

HOSHIKO SHIRO
UNTOLD PROTAGONIST

0
4

IDENTITY: Natural

When your turn ends, if you accessed at least 1 card this turn, gain 2Q and flip this identity.

Please, let me have this dream.

2019 NISEI Bus: Luminka Pham ★ 66

MOSHING

0

EVENT

As an additional cost to play this event, trash 3 cards from your grip.

Draw 3 cards and gain 3Q.

Let's start a RIOT.

2019 NISEI Bus: Patrick Burk ★ 67

DEVIL CHARM

1

HARDWARE: Chip

Whenever you encounter a piece of ice, you may remove this hardware from the game. If you do, that ice gets -6 strength for the remainder of the run.

A simple little box, brimming with temptation.

2019 NISEI Bus: Elizaveta Sokolova ★ 68

GACHAPON

0

HARDWARE: Chip

Set aside the top 6 cards of your stack. You may install 1 program or virtual resource from among the set aside cards, paying 2Q less. Shuffle 3 of the remaining cards into your stack, then remove the rest from the game.

Win a new friend today!

2019 NISEI Bus: Elizaveta Sokolova ★ 69

KEIKO

3

HARDWARE: Console - Companion

+2Q

The first time each turn you spend credits from or install a companion, gain 1Q.

Limit 1 console per player.

"...and friends hold you close. I vow never to let go of my princess."

2019 NISEI Bus: Olek Borsador ★ 70

ODORE

4

PROGRAM: Icebreaker - Killer

2Q: Break any number of sentry subroutines.

0Q: Break sentry subroutine. Use this ability only if you have 3 or more installed virtual resources.

3Q: +3 strength.

Dance, and forget about time!

2019 NISEI Bus: Arwenor ★ 71

MYSTIC MAEMI

1

RESOURCE: Companion - Virtual

When your turn begins or you steal an agenda, place 1Q on this resource.

Spend hosted credits to play events.

When your turn ends, if there are 3 or more hosted credits, you must trash 1 card from your grip at random or trash this resource.

Friends lift your spirits.

2019 NISEI Bus: Izzy Pruett ★ 72

PALADIN POEMU

1

RESOURCE: Companion - Virtual

When your turn begins or you steal an agenda, place 1Q on this resource.

Spend hosted credits to install non-connection cards.

When your turn ends, if there are 3 or more hosted credits, you must trash 1 of your installed cards.

Friends guard your passions.

2019 NISEI Bus: Izzy Pruett ★ 73

BRAVADO

3

EVENT: Run

Run a server protected by ice. When that run ends, gain 6Q, plus 1Q for each piece of ice you passed during that run.

"Hold my wine. I'm going in." —Red Comyn

2019 NISEI Bus: Karvin Tame ★ 74

2 ♦ **BOOMERANG**



HARDWARE

When you install this hardware, choose an installed piece of ice. Use this hardware only during encounters with that ice.

❄️: Break up to 2 ice subroutines. When this run ends, if it was successful, you may shuffle a copy of Boomerang from your heap into your stack.

Return to sender.

2019 NSI Illus. Elizaveta Sokolova ★ 75

2 ♦ **MU SAFE CRACKER**



HARDWARE

Use this hardware only by spending credits from **stealth** cards.

Whenever you make a successful run on HQ, you may pay 10 to access 1 additional card from HQ.

Whenever you make a successful run on R&D, you may pay 20 to access 1 additional card from R&D.

2019 NSI Illus. Zoe Cohen ★ 76

1 ♦ **PROGNOSTIC Q-LOOP**



HARDWARE: Chip

The first time each turn a run begins, you may look at the top 2 cards of your stack.

10: Reveal the top card of your stack. You may install that card if it is a program or piece of hardware. Use this ability only once per turn.

"Overinflate a superposition-stack, and optimal code forms the negentropy traverse."

"Aha, like putting too much air into a balloon!!"

2019 NSI Illus. N. Hopkins ★ 77

2 ♦ **SWIFT**



HARDWARE: Console - Vehicle

+10

The first time each turn you play a **run** event, gain 0.

Limit 1 **console** per player.

"Red ones go faster." -Ken "Express" Tenma

2019 NSI Illus. Kira L. Nguyen ★ 78

4 ♦ **AFTERIMAGE**

1



PROGRAM: Icebreaker - Killer

Whenever you encounter a **sentry**, you may pay 20 to bypass it. Use this ability only once per turn and only by spending credits from **stealth** cards.

10: Break up to 2 **sentry** subroutines.

10: +2 strength. Use this ability only by spending a credit from a **stealth** card.

2

2019 NSI Illus. Kevin Tanne ★ 79

5 ♦ **MAKLER**

1



PROGRAM: Icebreaker - Fracter

20: Break up to 2 **barrier** subroutines.

20: +2 strength.

The first time each turn that you break all subroutines on a piece of ice you are encountering using only this program, gain 10.

"Debt is beautiful... after it is repaid."

—"Baklan" Bochkin

2

2019 NSI Illus. Krennleir ★ 80

2 ♦ **PENUMBRAL TOOLKIT**



RESOURCE: Stealth - Virtual

This card costs 20 less to install if you made a successful run on HQ this turn.

When you install this resource, load 40 onto it. When it is empty, trash it.

Spend hosted credits during runs.

Shadow Net marketplaces have such venerability that they differ from legal platforms only in the products offered.

2019 NSI Illus. Kevin Tanne ★ 81

1 ♦ **THE BACK**



RESOURCE: Job - Location

The first time each turn you use hardware during a run, place 1 power counter on this resource.

0, **remove this resource from the game:** Shuffle up to X cards with 0 abilities from your heap into your stack. X is double the number of hosted power counters.

"Junk plus undiscerning buyers equals profit."

—Az McCaffrey

2019 NSI Illus. Izzy Pruitt ★ 82

2 ♦ **HARMONY AR THERAPY**



EVENT

Search your heap for up to 5 cards with different names. Shuffle those cards into your stack. Remove this card from the game instead of trashing it.

Breathe in and visualise your happy place. Breathe out. It's safe and calm and all your best days are there. Breathe in. Very good. The cortex scan has finished. Breathe out and open your eyes...

2019 NSI Illus. Patrick Burk/Krennleir ★ 83

3 ♦ANICCAM



HARDWARE: Console

+1□

The first time each turn an event is trashed (from any location), draw 1 card.

Limit 1 console per player.

Objects are but modulations in a continuous cycle of energy—illusory and impermanent echoes of the Self.

2019 NSG1 Bus: Ole Bockador ★ 84

1 SIMULCHIP



HARDWARE: Chip

If no installed programs have been trashed this turn, you must trash 1 installed program as an additional cost to use this hardware.

☞: Install 1 program from your heap, paying 3□ less.

"I could let my code evolve something new, but sometimes I just want to remember yesterday's solution." —Lane

2019 NSG1 Bus: Ekzavika Sokolova ★ 85

3 CORDYCEPS



PROGRAM: Virus

When you install this program, place 2 virus counters on it.

Whenever you make a successful run on a central server, you may remove 1 hosted virus counter to swap a piece of ice protecting that server with another installed piece of ice. Use this ability only once per turn.

2019 NSG1 Bus: Krembler/Zoe Cohen ★ 86

2 EULER



PROGRAM: Icebreaker - Decoder

When you install this program, for the remainder of the turn it gains "0Q: Break code gate subroutine."

2Q: Break up to 2 code gate subroutines.

1Q: +1 strength.

Find truth not in the observation, but in the demonstration.

2019 NSG1 Bus: Patrick Burk ★ 87

1 MANTLE



PROGRAM: Stealth

1□

Spend hosted credits to use hardware and programs.

"Invisibility made it possible to get them, but it made it impossible to enjoy them when they are got." —H.G. Wells, The Invisible Man

2019 NSG1 Bus: Krembler ★ 88

3 PENROSE



PROGRAM: Icebreaker - Decoder - Fracter

When you install this program, for the remainder of the turn it gains "1Q: Break barrier subroutine."

1Q: Break code gate subroutine.

1Q: +3 strength. Use this ability only by spending a credit from a stealth card.

Look at the problem from a different angle.

2019 NSG1 Bus: Kevin Tame ★ 89

0 SELF-MODIFYING CODE



PROGRAM

2Q, ☞: Search your stack for a program. Install it.

Consider this: the most notorious tool in cyberterrorism is one that, in isolation, does nothing.

2019 NSG1 Bus: Chiara Biancheri ★ 90

2 ♦CYBERTROOPER TALUT



RESOURCE: Connection - Virtual

+1□

Whenever you install a non-AI icebreaker, that icebreaker gets +2 strength for the remainder of the turn.

He's nice enough, but not when there are 5,187 of him.

2019 NSG1 Bus: Owen Sinodov ★ 91

1 ♦PAULE'S CAFÉ



RESOURCE: Location - Seedy

☞: Host 1 program or piece of hardware from your grip on this resource.

1Q: Install 1 hosted card. The first card you install this way during each of your turns costs 1□ less to install for each unique (♦) connection you have installed.

Designed by 2018 Eternal Champion Oguz Han Asnaz

2019 NSG1 Bus: Matt Zollinger ★ 92

3 • **BUFFER DRIVE**



HARDWARE

The first time each turn 1 or more cards are trashed from your grip or stack, you may add 1 of those cards to the bottom of your stack.

Remove this hardware from the game: Add 1 card from your heap to the top of your stack.

"Future me needs those 60 petabytes of cat vids."
—Princess Space Kitten

2019 NISEI Illus. Elizaveta Sokolova

3 **DAILY CASTS**



RESOURCE

When you install this resource, load 8Q onto it. When it is empty, trash it.

When your turn begins, take 2Q from this resource.

To strike another blow to the corporatocracy tomorrow night, don't forget to like and subscribe!

2019 NISEI Illus. Die Boldador

3 • **DREAMNET**



RESOURCE: Virtual

The first time each turn you make a successful run, draw 1 card. If you have at least 2Q or your identity is **digital**, also gain 1Q.

Did I dream that dance through virtual space, or does that program now dream of flesh?

2019 NISEI Illus. Janet Brunselbach

MEGAPRIX QUALIFIER **3**



1

AGENDA

If there is another copy of Megaprix Qualifier in either player's score area when you score this agenda, place 1 agenda counter on this agenda.

This agenda is worth 1 more agenda point while it has a hosted agenda counter.

"Win Hard or Lose Hard. All that matters is they're talking about you and not the competition."
—Tan "Nitro" Nyugen, Toretto-Extreme Team Manager

2019 NISEI Illus. Krenbler

PROJECT VACHERON **5**



3

AGENDA: Research

V- When this agenda would be added to the Runner's score area from anywhere except Archives, instead it is added to their score area with 4 hosted agenda counters.

While this agenda is in the Runner's score area with 1 or more hosted agenda counters, it is worth 0 agenda points and gains "When the Runner's turn begins, remove 1 hosted agenda counter."

2019 NISEI Illus. Patrick Burk

3 • **BASS CHIRIBOG4**



ASSET: Bioroid

Q, Q: Gain Q.

The Coordinator is always calm, always smiling, and always tolerant. A worker who knows his skills, knows his role, and knows his place. No master need look into his plastic eyes and fear the flames of revolution, or quake at a forgotten class reaching for self-expression.
...but who ordered him to wear that hat?

2019 NISEI Illus. Die Boldador

0 **CEREBRAL OVERWRITER**



ASSET: Ambush

You can advance this asset.

When the Runner accesses this asset, you may pay 3Q. If you do, do 1 brain damage for each hosted advancement token.

*You are being made sane.
-u are bei-g mad- sa-e
Y-u ar- be-n-d-
-u -r-?*

2019 NISEI Illus. Krenbler

2 **VAPORFRAME FABRICATOR**



ASSET

Q: Install 1 card, ignoring all costs. Use this ability only once per turn.

When the Runner trashes this asset, you may install 1 card, ignoring all costs. You cannot use this ability to install a card in this server.

A staccato of laser pulses fuses the vapor to solid form. The embryonic part accretes metal layer by layer.

2019 NISEI Illus. Akira J. Mitchell

3 **DRAFTER**



ICE: Sentry

↳ You may add 1 card from Archives to HQ.

↳ You may install 1 card from Archives or HQ, ignoring all costs.

Each generation of design assistants makes a sysop's job easier. They need only speak and it will be so.

2019 NISEI Illus. Krenbler

10 ♦TYR

ICE: Sentry - Bioroid - AP - Destroyer

The Runner can spend Ⓞ to break any subroutine on this ice. Each time they do, increase your allotted Ⓞ for your next turn by 1.

- ↳ Do 2 brain damage.
- ↳ Trash 1 installed Runner card. Gain 3Ⓞ.
- ↳ End the run.

The valiant do not hesitate.

2019 NISEI Illus. Ligo Smorzhkine

7

0 NEXT ACTIVATION COMMAND

OPERATION: Lockdown

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

The Runner cannot use non-icebreaker cards to break subroutines. Each piece of ice has +2 strength.

"Uh oh, Keiko! Looks like we've pulled aggro!"

2019 NISEI Illus. Rikira J. Mitchell

4

1 SCAPENET

OPERATION: Gray Ops

Play only if the Runner made a successful run during their last turn.

Trace[7] - If successful, remove 1 installed chip or virtual card from the game.

The Net is the consensual hallucination of the world's electronic architecture. Our electronic architecture. Don't get mad when the Runners succeed—change the rules.

2019 NISEI Illus. Zori Cohen

4

1 TRANQUILITY HOME GRID

UPGRADE: Region

Remote server only.

The first time each turn you install a card in this server, gain 2Ⓞ or draw 1 card.

Limit 1 region per server.

The oldest of Heinlein's domes, the self-proclaimed heart of Lunar culture.

2019 NISEI Illus. Zori Cohen

4

4 FLOWER SERMON

AGENDA

When you score this agenda, place 5 agenda counters on it.

Hosted agenda counter: Reveal the top card of R&D. Draw 2 cards. Add 1 card from HQ to the top of R&D. Use this ability only once per turn.

"Voice is a sledgehammer. Text, a blunt saw. Truth requires subtler instruments."
—Dr. Tang, Address to the Hyoubu Steering Committee

2019 NISEI Illus. N. Hopkins

4

1 ♦PRANA CONDENSER

ASSET

Whenever you would do 1 or more net damage, you may prevent 1 net damage. If you do, place 1 power counter on this asset and gain 3Ⓞ.

Ⓞ, Ⓞ: Do 1 net damage for each hosted power counter.

Constructive feedback to the neural field reliably causes greater degradation than spike inputs. The mind has no defence against its own echoes.

2019 NISEI Illus. Rikira J. Mitchell

4

2 ENGRAM FLUSH

ICE: Code Gate - Observer

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.

- ↳ Reveal the grip.
- ↳ Reveal the grip.

SBML001 > Out of Memory Error

2019 NISEI Illus. Jared Brunschweiler

5

3 ♦KONJIN

ICE: Mythic - Psi

When the Runner encounters this ice, you and the Runner secretly spend 0Ⓞ, 1Ⓞ, or 2Ⓞ. Reveal spent credits. If you and the Runner spent a different number of credits, you may force the Runner to encounter another rezzed piece of ice. (When that encounter ends, if the run has not ended, continue encountering this ice.)

"The Konjin dons the mask of our fears, but what lies underneath?" —Lat

2019 NISEI Illus. Krenzler

3

0 HYOUBU PRECOG MANIFOLD

OPERATION: Lockdown - Psi

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

Choose a server.

Whenever the Runner makes a successful run on the chosen server, you and the Runner secretly spend 0Ⓞ, 1Ⓞ, or 2Ⓞ. Reveal spent credits. If you and the Runner spent a different number of credits, end the run.

2019 NISEI Illus. Ian Fairclough

4



W EARTH STATION
SEA HEADQUARTERS



45 **IDENTITY:** Division **15**

Limit 1 remote server.
As an additional cost to run HQ, the Runner must pay 1*Q*.
⊙: Flip this identity.
The First Step...
2019 NISI Illustration: Kira L. Nguyen

TRANSPORT MONOPOLY **4**



2

AGENDA: Initiative

When you score this agenda, place 2 agenda counters on it.

Hosted agenda counter: This run cannot be declared successful. (This effect does not cause the run to become unsuccessful.) Use this ability only once per turn.

Once you're on the Space Elevator Authority's blacklist, you aren't going anywhere.

2019 NISI Illustration: Zoe Cohen

1 **•WALL TO WALL**



ASSET: Advertisement

When your turn begins, if you have any other rezzed assets, resolve 1 of the following; otherwise, resolve up to 3:

- Draw 1 card.
- Gain 1*Q*.
- Place 1 advancement token on a piece of ice.
- Add this asset to HQ.

2019 NISI Illustration: Zoe Cohen

3 **AKHET**

ICE: Barrier

You can advance this ice.

While there are 3 or more hosted advancement tokens, this ice has +3 strength and the Runner cannot break more than 1 of its printed subroutines during each encounter.

- ↳ Gain 1*Q*. Place 1 advancement token on an installed card.
- ↳ End the run.

*Thou slept not in thy house on earth.
Thou openest thy place in heaven.*

2

2019 NISI Illustration: Owen Spradley

6 **COLOSSUS**

ICE: Sentry - Destroyer

You can advance this ice. It has +1 strength for each hosted advancement token.

- ↳ Give the Runner 1 tag. If there are 3 or more hosted advancement tokens, instead give the Runner 2 tags.
- ↳ Trash 1 installed program. If there are 3 or more hosted advancement tokens, instead trash 1 installed program and 1 installed resource.



4

2019 NISI Illustration: Krimbler

4 **WINCHESTER**

ICE: Sentry - Tracer - Destroyer

While this ice is protecting HQ, it gains "↳ Trace[3] - If successful, end the run." after all its other subroutines.

- ↳ Trace[4] - If successful, trash 1 installed program.
- ↳ Trace[3] - If successful, trash 1 installed piece of hardware.

*"I don't know how Skorpis gets these designs past Brand Management."
—Liz Campbell, VP Project Security*



4

2019 NISI Illustration: J. Metzger

0 **ARGUS CRACKDOWN**

OPERATION: Lockdown - Gray Ops

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

Whenever the Runner makes a successful run on a server protected by ice, do 2 meat damage.

*"If it moves, shoot it. Then shoot it again."
—Chief Slee*

4

2019 NISI Illustration: Krimbler

3 **CAYAMBE GRID**

UPGRADE: Region

When your turn begins, place 1 advancement token on a piece of ice protecting this server.

Whenever the Runner approaches this server, end the run unless they pay 2*Q* for each advanced piece of ice protecting this server.

Limit 1 region per server.

The Apu spirits of the great mountains bridge this world and the realm above.

3

2019 NISI Illustration: Kira L. Nguyen

4 **CYBERDEX SANDBOX**



2

AGENDA: Security

The first time each turn you purge virus counters, gain 4*Q*.

When you score this agenda, you may purge virus counters.

*"All Dragon-rated threats should only be stored in a single clean-start air-gapped server, in a shielded room, under at least 200 metres of bedrock!..."
—Section 5.18.4, Cyberdex Employee Handbook*

3

2019 NISI Illustration: Krimbler

