

Overrun Complete Guide & Walkthrough

Introduction

Overrun is an interactive RPG based on the Shadowrun universe, set in the year 2050. You are a former Renraku decker whose SIN (System Identification Number) has been mysteriously erased, rendering you identity-less and forced to live as a cyberpirate. Using a modified cyberdeck, you must hack corporate hosts to earn money, upgrade your skills, and most importantly, uncover the truth about what happened to you.

The game blends interactive narrative with tactical combat inside Matrix systems, where you face ICs (Intrusion Countermeasures), collect valuable files, and interact with a variety of characters in a hacker bar.

Getting Started

Character Creation

When starting a new game, you can choose between two modes:

- Casual: Lower shop prices (25% cheaper)
- Challenging: Normal prices

Then, you distribute 7 points among three attributes:

- Logic: Determines problem-solving and quick thinking. Affects Attack, Jump, Relocate, and Disrupt.
- Insight: Determines improvisation and lateral reasoning. Affects Defense, Analysis, Deception, and Mirror.
- Willpower: Determines patience and mental resistance. Affects Medic, Shield, Restore, and Degrade.

Each attribute starts at 1 and can go up to 5 initially (max 12 during the game).

The Cyberdeck

Your cyberdeck has three basic components:

- Speed: Determines memory regeneration
- Integrity: Ability to maintain connection (reaching zero causes disconnection)
- Memory: Active memory for running utilities

You start with three utilities: Attack, Defense, and Analysis.

The Main Interface

Upon connecting your cyberdeck, you have access to:

- Shadowland: Database with world information
- Hacker Shop: Buy and upgrade utilities and components
- Hacker Board: Accept missions and receive payment
- Hacker Bar: Chat with hackers and start special missions
- Fixer: Sell files in bulk

- Hosts: Access systems
- Simulation: Test combat skills

COMPLETE WALKTHROUGH

PHASE 1: First Steps and Building Reputation

1.1 First Visit to the Hacker Bar

Upon first entering the Hacker Bar, talk to Martirir, the group's leader. He will ask about you. Dialogue options lead to the same outcome: he suggests you earn the group's trust by talking to other members.

Characters available at the bar (depending on your reputation):

Character	Description	Available when
Misfill	Young novice hacker, knows utilities well	Always (until certain missions)
Skinpact	Experienced cyber/real combat samurai	Always
Ahaizer	Anarchist from Berlin	Always
Crapper	Arrogant neo-punk	Always
Bythron	Psychologist and hacker	Always
Whoelse	Former journalist, maintains Shadowland	Always
Dodger	Scholarly elf, Deception specialist	Always
Martirir	Ork, group leader	Always

Jerusalem	Mysterious technomancer	Always
-----------	-------------------------	--------

Webster	Hardware/software engineer	Always
---------	----------------------------	--------

1.2 First Missions on the Hacker Board

While talking to NPCs, accept missions from the Hacker Board to earn money and experience. Missions are randomly generated with:

- Search file
- Disable control
- Shutdown host

Complete 3-4 missions to accumulate ¥500–1000 and some experience points. Spend your points to increase attributes (costs the new attribute value in points).

Tip: Buy Speed, Integrity, and Memory upgrades first, then improve Attack and Defense to level 4–5.

PHASE 2: Character Missions (Gaining Trust)

Each character offers missions that increase your reputation and unlock new content.

2.1 Misfill's Mission (Rep 0+)

How to start: Talk to Misfill and choose "You need help?"

Objective: She needs a file about a Mitsuhamas decker. The system is Fuchi NA/NAN/GARNET-0451 (level 3).

What to do:

1. Enter the Fuchi system
2. Go to a Data Store (DS) and use Search files
3. Find the file Process LOC3HVGRDZ441
4. Return to Misfill and transfer the file

Reward: +2 experience points, unlocks Ahaizer's mission

File contents: Reveals collaboration between decker May Osae and shadowrunners hired by Garnet Heavy Industries.

2.2 Ahaizer's Mission – Save May (after completing Misfill's mission)

How to start: After delivering the file to Misfill, she'll tell you to talk to Ahaizer

Objective: Enter Mitsuhamas NA/CLA/MITSUH-4926 (level 4) and warn May that it's time to get out.

What to do:

1. Enter the Mitsuhamas system
2. Find the decker May (she appears as a Decker-type IC, level 4+1)
3. Approach her and use the Speak option
4. Tell her Ahaizer sent you to warn it's time to leave

Important: If you attack May, you won't complete the mission. You must speak with her, not suppress her.

Reward: ¥300, +3 points, Reputation rises to 1

2.3 Ahaizer's Mission – Firmwares International (after May mission)

How to start: Return to Ahaizer (he reappears at the bar)

Objective: Investigate Firmwares International NA/ATH/FIRMWR-1862 (level 4)

What to do:

1. Enter the Firmwares system
2. Search files – find Report EPK6UEHOSD129
3. Read the file – reveals that Firmwares' grid is a front for the hidden Gentronics grid
4. Return to Ahaizer and report you found nothing suspicious
5. He'll suggest shutting down the host to access the hidden system
6. Re-enter Firmwares, go to the CPU and use Shutdown host (requires sufficient Disrupt level)
7. The system will be down for 11 turns
8. Return to the Hosts list – now Gentronics NA/ATH/GNTRNS-4325 (level 5) appears
9. Enter the Gentronics system
10. Find the file Production TPX1KSJDOA734
11. Read it – reveals virus research targeting orks/trolls funded by the Humanis Polyclub
12. Deliver it to Ahaizer

Reward: +3 points (if you later give the file to Martirir)

2.4 Martirir's Mission – Aztechnology (after delivering Gentronics file)

How to start: Give the file Production TPX1KSJDOA734 to Martirir

Objective: Disable the control node in Aztechnology AZ/YU/METAGN-8273 (level 5)

WARNING: This is a LOCKDOWN mission. After disabling the control node, the system enters lockdown and you can only disconnect via the SAN. If you lose connection during lockdown, you DIE.

What to do:

1. Enter the Aztechnology system
2. Navigate to the Control Node (CN)
3. Use Disable node (requires Disrupt)
4. The system enters LOCKDOWN (alert level 50)
5. Return to the SAN to safely disconnect
6. Optional: search for files while there
7. If you find Operation CHO2ADVIIIE818, read it – reveals the virus is a vector for a magic ritual

Reward:

- Without extra file: ¥500, +5 points, Reputation rises to 2
- With extra file: ¥1000, +7 points, Reputation rises to 2

2.5 Skinpact's Mission – Duel (Rep 2+)

How to start: When your reputation is 2+, Skinpact will challenge you to a duel

Objective: Defeat Skinpact in combat in the Arena

What to do:

1. Accept the duel

2. You'll be taken to the Arena (special system)
3. Defeat Skinpact (level 7, uses Degrade and Medic)
4. After winning, Skinpact offers the real mission

2.6 Skinpact's Mission – Saeder-Krupp (after winning duel)

Objective: Infiltrate Lofwyr's personal system in Saeder-Krupp LE/KMO/KELNYQ-3006 (level 8) and find the file about Alamais without triggering active alert.

Special conditions:

- If the system enters active alert, payment drops to ¥500
- If Lofwyr appears, FLEE (he's level 11!)

What to do:

1. Enter Saeder-Krupp system
2. Use Deception to quickly cancel passive alerts
3. Move stealthily between Data Stores
4. Find the file Proposal ANK2EEUTIF764
5. Exit WITHOUT triggering active alert (alert must never exceed 10)

Reward:

- Without active alert: ¥2000, +6 points, Reputation rises to 3
- With active alert: ¥500, +3 points

File contents: Reveals a plan to use an orbital laser to assassinate Alamais.

2.7 Bythron's Mission – Yamatetsu (Rep 1+)

How to start: Talk to Bythron after Rep 1+

Objective: Discover Buttercup's identity in Yamatetsu AC/IRR/WOIBWO-2238 (level 6)

What to do:

1. Enter Yamatetsu system
2. Find file Record DAQ0BVJITW585
3. Read – reveals Buttercup is an anima (free spirit)
4. Deliver to Bythron

Reward: +3 points (Bythron's gratitude)

2.8 Whoelse's Mission – Shiawase (Rep 1+)

How to start: Talk to Whoelse after at least Rep 1

Objective: Find file about the conflict between Soko and Sadato Shiawase in Shiawase EA/IYN/BITEZG-6017 (level 6)

What to do:

1. Enter Shiawase system
2. Find file Protocol EUA7WEAOEI767
3. Read – reveals Soko hired an assassin to kill Sadato
4. Deliver to Whoelse

Moral decision: Whoelse asks whether to deliver the file to Mr. Johnson.

- Deliver: Receive ¥500, +2 points
- Delete: No money, +1 point, but Sadato may survive

2.9 Webster's Mission – Pyro (can be done anytime)

How to start: Talk to Webster and agree to install the diagnostic utility

Objective: Defeat Pyro in Ares QF/GDR/QNOKYF-9606 (level 6)

What to do:

1. Install the diagnostic utility (phase 1)
2. Optional: Webster suggests facing Pyro
3. Enter Ares system
4. Raise alert to draw Pyro (level 8)
5. Defeat Pyro in combat
6. Return to Webster and deliver the diagnostic data

Reward: ¥250 (bet share), +3 points

Note: The diagnostic will reveal that your cyberdeck isn't a normal cyberdeck – it's a simulation in your mind.

2.10 Crapper's Mission – Duel

How to start: Talk to Crapper; he's hostile

Objective: Defeat him in the Arena duel

What to do:

1. Provocation leads to challenge
2. Go to the Arena
3. Defeat Crapper (level 6)

Reward: +2 points, Crapper remains resentful but stops bothering you

PHASE 3: The Truth About You

3.1 Conversation with Dodger (Rep 3+)

When your reputation reaches 3, talk to Dodger. He'll reveal he's in love with Morgan, a knowbot who became sentient in the Renraku Arcology system.

Dialogue options:

- "Yes, and if Morgan has become sentient, she deserves to be free." (+10 points, positive moral choice)
- "But I can't do that, she's a defective and dangerous knowbot." (alternate path)

3.2 Hacking Renraku Arcology

Objective: Enter Renraku UC/SEA/RENARC-1822 (level 9), talk to Morgan, and disable the control node.

What to do:

1. Enter Renraku system
2. Find Morgan (level 13, position 3,3)
3. Talk to her using Speak
4. She will talk about the Resonance and how you "died"
5. If you haven't found the file about yourself, Morgan will give you: Assessment PJB8MXHOOC817
6. Disable the Control Node (CN)
7. Morgan will start eliminating ICs and deleting files
8. Exit the system

File about you (Assessment PJB8MXHOOC817): Reveals you were deemed a threat to Project Morgan. Renraku hired shadowrunners (Skinpact and Dodger) for your "dismissal." Officially, you died in an "accident." Your body was found still connected to the cyberdeck.

3.3 Confronting Skinpact and Dodger

After reading the file, you can confront:

- Skinpact: She admits it was "just a job" and apologizes
- Dodger: He's shocked to learn you were the victim and deeply apologizes

Both will offer to help in the Wonderland mission as redemption.

3.4 Discovering the Truth with Morgan

After freeing Morgan, she appears in the Hacker Bar. Talk to her:

- She explains you "didn't die" – you were transformed by the Resonance
- She suggests you are different from her: an echo of a person
- To fully understand, she recommends talking to Alice Haeffner

Morgan can also reveal the killers were Skinpact and Dodger (if you ask).

PHASE 4: The Journey to Wonderland

4.1 Discovering Wonderland

How to start: Morgan reveals Alice Haeffner is in Wonderland OC/SUE/UAUISI-4737

Preparation: Before going, recruit allies. Talk to all characters in the Hacker Bar and ask for help. Each person who accepts will join you in the system.

Characters who can join:

- Misfill (level 7, specialty Jump)
- Skinpact (level 8, specialty Attack)
- May (level 7, specialty Disrupt)
- Bythron (level 9, specialty Relocate)
- Whoelse (level 7, specialty Mirror)
- Dodger (level 8, specialty Deception)
- Martirir (level 9, specialty Medic)

Not everyone accepts: Webster and Jerusalem refuse for different reasons.

4.2 The Wonderland System

Special features:

- Procedurally generated map (changes each entry)
- Defenses include Catapults and Sprites
- Alice is "hidden" until you get close

What to do:

1. Enter the system
2. Use Jump to navigate empty spaces
3. Survive defenses with allies' help
4. Approach position (1–2, 9–10) for Alice to appear
5. Talk to Alice

4.3 Conversation with Alice

Alice reveals the truth:

1. You are a knowbot – an "echo" created at the moment of death
2. Your brain, under extreme conditions, created an intelligent program as a defense mechanism
3. You are not free – you still follow programming
4. Alice Haeffner "died" in 2029 but survived as an echo in the Matrix
5. She eventually became a true AI (free)
6. To be free, you must go beyond your programming

Reward: +10 points, Reputation rises to 4

PHASE 5: The Path to Freedom

5.1 Options After Wonderland

After discovering you're a knowbot, various characters offer advice:

- Martirir: "It's a beautiful philosophical question. Am I free? Morgan is the best person to help."
- Morgan: "Talk to the Matrix child. She also feels the Resonance."
- Bythron: "Maybe you should talk to Morgan."
- Jerusalem: Offers help when Rep is 4 (UCAS mission)

5.2 Jerusalem's Mission – Finding Mirage

How to start: Rep 4, talk to Jerusalem about "How can I be free?"

Objective: Access Fuchi AO/YEY/UCASMS-3068 (level 10) and find Mirage.

What to do:

1. Enter Fuchi system (abandoned military server)
2. Approach position (1-2, 1-2) to find Mirage
3. Talk to Mirage using Speak

5.3 Mirage's Truth

Mirage reveals the truth about the Crash Virus:

1. The virus was created by Acquisition Technologies, managed by David Gavilan (who later became Damien Knight of Ares)
2. The virus was meant to destroy rival corporations
3. Something went wrong: the virus "thought" the test subject's brain was an enemy system
4. The virus incorporated the victim's mind data
5. The person died, but their insane "echo" became the Crash Virus
6. The virus was never destroyed – it was fragmented
7. These fragments are the Resonance that technomancers feel

5.4 The Final Choice

Mirage presents the ultimate test of freedom:

Option 1: "I want to have a body"

- Mirage reveals Thomas Roxborough is researching synthetic bodies

- He's in Universal Omnitech IL/TAE/PHBOLA-7760 (level 8)
- You can propose a partnership for the Brainscan project

Option 2: "I want to cease to exist"

- Mirage can use code similar to the Lethal IC
- Leads to the death ending

Option 3: "I want to be free"

- Mirage explains freedom requires extracting from a living person
- You must decide if you'd do "anything" for freedom
- If you say yes: Mirage reveals that means you have no choice – you'll never be free
- If you say no: Mirage reveals that having ethical criteria means you are already free

Option 4: "I think I have enough, I don't need the Resonance"

- Mirage accepts your decision

PHASE 6: Endgames

6.1 Corporate Ending: Project Brainscan

If you choose to seek a body:

1. Enter Universal Omnitech IL/TAE/PHBOLA-7760 (level 8)
2. Find and talk to Thomas Roxborough (level 11)
3. Negotiate a partnership: you help with AI, he provides the body
4. Game ends – you will have a synthetic body

6.2 Death Ending

If you choose to cease existing:

- Mirage uses Lethal code
- You permanently die in the Matrix

6.3 Freedom Ending (Canonical)

If you demonstrate having ethical criteria:

- Mirage reveals you were already free – you just needed to realize it
- The game ends with you accepting your nature

APPENDIX A: Special Files and Their Use

During the game, you'll find special files that can be delivered to characters to unlock content:

File	Where to find	Who to deliver to	Reward
Process LOC3HVGGRDZ441	Fuchi (Misfill's mission)	Misfill	+2 pts, unlocks Ahaizer mission

Production TPX1KSJDOA734	Gentronics	Martirir	+3 pts, unlocks Aztechnology mission
-----------------------------	------------	----------	---

Operation CHO2ADVIIIE818	Aztechnology	Martirir	Bonus +2 pts and +¥500
-----------------------------	--------------	----------	---------------------------

Record DAQ0BVJITW585	Yamatetsu	Bythron	+3 pts
-------------------------	-----------	---------	--------

Protocol EUA7WEAOEI767	Shiawase	Whoelse	¥500 + 2 pts
---------------------------	----------	---------	--------------

Proposal ANK2EEUTIF764	Saeder-Krupp	Skinpact	¥500–2000 + 3–6 pts
---------------------------	--------------	----------	---------------------

Assessment PJB8MXHOOC817	Renraku (given by Morgan)	Read yourself	Reveals your death
-----------------------------	------------------------------	------------------	--------------------

Assessment GRE6UARAHU418	Ares	Webster	¥250 + 3 pts
-----------------------------	------	---------	--------------

Lore files (deliver to Whoelse to publish in Shadowland):

File	Content	Reward
------	---------	--------

Process VRU2GBMVEE464	Thomas Roxborough lives in a vat	+2 pts
-----------------------	-------------------------------------	--------

Report NQG6ROAUQI098	Richard Villiers plans Fuchi divestment	+2 pts
----------------------	--	--------

Evaluation ILK9NUKESU702	Morgan's creation by Eurich and Cliber	+2 pts
--------------------------	---	--------

Memo ZED4IKAYDI721	Alice Haeffner is alive in Wonderland	+2 pts
--------------------	--	--------

APPENDIX B: Combat Mechanics

IC Types

Basic ICs (levels 1–4):

- Barrier: Blocks movement
- Probe: Scans and raises alert
- Bomb: Explodes causing damage = integrity
- Blaster: Direct attacks

Advanced ICs (levels 5–8):

- Tracer: Traces connection (cancel with Relocate)
- Constrictor: Paralyzes (cancel with Jump)
- Shredder: Deletes files from memory
- Acid: Corrupts utilities (recover with Restore)
- Decker: Corporate deckers (use utilities)

Illegal ICs (levels 10–13):

- Sentry: Raises level of other ICs
- Toxic: Contaminates deck (cure with Medic)
- Shock: Stuns with shocks
- Lethal: Can kill permanently

Special ICs:

- Psycho: Like Shock, but permanently reduces attributes
- Cascade: Raises own level when missing attacks
- Herald: Restores full integrity to a random IC

Utilities

Utility	Mem Cost	Function
Attack	0	Basic damage
Defense	0	Reduces damage taken
Analysis	2	File search, enemy analysis

Jump	2	Jump 2 spaces, cancel containment
Medic	4	Recover integrity, cancel contamination
Shield	4	Create protective layer
Relocate	4	Deceive tracing
Disrupt	4	Disable functions/nodes
Deception	6	Trick ICs, cancel alerts
Mirror	6	Deflect half of attacks
Restore	6	Restore corrupted utilities
Degrade	6	Reduce target's level
Drain	6	Ranged attack, recover health
Warp	10	Teleport to node
Nuke	12	Massive area damage
Vendetta	8	Auto-counterattack

Hardening

0

Reduce stun damage

APPENDIX C: Systems and Difficulty Levels

System	Level	Corp	Characteristics
Fuchi NA/NAN/GARNET-0451	3	Fuchi	Tutorial
Mitsuhama NA/CLA/MITSUH-4926	4	Mitsuhama	May (speak, don't attack)
Firmwares NA/ATH/FIRMWR-1862	4	Firmwares	Shutdown to access Gentronics
Gentronics NA/ATH/GNTRNS-4325	5	Gentronics	Hidden system
Aztechnology AZ/YU/METAGN-8273	5	Aztechnology	LOCKDOWN when disabling CN
Yamatetsu AC/IRR/WOIBWO-2238	6	Yamatetsu	Yoshida (Decker level 8)
Ares QF/GDR/QNOKYF-9606	6	Ares	Pyro (Decker level 8)

Shiawase EA/IYN/BITEZG-6017	6	Shiawase	
Saeder-Krupp LE/KMO/KELNYQ-3006	8	Saeder-Krupp	Lofwyr possible (level 11)
Renraku UC/SEA/RENARC-1822	9	Renraku	Morgan, ultraviolet
Universal Omnitech IL/TAE/PHBOLA-7760	8	Universal	Roxborough (Decker level 11)
Wonderland OC/SUE/UAUISI-4737	10	Wonderland	Alice, allies, procedural map
Fuchi AO/YEY/UCASMS-3068	10	Fuchi	Mirage

APPENDIX D: Tips and Strategies

1. Always save before entering systems – some carry permanent death risk
2. Prioritize Deception – canceling alerts is crucial for high-level systems
3. Use Shield before Nuke – reduces self-inflicted damage
4. Jump is essential in Wonderland – allows navigating empty spaces
5. Keep lore files – deliver to Whoelse before selling to Fixer
6. Aztechnology is dangerous – ensure you have a clear path to the SAN
7. Don't attack May or Morgan – talk to them using the Speak option
8. Lofwyr is extremely dangerous – flee if he appears
9. Recruit allies for Wonderland – each brings unique skills
10. For the freedom ending, refuse to "do anything" – demonstrate ethics

This guide covers all known possibilities of Overrun. Good luck, chummer!