Timing Structure of Turns

"Allotted clicks" is the normal number of clicks for that player's side (⊘⊘⊘ for the Corp and ⊘⊘⊘⊘ for the Runner) including any modifiers that may give that player additional or fewer clicks to spend. Clicks gained or lost during a player's turn immediately adjust the total number of clicks available to spend. Players cannot gain or spend clicks during a discard phase or during the opponent's turn.

Corp's Turn

[1] Draw Phase

[1.1] The Corp gains allotted clicks (default ⊘⊘⊘).

[1.2] Players may use paid abilities (↻). The Corp may rez non-ice cards (✸) and score agendas (📊).

[1.3] The Corp's recurring credits (↻) refill.

[1.4] The Corp's turn begins.

- The Corp's "When your turn begins..." conditionals meet their trigger conditions.

[1.5] The Corp draws 1 card from the top of R&D into HQ.

- This does not spend ⊘.

- The Runner wins if R&D contains no cards during this step.

[2] Action Phase

[2.1] Players may use paid abilities (↻). The Corp may rez non-ice cards (✸) and score agendas (📊).

[2.2] The Corp takes actions until they have no ⊘ remaining. After each action, players may use paid abilities (↻), the Corp may rez non-ice cards (✸), and the Corp may score agendas (📊). Actions include:

- ⊘: Gain 1↻.

- ⊘: Draw 1 card from R&D.

- ⊘: Install 1 agenda, asset, upgrade, or piece of ice.

- ⊘: Play 1 operation.

- ⊘, 1↻: Advance 1 installed card.

- ⊘, 2↻: Trash 1 resource if the Runner is tagged.

- ⊘, ⊘, ⊘: Purge virus counters.

- Trigger a ⊘ ability on an active card (cost varies).

[3] Discard Phase

[3.1] The Corp discards one card at a time from HQ until there are cards in HQ equal to their maximum hand size.

[3.2] Players may use paid abilities (↻). The Corp may rez non-ice cards (✸).

[3.3] The Corp loses unspent ⊘.

[3.4] The Corp's turn ends.

- The Corp's "When your turn ends..." conditionals meet their trigger conditions.

Runner's Turn

[1] Action Phase

[1.1] The Runner gains allotted clicks (default ⊘⊘⊘⊘).

[1.2] Players may use paid abilities (↻). The Corp may rez non-ice cards (✸).

[1.3] The Runner's recurring credits (↻) refill.

[1.4] The Runner's turn begins.

- The Runner's "When your turn begins..." conditionals meet their trigger conditions.

[1.5] Players may use paid abilities (↻). The Corp may rez non-ice cards (✸).

[1.6] The Runner takes actions until they have no ⊘ remaining. After each action, players may use paid abilities (↻) and the Corp may rez non-ice cards (✸). Actions include:

- ⊘: Gain 1↻.

- ⊘: Draw 1 card from the stack.

- ⊘: Install 1 program, resource, or piece of hardware.

- ⊘: Play 1 event.

- ⊘: Make a run.

- ⊘, 2↻: Remove 1 tag.

- Trigger a ⊘ ability on an active card (cost varies).

[2] Discard Phase

[2.1] The Runner discards one card at a time from the grip until there are cards in the grip equal to their maximum hand size.

[2.2] Players may use paid abilities (↻). The Corp may rez non-ice cards (✸).

[2.3] The Runner loses unspent ⊘.

[2.4] The Runner's turn ends.

- The Runner's "When your turn ends..." conditionals meet their trigger conditions.