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. Agendas 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 pirate 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 rez Ice protecting an Agent server. If the Sponsor does not rez a piece of Ice during a run on the Agent server, that Agent may attempt to rez the Ice anyway. Until this point that Agent is not allowed to look at the Ice. The Agent declares that he is attempting to rez the Ice and looks at it. Then he decides whether to rez it or not. If he does so the Ice is rezzed 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:
a) The attacking Agent may choose to tag the other Agent,
b) he may look at all cards stored in the grip of the attacked Agent and show them to his Sponsor or
c) he may copy a program from the attacked Agent without any hosted 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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7. Rehiring an Agent

The Sponsor whose Agent is flatlined may at any time elect to hire another Agent as his new Agent. In this case, he may spend/forgo three clicks in the same manner as removing virus counters and forfeit the next agenda scored by his team. This permits the Agent to reshuffle and start from scratch, 5 credits in pool and 5 cards in grip. Any programs previously copied *by* opponent Agents remain where they are (i.e. they are not erased). Programs previously copied *from* an opponent Agent are removed from play (i.e. the proxy is not shuffled into the new stack).

8. Victory conditions

After each full turn, agenda points are checked:

If after Agent N's turn, any team has 11 or more agenda points, the game is finished after Agent N's turn, N being the number of teams. That means all players have the same number of turns in the course of a game. The team that has scored the highest number of agenda points wins the game.

Sudden death: If after Agent N's turn, any team has 7 more agenda points than all other teams, the game is finished after Agent N's turn (N being the number of teams) as well.

Note that there can be draws: E.g. if Team 1 sores agenda point number 12 during their turns,

Team 2 will still get one turn, so Team 2 can also finish the game with 12 agenda points.

A team loses the game if the Sponsor cannot draw cards anymore. Losing teams leave the game immediately.

9. Communication between team mates

Sponsor and Agent may always talk freely to one other and exchange verbal information, but the opponent teams may always listen. E.g. if Agent 1 accesses a card from Sponsor 2's R&D, he may tell his Sponsor 1 the name of the accessed card, but Team 2 also gets this information.

<p align="center">If you play with six or more players following rules apply additionally</p>

10. Strength increase

Servers are potentially vulnerable to continuous attack by Agents. To try and limit the danger of a single Sponsor being overrun, for each successive Agent that runs on a particular Sponsor's servers between that Sponsor's turns all the Ice of that Sponsor gain +1 strength until the beginning of the Sponsor's next turn. This strength gain is temporary and should not be considered when adjudicating increases in the strength of pieces of Ice. In other words, it is factored in last to any calculation of the strength of an individual piece of Ice. Ice strength gains represent a Sponsor going to a full security stance after discovering that it has been attacked by an Agent.

11. Handling Tags

Tags are dedicated pieces of information that one team holds about the Agent of another team. As such, if Sponsor 1 succeeded in tagging Agent 2 (even through the clicks of Agent 1), then Sponsor 3 may not use this tag to attack Agent 2. Tags only work for the team that managed to place that tag, unless the information is passed on to other teams. Dedicated tags may be sold. When an Agent is tagged, the member of the team that made the tag becomes the Owner of the tag. If that Owner decides that someone else might make better use of the tag, then they may sell this information. The minimum cost for selling the tag is two credits. Tags may be sold during any Sponsor's turn. The Owner of the tag may offer to sell it to the Sponsor currently taking the turn. If that Sponsor turns down the offer then other Sponsors (and only Sponsors, not Agents) may bid for the tag in response.

Bidding works as a small, short auction that is held at the end of the current Sponsor's turn. Each Sponsor around the table (clockwise) has a chance to bid on the tag, including the Sponsor that refused the offer to buy it. If a Sponsor bids for the tag, then they must be able to pay that number of credits to the owner of the tag if their bid is successful. If a Sponsor passes on the bidding, then that player may not bid for the tag again unless it is re-auctioned at a later time. Only the successful bid is actually paid. It is acceptable (and even smart) for the Sponsor of the tagged Agent to bid on the tag, and if successful, they may trash the tag at no cost.

Selling tags doe not require a click. When a tag is sold, all the information that comprises the tag is sold, and the team that successfully made the tag (or purchased it last time) loses the tag. Tags may be represented with counters, provided that they are unique enough to identify which team Owns that tag .

Notes and ideas for further modifications

In order to have enough interaction between all players, it is crucial to make running Agent servers attractive otherwise, it is just two two-player games played in parallel.

If you feel that running the Agent servers is not attractive enough, you can lower the cost for copying programs, e.g. to pay half of its installation cost, rounded down. Note that stealing programs has turned out to be too powerful.

Note that in the beginning, Sponsor 1 has a slight advantage over Sponsor 2, because it has two turns for preparing against Agent's attacks. If you want to compensate this advantage, give Sponsor 2 six starting credits instead of five.

Any comments and suggestions should be posted to the existing multiplayer discussion threads of the Netrunner forum on the Fantasy Flight Games website or on:

www.boardgamegeek.com
www.runners-net.com
www.netrunneronline.com