

Download Ebook The Big Sell Out

The Big Sell-Out

The Big Sell Out is an Android Netrunner multi-player variant for an even number of players. Any rules from the two-player game apply; this document explains the differences and additions.

1. Deck building

Decks are built as per the standard deck rules. It is recommended to include more ICE than normal because the Corp called Sponsor should protect its Agent with ICE as well. It also makes sense to include tag exploiting cards without including tagging cards as a Runner called Agent of the Sponsor can give tags to opponent Agents (see section 5). It also makes sense to include additional MU-providing cards in the Agent decks as it is possible to copy programs from an opponent Agent (see section 5).

2. Teams & Seating

Players pair up into teams of one Corp called the Sponsor and one Runner called the Agent. Seating is in team order: Sponsor 1, Agent 1, Sponsor 2, Agent 2, etc.

Graphic example for four players (##### being table surface):

```
Sponsor 1  Agent 1
#####
#####
Agent 2   Sponsor 2
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Each Sponsor's Agent resides in a central server called Agent server next to the Archives, R&D and HQ. The Sponsor may protect the Agent server with ICE as per the normal rules. Agenda and Nodes may not be installed in the Agent server. The Agent server may be upgraded for increased security of the Agent, i.e. upgrades may be installed in it.

3. Play Sequence

Each turn progresses in clockwise order: Sponsor 1, Agent 1, Sponsor 2, Agent 2, etc.

Note that in each one's first turn, no Agent may run on any of the central servers, i.e. no run on HQ, R&D, Archives or an Agent server.

This serves to ensure that no Sponsor faces being run without at least the security of a turn worth of preparation. Additionally, it means that the Sponsor may assist the Agent in preparing for a run, but that no Sponsor is able to act upon the results of his Agent's turn until after all other players have had a chance to respond.

4. Exchanging Credits

The Sponsor may exchange credits with its Agent, and vice versa. The Sponsor may spend a click and up to four credits to give its Agent two credits for every one credit spent. The Agent may spend a click and up to eight credits to give his Sponsor one credit for every two credits spent.

For example, Sponsor 2 may spend a click in their turn to pay four credits to the bank for an exchange; Agent 2 suddenly discovers that his offshore private bank account has an influx of eight credits. If during his turn Agent 2 realizes that Sponsor 2 has left himself short on credits, he may spend a click trading eight credits back to the bank, but Sponsor 2 only gains four credits.

5. Running the Agent server

An Agent server may be run as any other server. However, an Agent may run an Agent server only once per turn.

The Sponsor may choose to not ICE protecting an Agent server. If the Sponsor does not not a piece of ICE during a run on the Agent server, that Agent may attempt to not the ICE anyway. Until this point that Agent is not allowed to look at the ICE. The Agent declares that he is attempting to not the ICE and looks at it. Then he decides whether to not it or not. If he does so the ICE is notched with all costs to be covered by the Agent and encountered by the intruding Agent.

If the run on an Agent server is successful, then the contents of that server may be accessed. The attacking Agent accesses any upgrades in the server, and additionally may do one of the following three things:

- The attacking Agent may choose to tag the other Agent,
- he may look at all cards stored in the grip of the attacked Agent and show them to his Sponsor or
- he may copy a program from the attacked Agent without any housed counters.

Tagging the attacked Agent or looking at his grip is for free. Copying a program requires that the attacking Agent pays the cost to install the program as if it were in his grip. He may choose to overwrite any of his own programs even if the MU of the copied program does not exceed his limits. Note that any modifications of the original program are not copied along with the program. If a copied program subsequently gets sent to Agent's trash or grip, it is instead removed from game. We recommend to use a proxy and write the name of the copied program on it.

6. Handling Agenda

The teams share Agenda points, and pool them together. Thus an Agent may forfeit agendas that have been scored by its Sponsor, and vice versa.

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p.1 of 2



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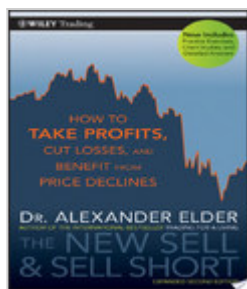
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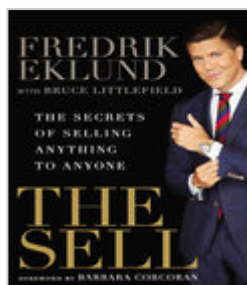
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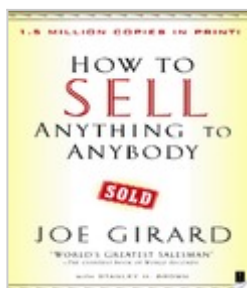
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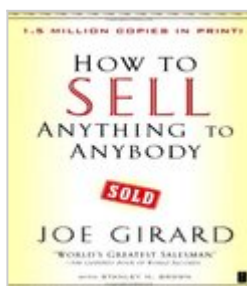
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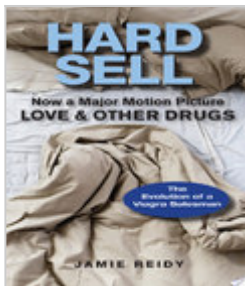
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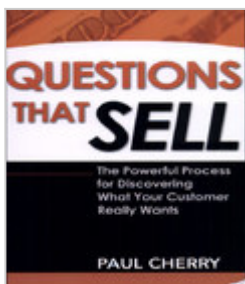
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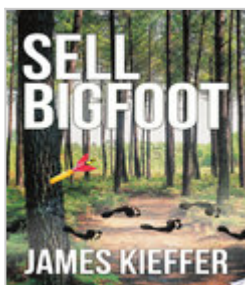
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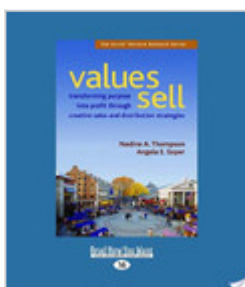
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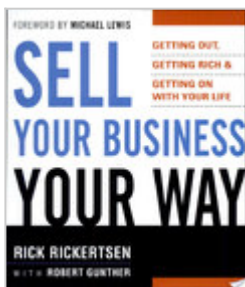
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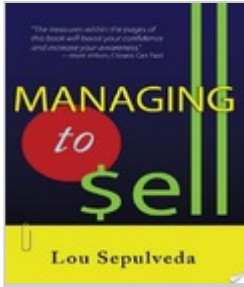
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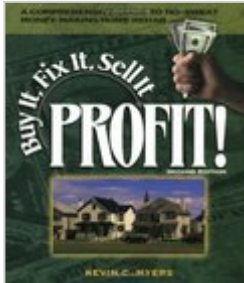
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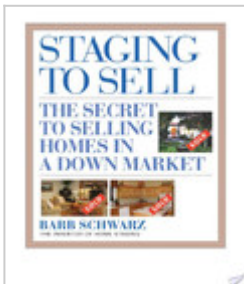
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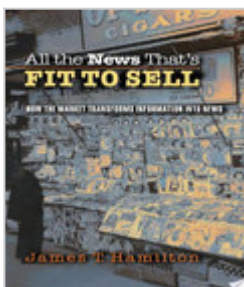
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