

NETRUNNER

CORPORATION IA

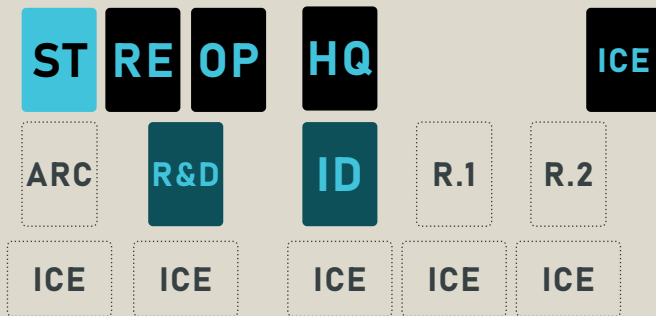


RULEBOOK

IA CORPORATION DECK 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 AI packs, first proceed to the **STRATAGEM DECK** preparation step.

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

ICE DECK (ICE)

ICE

Take the Ice deck 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 Operations deck 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 **AGENDA** deck, 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**.

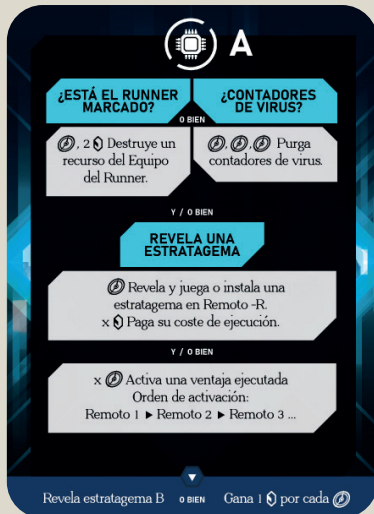
STRATAGEM DECK (ST)

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  for each available .

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 a 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 IA 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 IA 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.

NETRUNNER

CORPORATION IA

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