

# NETRUNNER

CORPORATION + RUNNER

AUTOMA



RULEBOOK

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CORPORATION + RUNNER

## WHAT IS THIS?

This is a MOD developed and designed by Ferran Leal, with the invaluable support of the @espiraldejuegos community (see credits on the last page of this rulebook).

Its purpose is to let you play Netrunner solo—the one and only asymmetrical cyberpunk card game—whether it's Android: Netrunner (FFG), Netrunner CCG (WotC), or Netrunner by Null Signal Games.

This rulebook covers all the rules required to play both Corporation AI decks—where you take the role of the Runner—and Runner AI decks, where you will instead play as the Corporation.

To enjoy Netrunner solo, you only need one of the Automa packs (for Corporation: Dash, Wedge, Veekay, Alva, or Exa; for Runner: the Global Runner Automa Pack) and two decks built with your regular Netrunner cards.

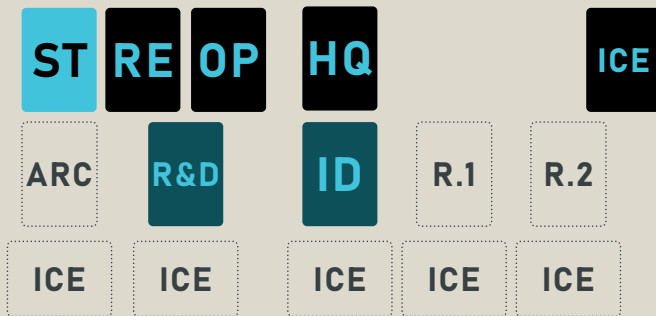
In games against a Runner Automa, the AI controls the Runner deck. In games against a Corporation Automa, the AI controls the Corp deck, while you play as the Runner.

You can register at <https://spiralarchitectgames.com> to play with the AI decks digitally, or purchase physical packs for other games. And of course, join the @espiraldejuegos Discord to stay up to date with all the news and share your solo games with the community.

# CORPORATION AUTOMA RULEBOOK

## SET UP THE CORPORATION ZONE

In this solo game mode, the corporation will have predefined decks where it can directly access different types of cards. The table setup with these decks will be as follows:



**ONLY WITH VEEKAY, ALVA AND EXA.**

**USUAL NETRUNNER DECKS**

## DECK PREPARATION

**IMPORTANT:** If you are going to play with one of the Veekay, Alva, or Exa Automa packs, first proceed to the **Stratagem deck** preparation step.

Separate the agendas, assets, upgrades, operations, and ice into different piles. Shuffle them separately and count the total number of cards in each deck before proceeding.

## ICE DECK (ICE)

**ICE**

Take the ice cards and deal half of the cards to form the ICE deck, rounding up, and shuffle it. With the rest of the ice, create the R&D deck and do not shuffle it yet.

## OPERATIONS DECK (OP)

**OP**

Take the previously separated operation cards and deal half of the cards to form the OP deck, rounding up, and shuffle it. Add the rest of the cards to the R&D deck.

## RESOURCE DECK (RE)

**RE**

First, take the **agendas**, review and note in advance the agenda cost that requires the most advancement tokens. Now start creating the Resource deck with half of the total agendas rounding up (maximum 5). If the Corporation deck has **upgrades**, take half of the total rounding down (maximum 5). Finally, if the Corporation deck has **assets**, add half of the total rounding down to the Resource deck (maximum 4).

**NOTE:** If there are no upgrades or assets in the Corporation deck, simply separate a maximum of 8 upgrades / 8 assets in the Resource deck and the rest to **R&D**.

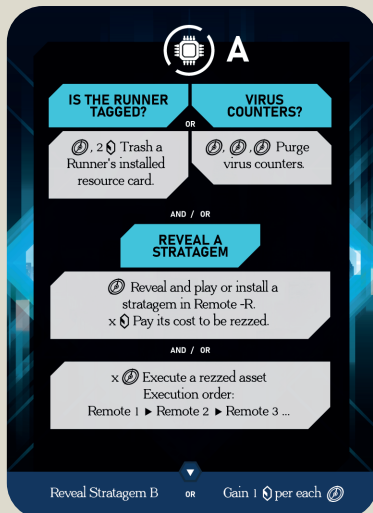
## STRATAGEM DECK (ST)

**ST**

The Stratagem deck is only used with the AI: Veekay, Alva and Exa. Ignore this section when playing with Dash or Wedge.

The Stratagem deck aims to give the AI more realistic behavior. First, separate the cards that can be played from the hand (usually operations), which are not installed in a server, and upgrades. All cards that generate economy for the Corporation are excluded. Finally, the Stratagem deck will consist of half plus three of the selected cards, and the rest will be added directly to their respective decks before the **ICE DECK (ICE)** preparation section.

Finally, select one behavior card from the four available that best suits the Corporation's playstyle and begin the game with side A.



Behavior cards are read from left to right and top to bottom, taking into account the clicks that are available on the current AI card. The Corporation will attempt to resolve the available clicks if possible. If, after reading all the

available actions on side A of the behavior card, none are applicable, reveal side B of the behavior card and attempt to resolve the available clicks in the same way.

If neither side of the behavior card has applicable actions, the Corporation gains 1 click for each available click.

The behavior card is flipped immediately after resolving any action on the current side. If on side A, it flips to B and remains there. If on side B, it flips to A and remains there. If clicks are still available, resolve them following the sequence.

## R&D DECK

**R&D**

With the remaining cards, form the R&D deck and shuffle it. Finally, shuffle each deck again and prepare the HQ with 5 cards from R&D (standard difficulty).

## DIFFICULTY LEVEL

**STANDARD DIFFICULTY:** The HQ starts with 5 cards. The Corporation scores agendas when they are revealed from HQ and when discarding them after installing the third card (not an upgrade) in a remote server. The Corporation **PAYS** for operations.

**EASY DIFFICULTY:** The HQ starts with 3 cards. The Corporation **PAYS** for agendas when they are revealed from HQ and when discarding them after installing the third card (not an upgrade) in a remote server. The Corporation **DOES NOT PAY** for operations.

## DIFFICULTY LEVEL

**HARD DIFFICULTY:** The HQ starts with 5 cards. The Corporation scores agendas when they are revealed from HQ and when discarding them after installing the third card (not an upgrade) in a remote server. The Corporation **DOES NOT PAY** for operations.

## DISCARDING CARDS TO ARCHIVES

In **STANDARD** and **HARD** difficulty, the Corporation automatically scores revealed agendas from HQ during the **REFILL HQ** step. Read the DIFFICULTY LEVEL section for more information. If in **EASY** difficulty an agenda is revealed and the Corporation cannot pay for it, the agenda returns to **R&D**, the R&D deck is shuffled, and the **REFILL HQ** step is repeated.

Discarded ice cards go to the ICE deck, and operations go to the **OP** deck. Shuffle each deck after adding a new card.

## RESOLVING CLICKS ON THE AI CARD

**REFILL HQ:** Draw a card from the R&D deck and place it in HQ (put it on top of the deck). If the HQ deck has more than 5 cards at this point, remove the bottom card from HQ and place it face-up in Archives. Repeat the sequence until HQ has 5 cards. Read the section **DISCARDING CARDS TO ARCHIVES** for more information.

**ADVANCE:** Advance the card installed in the indicated remote server. By default, the card with the most advancement tokens or the one installed first.

If the number of advancement tokens is equal to the highest number of advancements required by an agenda (which must be noted in advance), the card is immediately revealed. **Read the DIFFICULTY LEVEL section to decide what to do if a plan is revealed.** If the revealed card is an agenda, the Corporation discards the necessary advancement tokens required by the card and recovers the rest of the credits. If the revealed card is an upgrade or asset, the Corporation tries to pay its cost to install it. If the revealed card did not require advancement tokens, the Corporation recovers the credits, unless ice in the same remote server could be advanced. In this case, the advancement tokens are distributed among the ice cards, one by one, until all available tokens are used.

**INSTALL RESOURCE:** Take a card from the Resource deck (RE) and install it in the indicated remote server. If the remote already has 2 installed/executed cards (executed upgrades do not count), the first card installed is discarded face-up to Archives. **Read the DIFFICULTY LEVEL section to decide what to do if an agenda is revealed this way.** If the discarded card had advancement tokens and is not an agenda, they are passed to the next unrevealed card in the remote server. If there are no more unrevealed cards in the remote server, the Corporation recovers the credits unless revealed ICE in R&D or Archives could be advanced or ICE in the same remote server could be advanced. In this case, the advancement tokens are distributed among the ice cards, one by one, until all available tokens are used.

## INSTALL RESOURCE

**IMPORTANT:** A remote server can have unlimited executed upgrades, but it can have a maximum combination of 2 installed / executed cards that are not upgrades.

**INSTALL ICE:** Take an ICE card and install it in the indicated remote server. If no ice cards are available in the ICE deck, the click on the card cannot be resolved and remains available.

## EXECUTING ICE

If, during a run, an ICE is executed that could be more effective in a different position, after the run ends, **exchange that ICE's position with another one from the same server.** If necessary, swap the ICE with one installed in a different remote server.

If the Corporation reveals an ICE and cannot pay its execution cost, **the ICE can be swapped with another face-down ICE from the ICE deck** to maintain mystery.

**PLAY OPERATION:** Take a card from the Operations deck (OP) and play it. **Refer to the DIFFICULTY LEVEL section to decide whether its cost needs to be paid or not.** If at any point a click cannot be performed, the secondary click to its right will be attempted. If the click does not have a secondary click, the action on the bottom of the card will apply. The Corporation will either gain 1 credit per available click or use its behavior card. Whenever the Corporation plays an operation and, due to the card's condition, gains no benefit, the Corporation always gains 1 credit.

## SPECIAL ORDERS

Sometimes, an AI action such as Installing ICE, Resource, or Advancing a card may specify a condition to do so. The player will have to determine these conditions to apply the AI action correctly. Special terms on the cards are as follows:

**-R:** Refers to the remote server with the fewest installed resource cards.

**+R:** Refers to the remote server with the most installed resource cards, or + REMOTE to create a new remote server.

**-H:** Refers to the server with the fewest installed ICE.

**+H:** Refers to the server with the most installed ICE.

**-A:** Refers to the resource with the fewest advancement tokens, regardless of the server.

**+A:** Refers to the resource with the most advancement tokens, regardless of the server.

If at any time a Special Order refers to an ambiguous condition, we can apply the order following the Corporation's game space from left to right: Archives, R&D, HQ/ID Card, Remote 1, Remote 2, Remote 3, etc.

**If at any moment you think that a more beneficial action for the Corporation can be taken and it is not included in this AI, do not hesitate to apply it.**

# FREQUENTLY ASKED QUESTIONS

## CLEAR YOUR DOUBTS

In this section, you'll find common questions from players about the Netrunner Automa, along with clear and straightforward answers.

Use it to quickly resolve any rules dilemmas that may arise during your games.

**Q: If a card such as Mushin No Shin or Mitosis appears from the Operations or Stratagem deck—both of which install one or two facedown cards with advancement tokens in new servers—how should that be handled? Are these cards considered to come from HQ, and if they end up being illegal, does it matter? Or should they come from the Resources deck instead?**

A: When Mushin No Shin appears, it's straightforward to apply its effect: it's an Operation, so you can see exactly what it intends to do. If the Operation would require an additional click but it's being resolved as the final click of the current AI card, the effect cannot be executed. In that case, place the card on the bottom of the Operations deck and reveal another.

If it's being resolved as the first or second click, spend one additional click, then install one card from the Resources deck facedown in a new remote server and place 3 advancement tokens on it. That Resource can be an Agenda, an Asset, or an Upgrade. This effect also triggers the discarding (faceup into Archives) of up to two installed but unrezzed cards from remote servers, following the normal rules for card

effects. When Mitosis appears, resolve it in the same way as Mushin, except that the installed cards come from R&D instead of the Resources deck. Remember that the Resources deck is a custom deck built specifically for the Corporation Automa, containing Agendas, Assets, and Upgrades. If Mushin or Mitosis appear from the Stratagem deck, handle them just like Operations: check how many clicks the Corporation still has available. If it can resolve the effect, proceed; if not, place the card on the bottom of the Stratagem deck and reveal another.

The Behavior Card is read from left to right, then top to bottom, taking into account the clicks remaining on the current AI card. The Corporation will attempt to resolve any available clicks if possible. If, after checking all actions on side A of the Behavior Card, none are applicable, flip the card to side B and again attempt to resolve the available actions. If neither side of the Behavior Card has any applicable actions, the Corporation gains 1 credit for each unused click.

The Behavior Card is flipped immediately after resolving any action on its current side: if it was on side A, flip to side B and leave it there; if it was on side B, flip back to side A and leave it there. If any clicks remain, continue resolving them following the same sequence.

**Q: If a Corporation AI card instructs the Corp to draw cards, how is that resolved? Do the cards go into HQ, and are cards discarded from the bottom until there are only 5?**

A: When an AI card includes a click that says

“Refill HQ”, draw one card from R&D and place it on top of HQ. Then, if HQ has more than 5 cards, the bottommost card is moved faceup to Archives. Depending on the difficulty level, if the card drawn is an Agenda, the Corporation scores it immediately, or pays its advancement cost to score it. If the Corp cannot afford to score the Agenda at that moment, return it to R&D, then shuffle the deck. An AI-controlled Corporation never sends an Agenda to Archives. If a card instructs something like “Draw 3 cards”, resolve this one at a time: move one card from R&D to HQ, check if HQ exceeds 5 cards, and if so, move the bottom card to Archives (faceup)—then repeat the process for each card drawn.

**Q: If the AI advances a remote server to its maximum and flips the card, but it turns out to be an Upgrade that it can't afford, what happens? Does the Corp recover those advancement credits and use them to pay for the card?**

A: Yes. The Corporation uses the advancement credits to pay for the card as much as possible if it was attempting to score it as an Agenda. If it cannot pay the remaining cost, the Corp recovers those credits, and the card remains installed facedown in the remote server. It's important to note that a remote server can contain no more than 2 cards that are not Upgrades, but it can contain any number of Upgrades.

**Q: If the AI has to play an Operation but cannot afford to pay its cost, what happens? Is the card trashed, and does the Corp gain 1 credit?**

A: How unplayable Operations are handled depends on the selected difficulty level. If the Corporation needs to pay for an Operation but

cannot afford it, that click becomes available again. The AI will prioritize using that click to gain credits instead. If the Corporation has any installed Assets or Upgrades that provide credits for 1 click, it will use that ability. Otherwise, it simply gains 1 credit. The unplayable Operation is placed on the bottom of the Operations deck.

**Q: I've built a Corporation deck with few Operations, focusing mainly on damaging the Runner. The standard rules don't seem to work with this deck—it runs out of credits quickly, can't rez Ice, and as the Runner I can just run freely and steal almost everything. How can I balance this?**

A: For a more strategic Corporation deck, it's recommended to use an AI that makes use of the Stratagem deck (Exa, Alva, or Veekay) along with a suitable Behavior Card. There are four Behavior Cards to choose from: some focus on executing Stratagem cards that deal damage to the Runner, while others focus on tagging the Runner or removing virus counters.

If this still doesn't fully solve the Corporation's economy issues, we recommend adding an optional house rule for extra starting credits based on the chosen difficulty level:

### IMPROVING CORPORATION ECONOMY

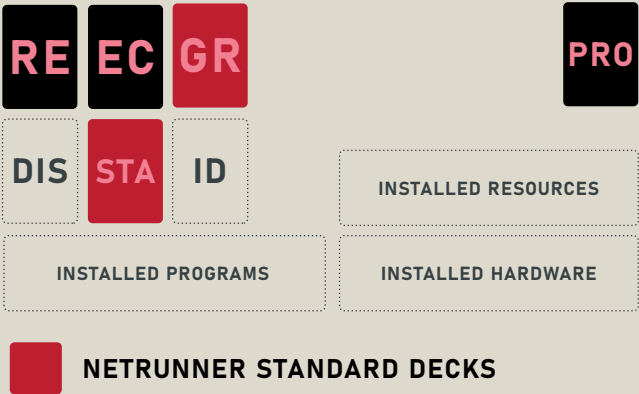
The Corporation begins the game with 9 credits in Easy Mode, 12 credits in Normal Mode, and 15 credits in Hard Mode.

# RUNNER AUTOMA RULEBOOK

## SETTING UP THE RUNNER AREA

In this solo mode, the Runner uses one or more predefined decks, granting direct access to different types of cards and allowing the AI to perform its turn actions automatically.

The play area should be organized as follows:



## DECK PREPARATION

Separate all Runner cards into distinct piles according to their type: Programs, Resources, Hardware and Events.

Shuffle each pile separately and note the total number of cards in each before continuing setup.

## PROGRAM DECK (PRO)

**PRO**

Form the Program Deck by taking half of the Program cards plus one, and half of the Hardware cards plus one, rounding up when necessary.

The remaining cards are added to the Runner's draw deck, the stack (STA).

## ECONOMY DECK (EC)

**EC**

Next, separate any events and resources that generate credits or reduce costs, and form the Economy deck with them.

All remaining cards of each type are returned to their respective piles.

## RESOURCE DECK (RE)

**RE**

Using the remaining Resource and Event piles after forming the Economy Deck, randomly select 5 Resources and 5 Events and combine them to create the Resource deck.

Shuffle this new deck thoroughly before placing it on the table.

**NOTE:** If the Runner's deck does not contain enough cards of one of these types, simply take double the amount from the other type to maintain balance.

## STACK (STA)

MON

Using all remaining cards after forming the previous decks, create the Runner's draw deck, called the Stack (STA).

## GRIP (GR)

EM

Next, draw 5 cards from the stack (STA) to form the grip (GR), which represents the AI's active hand.

In **Normal Mode**, if the Stack is depleted, shuffle the Heap (discard pile) to form a new draw deck.

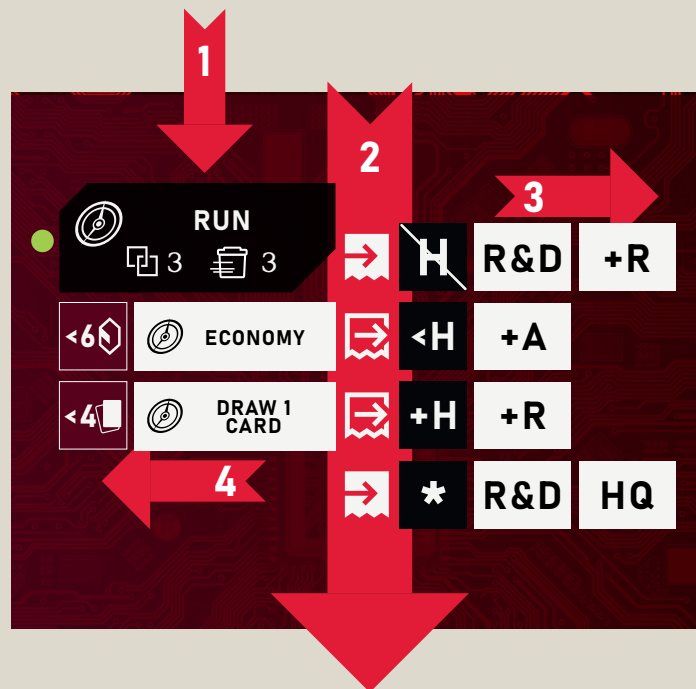
The Grip has no maximum hand size, meaning it can accumulate cards indefinitely. However, the Runner can still lose cards due to damage as per the standard rules.

In **Easy Mode**, the Stack behaves as in a normal game: if the Stack is depleted, the Runner immediately loses the game, but the Grip may continue to accumulate cards as usual.

## READING THE AI CARDS

The Runner AI cards share the same general structure as the Corporation AI cards regarding click resolution.

However, runs are resolved in a unique way, which will be explained in detail below.



## 1 - RUN DATA

● **ASSIGNED COLOR:** Each Run has an assigned color, used as a reference during play.

When an AI card instructs to perform a run, it may refer to it by color, making effect resolution faster and more intuitive.

🔗 **LINK LIMIT:** Indicates the maximum Link Strength the Runner can reach during that Run.

🗑️ **TRASH LIMIT:** Indicates the maximum number of credits the Runner may spend to trash cards (such as upgrades or assets) during that Run.

## 2 – EXECUTION ORDER

Each row in the Execution Order shows, on its left side, the condition that must be met, and on its right side, the location and target of the Run.

If, at any step, no valid location or target is found, move down one row in the Execution Order and check again until the click can be properly resolved.

This may result in situations where the Runner was initially going to perform a run, but instead ends up taking a different action, such as playing an economy card.

Below is a detailed explanation of how to interpret each row in the Execution Order:

 **NO CONDITION:** Indicates that the row has no prerequisite condition, so the Run proceeds directly to check the location and target (see section 3).

If no valid location or target is found, move to the next row in the Execution Order.

 **WITH CONDITION:** Indicates that the row includes a specific condition linked to a click (see section 4).

If the condition is met, the Run diverts to the specified click, resolving that action instead of continuing the original Run.

Example:

If the Runner has fewer than 6 credits, play an economy card and end the Run click.

## 3 – LOCATION AND TARGET

Runs are determined in two steps: first, a Location, which defines the primary rule used to identify a suitable Server; and second, a Target, which serves as a secondary rule to determine which specific Server becomes the final objective, following the indicated order.

### LOCATIONS:

|                                                                                    |           |                                                                                     |            |
|------------------------------------------------------------------------------------|-----------|-------------------------------------------------------------------------------------|------------|
|  | No Ice    |  | More Ice   |
|  | Fewer Ice |  | Any Server |

### TARGETS:

|                                                                                   |                               |                                                                                     |                              |
|-----------------------------------------------------------------------------------|-------------------------------|-------------------------------------------------------------------------------------|------------------------------|
|  | R&D Server                    |  | With more unrezzed cards     |
|  | HQ Server                     |  | With more advancement tokens |
|  | With fewer advancement tokens |  | With fewer unrezzed cards    |

## 4 – CONDITION

Conditions can prevent the Runner from initiating a Run. If a Condition block in a row of the Execution Order is fulfilled, the click is spent on the action specified by that condition, and the original Run click is discarded.

Below is a description of the Condition icons and their meanings.

**IMPORTANT:** If the condition is **NOT** met, the AI continues to apply the Location and Target indicated in the current row of the Execution Order.

**CONDITIONS:**

- If the Runner has fewer than 6 credits.
- If the Runner has fewer than 4 cards in their Grip (GR).
- If the Runner has no Icebreakers installed.
- If the Runner has no installed Resources that allow trashing cards.

**CONDITIONS IN CLICKS**

AI cards may also include specific conditions described directly within a click. If the primary click's condition is not met, the secondary click shown on the card is executed instead. If no secondary click exists, the primary click remains available and may repeat the lower instruction on the AI card as many times as remaining clicks allow.



In this example, the Runner has more than 4 cards in their grip (GR). Therefore, the Runner initiates a Run using the specified data and the Execution Order already declared on the card: ●

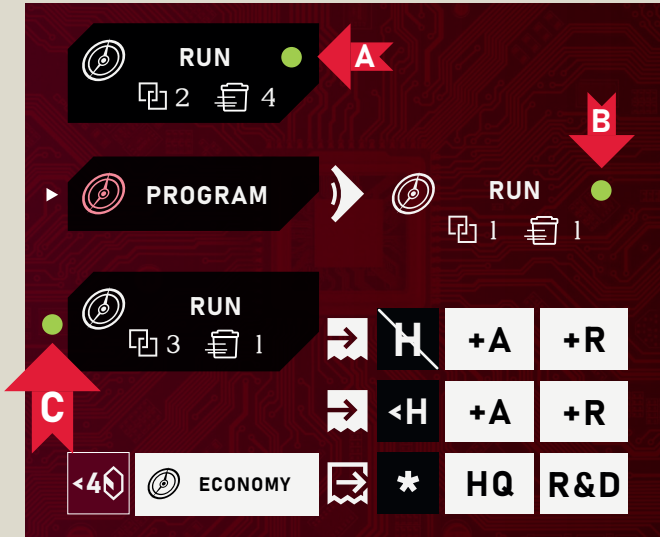
**REUSING RUNS**

Some clicks on AI cards are also of type RUN, but they are not accompanied by their own Execution Order.

This is because they use the Execution Order of another Run already declared on the same card.

However, each Run retains its own data, such as its Link Limit or Trash Limit, meaning their effects may differ even if they share the same Execution Order.

Example:



In this card, both A and B use the same Execution Order declared by C.

However, the specific Run data —such as the **Link Limit** or **Trash Limit**— belong individually to each click, ignoring the values indicated on C.

## FINESSE AND ADVANCED PLAY

Runner AI cards include a few subtle mechanisms designed to help the player make decisions without overthinking.

The first of these are “Disposable clicks”, which are indicated as follows:



**A:** The click features a small white arrow (in the example, it appears black).

**B:** The click icon is slightly tinted pink.

Clicks marked as **DISPOSABLE CLICKS** can be ignored or discarded if, during the Runner’s (AI’s) turn, an action requires more clicks than are available.

For example, if during execution the Runner needs to spend an additional click to complete a Run, the Disposable click —such as “Install a program”— is automatically discarded, allowing the Run to resolve correctly without exceeding the number of clicks available that turn.

This system prevents the player from having to decide which click to skip next.

Instead, Disposable clicks are removed from top to bottom, streamlining the turn and eliminating unnecessary decision-making.

## RESERVED CLICKS

Some cards include Reserved clicks that allow the AI to perform specific actions.

If those specific actions cannot be applied —for example, if the Runner has no tags or no installed Resources that consume clicks to gain a benefit— those clicks remain available and will instead be spent according to the lower instruction on the card.



## LOWER INSTRUCTION OF THE CARD

Whenever a click cannot be resolved, it remains available (players should avoid making decisions for the AI, granting credits, or triggering effects on its behalf whenever possible).

All available clicks are then spent following the lower instruction printed on the current card.

Example:



If any clicks remain available, the Runner will use each one to attempt the Run “●”, following its corresponding Execution Order.

# GAMEPLAY

## PLAYING A TURN

In a game of Netrunner against the Runner Automa, the player controlling the Corporation always takes the first turn, just like in a standard game.

**The Corporation draws 1 card (mandatory) and then spends 3 clicks.**

After the player's turn ends, reveal one card from the Runner Automa deck and begin reading and resolving the clicks from top to bottom, following the click-reading rules described in the opening pages of the Runner Automa rulebook.

## ECONOMY DECK CARDS

The Automa **NEVER** pays credits to play cards from the Economy Deck (EC)

Regardless of the selected difficulty level, whenever a click instructs the Automa to play an Economy card, reveal the top card of the EC deck and resolve it immediately, without deducting any credits from the Runner Automa as a play cost.

## THIS RULE ALWAYS APPLIES

The difficulty levels for the Runner Automa only affect the behavior of its draw deck, the stack (STA) and hand (Grip – GR).

## STACK AND GRIP

The Automa has two different behaviors for its Stack (STA) and Grip (GR), depending on the selected difficulty level:

**NORMAL DIFFICULTY:** If the Stack is depleted, shuffle the discard pile to form a new draw deck (Stack). The Grip (the Runner's hand) has no maximum hand size, allowing it to accumulate cards indefinitely. **Attention! The Runner can still lose by damage, following the standard game rules.**

**EASY DIFFICULTY:** The Stack behaves as in a standard Netrunner game: if the Stack is depleted, the Runner loses the game, although the Grip may continue accumulating cards as in Normal Difficulty.

## VALID TARGET EVALUATION SUBROUTINE

Before the Automa initiates a run on a specific server, the player must check whether the target server contains any valid objectives (such as Agendas or Plans).

If the player can confirm with certainty that **there is no objective the Automa could score or affect**, the run is cancelled on that server, and the Automa proceeds to the next available row in the execution order.

This subroutine simulates basic logical reasoning on the Automa's part and prevents it from making unnecessary or fruitless runs.

# FREQUENTLY ASKED QUESTIONS

## CLARIFY YOUR DOUBTS

An updated version of this rulebook with official clarifications and rulings will be released soon so that any player can easily reference it.

In the meantime, you're invited to join the Espiral de Juegos Discord community, where more than 600 players are already discussing and playing Netrunner solo.

Join us, share your experiences, and get your questions answered!

The community is based in Spain, but now includes many English-speaking members as well.

<https://discord.gg/8r7x4ECpd9>



## EXAMPLES OF THE VALID TARGET EVALUATION SUBROUTINE:

If the Automa attempts a run on HQ and the player knows it contains no Agendas (only Upgrades, Assets, etc.), the run is skipped.

If a run is directed at the Remote Server, but it is empty (no Assets or Upgrades), the run is not performed.

If there are unknown cards (for example, in R&D or in unrevealed remote servers), the Automa does perform the run, since it's not possible to confirm whether a valid target is present.

# NETRUNNER

CORPORATION + RUNNER

AUTOMA

CREW

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**Illustration:** Dezpo'sito Studios (AntonKurbatov).