

ENCOUNTERS SHADOWRUN™

Encounters: Shadowrun is a fast-paced, push-your-luck dice and card game for 1–8 players, set within the brilliant *Shadowrun* universe where man meets magic and machine.

Important Terms: The first time an important term is used, it will be bolded.

SETUP

Use the following rules to set up the game:

- ❖ Place the **Nuyen** (*Shadowrun* money) tokens into a common pool accessible by all players.
- ❖ Separate the cards into their respective card types: **Megacorporation** cards, **Seattle City District** cards (Districts), **Encounter** cards, and **Shadowrunner** cards. The game also uses six-sided dice (sometimes abbreviated as “D6”).
- ❖ Each player starts with one Megacorporation card; this is the Megacorporation they’ll be using during the game. This card can either be chosen or determined by random draw, whichever method all players agree on. Place that card in your playing area in front of you. Shadowrunners you **Hire** will be placed into this area during game play. Any unselected Megacorporations will not be used in the current game and are placed back in the box.
- ❖ Shuffle the **Encounter Deck** and place it in the center of the table. If at any time during gameplay the Encounter Deck is empty, simply shuffle the discard into a new draw deck. From here on out the rules and cards will just say “Encounter(s).”
- ❖ Shuffle the **Shadowrunner Deck** and place it in the center of the table. If at any time during gameplay the Shadowrunner Deck is empty, simply shuffle the discards into a new draw deck. (If there are no discards because all Shadowrunners are held by the players, then no Shadowrunners can be Hired until one is used and placed in the discard pile to become the new draw pile.) From here on out the rules and cards will just say “Shadowrunner(s).”
- ❖ Randomly assign 1 Shadowrunner to every player (simply flip up cards from the Shadowrunner Deck). Only Shadowrunners with a cost of 2 Nuyen can be assigned at the start of the game (except *Tulio*, *Corium*, and *Osi*, which also cannot be used here). If any player is dealt a Shadowrunner with a cost of more than 2 Nuyen, simply shuffle the card back into the Shadowrunner Deck once all players have been assigned a legal starting Shadowrunner.
- ❖ Randomly shuffle the Districts and then place them standing up onto the playing area where everyone can easily see the front-facing District.
- ❖ Randomly determine who will start first—becoming the **Active Player**—and give them the 6 dice. Set aside the differently colored bonus dice, which will be used only when corresponding card rules come into play.

You’re now ready to play!



CARD SYMBOLS

-  **Hire Cost (Shadowrunner):** All Shadowrunners show an orange Nuyen symbol with a numerical value that indicates how much Nuyen must be spent to Hire that Shadowrunner.
-  **Cannot Retain:** Some Shadowrunners include a red Nuyen symbol. This means that after the Shadowrunner has been Hired, when the Shadowrunner is used, it cannot be Retained (see p. 8).
-  **Always Retain:** Some Shadowrunners include a purple Nuyen symbol. This means the Shadowrunner always Retains without having to pay the standard Nuyen (see p. 8).
-  **Ability Cost (Megacorporation):** All Megacorporations show an orange Nuyen symbol with a numerical value that indicates how much Nuyen must be spent to activate its ability.
-  **Bonus Nuyen:** Some Encounters include a green Nuyen symbol with a numerical value. If Nuyen is scored, this card scores additional Nuyen as indicated, beyond the normal column score.
-  **No Shadowrunners:** The Active Player may not use any Shadowrunner cards to defeat this Encounter (regardless of keywords).
-  **Special Shadowrunner:** If this Encounter is defeated, immediately place in the Active Player's playing area as a "+X to any die roll" Special Shadowrunner. (The die used to defeat the card is still left in that spot, and at the end of a successful run the card still scores based upon its location; if the run is not scored by that player and a successful Datasteal occurs, the card still remains with the initial player that defeated it.) This card can be used at any time (including during the same run) and is then discarded to the Encounter discard when used. In all instances, unless the rules (or card) specifically say "Special Shadowrunner," then any time a rule or card indicates "Shadowrunner," these Special Shadowrunners do not apply.
-  **Rotate District:** Once a player has finished their turn, if any Encounters they faced (whether defeated or not) include this icon, the player rotates the front-facing District to the back of the standing Districts before the turn passes to the next player (see page 5).

THE GOLDEN RULE

If the rule on a card ever contradicts the rules here, the card wins. When in doubt, always go with the rules on the cards.

VAMPIRE



NAME

ENCOUNTER VALUE



KEYWORD

PARACRITTER

"Your shadows...are too bright."

FLAVOR TEXT



Must be defeated twice with the same roll of the dice.

BONUS NYUEN

CARD ABILITY

574



HOW TO PLAY THE GAME

Each player starts a **run** (their turn) and attempts to score as many Encounters as possible by rolling dice and using them to defeat each card (which **locks** those dice on a card). Encounters are revealed in columns, with each newly drawn card placed below the previously defeated Encounter. If a player manages to lock all of the dice, a new column may be started by picking up all dice and placing newly revealed Encounters into a second column, then a third, and so on.

A player may keep rolling unlocked dice against newly revealed Encounters until they fail to defeat an Encounter.

At any time during a player's turn, players may use their Megacorporation's ability to affect play.

Once the player's turn is over, play passes to the left until one player scores enough Nuyen to win.

TURN BASICS

At the start of the Active Player's turn, unless a card states otherwise, flip up any facedown Shadowrunners so they are all **active** (i.e., face up in the Active Player's area).

Then, flip up the first Encounter into the **First Column**. The player then rolls all six dice.

To defeat the Encounter the player selects one or more dice with a total that exactly matches the **Encounter Value** shown on the card. Place these dice on the Encounter; depending upon the Encounter Value and the results of the die roll this could be anything from 1 to all of the dice rolled. They are considered locked and out of play (for now). (Shadowrunners allow for tweaking dice to appropriately match values on the Encounter; see *Shadowrunners*, p. 7.)

The player can now either choose to **score**, taking earned Nuyen and end their turn, or **push** their luck and flip up the next Encounter.

If a player flips up the next Encounter, place it below the first Encounter, still in that First Column. Reroll any unlocked dice and then once again try to match roll results to the Encounter Value. If the player fails to match dice to the Encounter Value, the turn is over.

A player's turn continues until one of three things happens:

- ❖ The player manages to lock all dice on defeated Encounters (**Escalation**).
- ❖ The player chooses to end their run and score all defeated Encounters (Scoring).
- ❖ The player cannot match any dice to the Encounter Value (**Ending a Turn** in Defeat).

No Encounter Value: When a drawn Encounter doesn't include an Encounter Value (such as *System Identification Number* and *Data Worm*), place them with the appropriate players as indicated by the card, and the player immediately flips up another Encounter.

ESCALATION

If a player manages to lock all of the dice (including the bonus dice, if used) and wants to push their luck, the player may choose to Escalate the run! The next Encounter flipped is placed into the **Second Column**.

Recover all locked dice. (If any bonus dice were used, return them to the side of the game. They do not carry over.)



Play continues with the player rolling dice, using Shadowrunners, and locking as many dice onto revealed Encounters just as before. If all dice are locked again, the player may Escalate into the **Third Column**, then a fourth, and so on.

However, regardless of how many Encounters have been defeated or how many columns have been unlocked, if a player fails to defeat a flipped Encounter, all accumulated Nuyen is lost and the player's turn is over.

SCORING

At any time after the Active Player has defeated all revealed Encounters but before they reveal the next new Encounter, the Active Player may choose to score all defeated Encounters. This will end their turn.

The player scores 1 Nuyen for every Encounter defeated in the First Column, 2 Nuyen for every Encounter defeated in the Second Column, 3 in the Third Column, and so on.

Some Encounters also earn the player Bonus Nuyen. These are added to the card's standard value. For example, a *Spirit of Air*, (a 2 Bonus Nuyen) that scores in the Third Column (3 Nuyen) will earn a total of 5 Nuyen!

Once scored, all Encounters are discarded, and play passes to the next player on the left.

ENDING A TURN

If the player cannot match any dice values to the current Encounter Value, the player's turn is over. The player receives no Nuyen, even for defeated Encounters.

Not Using a Shadowrunner to Defeat Encounter: Even if a Shadowrunner would allow for the defeat of an Encounter, the Active Player can choose to not use that Shadowrunner to defeat that Encounter and voluntarily end their turn.

ADDITIONAL RULES

The following additional rules may apply during a run.

MEGACORPORATIONS

Any player may announce they are using their Megacorporation's ability against the Active Player. (Unless the card says differently, the player may use their Megacorporation's ability on their own turn.) However, on the Active Player's turn, only a single Megacorporation's ability may be used against that player. The first opponent to announce the use of their ability against the Active Player means no other players can use their abilities that turn.

However, if a Megacorporation's ability can be used on its own player, another player can still use their ability against that Megacorporation on that player's turn. For example the Active Player, playing as *Horizon Group*, decides to use their Megacorporation's ability to affect their own turn; during that turn, one other player could still use their Megacorporation's ability on that *Horizon Group* player, provided the appropriate situation arises for the rule in question.



DISTRICTS

The Districts rules are applied as follows:

- ❖ At the start of the Active Player's turn (including the first turn), apply the rules for the current District during their turn. Unless specifically stated otherwise on another card, regardless of anything else that occurs during the turn, the front-facing District at the start of a player's turn is the only one they will interact with for that turn.
- ❖ Once a player has finished their turn, if any Encounters they faced (whether defeated or not) include the  icon, the player rotates the front-facing District to the back of the standing Districts before the turn passes to the next player.
- ❖ If more than one Encounter shows the  icon, the player rotates, from front to back, as many Districts as there are icons. If there are five or more icons, instead of rotating cards, the player simply shuffles all Districts to determine a new front-facing District.

Datasteals: Districts only rotate when a run is either scored or the cards are all swept away. In the event of an attempted Datasteal, the Districts do not rotate, even if multiple Datasteals occur on the same set of Encounters, until the cards are scored or swept away (i.e. a player attempts a Datasteal, fails, the player after that attempts a Datasteal, and so on).

Using a Shadowrunner to Ignore Districts: At the start of a player's turn, before any other actions are taken, the player may flip any Shadowrunner facedown to ignore a District for their entire turn.

If the *Mitsuhamma Computer Technologies* ability is used on a player, that player may immediately flip a Shadowrunner facedown to ignore the new District. (This could mean they flip two Shadowrunners during their turn.)

Using a Shadowrunner to Change Districts: At the start of a player's turn, before any other actions are taken, the player may discard a Shadowrunner (which cannot be Retained) to select any other District and place it as the new front-facing District and apply those rules during their turn.

KEYWORDS

Keywords appear on various cards (in yellow text). They convey additional rules in a short, easy format for use during gameplay.

Keywords affect cards in the following manner:

- ❖ Only Districts affect Shadowrunners
- ❖ Only Shadowrunners affect Encounters
- ❖ Keywords on Encounters do not affect Shadowrunners.

The following additional rules apply:

Metahuman: This term means all the various Shadowrun metatypes: Human, Elf, Dwarf, Ork, and Troll. If the keyword "Metahuman" is used, it means all Shadowrunners.

Multiple Abilities: Whenever a Shadowrunner includes multiple abilities, those abilities can be used in any combination, i.e., applying each to separate die rolls or to the same die roll, in whichever order the player chooses. That also applies to multiple Shadowrunners, i.e., any combination of abilities and Shadowrunners can be used. However, a single ability on a Shadowrunner can only be used once per Encounter, and the value of any die cannot be decreased below 1 or increased above 6.



For example a player has *Contrary Mary* and *Topshelf* and is in the middle of a run. *Contrary Mary* includes “All rolled 4s & 6s are wild” and “**Megacorporation:** Apply +1 to a single die roll.” *Topshelf* includes “All rolled 2s & 5s are wild” and “**Metahuman:** Apply +1 to a single die roll.” The player has already locked three dice onto an Encounter and is pushing. The next Encounter is *Ancients Captain*: an Encounter Value of 7 and the *Metahuman* and *Underworld* keywords. Reviewing her Shadowrunners, the player knows the keyword ability on *Topshelf* now applies as well as its standard ability. The player rolls 1, 1, and 3. There are several paths to achieving 7, including using both Shadowrunners. However, the player chooses to use just *Topshelf*. First she uses the *Metahuman*-keyword ability to apply the +1 to one of the 1s to make it a 2, which she then immediately uses for *Topshelf*’s “All rolled 2s & 5s are wild” ability, changing the 2 to a 3, locking on all dice and allowing an Escalation. This is well worth using *Topshelf* since this card cannot be Retained.

Text vs. Keywords: Icons and text rules on an Encounter override keywords. For example, *Spirit of Fire* has the  icon. So even though it has the *Magic* keyword, *Poppyseeds* and its *Magic* keyword would not allow her to affect *Spirit of Fire*. However, if the player has *Tulio*, *Corium* or *Osi* and discards the Shadowrunner, not only could they now use *Poppyseeds* against *Spirit of Fire*, but the *Magic* keyword would also apply.

NEXT PLAYER

Once the Active Player scores or is defeated, the player to the left now becomes the Active Player, and their turn follows the same path as the previous, with one possible exception: if the previous player was Defeated (see *Ending a Turn*, page 4) with Encounters already locked, the new player may attempt a **Datasteal** to take advantage of the previous player’s failure.

DATASTEAL

At the end of the previous player’s turn, the next player (now the Active Player) can choose to either start fresh and discard all previous Encounters—recovering all locked dice—or they can attempt to Datasteal by keeping the previous player’s locked Encounters and continuing their own turn.

To do this, the player discards the previous player’s failed Encounter and flips up a new Encounter in the current Column. The player then rolls any unlocked dice against the new Encounter, with hopes of succeeding and grabbing the Nuyen for the already defeated Encounters from the previous turn.

All other rules for taking a turn apply normally.

A Datasteal attempt can only go around the table once. If every player fails to Datasteal, and play returns to the original Active Player who defeated those Encounters, all locked Encounters are discarded and the player starts fresh with a brand new Encounter in the First Column. Even if new defeated Encounters are added by additional players (but not scored so that it keeps Datastealing), if play returns to the original Active Player who locked the first Encounters currently in play, all Encounters are discarded.

BURN THE RUN

After the Active Player has failed to defeat an Encounter, that player may discard a Shadowrunner to **Burn the Run** so no Datasteal can occur.

If multiple players attempt a Datasteal, at the end of each of their turns, if they fail to score, they may each discard a Shadowrunner to Burn the Run.

The Shadowrunner discarded in this way cannot be Retained.

Special Shadowrunners: Special Shadowrunners cannot be used to Burn the Run.



SHADOWRUNNERS

Shadowrunners are most often used to tweak dice results or reroll dice to try matching current Encounter Values.

After the Encounter is revealed but before any roll to defeat an Encounter is made, a player with at least 2 Nuyen may choose to Hire one Shadowrunner, which is drawn blindly from the Shadowrunner Deck. (This means players must defeat and score some Encounters at the start of the game before having enough Nuyen to Hire Shadowrunners beyond their starting Shadowrunner.) After drawing a Shadowrunner, the player will have two options:

- ❖ If the Shadowrunner costs 2 Nuyen, the player *must* Hire it.
- ❖ If the Shadowrunner costs more than 2 Nuyen, they may choose to either pay the Hire cost or discard the card. If the Active Player discards the Shadowrunner, they must defeat their current Encounter and flip up the next Encounter before they can Hire another Shadowrunner.

Players may Hire multiple Shadowrunners during their run. However, only one Shadowrunner may be Hired before any roll. This means the player must defeat an Encounter and then push to draw a new Encounter to then Hire a second Shadowrunner. In other words, if during a run a player successfully faces five Encounters, that player had the chance to Hire a total of five Shadowrunners, one before each Encounter roll (provided they had enough Nuyen, of course).

Unless specifically stated otherwise, any number of Shadowrunners can be used during a player's turn.

Unless specifically stated otherwise (including using a Shadowrunner's keywords; see p. 5), all Shadowrunners can only be used once before being discarded. See *Retaining Shadowrunners*, p. 8, for the exception.

In summation, there are only two cardinal rules for modifying dice with Shadowrunners:

- ❖ You cannot split a value on a die. For example, a 6 on one die cannot be split into two 3s.
- ❖ You cannot make the value lower than 1 or higher than 6.

Beyond that, you can modify a die's value in any combination and multiple times with multiple Shadowrunners to achieve a result that'll help defeat an Encounter.

Keywords: Keywords provide additional ways Shadowrunners can interact with Encounters (see *Keywords*, p. 5).

SHADOWRUNNER LIMIT

The maximum number of Shadowrunners a player may have in their playing area is five. If a player Hires another Shadowrunner that would violate this limit, they must immediately discard another Shadowrunner of their choice from in their playing area.

Special Shadowrunners: Special Shadowrunners (such as *Contacts* and *Yakuza Contacts*) do not count toward the Shadowrunner limit.

RETAINING SHADOWRUNNERS

After each use of a Shadowrunner, the player may immediately spend 3 Nuyen to Retain that Shadowrunner. A Retained Shadowrunner is not discarded upon use and may be used again, even in the same run in which it was Retained. If the price is not paid, the Shadowrunner is discarded.



The following additional rules apply to Retaining Shadowrunners:

- ♦ Any Shadowrunner can be Retained unless it has the  symbol.
- ♦ In all instances, if a player is pushing to face another Encounter, that player can both Retain a Shadowrunner and Hire a new Shadowrunner before rolling for the Encounter.

WINNING THE GAME

The first person to earn 30 Nuyen wins! This win occurs immediately; there is no final round of play.

Shorter or Longer Games: For a shorter game, play to 20 Nuyen. For a longer game, play to 40 Nuyen.

SOLO PLAY (OPTIONAL)

The following rules changes allow for solo play (all other rules apply as is):

- ♦ Do not use any of the Megacorporation cards, or the *Data Worm* and *System Identification Number* Encounters.
- ♦ Ignore the Datasteal rules.
- ♦ You must reach 20 Nuyen before the end of 12 turns to win! To make it more challenging, change that to 10 turns!

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