

This is 2.1, a Netrunner Reboot Project podcast.

Episode 102.

Start the Fire.

Hey, this is Remy.

The title card of this week's episode is Spark Agency, one of the new NBN Identities in Data and Destiny.

The subtitle of Spark Agency is Worldwide Reach, but the Flavor text simply says, we're ready to start the fire.

See, spark fire.

So this episode, we're going to continue forward in our exploration of the corp side of Data and Destiny.

And I'm going to do that starting off, there's going to be some breaking news and anonymous tip.

But then we're going to look at a couple of decks that use some of these new NBN identities.

It goes on, yeah, I didn't really limit myself on time.

I'm already starting to get into the postD&D feel since I've spread out this analysis over a couple of months, you know, I don't feel the same time pressure.

Maybe I should feel more time pressure.

I don't know.

Maybe I'm going to end up feeling time pressure at the end of next month.

But yeah, I didn't cut down these analyses as much as I might have before .

So, yeah, maybe it's too long.

Maybe it's too ramble.

We'll find out.

I will say the trick with locating decks on Nut Runner DB at this point, there's two tricks right now.

One, well, there's the classic problem I've had when covering NBN on this podcast .

Because in the reboot project, AstroScript pilot program is just not the same card..

The big boy ranked it as one of his top 50 corp cards, like number 45, 6, seven, somewhere in there.

But before it had been nerf the original version of Astro probably would have been far and away the number one card of the game.

And it was likely in literally 99% of all NBN decks.

But while it's still good, it's not the same level of auto-in clue that it was then.

So locating decks that don't lean too heavily on Astroscript is very tricky.

It was helped a little bit by the introduction of the Most Wanted list, where Astroscript received a little bit of a nerf.

And then later on it got nerfed even. Heavier.

But that brings us to the second problem, which is that we're at the end of the FFG cardpool and reboot.

So, mostly we're dealing with a pretty narrow range of time after Data and Destiny was released at the end of October 2015.

But before, the Mumbod cycle started just three months later at the end of January 2016.

Maybe a bit after that if the initial packs of that cycle didn't have pieces for the particular deck I'm looking at.

Then again, maybe less if I'm just looking at the time after the most wonderful list, which was only about a month before Kalagoda, the first pack of Mumbod cycle started, or dropped.

Yeah, so it's a little bit tricky to find Dex, and I did.

I found several that I wanted to talk about.

I'm going to fill an entire episode with them.

But I think going forward , it's going to be a little more tricky to use that resource.

And that's where I'm more likely to find more conversation and discussion.

The current fantasy flight fan base at the end of 2015 was pretty much at its peak size.

Compared to that, the null signal fan base is vastly smaller.

And compared to that, the reboot fan base is smaller still.

So there isn't, naturally, as much discussion generated on anything as there would have been in the fantasy Flight days.

So even if I were to take the same number of decks I'm going to be looking at in this episode and pull those from the reboot project, I'm going to have to generate all the content.

Here, I'm just doing my normal agglomeration of other people's comments with a few little comments from me here and there.

So I don't think we have to worry about two long and rambling episodes in the near future when we get into the boosters.

Anyway, that's enough long and rambling.

Preamble, let's get into the rest of the show.

Breaking news.

Two items here.

I'll do the quick one first.

The 20th Preconstructed League will be starting in just a couple of weeks.

So if you've been looking to dip your toe into the reboot waters or maybe you just want a little more structure to give you that added incentive to play more, the preconstructed league is maybe the easiest way to do either of those. Things.

The structure of the league is that it typically runs four or five Swiss rounds, Swiss Swiss pairing, so I need to explain Swiss pairings. So Swiss pairings are when you randomly assign everybody that's in the tournament, or in this case, the league, together, you know, randomly assign them.

And then the winners play each other, the losers play each other, and so on.

So that over the course over the course of the tournament, what you end up with generally is the people who perform better are playing each other.

The people who perform worse are playing each other.

Theory being by the time you get to the final rounds, you've settled into a level that is more your speed.

So to five Swiss rounds, depending four or five, not 45, depending on how many people are in the league.

Sometimes there's also a cut to a top four.

In each round, so you'll be paired to get against another player, and you'll play us out of games, Corp and Runner.

Each round lasts two weeks.

I mean, you have two weeks to play your games with the other player.

So there's not a ton of pressure to get the games in.

The only legal decks are the preconstructed decks, which are built into every retie.net account .

You don't even have to commit to one particular deck each week.

You can mix and match as you go.

So, does that sound interesting to you?

Head over to the reboot Discord server.

Links are pretty easy to find.

They're in the show notes here.

Wherever I post this, I've also posted those links.

But if you don't see access to them very easily, I'll just tell you where to go right now.

Netrunner 2.1.com.

It's all, obviously all one word, but it's the number two and the number one.

But it's the word point.

Netrunner 2.1.com.

And the link to the discord is near the top that end a redirect you to the reboot Project homepage.

And the link to the Discord is near the top there.

So go to the reboot Discord server, find the preconstructed league channel , and then react to gaminet's announcement post for the 20th league.

Easy peasy.

October 10th is the tentative date that he put out there, so we'd love to have you.

I joined this one again because now I'm fully into the preconstructed league.

Waters, now that we have, I have access to data and destiny in this pool, so I'm pretty excited to get into that.

Come join me.

All right.

The other announcement.

As I said last week, I'm taking a couple of months to go through data and destiny.

And hopefully Worlds 2015 before starting it on the boosters.

There are currently five boosters.

Now, I'll talk about this a little bit more when I introduce them, but basically, these are a way to import some post data and destiny cards while leaving out the overpowered stuff that came later, and then also add in some original designs.

The first booster was released in October of 2022 coming up on three years ago.

The second booster was nine months later .

Then there was six months before the third, only seven before the fourth, and then nine months again, before the fifth pack.

So, you see, that's the general pattern, six to nine months between boosters.

And the last one was released back in May.

And now we've learned that it will hopefully be only a six-month gap into the next one, but it will be a little different.

Just a few days ago, the big boy put up this post in the General Channel.

Our new sustainable release plan for booster packs We'll be releasing smaller packs of eight entirely new cards.

We'll be alternating between two models, Spice packs and identity packs.

Spice packs will contain one card for each faction and then an eighth card that will be either neutral, a mini faction, or collaboration card.

As a reminder, collaboration agendas are agendas that can go into two different corps.

Identity packs will contain one new runner ID and one new corp ID, and three cards of each of those factions, generally meant to support the new ID.

Our next pack will be a spice pack, and we're hoping for a release in November.

This model of smaller packs will hopefully let us maintain high quality releases every six months or so.

Of the cards we've got so far?

Three are meant to be big help for weakish archetypes.

Two are nice slot ins for existing decks.

Two are potent but narrow efficiency cards, think future proofing, and one is a tech is card.

Zaley, who's on the development team team, posted just a couple days ago, Here's my spicy Pack preview.

One, money for the jankminded.

Two, one spiky ice apologist.

Three, new buffs for the tragically nerfed.

There was some discussion about whether it might be better to have one larger release once a year than two smaller releases, twice a year.

And the big boy's comment was, I think doing eight cards twice a year is fresher than doing 16 once a year.

So that's the current status on that.

I expect we'll be seeing some spoilers sometimes. In the near future.

And of course, when we do, I'll bring them to you here.

Or you can go to the Discord server and see them yourself.

Anonymous Tip.

Seven things You can do to get better at that runner.

Moving on through this article from Zenis Andrew Hines , it was posted back in August of 2016.

We've gone through the first four tips in the last several episodes.

Here's number five, except that variance happens.

This advice might feel out of place and disconnected from the other points, but I feel it's worth a slot in the article.

Variance is a key part of every card game that I know of, and that includes Android Nut Runner.

I believe that understanding what makes a game tick will make you a better player..

On the grandest scale, no player is consistently lucky or unlucky.

And chances are if you just went to three, 64 player regionals and came 35th at each one, it wasn't bad luck that meant you didn't make the cut.

On the flip side, if you just played 64-player regionals and won each one, the chances are it wasn't luck that you won all three.

On a smaller scale, this means that you shouldn't be angry if your accelerated beta test hits the only three agendas you had left in your otherwise ice-filled deck.

It used to be three.

The nerf is, it only hits two. Or the sideways adjustment.

And understand that the fact that it happened this time doesn't necessarily mean it was a bad decision.

To expand about that last point a little bit more, you could make a play that gives you a 66% chance to win, but a 33% chance to lose.

If you lose from this play, it is important to remember that you didn't, necessarily, make a bad decision, and it was not necessarily, a bad play to make, unless there was a line of play with better odds to win or lose.

Of course, variance is not biased, so you could make a play that gives you a 20% chance to win and an 80% chance to lose, and it could well make you win, but that does not, necessarily, make the play correct.

It could have been correct if it was the line of play with the best odds to win or lose.

The flip side of variance is something people forget often.

And statements like, I only win games I don't get unlucky in, very usually ignore the times they got lucky and won because of that.

Remember that the Outcome, both positive and negative, of your plays, isn't necessarily indicative of how correct they were to make.

And this is one of the most many factors that makes Net runners so hard to improve at for a lot of people.

As counterintuitive as it is, a play that made you lose could have been the best choice and would make you win the highest percentage of the time.

Blaming variants for losses isn't what the last two paragraphs covered..

So I want to quickly mention it here.

Winning or losing a game doesn't always come down to play skill, but it doesn't always come down to variance either.

Even if your opponent won because they made a lucky run, was there anything you could have done to reduce the odds?

Was there any way you could have denied them the chance?

Now, the answer to these questions is sometimes no, and I feel like complaining about that fact is a waste of time, and it doesn't inherently make you a better player if the only games you lost were to lucky plays.

Variance is a part of the game, and it should factor into your decisions.

Calculate the odds and make the best plays around those odds.

You never deserve or didn't deserve a win that comes down to something you deem lucky.

Well, that again, is the fifth tip in Xenesus's article, Zenesis's Seven Things that you can do to get better at Net Runner, except that variance happens.

The Toolbox.

Let's do a deck about Sink, one of the three new identities in Data and Destiny.

As a reminder, it is a 40, 15 ID .

It has two sides, and you can click to flip between them.

The first one makes the runner pay an extra credit to remove a tag, using the action card.

And the second side makes makes you pay too fewer credits as the corp, to trash a resource using the action card.

The deck we're going to look at is called Info Refinery, and it is by the well-regarded, considered top five netrunner player of all time, Timmy W.

Wong , who is very well known for his deck building prowess.

He piloted this deck to first place at the 2016 Las Vegas Regional at that point the next four four packs of the Mumbod cycle were legal, but this deck only uses things through data and destiny.

And then he said, Lucas Lee, another very good player, won the Kansas City regional a week later with the same deck.

As we're looking at it, we're pleased to find there are no Astroscript pilot programs in it.

However, there are three copies of Global Food Initiative that we'll have to deal with if we're going to try to import this into the reboot project.

So, first off, here's the deck.

There are nine agendas, three global food initiative, three NAPD contract, three breaking news.

The three assets are all Jackson Howard.

A lot of operations, though, 18 of them.

Two archived memories out of HB, one Big Brother, two closed accounts, three hedge fund, I guess I should resour.



Let me resour these.

Okay?

Okay, back up.

There are three hedge fund, three sweeps week.

Those are in your . Economy.

Those are your economy.

Then there are your tag-related things, a big brother, two closed accounts, a mid-season replacements, a psychographics, a scorched earth, and two SEA source, and two the all-seeing eye.

That's all tag, landing, or punishment .

Then additionally, there are two archived memories.

Okay..

Keegan Lane is also in the deck, one copy, four tags, and then there are 13 ice, four barriers and three resistor and a wraparound , for code code gates in three pop-up window and an archangel, and five centuries and three turnpike turnpike, a Gutenberg, and an information overload.

This is only 11 influence, But with the most wanted list being in effect, an NAPD contract now costing one influence for them, it was actually 14 influence, although that was still not the full 15.

Here is Timmy's write-up.

I've been playing Net Runner for as long as it's been around, and a recurring complaint I've heard is bemoaning the binary nature of tags in competitive play.

Because sticking a tag on a careful runner is a difficult task , tag-based corpidacks tend to focus on immediately winning the game after landing the tag, either via meat damage or Psychobile.

The runner will rarely remain tagged for long in these games, as any tag is likely to be followed by a quick, fiery death .

Here is a deck that works differently.

It's a disruptive combo deck that uses tagsags to harass the runner, attack their resources, and ruin their tempo, until it can grind out a win either through scoring or flatline.

You can watch some of my regional games to see it in action, and there are five there are links to five different games that he played in, including the finals, so presumably at least one where he won with it.

Do you enjoy having lots of ways to reach over and mess with the runner's best-laid plans?

Have you felt helpless against modern runner engines that can overpower the thickest glaciers?

Or maybe you just want to watch the runner suffer, reduce him to a hapless beggar before finally putting him out of his misery?

Consider a career at the info Refinery, looking out for your interests since 1984.

Pretty sure that's the flavor text on Big Brother.

And then Timmy was very involved in the comments, responding to people.

So I'm going to include several of these here.

First, LSK asked, how does this deck usually close games out ?

Scorched archived, scorched is an obvious win con, but it feels like you don't have enough end the run or copies of psychographics to pull out a seven-point win very easily.

Timmy says, not quite as hard as it looks, NAPD is easy to score with closed accounts and some taxing ice, and Psycho for three will often close out the game.

Finding a normal scoring window for food is also quite possible.

Eric B. Toole asks, would you please discuss ice placement?

Timmy says, I play it by ear a lot.

Typically, you want a resistor on every important server and to stack your pop-ups.

Turnpike is best as outer ice.

Use tracers to duck siphons.

Letaros says, if I am seeing correctly, there's one influence left, how helpful could it be to swap this single key Keegan with a greenlevel clearance for the extra money and draw, or for a single traffic accident to maybe harass runners with tags?

Timmy says, Keegan was actually a late edition to combat opus.

If you want to cut him, I recommend minus 1 Keegan, minus 1 archived, minus 1 food, for plus one scorch, plus one beal, plus one QPM, quantum predictive motto.

As an added bonus, that reduces down to two global food initiatives, so that gets it a little bit more into reboot range.

Spleen 86 says, what do you think about minus 1 Keegan Lane plus one traffic accident?

And Timmy said it, I think traffic accident's a little too conditional because you need to also draw your singleton scorch for it to be good.

Coyote Moon 722 also picked up on the missing influence point and says, I think a oneX swordsman would be decent in the deck.

And Timmy said, the infection cards mesh with my game plan.

More than any of the one influence options right now .

I wouldn't cut anything for swordsmen unless my meta was about 90% eater Faust.

Ren 666 says one san could be useful for the last influence point, if only to bait the runner into wasting five credits.

Of course, now that's four.

If you find yourself in a credit lead, you could use it for breaking news snipes.

Having one sandstand also creates some interesting decisions for runner late game when you archive mem it back and install into a remote.

That could be an NAPD score right there.

Timmy says, I did consider san, but ultimately decided that it didn't have enough synergy with my agenda suite.

The deck also doesn't really have the the money to support it.

It's okay to feed the runner an agenda or two, if that's what it takes to start dishing out the pain.

Benticurus says, just for playing Big Brother, you have my like.

Timmy said, Big Brother is my favorite card in this deck.

I'd play a second if I had just a couple more slots.

I' bet he'd like it even more than reboot now that it hands out four tags.

The broken meatle says, it doesn't seem like many ways to actually land a tag that sticks around, though.

Soon as they can easily get around your tracer rice, you're very limited to keep up tags if they actively get rid of them.

And Timmy says, if the runner is constantly paying to drop tags, that's a feature, not a bug.

Somebody named Sinling says, do you ever flip?

And how much medium dig did you'd experience on the day?

Timmy says, I flip it about 40% of my games.

I even managed to justify flipping twice in game number three above.

Medium is a scary card.

When the runner puts one down, you need to get an archangel or resistor on R&D, ASAP.

Lindb is a little bit of a back and forth here between him and Timmy.

This casting call is the only thing I would add.

Probably remove the all-see eye since trashing is fairly easy once the runner is tagged up and you flip the ID.

Timmy says, don't cut all seeing eyes.

Being able to trash the runner's whole resource engine in one click is why this deck is good.

Lindberg says it's only good as a surprise resourource trash.

After you get them tagged up and they can't be bothered to remove them, they'll stop playing resources, and all seeingI becomes useless.

I disagree this deck is only good because of all seeing it.I. After playing more than seven games with it, I've only made that trick work once.

To me, it's far more important to get the tag consistently, especially in the early game.

So.

I forget what casting call actually is.

Let me go look it up.

All right.

So is a condition operation that you install on an agenda that you then install face up, and the runner takes it, they have to take two tags.

So Timmy says, casting call is also a dead card once the runner stops caring about tags.

Drawing all CI early is crucial because it's much harder and less palatable for the runner to remove tags if you manage to destroy all their econ resources immediately.

Lindberg says, yes, they are both dead cards laid game.

I disagree, however, giving them two tags early for stealing an agenda is six credits and two clicks punishment.

This because the identity makes it cost an extra credit for each remove tag removal.

An NAPD with casting call is then 10 credits and two clicks to score., well, nine in reboot.

Also, in early breaking news with casting call is very scary.

You either spend three clicks and six credits to score it, or you are guaranteed a tag next round, which then again can be followed up by Big Brother or closed accounts.

Assuming you are allowed to score breaking news or SEA source early game, trashing all resources, which is usually just one, maybe two econ resources, 90% of the time, rarely beats that.

Let's just agree to disagree.

I find casting call way more consistent.

Man, I wish this deck had a room for both all seeingI casting call, and perhaps Bernice M. Overall, brilliant deck.

I salute the creativity.

And Timmy said, thanks for experimenting. With my deck .

Casting call and Bernice both seemed like fine editions here.

Grant Zilla, 1979 said I found information overload to be a very unrated card and right at home in a deck like this.

Did you manage to connect with it much at all?

Usually when I do, it's because I haven't raised any other centuries and they're still thinking I'm running fastro.

And Timmy said, even when it doesn't fully connect, information overload is great for locking an important server down once the runner starts floating tags.

Death in taxes asks, how do you deal with the issue of runners who just money up?

I wasn't able to keep up with the money lead if all my e econ didn't come early.

Also keeping the tags in place was a challenge.

So right now I'm trying out a 49 card version with 24-7 news cycles since the tags stay as a backup tag condition.

So adding one cyberdex virus suite two, 247 news cycles, one psychic field, gonna test June bug, 115 minutes, one Kronos project , minus one Keegan Lane..

Definitely feels a little slower as a deck, and agenda flood is still tough, but it seems to be working okay.

What are your thoughts on sacrificing some of the tempo or speed for some more tools?

Timmy said, it sounds like those changes could exacerbate your problem.

I recommend advancing your agendas more aggressively.

This deck can't afford to lose an agendaenda or two in order to win the economy war.

There are no set scoring patterns for this deck, deciding which agenda to try to score first mostly depends on fish figuring out how your opponent is likely to respond.

And somebody, Chinsey Mcilla, says, I've been playing around with this deck on Jinteke for maybe 20 matches, and I feel like even with mulligans, I almost never start out with enough ice to cover my main servers, only getting two or more ice about six or seven times .

Did you run into this?

And what did you do about it?

Really fun. Find the deck fascinating and want to play it, but just keep getting shredded in the opening turns.

Timmy says, the opening can be dicey against an aggressive runner, but the agendas are defensive enough that you don't always need to ice both centrals right away .

Using Jackson to dig for ice is also a valid play.

A little later on, a couple of users suggested swapping out Keegan Lane for exchange of information, which lets you swap agendas with the runner if they're tagged, and which is in the reboot project in the very first booster.

Then a second version of the Most Wanted Liz landed about a month later in July of 2016.

This or maybe two months, this is where Astroscript was nerfed down to one per deck, but then breaking news was also given the one influence treatment. Meaning that the deck now had 17.

So a user asked about swapping NAPD for Exploded palooza.

Timmy said, NAPD is too important to cut from this deck.

I'd recommend trying minus one archived memories for plus one exchange of information instead.

Another user recommended red herrings, rather than exchange of information, which red herrings is better in in reboot as well.

You do still have an issue here where it's a problem for reboot that we can only go down to, we need to only have one global food initiative.

So I don't know what the easy solution to that problem is.

Like you have to either wedge in , like he suggested going to swapping out one global food for a Project Beal and quantum predictive model and then making some other adjustments.

But doing that swapping, so we could do that with the other one, too, but now we've got to lose even more pieces.

So what else could you do?

You could also, instead of going with the quantum predictive model, you could swap out the two global food initiative for three Project Beal so that they're all those are all two pointers, and then you're dealing with still just one more agenda.

Or, I guess you could do that BLQPM switch that he mentioned and then swap the other one just for a 5'3.

That seems dicey.

Like, I think you really don't want the runner to be able to steal 3 points in one go.

That's kind of the point of global food.

Anyway, so that's the Timmy Wong deck.

Tag punishment out of sync.

So, here's another toolbox segment.

It's going to be Spark Agency, one of twosark agency decks we're going to look at, as a reminder, this ID, our title card, has gone from being a 4515 to a 4517 and the ability is the first time each turn you res an advertisement, the runner loses a credit.

This first deck we'll look at is called Spark City Surveillance, and is by user Zero Musus, who is Chris Hinkey, the one who popularized a year before, or this point, maybe two years before , the Cambridge PE Ginteke Deck.

Oh, I guess it was just one year before, because this comes from the King of Servers tournament that was held the weekend of Worlds 2015.

So the King of Servers was a tournament.

It was a team tournament.

The format was this.

Each team was comprised of four players.

Each player had to use a different corporation faction, and they had to represent all three runners factions.

The fourth player could double up with another on a runner faction.

I think they did have to have a different ID, though.

Of course, they could also have taken a mini faction, although that was not force, because it was already recorded recognized, even at the very beginning, that the many factions were not as strong as a full faction.

Then the teams would play each other through normal Swiss rounds and then tally their points, their wins that they earned collectively.

So here is the deck.

There are 10 agendas, a three Astroscript pilot program , three NAAPPD contract, two breaking news, and two Global Food Initiative.

The assets, the 18 assets are, let's see, the money is three Adonis campaign, three launch campaign, three pad campaign, one Eve campaign .

There are also two reversed accounts and three city surveillance in the deck, is what it's called Spark City Surveillance.

The two operations are the all-seeing I, no hedge fund.

The five upgrades are two ash and three product placement, and the 14 ice are three barriers, all resistors, five code gates in three pop-up window and two tollbooth, four centuries in three turnpike and an information overload, and then two special offer.

Here is the write-up.

This deck is going for maximum troll factor.

You want to frustrate your opponent completely.

This deck has all the ads.

Well, almost all of them.

A good first turn is to install padD campaign, install Adonis campaign, gain a credit, before the end of your turn, your pad.

Now, suddenly Andromeda is staring at the two sure gambles in her hand and only four credits.

Well, she can afford to trash one of those cards, so she'll take a credit.



Stop.

Res that Adonis.

Now she has to take another credit.

Ah, ha ha.

Noise getting you down?

Did he just spend all his money money installing Wildside and pancakes?

Well, res that city surveillance.

Uh-oh.

Now he has to take some credits manually and clear the tag, or he'll lose his precious resources.

He took took an extra credit to pay for the city's surveillance next turn.

He's so smart.

Nope.

Res's another ad.

Oh, he finally got a cash and has a little pile of credits.

Time to use that that reverse accounts.

Another tag for you.

All right, he finally fought his way to the city's surveillance and trashed it.

Good for him.

Unfortunately, you recently installed a breaking news he didn't have time to check. Score it, play all-seeing eye, to trash all his pre resources.

He'll fold faster than a British Nationals winner.

The Stuff.

Agendas.

Astroscrip, because if they don't check every remote, you can just slip this out.

Failing that, you'll score your bigger agendas behind a toll booth with an ash, mid to late game.

So noteworthy for us here, this sounds like never advance, which means that we're leaning less on fast advancing with Astroscript. Perhaps unsurprisingly, the preconstructed deck for Spark is also a never advanced deck.

Campaigns, lots of them.

They are all your money, and they suck the runner' money when whether they trash them or not.

So meanwhile, the precon does not go this route.

It has launch campaign, but the rest of the economy is mostly in operations.

Adonis is your best one.

Long and pad are great, too.

Eve is probably overkill.

Pads, you can leave undefended, but the others you should protect.

The best protection for them is product placement.

They They run and trash, and you still profit.

Be sure to raise that product placement on their approach to cost another credit.

If they don't trash the asset, you can reuse the server.

Ice.

Most of your ice is dirt cheap.

Resistor for free, now one, of course, turnpike for two pop up for priceit.

So even if they fight you on all your campaigns, you can still raise your ice.

Special offer kind of sucks.

I usually just use it to defend my campaigns.

Toll Booth is your game winner for when your campaigns have brought you endless cash.

Tag punishment.

I expected a lot of DLR, the king of servers tournament, so I used two all-seeingI.

Feel free to put whatever you'd like.

Resistor is also amazing tag punishment that costs you nothing, or, you know, it used to.

That stringnngth for trace is a lot when they have constant credit drain.

And of course, information overload can be game ending.

Closed accounts is probably unnecessary since you're already beating on their credit card. Pool.

So there you have it.

How to frustrate your opponent.

Feel free to make changes that you think will be even more irritating.

Perhaps another ash can be useful.

Adblitz might be pretty awesome.

Breaker Bay was also suggested to me.

Adonis Product Placement and Breaker Bay sounds like the most amazing server ever.

Have fun.

Only a few comments did Chris respond to.

One is from Eric Twice, who said, this is a great deck, had a lot of fun with it, but I didn't like, though was the lack of ETR.

While you can keep their credit pool low, they can still scrap one or two credits, I think scr together, maybe, to throw a maker's eye into R&D because Turnpike has very little stopping power .

This forces you to dedicate the only toll booth you'll draw onto R&D and rely on ash for the remote, which is shaky.

So what I did was minus Eve campaign, minusus three turnpike, plus one tollbooth, plus three Viper.

This solved the problem outright , though it's heavy on the code gate side.

And Gordian Blade makes toll booth much less powerful than it should.

Still, I think it's a step in the right direction.

And Chris Hinkey said, I'm not sure hard and the run is necessary on R&D. You're taxing them pretty good.

But Resistor is much better than turnpike for stopping them.

Stryker 511 asked, any consideration to Pacinkko or Gutenberg.

Chris H says, I tried Pacink.

I didn't like it.

I prefer turnpike over Gutenberg, taxing, even if they go tag me.

So there is Chris Chris Hinkey's King of Servers deck for spark agency with city surveillance.

More, the toolbox.

And we're going to do another Spark agency deck, this one called Spark Despotism King Beal by E. Hill.

This came from shortly after the release of the most Wanted list, but still a few weeks before Mumbat appeared.

There's no astroscript and an NBN deck?

You have my attention.

But there are three global food initiatives in the deck, which is problematic.

So here is the agenda suite for the deck.

It's It's got your three Global Food Initiative, three Project Beal, three breaking news , one 15 minutes, and one TGTPT.

Now, without going too deeply into the write-up yet, but I know that two of those GFIs have to go.

Maybe you take a GFI and a too good to be true and turn that into two astersteriskscript pilot programs. Which gets you most of the way there.

And then maybe you do use a 53 here, PREC, to restruct your data pool or potential options?

The 10 assets are mostly money, three launch campaign, three padD campaign, and an Adonis campaign plus three Jackson Howards .

The money operations are three sweeps week.

No hedge fund again.

That's weird.

Two closed accounts and a mid-season replacements and also in archived memories, the five upgrades are three product placement, a red herrings, and an ash , and then 16 ice, three barriers, two wraparound, and a

wall of static, six code gates, three pop-up window, two, two tollbooth, and an enigma, five sentries, two Data Raven, and Ichy 1.0, and two Archer , and then also two special offer.

Here is is the write-up.

Spark despot, The Tression.

Despotism is a true NBN glacier.

It has no fast advance.

It has no interest in killing the runner, and but it is by no means a fair deck .

And it is MWL Legal.

Unlike other glacier styles, despotismism is actively disruptive and oppressive.

It hates runner economies with the fury of a Soviet regime, bankrupting cred pools with chipping, ads assetsets, and tags , and with mighty burst assaults, like mid-seasons and closed accounts.

If food coach is a slowly creeping mountain, despotism is a masked polar bear looking for a wrestling match.

This is a deck list I've been tinkering with since worlds, and after many weeks of sucking, it has finally cracked into a monster of a deck.

This list is surprisingly hard to pilot correctly, somewhere near Reg Max, but I've been able to push close to an 85% wind rate on Jinte.net with it , and was able to take six at a recent store championship with Timmy Wong, Noah McKee, John D, and several other top 32 worlds and top eight king of servers players, losing only to a soon-to rotate out prepaid Kate and an odd deck that used both stealth hardware and Magnum opus.

Strategies and card choices.

Scoring big agendas.

This deck wins by putting lots of counters on cards until you flip them over and say points.

But as this is the last thing the runner wants you you to do, you have to do some very mean things to make them sit quietly in their seat while you score your superpoint Beals.

Oppress the runner.

Spark kills the runner's early tempo.

The deck is built to consistently get reable ads in the opening hand, and depending on the matchup, they are worth mulliganing for.

Every time the runner is forced to click for credits is another click you can spend building your board state and money.

But the real strength of the deck is in its mid-game threat diversity.

The early pinging is rarely enough to keep runners down for long, and once they try to set up a longer term solution, you need to land a blow that will send the runner tumbling back into the early game .

Breaking news is your most consistent delivery method for pain.

It lets you tag for closed accounts and asset trashing.

And I'll note that the reboot nerf does not affect this tagnet because those both only require the single tag that reboot gives you.

But other strike options include TGTBT, mid-season replacements, Data Raven, Data Raven, Toll Booth, Ey 1.0 and most deafening of all, Archer.

The art of planning for and landing these attacks correctly is the hardest part part of piloting despotism, but once you master the angles of the deck, you will be hard pressed to find a runner capable of defending against all of them.

Scoring.

In case you haven't noticed, this deck has no astroscript.

Yes, you read that right.

This deck has no Astroscript.

This was a decision I came to before the announcement of the MWL because Astroscript made the deck worse.

Again, you didn't misread that.

Astrocript made despotism worse.

This is because Astro requires quick chaining, early scoring, unadvanced beals, and most key of all requires large amounts of card draw in order to score out consistently.

All of these things run counter to despotism's deliberate grinding game plan.

With the current agenda composition, the runner must score from four, five, or six out of 11 agendas to win the game, not counting 15 minutes disrupting effects.

You only have to score one to three with one of the most flexible scoring patterns in all of Net Runner.

To facilitate your hard advanced plan, you get to build an equally hardcore server, usually composed of some combination of Archer, tollbooth, ash red herrings, Inigma, and wraparound.

Do not be surprised to see four, five, six, and even seven-point beals roll out of your scoring surfers.

Just be sure to remind the runner that you did it for your people.

So, how about some comments?

You will see that there is a, well, there's a lot of back and forth on that choice about Astroscript not being in the deck.

But we'll start with Mawa, whose questions are, why archived memories over interns ?

Couldn't that influence be better spent on another Adonis, or Ash?

And E. Hill says, The archived memories is a newer experiment, but the main logic is to have maximum flexibility.

There are tons of times where I found myself wanting to be able to recur a closed account or midseason, which, of course, interns can't do.

Code Marvelous says, this looks really strong.

However, isn't there room for one psychographics to help close the game?

Ehill says, it's actually very rare to land more than one tag on the runner with this deck, and with only one mid-season, a single psychographics would be extremely draw-dependent and situational.

Flying zgling asks any consideration for 24-7 and or all seeing eye.

E.hill says, the deck has a lot of fluid slots, and all seeing eye was in the mix in early builds and should be swapped back in for anarch heavy metas, often by minus one red herrings plus one ash , minus one archived memories, plus one all seeing eye.

The real slot I'm currently puzzling over is how to get Victoria Jenkins into the deck.

And then, the assault.

Kalimsha says, if scoring an early or two unadvanced Beal is important, and scoring one or two Astroscript early on is strictly better.

Eh says, you are correct, but this deck scoring temple lends itself to spiking early three-pointers instead of unvanced beals.

The core idea is to play like you have six global foods.

Even if the runner can contest an early rush or mid-game score , they will be so pressed by the spark pressure, it will immediately open up a hard scoring window.

And for their trouble, they only get two points.

Yeah, so here's the spot where the reboot Global Food Initiative Nerf is going to hurt our ability to play this deck.

The only time you want to chase unadvanced beals is when you are slightly agenda flooded or trying to close out against a runner by pivoting to a never-advanced shell game.

Kalimsha comes back with, I'm pretty much certain that this deck would work better with minus 1 GFI, minus 1 TGTBT, minus 1 archived, and just play two Astroscript and an interns instead.

You could even play three by removing the third beal and still do better.

Having access to one or two Astroscript counters means you can play a defensive upgrade, install an agenda and advance at once, and still be able to score a 53.

And again, that would work even with the current Astroscript.

With two astrookens, every unadvanced agenda, every unadvanced agenda in a remote could be game winning.

And again, that's still true with the current in the reboot.

I'm pretty positive that having astroscript instead of bad agendas like TGTBT would improve the flexibility of your game plan and make your deck stronger.

By saying that having astroscript makes your deck worse, I'm pretty certain that you're just diluting yourself.

There is no way that having 11 agendas and 51 pointers is better than having two or three Astroscript instead.

E. Hill pushes back.

The core problem I ran into with astroscript and testing is simple.

It has a lower card-drawn power ratio than it seems.

In order to win with astroscripts in your score pattern, you have to draw much more frequently than normal to get the same point to tempo spread that you get with the current agenda build.

And an ID like NEH, that is an absolute non-issue, but because Spark doesn't have an innate card advantage, I kept finding myself overdrawing to close out the game, which weakened both my central and my board state and was actually leading to many counterintuitive losses.

One of the most subtle and raw strengths of this deck is how little card draw it requires to function correctly.

As a result, creates much denser and hard to score off of central servers than other point rush builds.

A cap app comes to bat for E. Hill saying, well, I don't know, Kalimsha's pretty much certain, pretty positive, and pretty certain all in one paragraph.



I'm pretty sure your weeks of testing can't stand up to hard facts like that.

But E. Hill trying to be gracious as well, well, he is the French national champ.

I took the time to retest the agenda distribution again, but still came to the same conclusion.

There were way too many cases where I would sit with a scoring window where I could slam out of food or even a four-point, only to stare at a single astroscript in hand .

And even when I got to the angle of two astrens, I was often so far ahead, I could simply install advancement of three-pointer safely and wound up making the tokens irrelevant.

And Astro stacking isn't the only way to threaten a never advanced strategy.

In most cases where I scored Astros, I could have instead fired three-pointers and had an endgame state of five points, where a single, never advanced Beal would win.

The main issue with the deck, as is that I am fighting is its flexibility.

It can be built to counter a large set of strategies, but selecting the right cards for the meta is going to be key.

For example, cards like aggressive Secretary will be needed in a shaper, magnum focused meta , all seeing eye, for anarchs like wizard, and red herrings over ash if security nexus and link stacking becomes a serious thing.

But the conversation about Astroscript is not done yet, as Big Guy for you, 518, says, this deck looks like it would quite well.

It would quite well, work, I guess, work quite well against your run of the-mill shaper doodle, which admittedly is more common than it should be.

But with only 14 ice, 12, if you don't count special offer, which I don't, and no chriss, I don't think that's right. 16, wasn't I say there a 16 ice?

Yeah, there's 16 ice.

And then you take out the out the two special offer. Only more like 14.

And no choms.

It feels like you'd crumple against anyone who can hit your centrals hard and fast before you stabilize.

I'm talking very fast, a great aggressive anarchs like reg and Faust noise, or anyone who can stick the landing on a siphon spam.

What's been your experience playing against runners who can threaten HQ, R&D, and archives before you've set up your scoring remote?

I also tend to agree with Kalimsha about Astroscript.

If flexibility is your real concern, Astro delivers that in spaceades while putting an intense amount of pressure on a runner who is already being taxed heavily, even if the other Astros are nowhere in sight.

While the crisis of needing a three-pointer to end the game and only drawing an Astro shouldn't be dismissed, I suspect it ultimately will win you a lot more games than it loses you.

So I guess I'm going to actually cut the back and forth about astroscrip there, because I do want to include one other thing that is related to this deck.

Archive memories, F Fusion HRDB Re review.

So I referred to this when we talked about accelerated beta Team, I think was the name of the deck.

It was to their first entrance.ry.

This deck was posted in January 2016 just a few weeks later, and this blog that lasted for only about a year, then was reviewing the things that made the front page.

And this article was written by user named Josh 01, who I believe is Josh Wilson.

And here is his analysis of that deck that we were just discussing.

As the astute reader has already gathered, King Beal is an NBN glacier deck without astroscrip pilot program.

It's been all the rage lately to play decks with less astroscrips. Ever since Damon Stone produced a list of the 10 best cards in the game and prepaid voicepad, stipulating that playing them will limit the deck building privilege to include other cards out of faction.

So by force, even the most cold hearted, risk-overse, scientific game theory oriented of us have opened up to new ideas and styles.

By popular choice, we ended up here with NEH's son, Spark, who has the legacy of all the good NBN ideas packed into a shell with none of the speed or influence of his father.

Whenever anyone makes an NBN deck is difficult to measure up to the other NBN deck, yours will inevitably be compared to, be compared to, and almost certainly fall short of, but by some stroke of luck, thanks to our Lord Damon Stone, we may note the pedigree of spark without having to compare it to his predecessor, who is currently going through a midlife crisis.

Like the ID carries its pedigree, the list and description is also a full nerdbarer thoroughbred, with all the qualities of a net runner DB front pager.

Heavy-handed personification of the deck as a monster, check.

Ominous shot of 1984 at the top.

Check.

This deck is hard to pilot, caveat?

Check.

At least one popular card in every deck omitted ?

Check.

Archer, check.

It's not as if Astroscript was left off haphazardly.

The author goes out of his way to write about his choice not to include the restricted behemoth.

In fact, he spends about 20% of the deck's description, preemptively defending the decision, almost like it was a deck building goal.

For performance credit, he notes he took sixth at a 32-player event and is sporting an 85% win rate on Jint.net.

I know what you're thinking.

Jint.net.

The quality of practice is so variable between playing your friends , random strangers on 90-card decks and the best players in the world, how can we use Jet as a relative benchmark of a deck's performance?

While I'm inclined to agree with you, I'll note that Mint Tran, who is the one that who designed J Nut, recently posted the stats of players up to December 31st on Stim Hack on the Quip side, almost nobody is batting 850.

I don't know the author's Jay N Handle, but even King Beale and himself may be taking some creative liberties with his stat keeping, caught up in the story of the deck.

Speaking of which, I'd be remiss not to note the careful storytelling of the author, given the bold pretext and fittingly creepy screenshot looming overhead.

He compares the deck to despotism, citing the tag punishment and program destruction as means of oppressing the runner.

Initially, it's easy to identify a few potential flaws.

The deck has 16 ice, 14, if you count special offer as a hedge fund, and 11 agendas.

Three of the agendas are impossible to score against a deck that can camp the remote because there is only one ash, one of the only two cards a glacier deck can use to score in the modern meta.

If you never draw ash, you are resigned to trashing their programs or losing the game.

If the runner finds a long-term solution to Archer, FE, parasite, shutdown, etc., and never does anything other than gain money and camp your remote, it would seem as if you cannot win.

The deck includes a red herrings, which I would prefer to leave in the binder.

No, I'll note and reboot the buff to red herrings, buffing the trash cost from one to four, that is significant.

There's a bit of tag punishment, but nowhere near enough to warrant either mid-season replacements or data raven.

Only eight of the ice and the run and half of them are easily dealt with, all all of the sentries are beaten by alternative killer solutions, none of them gear check mimic.

Cyberdeck's virus suite is nowhere to be found, despite the wind condition of the deck, being related to trapping the runner on an archer or on an Ich.

Oh, and instead of Astroscript pilotote program, there is a Too good to be true.

I played King Beel on Jintke.net for a total of 20 games.

The minimum number of games needed to obtain an 85% win rate.

I won 18 of the games, boasting a 90% win rate. Against the Janet field.

This was an adequate sample size to learn how the deck operates, what its good and bad matchups are, and whether the initial criticism holds any merit.

The games were of varying speeds, the ice was hit or miss, and the ID triggers were painful on both ends, having j nutters make up timing rules that benefit them for me to bookmark the timing structure of a corp turn image.

Whenever you include cards with wildly situational uses, you introduce another factor into the game that is exploitable by an experienced player.

The difference between Archer firing all four subs or being carefully played around is massive , especially given that the cost is an agenda.

Scoring five threes in servers without ash that can be contested by an experienced player, but will largely go uncontested by players more interested in installing an 11th connection onto the supplier .

He has not only a five-point agenda swing, but all can also be a considerable click and credit investment weight wasted by the corp.

The power of midseason replacements, closed accounts, breaking news, when used for value, or any tag punishment is dependent on the runner's vulnerability to it, which is never more self- imposed than against King Beale.

There have been countless, successful decks built on strategies otherwise considered gimmicks, that for the runner to make compromised decisions resulting in unavoidable losses.

Butcher Shop is a deck able to leverage mid-seasons with the immediate threat of an onboard breaking news resulting in a flat line .

The number of potential outs to victory increase with synergistic tools like Astroscript pilot program or San San Citigrid.

Fast advanced stacks are able to force the runner to make sub-optimal runs and asset trashes to reduce the chance of the corporation drawing or holding important agendas or tools on the back of astro counters and biotics.

Supermodernism has often placed the runner in a compromised position using program trashing as a strategy by ensuring it has plentiful ice that gear checks the runner and tools like Cyberdeck's virus suite or corporate troubleshooter to prevent the runner from easily playing around it.

Without 24-7, scorched Earth, astroscript pilot program, agenda scoring tools like ash or Caprice, or fast advanced tools like San San City Gridater Psychographics, King Beale gives the illusion of being a a balanced mid-range deck capable of devastating a runner's board state into a variety of ways without committing enough to any of them to be effective against a reasonably competent player on a well-constructed deck.

Closed accounts on more than a couple occasions, drained runners of copious amounts of credit, but only because they stockpiled them needlessly in situations where they could be hit with the breaking news for value.

Ran and accessed TGTBG last click.

Floated tags, gave Ravenounter, etc.

There were countless moments.

I'd, a CV found this way into the deck where I could get an onapproach blowout with Archer or I , but usually playing around them was as simple as understanding how many data sucker counters are necessary to reduce an ice's strength to three.

On multiple occasions, I could have closed the game out if a scored beal was an astro, or if my too good to be true was worth anything other than holding and hoping the runner hit on their last click.

I was able to score multiple three-point beals, and even a four-point beal, but it never felt considerably better than scoring an Astro in dropping another agenda.

Two Astros are often worth the same as an eight-point beal.

TGTBT was effective when runners ran into it haphazardly, but often sat in HQ or archives, waiting to be moved.

I think I landed mid-seasons a grand total of one time.

Red Herrings was great against runners who didn't plan to access a remote with an advanced card and upgrade with five or more credits, and awful when they came in expecting announce. Ash, even worse when trashed out of R&D. The majority of my wins felt like games that should have been lost against an opponent who kept me honest, and my two losses were hopeless cases despite opening into a decent enough hand.

14 IE, discounting special offer, is not enough for mid-range deck. Especially when launch campaigns, Adonis, and 11 agendas all often need to be simultaneously protected.

Data Raven was often too expensive to warrant its limited effect on the runner.

Ichu was lacking without the threat of a CVS blowout.

Wall of static was for most purposes, a dead draw, and mimic was rarely gear checked.

A single Adonis proved to be effective at triggering Spark and exactly the right number.

You don't want the remote cluttered with campaigns when each of your draws is a 22% chance to be an agenda.

Pop-up window and product placement are efficient, and often a timely surprise to the runner.

Pad is good at leveraging the runner's ability and willingness to spend money to play smallball as the idea is able to leverage it for another credit.

Hedge fund never seemed to be missed. And Sweepssweek may actually be of more use.

Ultimately, King Beale is another cautionary tale in trying to do too much, and succeeding in doing nothing. As well as anyone is already doing it.

Spark revolves around advertising, but King Beale isn't a rousing endorsement of New Age post-MWL decks.

It's a riddle in commercial.

It's not despotism, it's anocracy, which is not a word that I recognize.

That's apparently a government.

It's a hybrid of democracy and autocracy.

The only one forced to fit things where they don't belong and make compromised sub-optimal decisions is the corp, forced to use half measures to leverage its strengths, where other yellow decks are making full use of their cardpool, which has no shortage of powerful cards.

You can win a lot of games with this deck.

By the author's own account, you can win 5% on Jinte.net.

And by mine, you can win a little more.

If you put this deck in front of a good player on a good deck, though, you can't expect a satisfactory win rate in the slightest.

I'd estimate something in the neighborhood of 25%.

There's good news, though.

You can swap just a couple cards to make the deck a lot more effective.

More ash, instead of multiple archers or the archived memories, will help.

Removing red herrings in favor of one, two, or even three, Cyberdecks virus Suite is a good trade.

More ice will help smooth out some consistency issues.

Turnpike and resistor are good options that force a gear check at a better price than some of the other ice.

And before I forget about the most salient point, some of you are still patiently waiting for an answer.

Is King Beal better without Astroscript pilot program?

No, no, it is not.

And so a couple of the comments backing this up, one from Striadic says,, you should put Astroscript in there as well as your other changes.

Play another 20 games.

And if you get the same win rate plus or minus 5%, it would be pretty difficult to argue the deck is worse for having Astroscript edit it .

And Master Prudence says, I really don't think that the strength of Astroscript needs testing at this point.

All right, so that is a lot of information.

Oh, my, it's quite late.

That has a lot of information about these decks.

So I guess I'm going to have to leave off a New Angela soul.

I don't to come back to that next week.

In fact, actually also run out of time for the Astroscript pilot program .

But I do want to get one more segment in here real quick.

Red Herrings, Keegan Lane.

So last week I was talking about the Keegan Lane nerf, and I suggested that you might use 24-7 news cycle to drop a tag on them mid- runun, mid-run that immediately fire Keegan Lane to trash a program that they need on an IIS that they're currently encountering or something like that.

Even while I was listening back to that episode, that struck my ear as wrong.

And, as the big boy pointed out in the 2.1 channel on the Discord server, you cannot play operations during a run.

I guess I blanked on the fact that it was an operation and not an asset.

Maybe I was conflating it with News Team, which is an asset, and then thinking that 24-7's text was on news team.

And by the way, why are there so many cards with news in the title in this pack?

I clearly cannot keep them straight.

Anyway, the big boy also pointed out that the actual problematic interaction is Data Raven, oh, I guess, to a lesser extent, any ice that can land a tag.

So I guess what you do is you play Keegan Lane into a server to bet a run, make the runner go through a data raven to take a tag , then res and trash Keegan Lane and remove the tag to trash a program.

So thank you to the big boy for pointing that out.

I always appreciate those corrections.

As I said, that's going to have to be about it.

For this time around, I don't need a two-h episode here.

So many of the cards discussed in this week's episode, indefinitely these deck list lists are linked in the show notes.

Music is from Alexi A. I've already told you about the website.

It takes you to the reboot Pro homepage, Netrunner 2.1.com as a reminder .

Go there.

Go to the Discord so that you can join the preconstructed League with me.

Let's play.



Of course, you can always play online at [retucky.fun](http://retucky.fun) and feel free to reach out to me to contact me.

I was going to do part of the Astroscript pilot program, but I did not leave myself enough time to record that.

So, next time, I promise.

But right now, thanks for listening.

Hold up, hold up, wait.

What's that?

What?

Oh, I'm being told that I actually could choose a different time to record and just take another 10 or 15 minutes some other time.

Oh, okay, well, let me do that.

In that case, the Astroscript Pilot program will be a continuation of the discussion of Heinlein looking at some of its districts domes, I think they're domes in Heinlein.

And we're going to take a look at the first couple.

Okay.

Thanks for listening.

See you next time.

Luniscent .

The largest of Heinlein's domes and the hub from which the rest of the city extends, is Lunacent.

Although the Heinlein District Council officially designates it as Luna Central, most people use the shortened name.

The size of a small city itself, this is the beating heart of Heinlein, and included in its districts are some of the oldest lunar habitats.

The bustling, thriving center of the colony is also the home of Heinlein's district government.

Even if you don't live in Lunacent, odds are you will go there at least a few times a week for business or pleasure.

Ostensibly an extension of New Angelus, the distance from Earth and its own unique set of challenges, means that Heinlein has the provisions to govern and police itself.

Most of the official structures are clustered in New Angel Plaza, the building where Mayor Wells's appoint appointee, D manager Kline Hubbard, deals with the day to day management of the district.

Across from the plaza stands the slab-sided new end Angeles Police Department Heinlein District Office.

The district building controls all NAPD precincts and activities on Heinlein.

And there are a dozen or so satellite stations scattered across the Megopolis.

The building's making up the New Angeles Plaza and the Heinlein Dististrict Office are completely self-sustainable.

In the event of a massive structural failure or terrorist attack, they can seal themselves off and continue to function for days or even weeks.

The memory of the insurrection is still fresh in the minds of many lunar officials.

Lunacent also boasts the largest and most well-appointed of Heinlein's structures, the Columbiad Archaeology, which reaches up to pierce the primary dome with its upper stories.

A Wayland construction, the archaeology houses thousands of lunar citizens, from families living in commission tenements at its bottom, to affluent business people and corporate VIPs enjoying spectacular views of earth from their penthouse windows.

District Manager Hubbard often uses the archaeology as an example of how Heinlein is a conglomeration of peoples and that under its domes, everyone enjoys the same freedoms.

Of course, private elevators and hopper pads ensure that the upper levels and the lower ones never have to cross pathss.

NAPD Heinin District Office.

The NAPD keeps the people of Heinlein safe in the face of increasingly sophisticated criminals and a hostile work environment.

Few officers would consider Luna a promotion.

Most are assigned for a rotation, while others want to get their low G training certification out of the way, and only a few intend to make the moon their permanent home.

Yet Commander Luffkin is determined to change the perception that a lunar assignment is tantamount to punishment, even if he has to struggle with his superiors for for every officer and resource sent up the beanstalk.

Commander Lufkin doesn't dispute that the hind line beat can be hard.

The environment itself is an antagonistic force, and should officers stray beyond the central domes of Heinlein, they might find their badges don't carry as much weight as they might like.

Although the department does employ bounty hunters, sometimes shady individuals who enjoy more success outside the central domes, a gap still exists between the appearance of the law and the reality of its enforcement.

For this reason, the people of Heinlein don't put as much stock in the NAPD as do the citizens of New Angeles.

Cops on the streets of Luniscent might demand respect, but out on the edges of the docklands and beyond, the underworld is all too aware of the NAAPD's limitations.

The criminal element often flaunts its activities, confident that by the time a cop can collect the necessary evidence and get clearance from dispatch, the criminals themselves will be long gone.

Complicating matters are private security firms, like Starshield, Argus, and dozens more that are paid to keep private domes safe.

These organizations's operatives are often ex-military members who can become territorial.

And more than once, there has been a standoff with the NAPD as its officers tried to pursue criminals between the domes of Heinlein.

Even so, there are dozens of dedicated detectives and even some androids on loan from Haasbroid and Jintek that see it as their duty to keep Heinlein safe, no matter the odds stacked against them.

It should be easier to catch criminals in Heinlein.

I mean, they've got nowhere to run, right?

Seriously, though.

Do you know how big this place is?

Tessa Horn, NAPD sergeant, Kaguya Satellite Division.

Prosperity Memorial Park.

Perhaps even more impressive than the Tranquility Home museum is Prosperity Memorial Park. Dedicated to the miners who lost their lives in the lead up to the war.

The largest contiguous lunar parkland, it dominates the center of Lunacent. Carving a green strip from its relentless press of buildings.

Grass, trees, flowers, and even water features, stand in stark relief to their surroundings.

A hidden network of air pumps, ultraviolet lights, and mists creates the impression of the outdoors and also nurtures the plants.

The park is a popular destination for both tourists and locals.

For Earth natives, the park provides both a sense of home and the wonder of the moon.

Its trees and flowers grow seemingly stretched thin as they reach for the artificial sky , and vibrations from distant mining or transports can make them sway almost hypnotically.

Heinlein Night.

There is a certain anonymity to life on the moon, despite the close confines of living in domes and tunnels, or perhaps because of it , people keep to themselves.

It is widely considered rude to make excessive eye contact or even acknowledge your fellow citizens on the moon.

In a crowded place like the Tube Lev, scores of people will be pressed together, staring off past their fellow passengers, even as their bodies are wedged up against each other.

Lonies often joke that a ride on the tube Lev is like a one-night stand.

It'll get you where you want to go, but you won't remember the name or the phase of the person that got there with you.

On the moon, the saying goes, there's nothing to hold you down.

The phrase references the colony's low gravity, but it also conveys the sense that things that are frowned upon down on earth have a place out among the stars .

Unusual subcultures and special interest groups thrive in many of the Heinlein modules.

Wildside, catering to animalotted humans is only one of many well-known Heinlein clubs.

People often save for years to make the long journey to a place where they can finally feel like themselves, far away from the prejudices and small minded attitudes of their native cities.

Then there are specialty shops, like Eliza's tooloolbox, run by the eccentric Eliza Manchester and Fra Mora, specializing in bioroid companions, including the ever popular Eve and Adonis models , it is a place free from judgment where a visitor can live out his or her fantasies, provided their credit accounts are good.

The clone Hanamachi in Starport Kaguya are equally popular, if perhaps more mainstream, as sources for entertainment and culture.

Luna's Webb.

The lunar tube Web network is one of the engineering wonders of Heinlein, its tunnels connecting the city like the strands of a vast spider's web.

Without the tube Lev, transport would be restricted to hoppers and tunnel tractors, a daunting prospect when a journey on the moon can easily run into thousands of kilometers.

Running through hard vacuum, two-le carriages can easily exceed once 1,000 kilometers an hour, hurtling from one station to the next in minutes.

Pressure seals around stops, slow the carriages down just before they re reach their destination, and a two-way airlock links the train to the platform.

In Lascent, the tubelev runs every few minutes, a handful of dedicated cars is making a constant lap of the dome.

But even getting two other domes or further afield only means waiting for 10 minutes at most.

All the domes of Heinlein are part of the network, as are most major settlements.

This even includes some on Darkside, where a journey will still only be measured in a few hours hours.

Accidents are extremely rare in the tube level, because complex computer systems track each car and monitor its speed, destination, and cargo.

However, there are still some areas of old tunnel that were abandoned when settlements were destroyed during the war, or as a result of mining accidents out in the lunar wastes.

Rumors persist of smugglers and corporations opening up, sealed sections and junctions that no longer longer appear on any official maps, and using these forgotten lines for their own purposes.

Of course, the Heinlein authority dismisses such fanciful stories as conspiracy theories, even though they never seem to offer anything to disprove them.

Tranquility Home.

While there are many residential domes in Heinlein, each catering to a variety of cultures and economic classes, the largest and oldest by far is tranquility home.

Before Heinlein was annexed to New Angeles, Tranquility Home was a modest research station home to maybe 200 or more scientists.

Later, it became the primary habitation module for the workers of Milange mining and alpha prospecting, and it has only grown since.

A large Japanese population immigrated at once and settled a module now known as Tsuki noiaco in homage to the ancient tale of the bamboo cutter.

Intermingled within the maze of habitats and gantries are numerous tourist attractions.

In place of the statues, or fountains commonly found in a terrestrial city, however, tourists will find pieces of the lunar surface preserved under transplas in the middle of a busy interceptionsection, or bustling shopping mall.

Some of these are relatively small, such as the place where the dome first laid its foundations, or the grave of the first man to die on the moon , but they all serve as stark reminders that one is on the moon.

Others are altogether more impressive, like the Tranquility Home Museum.

Over 100 meters across, it preserves the entire Apollo 11 landing site underneath a pressurized viewing gallery.

Walkways ring its crown while interactive displays play loops of old flat film footage or hollow docks.

For tourists, it is an amazing reminder of history, but most locals think of it as a shameful waste of real estate.