net damage, you may pay 1[c] to prevent 1 net damage.

Zaibatsu Loyalty

Old text:

If the Runner is about to expose a card, you may rez Zaibatsu Loyalty.
1 [credit] or [trash]: Prevent 1 card from being exposed.

New text:

[interrupt]– When a card would be exposed, you may rez this asset.
1 [credit] or [trash]: Prevent 1 card from being exposed.

Muresh Bodysuit

Like with Net Shield, it simply made more sense to write this as a conditional ability than to keep it as a static ability. In this case, it is a nonfunctional change.

Old text:

Prevent the first meat damage each turn.

New text:

[interrupt]– The first time each turn you would take meat damage, prevent 1 meat damage.

Disrupter

Now that we have explicit interrupt timing, *Disrupter* no longer has to prevent and refire a trace. This is arguably a functional change with respect to *Power Tap*, but the old ruling about the interaction of these two cards is questionable ever since the steps of a trace were defined in CR 1.0.

Old text:

[trash]: Prevent a trace. That trace initiates again with a base traces strength of 0.

New text:

[interrupt]– [trash]: Reduce the base trace strength of a trace to 0.

Tyr's Hand

Old text:

If the Runner is about to break a subroutine on a piece of **bioroid** ice protecting this server, you may rez Tyr's Hand.
[trash]: Prevent a subroutine from being broken on a piece of **bioroid** ice protecting this server.

New text:

[interrupt]– When a subroutine would be broken on **bioroid** ice protecting this server, you may rez this upgrade.
[trash]: Prevent a subroutine from being broken on a piece of **bioroid** ice protecting this server.

The Cleaners

Old text:

Whenever you do meat damage, do 1 additional meat damage.

New text:

[interrupt]– Whenever you would do meat damage, increase that damage by 1.

Tori Hanzō

Old text:

The first time you would do any amount of net damage during each run on this server, instead you may pay 2[c] to do 1 brain damage.

New text:

[interrupt]– The first time you would do 1 or more net damage during each run on this server, instead you may pay 2[c] to do 1 brain damage.

Progenitor

Old text:

You may host a single **virus** program on Progenitor.
The memory cost of the hosted program does not count against your memory limit.
Whenever virus counters are purged, instead of removing all virus counters from the hosted card, remove all but 1 virus counter from the hosted card.

New text:

You may host a single **virus** program on Progenitor.
The memory cost of the hosted program does not count against your memory limit.
[interrupt]– Whenever virus counters would be purged, prevent 1 virus counter on host program from being removed.

Forger

Old text:

+1[link]
[trash]: Avoid or remove 1 tag.
Limit 1 **console** per player.

New text:

+1[link]
[interrupt]– [trash]: Avoid 1 tag.
[trash]: Remove 1 tag.
Limit 1 **console** per player.

Defective Brainchips

Old text:

This card is not trashed until another **current** is played or an agenda is stolen.
The first time the Runner takes brain damage each turn, he or she takes 1 additional brain damage.

New text:

This card is not trashed until another **current** is played or an agenda is stolen.
[interrupt]– The first time each turn the Runner would suffer brain damage, increase the amount of damage by 1.

Harbinger

Technically, *Harbinger* did not function as previously worded. To trash a Runner card means to put it in the heap, so Harbinger's old ability was attempting to replace something that had already happened. As an interrupt, the ability can act before the card is actually trashed to change the process for trashing it.

Old text:

When Harbinger is trashed, install it facedown instead of adding it to your heap.

New text:

[interrupt]– When this program would be trashed, turn it facedown instead of adding it to your heap. *(It is still considered trashed.)*

Jesminder Sareen, Girl Behind the Curtain

Old text:

Avoid the first tag during each run.

New text:

[interrupt]– Avoid the first tag you would take during each run.

Laguna Velasco District

Old text:

Whenever you spend [click] to draw 1 card (not through a card ability), draw 1 additional card.

New text:

[interrupt]– Whenever you would draw cards with a basic action, increase the number of cards you will draw by 1.

Marilyn Campaign

This card had the same problem described for Harbinger above, so we fixed that. While we were at it, we also removed the "while installed" clause. This text wasn't functionally meaningful to begin with, since the ability is only active while *Marilyn Campaign* is rezzed.

Old text:

Place 8[c] on Marilyn Campaign when it is rezzed. When there are no credits left on Marilyn Campaign, trash it.
Take 2[c] from Marilyn Campaign when your turn begins.
If Marilyn Campaign is trashed while installed, you may shuffle it into R&D instead of adding it to Archives.

New text:

Place 8[c] on Marilyn Campaign when it is rezzed. When there are no credits left on Marilyn Campaign, trash it.
Take 2[c] from Marilyn Campaign when your turn begins.
[interrupt]– When this asset would be trashed, you may shuffle it into R&D instead of adding it to Archives. *(It is still considered trashed.)*

Skorpios Defense Systems, Persuasive Power

As with Harbinger and Marilyn Campaign, this ability attempted to modify how cards are trashed, but did not actually have a way to resolve in time for its effect to apply. In this case, the fix is more complicated, because the Corp chooses when to apply the effect. Directly removing a card from the game when its trashing is imminent doesn't work, because there are cases (mainly damage) where the cards being trashed are not known until the instruction resolves. So we create a replacement effect and make use of the set-aside zone to get the needed behavior.

Old text:

Whenever a Runner card is trashed (from any location), you may force the Runner to remove it from the game instead of adding it to the heap. Use this ability only once per turn.

New text:

[interrupt]– Whenever 1 or more Runner cards would be trashed *(from any location)*, set those cards aside instead of adding them to the heap. You can look at those cards. You may remove 1 of them from the game. Then, add all of those cards that are still set aside to the heap. Ignore this ability if you have already removed a card from the game with it this turn.

Patchwork

Old text:

+1[mu]
Once per turn, when you would play or install a card, you may trash 1 card from your grip to lower the play or install cost by 2.
Limit 1 **console** per player.

New text:

+1[mu]
[interrupt]– Once per turn, when you would play or install a card, you may trash 1 card from your grip to lower the play or install cost by 2.
Limit 1 **console** per player.

Flip Switch

Old text:

You cannot use this hardware during the Corp's turn.
[trash]: Jack out.
[trash]: Remove 1 tag.
Whenever a trace initiates during your turn, you may [trash] to reduce the base trace strength to 0.

New text:

You cannot use this hardware during the Corp's turn.
[trash]: Jack out.
[trash]: Remove 1 tag.
[interrupt]– [trash]: Reduce the base trace strength of a trace to 0.

Other Errata

Wyrm

Wyrm's second ability has long been a source of confusion for new players. Now its text answers the two most common questions for how the card is supposed to function.

Old text:

3[c]: Break ice subroutine on a piece of ice with 0 or less strength.
1[c]: Ice has -1 strength.
1[c]: +1 strength.

New text:

3[c]: Break ice subroutine on a piece of ice with 0 or less strength.
1[c]: The ice you are encountering gets -1 strength for the remainder of the encounter. *(This program must match the ice's strength to use this ability.)*
1[c]: +1 strength.

Rielle “Kit” Peddler: Transhuman

To clarify the timing of the ability, this card now uses standard conditional ability wording.

Old text:

> The first piece of ice you encounter each turn gains **code gate** until the end of the run.

New text:

> The first time each turn you encounter a piece of ice, it gains **code gate** for the remainder of the run.

Power Shutdown

The Organized Play team asked us to remove the functional errata adding a restriction to the values that could be chosen for X. We have done so, and now *Power Shutdown* can be used to trash the Corp’s entire deck just like it could before the errata was originally given.

Old text:

> Play only if the Runner made a run during his or her last turn. Trash X cards from the top of R&D. The Runner trashes 1 installed program or piece of hardware with an install cost of X or less. X is equal to or less than the highest install cost among all installed programs and pieces of hardware.

New text:

> Play only if the Runner made a run during his or her last turn. Trash X cards from the top of R&D. The Runner trashes 1 installed program or piece of hardware with an install cost of X or less.

Architect

This ability has long been a source of rules consternation. With the “Limit 1 remote server.” ability entering the game, we needed to resolve some of *Architect*’s corner cases. The new ability maintains the same basic functionality of not allowing either player to trash *Architect* on their own, but it now allows the game to trash *Architect* when an illegal game state has occurred.

Note that because cards trashed due to an illegal game state are trashed by the game rules, players are allowed to make tangential choices that would result in *Architect* being trashed. For example, if a “Limit 1 remote server.” ability becomes active while multiple remote servers exist, the Corp can choose to have the game destroy a server with a rezzed *Architect* protecting it.

Old text:

> Architect cannot be trashed while installed.
> [sub] The Corp looks at the top 5 cards of R&D and may install 1 of those cards, ignoring all install costs.
> [sub] The Corp may install a card from Archives or HQ (paying all costs).

New text:

> Players cannot trash this ice.
> [sub] The Corp looks at the top 5 cards of R&D and may install 1 of those cards, ignoring all install costs.
> [sub] The Corp may install a card from Archives or HQ (paying all costs).

Universal Connectivity Fee

A previous errata updated part of the subroutine, including updating player pronouns from “he or she” to “they”, but the unchanged part of the subroutine still included a “his or her”, which made the overall ability confusing to parse. We have now updated the player pronouns in the other half of the ability to be consistent with the first half and with current style.

Old text:

> [sub] If the Runner is not tagged, they lose 1[c]. If the Runner is tagged, they lose all credits in his or her credit pool and the Corp trashes Universal Connectivity Fee.

New text:

> [sub] If the Runner is not tagged, they lose 1[c]. If the Runner is tagged, they lose all credits in their credit pool and you trash this ice.

Qianju PT

This ability now uses “would” to correctly apply only to the first imminent tag, rather than the first tag the Runner actually takes.

Old text:

> When your turn begins, you may lose [click]. If you do, avoid the first tag you take until the beginning of your next turn.

New text:

> When your turn begins, you may lose [click]. If you do, avoid the first tag you would take until the beginning of your next turn.

Jinteki Biotech: Life Imagined

The “swap” rules aren’t designed to handle identities, and the abilities that allow a player’s identity to be switched are all covered in detail by section 1.5 on Extra Cards. To avoid mixing up these two sets of rules, we adjusted the front side of *Jinteki Biotech* to use the word “switch” instead of “swap”.

Old text:

> Before taking your first turn, you may swap this card with any copy of Jinteki Biotech.
> [click],[click],[click]: Flip this identity.

New text:

> Before taking your first turn, you may switch this card with any copy of Jinteki Biotech.
> [click],[click],[click]: Flip this identity.

Rip Deal

The exact timing and nature of *Rip Deal*’s replacement effect was confusing, especially with regard to actually determining how many cards it will add from the heap to the grip. The new wording bypasses those messy mechanics and simply has the Runner replace each individual access with moving a card from their heap to their grip.

Old text:

> Make a run on HQ. If successful, when you would access any number of cards from HQ, you may instead add that many cards from your heap to your grip. Remove Rip Deal from the game instead of trashing it.

New text:

> Run HQ. If successful, each time you would access a card from HQ this run, add a card from your heap to your grip instead of accessing that card. You cannot access cards in the root of HQ this run. Remove this event from the game instead of trashing it.

Engram Flush

Because subroutines on ice are mandatory abilities, it is incorrect for the ability on Engram Flush to refer to the Corp “using” a subroutine to reveal the grip. A simple swap for the word “with” makes for NISEI’s first release-day errata.

Old text:

> When the Runner encounters this ice, choose a card type. For the remainder of the encounter, whenever you reveal the grip using a

subroutine on this ice, you may trash 1 revealed card of that type.
[sub] Reveal the grip.
[sub] Reveal the grip.

New text:

When the Runner encounters this ice, choose a card type. For the remainder of the encounter, whenever you reveal the grip with a subroutine on this ice, you may trash 1 revealed card of that type.
[sub] Reveal the grip.
[sub] Reveal the grip.

Uprising Cards FAQ

Hoshiko Shiro [66]

(HO-she-ko SHE-ro)

What happens if the Runner plays *Rebirth* to switch their identity with *Hoshiko Shiro*?

Hoshiko enters play with her *Untold Protagonist* side faceup.

If the Runner runs a server with no cards in it, does *Hoshiko Shiro: Untold Protagonist* flip at the end of the turn?

No, at least 1 card must be accessed to flip to Hoshiko's *Mahou Shoujo* side.

Moshing [67]

Can the Runner trash *Moshing* itself as one of the 3 cards trashed for its additional cost?

No. An event is placed into the play area before its play cost is paid, so it is not a card in the grip at the time 3 cards need to be trashed.

♦Devil Charm [68]

Can the Runner use *Devil Charm* to lower the strength of a piece of ice to 0 or less before using *Chisel* to trash it?

Yes. *Devil Charm* and *Chisel* meet their trigger conditions at the same time, so the Runner can choose the order to trigger and resolve the two abilities. *Chisel* does not check the ice's strength until its ability resolves.

If the Runner uses *Devil Charm* to lower the strength of a piece of ice to a negative value during a run made with *Prey*, can the Runner trash that ice when they pass it? How many cards do they need to trash?

Yes, the Runner can trash the ice by trashing 0 of their installed cards. Any time a cost is less than 0, it is treated as 0.

Gachapon [69]

(GAH-cha-pohn)

Are cards set aside with *Gachapon* still on top of the stack? What happens if another effect moves or shuffles cards within the stack while *Gachapon* is resolving?

Cards that are set aside are in their own zone and are no longer in their previous location. See the notes on the set-aside zone, above. Other effects that manipulate the stack cannot affect the cards from *Gachapon* while they are set aside.

How do set-aside cards interact with *Paige Piper*?

Assuming no cards have been installed earlier in the turn, *Paige Piper* meets her trigger condition when *Gachapon* installs a card. The install is the end of an instruction, so the Runner can only use her ability in the reaction window immediately after that checkpoint, before the other set-aside cards are shuffled back into the stack or removed from the game. Paige's ability will not be able to trash the set-aside cards.

Are cards set aside with *Gachapon* faceup or facedown?

Faceup. The set-aside zone is a public zone, so cards are set aside faceup unless otherwise indicated.

What happens if the Runner uses *Gachapon* with fewer than 6 cards in their stack?

The Runner sets aside all of the cards in their stack, and may install one of those cards if appropriate as normal. If there are 4 or more cards left after this, the Runner chooses 3 of them and randomizes them to form their new stack. If 3 or fewer cards are set aside after the install, all of them are randomized to form the new stack.

♦Keiko [70]

(KAY-ko)

If the Runner installs *Keiko*, and hasn't installed or used any other companions this turn, do they gain a credit?

Yes. *Keiko*'s trigger condition is met when installing a companion is complete, at step 8.3.6 in the rules for installing a card. *Keiko* becomes active before that, at step 8.3.5, so the ability is able to see that its trigger condition is met, and the Runner can trigger it and gain a credit.

If the Runner spends a credit from *Paladin Poemu* to install *Keiko*, can they trigger *Keiko*'s ability?

No. Since *Paladin Poemu* is a **companion**, the first time the Runner spends credits from or installs a **companion** this turn is paying *Keiko*'s install cost, which happens at step 8.3.4. *Keiko*'s abilities only become active at step 8.3.5, so the ability is not active when the trigger condition is met, and it cannot be triggered.

Odore [71]

(OH-doh-ray)

♦Mystic Maemi [72]

(mah-eh-mee)

If *Mystic Maemi*'s last ability trashes a program or hardware from the Runner's grip, does *District 99* get a counter?

Yes. *District 99*'s trigger condition looks for cards trashed from any location.

Can the Runner play *Isolation* by spending credits from *Mystic Maemi* to pay the play cost and trashing *Mystic Maemi* to pay the additional cost?

Yes. The play cost and additional cost are paid simultaneously, so *Mystic Maemi*'s ability allowing the Runner to spend the credits is still active as the Runner is deciding how to pay the costs. Any credits left after the costs are paid are returned to the bank.

♦Paladin Poemu [73]

(po-eh-muu)

If the Runner spends a credit from *Paladin Poemu* to install *Keiko*, can they trigger *Keiko*'s ability?

No. Since *Paladin Poemu* is a **companion**, the first time the Runner spends credits from or installs a **companion** this turn is paying *Keiko*'s install cost, which

happens at step 8.3.4. *Keiko*'s abilities only become active at step 8.3.5, so the ability is not active when the trigger condition is met, and it cannot be triggered.

Bravado [74]

Does the run need to be successful for the Runner to gain credits?

No. *Bravado*'s conditional ability meets its trigger condition when the run ends, regardless of how it ended.

If the Runner passes an unrezzed piece of ice, does it count toward how many credits *Bravado* lets them gain?

Yes. The Runner does not encounter unrezzed ice, but they still pass it.

What happens if a piece of ice is uninstalled during a run made with *Bravado*?

If the Runner already passed the uninstalled piece of ice, *Bravado* will remember that it was passed and count it toward the credits gained. If the ice is uninstalled while it is being encountered, the encounter immediately ends. The Runner passes that ice's former position, but since the ice is no longer there it does not count as a piece of ice the Runner passed during the run.

If the runner passes the same ice more than once during a single *Bravado* run, does that ice count multiple times for the payout?

No. *Bravado* counts each distinct piece of ice the Runner passes, not the number of times the Pass Ice phase of the run occurs.

What about if a piece of ice is trashed after being passed, installed again from Archives, and passed again, all in the same *Bravado* run?

In this case, *Bravado* would count 2 pieces of ice passed. The game treats each card as a new object when it is uninstalled, so *Bravado* has no way of knowing the new ice is the same card that was trashed earlier in the run.

If the Runner plays *Bravado*, but then *Mind Game* or another deflector moves the run to a server without any ice protecting it, does the Runner gain credits at the end of the run?

Yes. Only "if successful" abilities have an implicit check that the attacked server is still one that the effect creating the run would have allowed. *Bravado*'s conditional ability does not stipulate anything about where the run may have gone, but just looks for it to be complete.

♦Boomerang [75]

If the ice chosen for *Boomerang* is derezzed or moved, can *Boomerang* still be used?

Yes. *Boomerang* can keep track of which piece of ice was chosen as long as both *Boomerang* and the ice remain installed.

If the ice chosen for *Boomerang* is uninstalled and then reinstalled, can *Boomerang* still be used?

No. Once a card is uninstalled, it is considered a new card. *Boomerang* cannot tell that ice installed later is the same piece of ice as it chose.

If *Boomerang* is installed facedown and then turned faceup with *Assimilator*, does the Runner have to choose a piece of ice?

No. The ice restriction is created as part of the "when installed" ability. Turning a card faceup does not change its installed status, so in this case the ability never meets its trigger condition and *Boomerang* can be used during any encounter.

If *Boomerang* is used and the run is successful, but that *Boomerang* is not in the heap when the run ends, can the Runner shuffle another *Boomerang* from their heap into their stack?

Yes. The phrase “a copy of Boomerang” refers to any card named *Boomerang*. The game does not distinguish between the copy used to create the ability and any other copy that might be in the heap.

If *Boomerang* is used and the run is successful, and *Doppelganger* is used to make another run, when is *Boomerang* shuffled into the stack?

Both *Doppelganger*’s ability and the ability shuffling a *Boomerang* into the stack meet their trigger conditions at the same time. The Runner can trigger the *Boomerang* ability first and shuffle before making the second run. However, if the Runner triggers *Doppelganger* first, the entire additional run is resolved before returning to the reaction window where the *Boomerang* ability is pending, at which point the Runner is able to trigger that ability and shuffle a copy of *Boomerang* from their heap into their stack.

♦Mu Safecracker [76]

Can the Runner spend 2[credit] from stealth cards to access 2 additional cards from HQ with *Mu Safecracker*?

No. Only one instance of a conditional ability becomes pending for each time the trigger condition is met. The Runner will only have 1 opportunity each run to trigger the pending ability and pay 1[c] to access 1 additional card from HQ.

♦Prognostic Q-Loop [77]

Does *Prognostic Q-Loop* require the Runner to pay the install cost when they use it to install a program or piece of hardware?

Yes. Effects that allow players to install cards require them to pay their normal costs unless specifically stated.

♦Swift [78]

Does the Runner gain [click] from *Swift* before or after making a run?

Before making a run. *Swift*'s ability meets its trigger condition at step 8.6.4 of playing an event, and resolves in step 8.6.5, before the play abilities of the event itself are resolved.

Afterimage [79]

Can the Runner use *Pelangi* to make a piece of ice a sentry and then bypass it with *Afterimage*?

No. *Pelangi* can only add subtypes to ice during the paid ability window of an encounter, and *Afterimage* meets its trigger condition when an encounter begins. There is no opportunity to use *Pelangi* in time to trigger *Afterimage*'s bypass ability for that same encounter.

Makler [80]

(MAH-klir)

Does the Runner still gain credits from *Makler* if another card (like *Datasucker*) is used during the encounter where all subroutines are broken by *Makler*?

Yes. All that matters for *Makler*'s trigger condition is that all subroutines were broken using only *Makler* and no other cards.

What happens if the encountered ice gains additional subroutines after the Runner uses *Makler* to break all of the other subroutines?

Nothing special happens. *Makler*'s ability has already triggered and resolved, so the Runner will not gain credits again, and adding new subroutines cannot force the Runner to return the credits gained.

♦The Back [82]

What is "using" a hardware for the purposes of *The Back*?

A card is "used" if its controller makes a choice to trigger or resolve any optional ability or part of an ability with that card as its source, or if its controller spends or moves counters to pay costs because of an ability from that card. See section 9.1.6 in CR 1.4.

OK, that was a confusing answer. Can we talk about the kinds of "using" one at a time?

Absolutely! And for simplicity, feel free to assume that we're always talking about the first relevant thing that happens during a run that turn.

If the Runner triggers a paid ability on a piece of hardware, do they put a power counter on *The Back*?

Yes. Paid abilities are always optional.

If the Runner triggers the paid ability from *Dedicated Processor* to increase its host's strength, do they put a power counter on *The Back*?

No. The ability is granted to the host **icebreaker**, so its source is that **icebreaker**. The Runner is "using" the **icebreaker**, not *Dedicated Processor*.

Does *Masterwork (v37)*'s first ability cause the Runner to put a power counter on *The Back*?

No. The card draw ability on *Masterwork (v37)* is entirely mandatory, so the Runner is not making any choices and is not "using" the ability.

Does *Masterwork (v37)*'s second ability cause the Runner to put a power counter on *The Back*?

Yes. If the Runner chooses to install a card with the ability, they are "using" it and meet *The Back*'s trigger condition. If they choose not to install a card, however, they are not "using" *Masterwork (v37)*.

If the Runner spends a credit from *Cyberfeeder*, do they put a power counter on The Back?

Yes. The Runner is spending the credit due to *Cyberfeeder*'s own ability.

If the Runner spends a virus counter from *Friday Chip* to break a subroutine with *Yusuf*, do they put a power counter on *The Back*?

No. Even though the counter was hosted on hardware when it was spent, the ability allowing it to be spent came from *Yusuf*, so the Runner is only "using" *Yusuf*.

If the Runner installs a program on *NetChip* because of its first ability, do they put a power counter on *The Back*?

No. *NetChip*'s hosting permission is a static ability, so it is active continuously and is never triggered or resolved. The only static abilities that can meet the definition of "using" a card are those that allow counters to be spent.

Harmony AR Therapy [83]

Can the Runner play *Harmony AR Therapy* if there are no cards in their stack?

Yes. *Harmony AR Therapy* removes itself from the game, so it always has the potential to change the game state. In this case, the Runner will shuffle the cards found by the search to form their new stack.

Can the Runner play *Harmony AR Therapy* if there are no cards in their heap?

Yes. *Harmony AR Therapy* removes itself from the game, so it always has the potential to change the game state. All *Harmony AR Therapy* will do in this case is shuffle the stack and remove itself from the game.

Aniccam [84]

(AN-nic-cam)

Can *Aniccam* cause the Runner to draw a card after playing an event?

Yes, unless the event removes itself from the game or otherwise does not follow normal procedure. Normally, events are trashed after resolving.

Can *Aniccam* cause the Runner to draw a card after an event is hit by damage?

Yes. Damage causes the Runner to trash cards.

If an event is installed facedown and then is trashed, can *Aniccam* cause the Runner to draw a card?

No. Runner cards installed facedown don't have a card type or any other properties, and they are not turned faceup until after being trashed.

If a *Street Peddler* is trashed, and 1 or more of the hosted cards is an event, can *Aniccam* cause the Runner to draw a card?

Yes. The cards hosted on *Street Peddler* are not installed, so the rules for Runner cards installed facedown don't apply. Note also that if *Street Peddler* is trashed due to its own ability, cards hosted on it are set aside until that ability finishes resolving. The Runner must choose which card to install (and complete the installation) before trashing the other cards and drawing from *Aniccam*.

If the Runner plays *Modded* and uses it to install *Aniccam*, can *Aniccam* cause the Runner to draw a card?

Yes. The installation completes and *Aniccam* becomes active as part of resolving *Modded*'s play abilities in step 8.6.6 of playing an event. *Modded* is trashed after this, in step 8.6.7, so *Aniccam* sees its trigger condition being met.

Does *Aniccam* cause the Runner to draw a card when they use the [trash] ability from *On the Lam*?

No. *On the Lam* is a condition counter while it is hosted on a resource, so it is trashed as a condition counter and doesn't return to being an event until after it enters the heap.

Simulchip [85]

If the Runner uses *Aesop's Pawnshop* to trash *Harbinger*, turning it facedown, do they have to pay the additional cost to use *Simulchip* that turn?

No. *Harbinger* still counts as having been trashed, even though its ability replaces moving it to the heap with turning it facedown.

If the Runner uses *Aesop's Pawnshop* to trash a *Harbinger* that is already facedown, do they have to pay the additional cost to use *Simulchip* that turn?

Yes. Runner cards installed facedown do not have card types, and trashing one does not turn it feacup until after it enters the heap.

Can the Runner use *Simulchip* if there are no programs in the heap? What if they need to pay the additional cost?

No. The game determines whether *Simulchip* has the potential to change the game state without considering the consequences of paying the costs of triggering its ability. Even if the Runner will pay the additional cost, there must already be a program in the heap to act as a potential target that could be installed with *Simulchip*.

Can the Runner trash a program to pay *Simulchip*'s additional cost, then install the same card when its ability resolves?

Yes. A different program is only needed to pass the check for *Simulchip*'s potential to change the game state. The actual target for its instruction is chosen after the cost is paid. Note that for both potential targets and the actual target, the Runner must be able to pay the (reduced) install cost for the chosen program.

Suppose *Engolo* (which costs 5[c]) is the only program in the heap. *Engolo* would cost 2[c] with *Simulchip* alone, but it could cost 0[c] if the Runner can also use *Patchwork*. If the Runner has fewer than 2[c] available, can they still trigger *Simulchip*?

Yes. When checking if an ability has the potential to change the game state, only ignore the consequences of paying the ability's costs and potential chain reactions due to paying that cost or resolving the ability. Do consider cost modifiers like *Patchwork*'s ability when determining if potential targets exists.

Cordyceps [86]

(KORD-ih-seps)

Can the Runner use *Cordyceps* to swap a piece of ice protecting the attacked server with ice hosted on *Awakening Center*?

Yes, but only if that piece of ice is a rezzed **bioroid**, because *Awakening Center* is only a legal location for **bioroid** ice. If the ice is unrezzed, the Runner cannot demonstrate that the swap is legal. It does not matter if the ice was exposed earlier in the game or is otherwise known by the Runner; it only matters whether the Runner is allowed to see the **bioroid** subtype at the time *Cordyceps*'s ability resolves. If a rezzed **bioroid** is swapped this way, the Corp will not be able to pay the cost to force the Runner to encounter it with *Awakening Center*'s second ability unless another effect derezzes the **bioroid**.

Euler [87]

(OY-ler)

Penrose [89]

After the turn when *Penrose* is installed ends, does *Wraparound* get +7 strength?

No. *Penrose* always has the **fracter** subtype, even after it loses its ability to break **barrier** subroutines.

Self-modifying Code [90]

This card is a reprint. Has anything changed about how *Self-modifying Code* works?

No. We cleaned up this card's wording by removing the redundant directions to pay the install cost and to shuffle after the search, but those are still required parts of the ability. We felt that players would enjoy having a version of this iconic card with clean and concise text, so we opted not to include the frequently-used "*(Shuffle your stack after searching it)*" reminder text in this case.

Cybertrooper Talut [91]

(ta-LOOT)

If the Runner installs a non-AI icebreaker and then hosts *Adjusted Matrix* on it, does that icebreaker lose the strength bonus from *Cybertrooper Talut*?

No. *Cybertrooper Talut* only cares whether the program is an **AI** or not at the time it is installed. Once the strength bonus is applied, the ability does not continue checking the program's subtypes.

Paule's Café [92]

(POW-luhs kah-FAY)

What does "each unique connection" mean?

Paule's Café counts each installed **connection** that has the ◆ symbol, which indicates unique cards. It does not count **connections** without that symbol, even if they are the only installed copy of that card or have one-of-a-kind alternate art.

Buffer Drive [93]

Can the Runner use *Buffer Drive* to put an event at the bottom of the stack after playing it?

No. Events resolve in and are then trashed from from the play area, not the grip. Nice try!

If a card is trashed from the grip or stack, can *Buffer Drive* move it to the bottom of the stack before *Skorpios Defense Systems* removes it from the game?

No. The entire procedure in *Skorpios Defense Systems*'s replacement effect, including removing a card from the game, is performed before the reaction window occurs where the Runner can trigger *Buffer Drive*'s first ability. However,

The Runner can use *Buffer Drive*'s first ability on a card that was set aside and then added to the heap by *Skorpios Defense Systems*.

Does discarding cards to maximum hand size allow the Runner to trigger *Buffer Drive*?

No. Discarding is not trashing.

How does *Buffer Drive* interact with *I've Had Worse*?

Both cards' conditional abilities meet their trigger conditions at the same time, and the Runner can choose to resolve either one first. If they choose to trigger *Buffer Drive*'s ability first and put *I've Had Worse* on the bottom of the stack, they will not be able to trigger *I've Had Worse*'s ability because that ability is no longer active once its source leaves the heap.

Can the Runner use *Buffer Drive* if *Blacklist* is rezzed?

No. *Blacklist* does not allow any cards to be moved out of the heap.

Can the Runner use *Buffer Drive* to return a card trashed by *Emergent Creativity* to the stack and then search for and install that same card?

Yes. Cards are trashed by *Emergent Creativity*'s first instruction, and the Runner can trigger *Buffer Drive* as a chain reaction after that instruction. The search performed by *Emergent Creativity*'s second instruction occurs only after *Buffer Drive* has resolved. The card returned to the stack will still have its install cost counted toward the total install cost of the trashed cards, whether the Runner finds that same card with the search or not.

Daily Casts [94]

This card is a reprint. Has anything changed about how *Daily Casts* works?

No. The wording was updated to our current style, including using the new "load" and "empty" keywords, but there are no functional changes.

DreamNet [95]

If the Runner is resolving *DreamNet*'s ability, but they are unable to draw a card because their stack is empty or the Corp resolved the subroutine on *Lockdown*, do they still gain a credit?

Yes, as long as they meet one of the specified conditions of having a **digital** identity or at least 2[link]. The second sentence of the ability is not in any way dependent on the effects of the first sentence. The word "also" is used only to make clear that both sentences are part of the same ability.

Megaprix Qualifier [96]

If a copy of *Megaprix Qualifier* in the Runner's score area has a hosted agenda counter, is it worth an extra agenda point?

No. *Megaprix Qualifier*'s ability is only active in the Corp's score area, so it keeps its printed agenda point value in the Runner's score area.

If the Corp scores *Bifrost Array* while there is a copy of *Megaprix Qualifier* in their score area, can they trigger *Megaprix Qualifier*'s ability and put an agenda counter on it?

No. *Bifrost Array* only allows the Corp to trigger an ability with a trigger condition equivalent to "when you score this agenda" or "when this agenda is scored or stolen". Since *Megaprix Qualifier* checks an additional condition (that another copy of *Megaprix Qualifier* is in either player's score area), it doesn't match what *Bifrost Array* allows.

Project Vacheron [97]

(va-shu-rohn, French origin)

If the Runner has 4 or more agenda points and then steals *Project Vacheron* from a server other than Archives, do they win the game?

No. When the Runner steals *Project Vacheron*, it will already have hosted agenda counters, and the ability changing its agenda point value will already be active, as it enters their score area. There is no point at which the Runner has agenda points from *Project Vacheron* until all the counters are removed.

If the Runner steals *Project Vacheron* during their turn, can the Corp play *Game Over* or *Punitive Counterstrike* on their next turn?

Yes. *Project Vacheron*'s replacement effect does not change that the agenda was stolen, but only changes the effects of stealing. Since *Punitive Counterstrike* counts the printed agenda points on stolen agendas, not their current agenda points, *Project Vacheron* will contribute 3 towards the amount of meat damage *Punitive Counterstrike* can deal.

What happens if the Runner adds *Project Vacheron* to their score area with *Film Critic*?

The interrupt ability will apply, and *Project Vacheron* will enter the Runner's score area with an agenda point value of 0 and with 4 hosted agenda counters.

What happens if the Runner steals *Project Vacheron* using Whistleblower?

The interrupt ability on *Project Vacheron* is not a cost to steal it, so *Whistleblower* will not negate it. The interrupt ability will apply, and *Project Vacheron* will enter the Runner's score area with an agenda point value of 0 and with 4 hosted agenda counters.

What happens if *Project Vacheron* is swapped into the Runner's score area using *Turntable* or *Exchange of Information*?

Swapping 2cards adds each of those cards to the other's location, so *Project Vacheron*'s interrupt ability will apply, and it will enter the Runner's score area with an agenda point value of 0 and with 4 hosted agenda counters (in addition to any other counters it may already be hosting).

What happens if *Project Vacheron* is swapped into the Corp's score area?

Any hosted agenda counters remain on *Project Vacheron*, but the abilities that remove the counters and set its agenda point value to 0 do not apply. *Project Vacheron* will be worth 3 agenda points for the Corp and will keep its hosted counters unless they are removed by another effect.

Bass CH1R180G4 [98]

(rhymes with pass)

Cerebral Overwriter [99]

This card is a reprint. Has anything changed about how *Cerebral Overwriter* works?

Only in the most technical sense. The newly updated wording and the rules for nested costs in CR 1.4 indicate that the 3[c] in *Cerebral Overwriter*'s second ability is a cost, which was not clear before. But the ability functions essentially as it always did.

Vaporframe Fabricator [100]

Does the restriction "You cannot use this ability to install a card in this server." apply to *Vaporframe Fabricator*'s click ability?

No, it only applies to the install from the second ability.

Drafter [101]

If the Corp installs a piece of ice with *Drafter*'s second subroutine, can they force the Runner to approach the new ice by trashing *Drafter* and/or other ice protecting the attacked server as part of that install?

No. The new ice must be installed in the outermost position protecting the server. Since the Runner already has a position relative to the other ice protecting the server, the new ice will necessarily have a position outward from the Runner. Trashing multiple ice does not allow new ice to "leapfrog" the Runner's position, but just moves the Runner 1 position toward the server for each trashed piece of ice that was inward from their earlier position.

♦Týr [102]

(teer)

What happens if *Týr* is trashed after increasing the Corp's allotted [click]?

The Corp still gets the extra allotted [click] next turn.

When exactly does *Týr*'s ability apply? If the Corp uses *Tyr's Hand* to prevent a subroutine from being broken after a click is spent, do they still get the extra allotted [click] next turn? What if the Runner breaks the last subroutine using *Týr*'s ability and then immediately uses *Hippo* to trash it (so that *Týr* is not active for a conditional ability to resolve)?

In both cases, the Corp will still get the extra allotted [click]. *Týr* gives the Corp this benefit in response to the Runner spending [click]. It does not need a subroutine to actually be broken before it can apply.

NEXT Activation Command [103]

Can *Quetzal* break a barrier subroutine when *NEXT Activation Command* is active?

No. *Quetzal* is a non-**icebreaker** card.

Can the Runner click through bioroids if *NEXT Activation Command* is active?

No. **Bioroids** are non-**icebreaker** cards.

Tranquility Home Grid [105]

Does *Tranquility Home Grid*'s "Remote server only." restriction apply even while it is unrezzed?

Yes. It cannot even be installed into the root of a central server.

Can *Tranquility Home Grid* be swapped to a central server?

No. The roots of central servers are not valid locations for a card with “Remote server only.” Cards can only be swapped if each card can legally exist in the other’s location.

What happens if somehow *Tranquility Home Grid* ends up in the root of a central server anyway?

It is trashed during step 10.3.1e of the next checkpoint.

Does *Tranquility Home Grid* meet its trigger condition from the Corp installing ice protecting its server?

No. *Tranquility Home Grid* only looks at cards installed in the server itself.

If *Tranquility Home Grid* is the first card the Corp installs in a turn, can they trigger its ability?

No. Its trigger condition will be met while *Tranquility Home Grid* is inactive, before the Corp has a chance to rez it. Conditional abilities can only resolve if they are active when their trigger condition occurs.

If the Corp uses an ability to “install and rez” *Tranquility Home Grid* in a single instruction (such as *Restore)*, can they trigger its ability?

No. Even though *Tranquility Home Grid*’s ability will be active by the time of the next checkpoint after its trigger condition was met (when conditional abilities with that trigger condition are marked pending), it still was not active when the trigger condition actually happened, so it will not be marked pending. The “install and rez” is performed in order.

Is there *any* way for the Corp to trigger *Tranquility Home Grid* on the same turn as it is installed?

In order to do this, the Corp would have to install *Tranquility Home Grid*, swap it with another card already installed in a second server where no cards have yet been installed this turn, and then finally install still another card in that second server. A Corp player who manages to pull this off deserves a medal.

What happens if *Tranquility Home Grid* is trashed as part of installing another card in its server?

Nothing. *Tranquility Home Grid* will not be active when the installation completes, and therefore it will not be able to resolve its ability.

Flower Sermon [106]

How does *Flower Sermon* interact with *Daily Business Show*?

If *Flower Sermon*'s ability is the first time the Corp would draw cards in a turn, and no other relevant effects apply, then the Corp reveals the top card of R&D, then looks at the top 3 cards of R&D. They put one of those 3 cards on the bottom of R&D and draw the other 2. Finally, they put a card from HQ (which could be one of the drawn cards or another card) on top of R&D.

What happens if the Corp uses *Jinja City Grid* to reveal and install all the cards they would draw while resolving *Flower Sermon*'s ability?

The Corp must still put another card from HQ on top of R&D.

♦Prāna Condenser [107]

(PRAH-nuh)

What happens if both players want to prevent the same instance of net damage?

The active player has the first opportunity to trigger interrupts and prevent the damage. Once the expected amount of damage is 0 or less, any further interrupt abilities preventing damage are not relevant and can no longer be triggered.

If the Corp plays *Neural EMP* and prevents the damage with *Prāna Condenser*, then they use *Prāna Condenser*'s other ability to do net damage, can the Runner use *No One Home*?

No. Since the Corp is playing *Neural EMP* on their own turn, they can prevent its damage before the Runner has a chance to trigger *No One Home*, stopping it from being relevant at that time. Then, the damage from *Prāna Condenser* is the second time the Corp "would do net damage" that turn, so *No One Home*'s trigger condition is not met.

Engram Flush [108]

If the Corp uses *Marcus Batty* to resolve a subroutine with *Engram Flush*, can they trash a card from the grip?

If an encounter with *Engram Flush* is in progress and its conditional ability has resolved, the Corp can trash a card of the chosen type, regardless of whether the subroutine is resolving due to the normal progression of a run or because of a card ability. If a subroutine on *Engram Flush* resolves outside of an encounter with it, or during an encounter in which no card type was chosen (perhaps due to *Hunting Grounds*'s first ability), the Corp only reveals the grip and cannot trash anything.

If the Corp is playing *Harishchandra Ent.* and the Runner is tagged, can the Corp reveal the grip and trash a card with *Engram Flush*?

Yes. To reveal a card is to show it to all players and return it to its previous state. In this case, the previous state is another reveal effect in progress. Nothing prevents cards that are already visible from being revealed. Contrast this with “expose”, which is distinct from “reveal” in that only installed, unrezzed cards can be exposed.

Konjin [109]

(kone-jin)

What actually happens when the runner encounters *Konjin*?

If the Corp wins the Psi game, they choose another rezzed piece of ice and create a forced encounter with it. This means that an Encounter Ice Phase resolves for the chosen ice, but the Runner’s position does not change: they are still in *Konjin*’s position throughout, and they will not pass the other piece of ice. When that encounter ends, *Konjin*’s ability is finished resolving and the game proceeds with the rest of the encounter with *Konjin* itself. So if *Konjin* has acquired any subroutines of its own, the Runner’s opportunity to break those subroutines is after the forced encounter. See section 6.5.2 for more details.

What happens if an “end the run” effect resolves during an encounter created by *Konjin*?

The “end the run” effect ends the forced encounter, the encounter with *Konjin*, and the run in which *Konjin* was being encountered (if any).

Hyoubu Precog Manifold [110]

(HYOH-boo)

If *Hyoubu Precog Manifold* ends the run, is the run still successful?

Yes. Once the run is declared successful, it can’t stop being successful. The Runner just won’t access cards if the run ends before they have the chance.

If the Runner makes a run using *Sneakdoor Beta* while *Hyoubu Precog Manifold* is active, and the chosen server is HQ, can *Hyoubu Precog Manifold*’s ability resolve?

Yes. Under the errata from CR 1.4, *Sneakdoor Beta* changes the attacked server to HQ just before the run is declared successful, so the trigger condition of *Hyoubu Precog Manifold*’s last ability is met.

Kakurenbo [111]

(kah-koo-ren-boe)

Can the Corp shuffle or rearrange the cards in Archives after turning them facedown?

Yes. Cards in Archives do not have an order, and the Corp is not required to distinguish facedown cards in Archives from each other for the Runner.

La Costa Grid [112]

(lah COAST-ah)

Does *La Costa Grid*'s "Remote server only." restriction apply even while it is unrezzed?

Yes. It cannot even be installed into the root of a central server.

Can *La Costa Grid* be swapped to a central server?

No. The roots of central servers are not valid locations for a card with "Remote server only." Cards can only be swapped if each card can legally exist in the other's location.

What happens if somehow *La Costa Grid* ends up in the root of a central server anyway?

It is trashed during step 10.3.1e of the next checkpoint.

Can *La Costa Grid* place advancement tokens on ice protecting its server?

No. *La Costa Grid*'s ability must target a card in the server itself.

GameNET [113]

Can an ability meet *GameNET*'s trigger condition if it tries to make the Runner spend or lose credits, but the Runner doesn't have any credits to spend or lose?

No. The Runner must actually lose or spend at least 1[c] for the Corp to be able to trigger *GameNET*. For simplicity, we'll assume the Runner is able to spend at least 1[c] for the rest of these *GameNET* questions.

Does the "pay credits" option on abilities like one of *Fairchild 1.0*'s subroutines meet *GameNET*'s trigger condition?

Yes. The payment is made because of the resolving ability. There is no difference between "paying credits" and "spending credits".

How many times can the Corp trigger *GameNET* after resolving the second ability on *Cayambe Grid*?

Only once. The total cost is calculated and paid as a whole. The Runner does not make a separate 2[c] payment for each piece of ice counted.

Does paying the cost on *F2P* or *Negotiator* meet *GameNET*'s trigger condition?

Yes. The Runner is able to pay the cost of an ability because of that ability, and these abilities appear on Corp cards.

Can *GameNET* meet its trigger condition from a trace resolving?

Yes. As long as the trace attempt is initiated by a Corp card ability, if the Runner spends at least 1[c] to increase their link strength, the Corp can trigger *GameNET* once after the result of the trace attempt is determined. Runner card abilities like *No One Home* that force the Corp to initiate a trace can never meet *GameNET*'s trigger condition.

Can *GameNET* meet its trigger condition from a Psi game resolving?

Yes. If the Runner secretly spends 1[c] or 2[c], *GameNET* will become pending after the secretly spent credits are revealed.

Does an ability like *Reduced Service* that creates an additional cost to run meet *GameNET*'s trigger condition?

No. Any additional costs to run are paid before the run begins.

Does the additional cost from *Midway Station Grid* meet *GameNET*'s trigger condition?

No. *Midway Station Grid* creates an additional cost to use **icebreaker** abilities. Since **icebreakers** are Runner cards, any costs of their abilities are paid because of a Runner card ability, not a Corp card ability.

Does the additional cost from *Bellona* meet *GameNET*'s trigger condition?

Yes. There is not normally a cost to steal an agenda, so the Runner is paying a cost because of a Corp card ability.

If the Runner steals *Bellona* with 2 advancement counters on it while *NAPD Cordon* is active, how many different costs do they pay? How many times can the Corp trigger *GameNET*?

The Corp can trigger *GameNET* only once. The Runner pays an additional cost of 8[c] due to *NAPD Cordon* and an additional cost of 5[c] due to *Bellona*, but the Runner pays both costs simultaneously for a total of 13[c]. Since the total cost to steal *Bellona* is paid all at once, Corp card abilities caused the Runner to spend credits only 1 time.

Does *GameNET* meet its trigger condition if the Runner is forced to trash *Mumbad Virtual Tour*?

No. The Runner's opportunity to trash an accessed card is presented by the game rules, not a Corp card ability. *Mumbad Virtual Tour*'s ability does not create an occurrence of the Runner spending or losing credits, but only constrains the Runner's options when resolving the normal steps of accessing a card.

Bellona [114]

(bell-OH-na)

Does the additional cost from *Bellona* meet *GameNET*'s trigger condition?

Yes. There is not normally a cost to steal an agenda, so the Runner is paying a cost because of a Corp card ability.

If the Runner steals *Bellona* with 2 advancement counters on it while *NAPD Cordon* is active, how many different costs do they pay? How many times can the Corp trigger *GameNET*?

The Corp can trigger *GameNET* only once. The Runner pays an additional cost of 8[c] due to *NAPD Cordon* and an additional cost of 5[c] due to *Bellona*, but the Runner pays both costs simultaneously for a total of 13[c]. Since the total cost to steal *Bellona* is paid all at once, Corp card abilities caused the Runner to spend credits only 1 time.

Gold Farmer [116]

If the Runner breaks both subroutines on *Gold Farmer* with a single ability, such as *Paperclip*'s ability, how many credits do they lose?

The Runner will lose 2[c]. *Gold Farmer*'s trigger condition is met for each subroutine that is broken, regardless of which or how many abilities are used to break them.

If the Runner breaks both subroutines on *Gold Farmer* by using *Corroder*'s ability twice, and then trashes *Gold Farmer* with *Hippo*, do they still lose 2[c]?

As long as the encounter is happening during the Runner's turn, they will only lose 1[c]. The first use of *Corroder* to break a subroutine will meet *Gold Farmer*'s trigger condition, resulting in the Runner losing 1[c] as normal. Then the Runner will receive priority again and can use *Corroder* to break the other subroutine. Once this happens, the abilities from *Hippo* and *Gold Farmer* both become pending in the same reaction window. The active player has the first opportunity to trigger pending abilities, so *Hippo* can trash *Gold Farmer* before the Corp has

the opportunity to trigger their ability. Once *Gold Farmer* is uninstalled, the pending ability is no longer active, so the Corp is unable to trigger it even after they get priority.

If this scenario happens on the Corp's turn, then the Corp will be able to trigger and resolve *Gold Farmer*'s ability the second time before the Runner has the opportunity to trigger *Hippo*, so the Runner will lose a total of 2[c].

In the previous scenario, what happens if the Runner uses *Paperclip* instead of *Corroder* and breaks both subroutines at the same time?

Both instances of *Gold Farmer*'s ability will be pending in the same reaction window as *Hippo*'s ability. So on the Runner's turn, they can trash *Gold Farmer* first and avoid losing any credits. On the Corp's turn, they will still lose 2[c].

Digital Rights Management [117]

Can the Corp play *Digital Rights Management* on the first turn of the game?

No. The "Play only if…" restriction is not satisfied, because there is no "Runner's last turn" to check as to whether there were any successful runs on HQ.

SYNC Rerouting [118]

While *SYNC Rerouting* is active, can the Runner choose to take a tag rather than pay credits and then avoid the tag?

Yes. *SYNC Rerouting* does not create a cost to initiate the run, so its effects can be prevented or avoided normally. Furthermore, when an ability directs that a player "must" resolve one of two effects, they are required to choose an effect they could potentially resolve, but this potential does not take into account interrupts that could apply after the choice is made.

Ganked! [119]

If the Corp uses *Ganked!* to make the Runner to encounter a piece of ice, does the Runner's position move back to that ice?

No. The Runner is still accessing cards while they are being forced to encounter the ice. However, they are no longer accessing *Ganked!* itself, because *Ganked!* is trashed as part of resolving its ability. When the forced encounter ends, resolving *Ganked!*'s ability is complete, and the game proceeds with the remaining accesses from the set of cards being accessed.

What happens if an "end the run" effect resolves during an encounter created by *Ganked!*?

The “end the run” effect ends the forced encounter and the run in progress. The Runner will not access any more cards.

If somehow *Ganked!* was accessed while there is not a run in progress, an “end the run” effect only ends the encounter. The access of *Ganked!* itself will already be over since the Corp trashed it to trigger its ability, but if more cards are due to be accessed, the Runner proceeds to access the next card.

Can the Corp use Ganked! if the Runner accesses it from Archives?

No. The Corp is not able to trash cards that are already in Archives, so they cannot pay the cost of *Ganked!*’s ability.

If the first card the Runner accesses is *Ganked!*, and a subroutine on *Hudson 1.0* resolves during the resulting encounter, can the Runner access any more cards?

No. While the number of cards the Runner is to access has been set before *Hudson 1.0* applies its effect, that effect says that the Runner “cannot” access any more cards. By the Golden Rules, the permission to access the designated number of cards is overridden by the “cannot” ability.

If the first card the Runner accesses out of 2 cards in a remote server is *Ganked!*, and the trace in *SYNC BRE*’s second subroutine is successful during the resulting encounter, can the Runner access the other card?

Yes. The delayed conditional ability from *SYNC BRE* meets its trigger condition when accessing cards begins at step 7.6.1. Since this step has already passed, the ability cannot be triggered. If somehow another instance of accessing cards occurs before the delayed conditional ability’s duration expires at the end of the run, the ability will be able to resolve and reduce the number of cards accessed in that instance as normal.

What happens if the Runner accesses *Ganked!* while they have *Aeneas Informant* installed?

The Runner can gain 1[c] after the Corp trashes *Ganked!*, but before the forced encounter begins.

Aeneas Informant’s trigger condition is equivalent to “Whenever accessing a card with a trash cost ends, if you did not trash that card during the access, …”. The ability from *Ganked!* always meets its trigger condition first. This ability only has 1 instruction, so the Corp will choose a rezzed piece of ice protecting the server (if possible) as the required target, then begin resolving the instruction by deciding whether to pay the nested cost. If they do not pay the cost, resolving *Ganked!*’s

ability is complete and the access proceeds normally, with the Runner potentially triggering *Aeneas Informant* after their normal opportunity to trash it.

If the Corp does pay *Ganked!*'s nested cost, the access in progress ends immediately, because the card being accessed has been trashed. *Aeneas Informant* becomes pending as a "chain reaction" in the next checkpoint, which occurs immediately after *Ganked!* is trashed because paying a cost is always followed by a checkpoint. Though *Ganked!* was trashed, the Runner did not trash it, so they can resolve *Aeneas Informant's* ability. They cannot reveal *Ganked!* as it is no longer in the zone where the ability expected it to be, but they can gain 1[c]. Finally, the game proceeds with resolving the rest of *Ganked!*'s ability, with the Corp forcing the Runner to encounter the chosen ice.

Earth Station [120]

What happens if there is more than one remote server when an effect disabling *Earth Station*'s "Limit 1 remote server." ability (such as *Employee Strike* or *Direct Access*) ends?

The game state is now illegal, so in the next checkpoint after *Earth Station*'s ability becomes active again, the Corp must choose exactly 1 remote server they will keep. The game trashes all cards in and protecting all other remote servers. This trashing cannot be prevented.

What happens if the previous situation occurs while *Architect* is rezzed protecting a remote server?

Per its new errata, only players and their card abilities are prohibited from trashing a rezzed *Architect*. Since the game, not the Corp, trashes the cards in the servers the Corp doesn't keep, *Architect*'s ability does not affect it. The Corp is not required to choose a server protected by *Architect* as the server they keep.

Transport Monopoly [121]

What happens at the time a run is supposed to become successful if the run "cannot be declared successful"?

Step 6.9.5e of the run will do nothing, and abilities that look for a successful run will never see this run. The run proceeds through the remaining steps of the Approach Server Phase and the Run Ends Phase normally, including the Runner accessing cards from the attacked server. The run will not be declared unsuccessful either.

Wall to Wall [122]

If the Corp is able to resolve 3 choices on *Wall to Wall*, do they have to choose all 3 before resolving them? Do they have to resolve them in the order they appear on the card?

No and no. The Corp chooses the next instruction to resolve after the previous one is finished resolving. They do not have to choose instructions that are written after those they have already chosen.

Can the Corp resolve the same instruction on *Wall to Wall* more than once on the same turn?

No. Once one of the instructions has resolved, it cannot be chosen again during this instance of resolving the ability.

If the Corp adds *Wall to Wall* to HQ with choices remaining, can they continue to resolve its other instructions?

Yes. *Wall to Wall*'s entire ability is already resolving, so it is independent of its source card and no longer requires that card to remain active.

Akhet [123]

(ahk-ET)

What happens if *Akhet* has 3 or more hosted advancement tokens and gains additional subroutines?

The additional subroutines can be broken normally. *Akhet*'s ability only affects its printed subroutines.

Colossus [124]

This card is a reprint. Has anything changed about how *Colossus* works?

Yes. The wording of *Colossus*'s subroutines has been updated to remove the parentheses. Each subroutine now uses a conditional replacement effect, which in most cases achieves the same result. But effects such as *Loki* that refer to subroutines on *Colossus* now interact with it differently. If *Loki* gains a subroutine from *Colossus*, it will now check the number of advancement tokens on itself (*Loki*) to determine the effect the subroutine should have. Previously, it was unclear how to interpret the two different instructions in the subroutine without the linked ability explaining the parenthetical text.

Cayambe Grid [127]

(kai-AHM-bay)

Can the Corp use *Cayambe Grid* to place advancement tokens on *Border Control*?

Yes. *Cayambe Grid*'s first ability does not require you to choose a piece of ice you can advance.

What is an "advanced piece of ice?"

Any piece of ice with at least 1 advancement token hosted on it is an advanced piece of ice.

If the Corp resolves *Cayambe Grid*'s second ability, then rezzes and moves *Formicary* to the same server, will the Corp be able to trigger *Cayambe Grid*'s second ability again after the encounter?

Yes. *Formicary* moves the Runner back to its new position, and after passing it, the Runner approaches the server again.

Cyberdex Sandbox [128]

Can the Corp purge virus counters even if there are none in play?

Yes. Per rule 10.1.1a, the Corp can always use an effect that purges virus counters, even if that effect would not normally be determined to have the potential to change the game state.

When the Corp scores *Cyberdex Sandbox*, does its second ability allow them to trigger its first ability and gain 4[c]?

Yes. The first ability is active as soon as *Cyberdex Sandbox* enters the score area, well before the second ability resolves.

False Lead [129]

This card is a reprint. Has anything changed about how *False Lead* works?

No. The original wording of *False Lead* used an "if able" clause to accomplish the same thing as the condition in the new wording, but we feel that the new wording is much clearer.

NAPD Cordon [130]

If the Runner steals *Bellona* with 2 advancement counters on it while *NAPD Cordon* is active, how many different costs do they pay? How many times can the Corp trigger *GameNET*?

The Corp can trigger *GameNET* only once. The Runner pays an additional cost of 8[c] due to *NAPD Cordon* and an additional cost of 5[c] due to *Bellona*, but the Runner pays both costs simultaneously for a total of 13[c]. Since the total cost to steal *Bellona* is paid all at once, Corp card abilities caused the Runner to spend credits only 1 time.