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SECTION I

Revisions

March 25, 2009 – First draft of rules and instructions complete. I lost the artwork for the weapons cards, so I had to recreated them from scans of the original decks I made.

December 2, 1996 – Card game artwork is finished and two decks are created.

SECTION II

Introduction

'System Shock: The Card Game' was a labor of love that probably only fellow nerds could appreciate. I created this game back in 1996 in my freshman year of High School. The graphics on the cards were hand drawn, pixel for pixel, using none other than MS Paint (hey, it was all I knew of at the time). All graphics are based on those available in the official walk-through guide (aka ICE Breaker).

SECTION III

Getting Started

Printing

This is a TWO player card game and therefore consists of two decks. Each deck should contain 67 cards each. Both decks are identical, with the only difference being with the security cards (one is labeled as SHODAN, the other as RESISTANCE).

Each card needs to be **printed once only**, with only two exceptions. You need to print **3 security camera cards** and **21 power cards**. In the end you should end up with 67 cards. To help you verify that you've printed everything, here is a breakdown of the 6 card groups.

For the best playing experience I recommend using a heavy card stock when printing. If you try to use regular paper 1) the cards will get destroyed very quick, 2) people will easily be able to see through the cards, and 3) it just looks cheap. I also suggest using a different color paper for each deck. The decks should NEVER be mixed as this will create an imbalance.

I highly recommend printing multiple cards per page. For ease of cutting, I recommend laying out 9 cards per page and make sure they are aligned. The cards are standard playing card size, measuring 2.5" x 3.5" each (or 6.35 x 8.89cm for those of you lucky enough to be using the metric system).

Once you have finished printing the cards, make sure you flip the sheets around and print the card backing on back. This will ensure that nobody can see through your cards and see whats in your hand.

When it comes time to cut the cards you may want to take them to a printing shop and have them cut professionally (to ensure even cuts). Or, if you are trying to do this cheap as possible, any cutting board or good pair of scissors will do. Some plastic card protectors are a good idea too for protection, they also help make the card sizes uniform (just in case you went a little crazy with the scissors). You can usually pick up plastic protectors from a comic book shop.

Card Types

Security Cards [4 total]

These consist of 3 cameras and one set of computer nodes. Once you lose these, it's game over.

Character Cards [12 total]

These are your army. Each deck contains 4 mutants, 4 cyborgs, and 4 robots.

Weapon Cards [17 total]

These cards are drawn during combat. There are 5 melee weapons, 10 guns, and 2 grenades.

Power Cards [21 total]

These are used to power your army.

Special Cards [13 total]

These are special use cards. They consist of 4 dermal patches (with varying effects), 3 play immediately (cyborg conversion, regroup, and corrupt data nodes), 3 hardware enhancement cards (shields, jump jets, turbo motion booster), and finally 3 special use cards (cyberspace link, cloning, and recharge station).

SECTION IV Playing Rules

The objective of the game is simple; Build an army and destroy your opponents computer nodes.

To begin with each player must remove the Security cards from the deck. These consist of 3 'Security' camera cards, and 1 'Computer Nodes' card. Place these cards face up in front of you. These are your life. Protect them at all costs (See the sub-section 'Security cards' for more details)!

After you have placed your security cards, you must then re-shuffle your deck. Once the deck is shuffled, draw 7 cards from the top. If there are any play immediately cards drawn, ignore these and place them in the discard pile and replace them. Each player must start with 7 cards!

Who Goes First?

To determine who goes first, each player must draw a random card from their deck. Most of the cards have a number on them (ie damage/power/etc). Whichever player draws the higher number gets to go first. Immediately place these cards in the discard pile.

The turn phase

There are three phases to a turn. These must be done in the following order;

- 1) Draw a card (and discard one if you have over 10 cards).
- 2) Play power card and activate characters.
- 3) Attack, rebuild, or play special cards.

Power cards

Power cards are your resources. You need to use these to activate characters or use special cards or abilities. Before power cards can be used, they must be

activated. You can activate a power card by placing it face up in front of you. Only ONE power card can be activated per turn.

Drawing cards

At the beginning of each turn you are required to draw a new card. You are not allowed to have more than 10 cards in your hand. So, if after drawing you find that you have 11 cards, you must immediately discard one card. Cards that are activated (placed face up in front of you) do NOT count as being in your hand.

Activating Characters

Each character has a power requirement that must be met before they can be activated. If you have enough power then you can bring that character into play. Place the character face up in front of you and place the power used to activate it underneath the character. These act as the characters hit points.

Combat

If both players have active characters then one of them can initiate combat on their turn. Each character can attack only once per turn. Once combat is declared between two characters, each player **must announce** if they will use any special abilities (shown on the character card) and if they will play any special cards. Place these face up to show they are being used. Finally, weapon cards are decided. Once each player has decided which weapon to use, these cards must be revealed **at the same time**. When the weapons are drawn, combat is over. Now the math begins. Each player must add up their attack score. Whoever scores higher wins the battle. If a player wins by 3 points, then 3 points of damage are inflicted on the losing character.

Example:

Cyborg Drone vs Humanoid Mutant

Cyborg Drone

Projectile: 5

RF-07 Skorpion: 5 (against mutants)

TOTAL: 10

Humanoid Mutant

Melee: 5

Lead pipe: 2 (against cyborgs)

TOTAL: 7

The Humanoid Mutant loses by 3 points. Since he only has 1 hit point, he dies. If a character dies, it must be discarded along with any hardware or weapons it was using.

Security cards

The computer nodes represent you. Once they are destroyed; it's game over. To protect your nodes, you have a layer of three security cameras. These act as a

layer of shields. Once your cameras have been destroyed, your nodes are vulnerable to a direct assault.

Attacking Security

If you have one active character and your opponent has no active characters, then and ONLY then can you attack your opponent's security. Only ONE security camera can be attacked per a turn. Once the cameras have been eliminated, you can then attack the computer nodes on your next turn. Doing so requires that you possess either the Mag-Pulse rifle or an EMP grenade. Once you destroy your opponents computer nodes you win the game.

Repairing Security

If you have an active character then you can sacrifice your turn to rebuild a security camera. You can do this each turn until you have rebuilt all three of your security cameras.

Reshuffle

Once you have gone through your entire deck, reshuffle the discard pile and start drawing from it again.

SECTION V

Known Issues

'Total' is spelled incorrectly on the cards. I left it for nostalgic reasons (I was 15 when I made these cards).

The cards look

SECTION VI

Future Plans

Expand from 2 decks to 4 decks, consisting of; Hackers, Terrorists (Edward Diego deck), SHODAN, and Earth Forces. This would make for some awesome team battles or 4 player free for alls.

Each team would have their own unique characters and special cards. I planning on introducing the Execbot, Cyborg Assassin, and Cyborg Warrior (among others) including some new original characters.

Obviously, these plans never materialized. Perhaps if enough interest is generated I'll continue my work.