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## About This Content

Underworld introduces an exciting new story campaign and a powerful new card set focused on turning your Archive (discard pile) into a potent resource.

From Agents and Support cards that gain strength the more you discard, to Events that let you bring cards from your Archive back into play, Underworld adds a range of exciting new options to deck building.

The Underworld set is powered by a unique risk-reward dynamic. Underworld cards can generate huge burst damage, but you'll need to burn your own deck to fuel your combos. Played well, you can sweep your opposition off the board. Played poorly, you burn down your own deck and leave yourself weakened and exposed.

## Features:

- An exciting new story campaign.

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- 30 New missions.

- 20 New cards to collect.

- New card mechanics that allow you to burn your own deck for power.

*Note - The DLC campaign, when installed, will be found under the "Choose Module" main menu option.*

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Title: System Crash - Underworld  
Genre: Indie, Strategy  
Developer:  
Rogue Moon Studios  
Publisher:  
Rogue Moon Studios  
Release Date: 22 Oct, 2018

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English

**Practice Opponent**



0/10  
 1  
 22  
 14

50

24

**Play Cards**



  

**Vex**



5/10  
 4  
 8  
 24

50

17

Continue

Draw Phase

Resources Phase

**▶ Main Phase**

Combat Phase

Discard Phase



San Angeles

96,500

Jameson's Hideout



An old hideout Jameson used at the start of his Runner career, before he moved out of the Redev Zone. If he isn't there, you've run out of leads.

Investigate.

Launch Mission

Objectives

- Investigate the address the bar owner gave you.

Black Market

**Mermaids.**

That's the first thing you notice as you enter The Abyss. The mermaids.

The club dancers are using holorigs and harnesses to project themselves on stage with mermaid tails, swimming languidly through seaweed that drifts gently in illusionary currents, small silver fish darting around them in time with the music.

The walls of the club are windows into an underwater vista, sharks circling hungrily behind the bar. Probably more holograms. Real sharks, even clones, would be too expensive for a dive like this.

Continue



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Overall it's alright. Get it after you beat the other modules if you want more content.

It's a bit short and kind of easy, I got through about 3/4ths of the campaign with the starter NetDaemon deck and then built a direct damage deck that carried me through the end. This is in contrast to the base game and the last module where I felt I needed to rotate between three specialized decks to counter the opponents in each mission.

The story isn't much but If you're really interested in the world of System Crash there's some new information. Though if you're hungry for cyberpunk world building I'd just recommend picking up a Shadowrun paperback or something.. Awesome expansion! The cyberpunk story is very well written and fun to follow. The new cards add different choices that open up additional strategies and make for exciting challenges. The artwork is beautiful with lots of variety to soak in. The music sounds nice too. I enjoyed the atmosphere and gameplay so much that I'm going to play it again and again. Overall it's a very smart game. Well worth the price of admission. I can't wait for future expansions, I will buy them for sure. Thank you Rogue Moon Studios for making such a wonderful game! Very nice people! :) Keep up the great work! :)



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