

## Things you'll need:

- The printed character sheets
- 10 white six-sided dice
- 3 black six-sided dice
- 3 red six-sided dice
- A minuter

(of course, colors are just indicative, and up to you in the end)

## Rules:

- When trying to overcome an obstacle, roll one die. Add one if you have a **trait** that can help you, and another for each **tags** that apply from that trait. Add two from each key you hit. Finally, add any number of dice from your Edge **pool**. Max pool is ten dice.

- Roll all the dice you've gathered. Each die that shows **4 or higher** is a hit. You need hits equal to the difficulty **level** to pass the obstacle.

levels: 2 easy 3 difficult 4 challenging 5 extreme

- When a player overcomes an obstacle, he or she gets to describe what happens. In case the player fails, the GM does.

- Each die that shows 1 is a glitch. Tick a status box from the Monitors.

- If you fail, you can up the ante: reroll with a difficulty level raised by 1. if you fail again, the GM can tick two boxes from your sheet.

- Each player, if in position to help, can lend another a edge die, which only gets ticked off in case of success.

- A fatigue die (black) is added to the pool, counts toward the pool limit, and only matters if it glitches.

- A tracking die (red) *replaces* a normal die, and raises the difficulty of the task at hand by one if it glitches. No box ticked in that case. If the player chooses to up the ante, that difficulty raise does not transfer to the new roll.

## Before the game starts:

- Give the players a fair warning: most of them are likely to die (better safe than sorry).

- Hand out the sheets. Prevent the sharing of info between players at this stage.

- Once everyone feels ready to play, take all the sheets but Echo and Goupil's back, and give them to Echo's player, who has three minutes to browse them.

## Once the game starts:

- The pods open. Put the minuter on 30 minutes. K'ien will introduce himself as the Face/Team leader and say he's here to take them to the Johnson, in a very well protected restaurant on top of one of Hong Kong's highest buildings. The Johnson will never show up. When the 30 minutes are over K'ien explodes. Rewind the minuter to 45 minutes, say security is incoming, and ask the players what they want to do (a sadistic smile always helps).

- Every 45 minutes, when the bell rings, the player with the lowest score on a D6 dies. Then the minuter gets rewinded up 45 minutes.

- Dead players (and dead players only) refresh their edge everytime the bell rings. A dead player can still lend edge dice to assist other players. Alternatively, a dead player may tick two edge dice to add a fatigue, or tracer die to another player's pool.

- Let players drive the action they should have plenty of incentive to act. Each time a player reaches a new tracers levels, introduce a complication (difficulty 3 for orange, 4 for red, and 5 for black): a Lone Star team has found the players, a Black ICE activated, a small time member of another Triad recognised and wants a shot at Rheingold, etc...

## Optional Rules:

- After being dead for at least 45 minutes Goupil can come back into the game, provided he/she buys off his/her Key of Tumults.
- After being dead at least 45 minutes Echo or Humpty but never both - can come back as a Matrix ghost, able help others from the matrix, but limited to their Decker/Technomancer traits.
- Kitty can lend up to two dice for the cost of one if the situation would allow her to hit her Guardian Angel Key while she was alive.

## Synopsis:

- Lofwyr and Fox have a bet going on (see Goupil's sheet)
- Lofwyr, though, had all the stasis pods trapped with a new experimental bio-weapon which ensures none of the runners will survive If asked about this, Lofwyr will say he considers this wasn't cheating, as the weapon was supposed to go off *after* the run and thus the bet - was over.
- Echo, by opening the pods before the time had come, liberated and armed the agent far earlier than planned (at least if one believes Lofwyr wasn't planning on that).
- Rheingold was set up and sold by whom, let the event decide the info she was given are fake.