

This is 2.1, a Netrunner Reboot Project podcast.

Episode 117.

Samurai Included.

Hey, this is Remy.

The title card of this week's episode is Neural Katana, a killer from the core set, which, you know what?

You know what neural katana is and does.

The flavor text on it is, on 1st glance, just a mishmash of numbers and letters.

I'm going to go ahead and just read it as it is, and then I'll go back and sort of deconstruct it a little bit.

Forged by...

I'm going to say Ak dot wa, capital AK dot wa on 23.11.79 dash 23.

Filed 23.11.79 dash 23.2 with hashtag 34k dash LW3 dash 21 HH dash 4I. Then there's a slash and a slash, and it says samurai included.

So, those long strings of numbers to begin with, the 23.11 dot 79.

That's got to be a date, right?

Like November 23rd.

Although the 79, I thought this was supposed to be taking place in like the early part of the 23rd or 24th century. 79 seems wrong.

But I think that's what that's supposed to be, is a date.

It was forged, and then filed shortly thereafter.

The hashtag 34 k dash LW.

I mean, I don't see any meaning in that.

That just seems like a bunch of random nonsense.

And so with that included, acknowledged.

The ak dot WA.

I also figured was um, similar.

But the fact that it says forged, right?

Because Katana, we'll talk about it later, is a sword.

And I thought, well, maybe there's like some famous swordsmith.

But you know what?

It's actually way simpler than that.

The Ak dat wah must be Akitaro Watanabe.

So that's going to be what I assume happens is that he, that Sisop, created this piece of ice.

And then, uh, yeah, then the samurai included.

There's our flavor text.

So this episode has been a long time coming.

First of all, it's been a long time since the last episode.

If you're listening to these, as I'm releasing them, it has been something like 6 weeks since the last episode, which is the longest layover layoff, I've had.

Right on the heels of me thinking that there was supposed to be one of the shorter layoffs I've been having.

But this episode took a lot of time. To put together.

So, that's the reason, one reason why it's been a long time coming.

A 2nd reason is because I originally intended to do this.

Around the time honor and profit came out.

Around the time honor and profit was introduced into the 2.one card bowl, and I just kind of kept pushing it off to the back burner, and I finally decided, you know what?

I'm just going to do it.

And it really turned into a much bigger project that I intended.

So what is this episode?

This is going to be a very heavily flavor forward episode.

Uh, sort of, because I'm not digging into the his, the flavor in the net runner, the Android universe.

But rather, I'm taking all of the cards in the reboot card pool.

In Gentecie.

That have Japanese on them.

And I'm going to explain what the, the background of all of these cards is.

There were 2 articles that were published on STIMHack, in which a non-native but proficient Japanese speaker did exactly this.

Except he gave like a little sentence or slight or small paragraph for each of the cards that he discussed.

And that's kind of what I thought I was going to do.

It was just gonna be like a little 20 or 30 minute segment.

But, Well, it turned into a lot more than that.

I wanted to, you know, and when the research I was doing, I had some additional things.

I wanted to add on.

I'm really interested when it comes to foreign languages when to know what the meaning of a word is, like what a word literally means.

Because English just doesn't have a lot of that.

A lot of English words, a lot of English names are just, you know, just, just labels that we attach to things.

We don't really, there's not really any extra meaning in it.

But most other languages are not that way.

So, or many other languages.

So, As I started digging into that and looking into Wikipedia entries and Yeah, it, it spun out into a whole big thing.

So there's a lot about the Japanese language.

There's a lot about Japanese.

There's quite a bit about Japanese history that's going to be contained in that segment about Jinteki.

I did have an expert resource to rely on to to run some things by, to check out, talk about that when I get into that segment.

So it's going to be pretty long.

And I'm just committed to it.

Um, There might be parts where you're like, this is kind of boring.

And hey, you might be right, but I think it's interesting.

So, Here we go.

Uh, so but I didn't want the whole episode to just be that, even though that was more than enough for an episode all by itself.

So I'm still going to have an anonymous tip to start the episode.

I'm still going to cover a preconstructed deck.

So if you want to just skip ahead to that preconstructed deck, feel free.

And I'm still going to do an Astroscript pilot program.

So, it's going to be all the, the segments that I usually commit to.

And quite a bit more.

Anonymous tip.

Celebrity Gift.

So might as well fully commit to the Genteckie theme here.

This goes back to a conversation in the deck sharing channel on the NetRunner or the reboot Discord, and the fluffy one, one of the users, posted a stronger together deck in deck sharing, and Muru's response was to change the 2 celebrity gift that he had in that deck to 3 IPO.

Flack Maniac said, wait.

I thought you were generally a celebrity gift hater.

Or was that only in the context of RP?

I'm a celebrity gift lover, except in a 3X Milange deck where I say they occupy the same slot.

That's my hipster invention.

Murray, you says, I am gifts number one hater.

F that thing.

Get it out of your deck list.

Never import it when you could import IPO instead, or even sweeps week, or almost literally anything else.

I have only ever liked gift in decks that go add back 3 subliminals, reveal 3 subliminals.

So, the way Murray had written 2 gift into 3 IPO sort of looks like 2 gift greater than 3 IPO.

And Flackmaniac's like, oh, sorry, I misread your initial line.

No, it was saying to change the gift to IPOs.

It was consistent with your haterism.

Carry on.

Murryu.

This is pretty funny though.

So if you ever feel like playing either gift or subliminal, think about whether the deck could justify both.

RP can, for example.

The problem with Gift is that it gives them information.

This cost can and should be removed.

Flack Maniac.

It's one of the most fun corp cards for that reason.

Muru, maybe for the runner.

Flack maniac.

What, you don't enjoy grinning at the runner and saying, the following giraffe is brought to you by.

Maybe it's just an in-person source of fun.

Murray you.

Only works if you're playing cards the runner doesn't want to access.

Sometimes this is fetal AI.

In some matchups, it can be CVS, but most of the time you have to add bad cards to your deck, like snare or shock, to do that, and deck slots are a precious resource, one from which we must squeeze the maximum value possible.

Showing them nonagenda cards is also bad, because now they know exactly what ice you're holding, what you could have installed where, stuff they normally have to spend precious clicks and credits to discover.

The only thing you can really do is show them operations they don't have to play around that you're going to use as soon as possible, like hedge fund.

And even then, if you show them a hedge, and don't use it immediately, they still know to evaluate your resource pool with the hedge in mind.

Which was basically only show cards they've already accessed from hand.

Overdraw with Jackson, then gift revealing agendas, and discard some cards in the end phase.

Add back multiple subliminals, and reveal those instead of real cards.

Have unused hedge, gift, IPO, whatever.

Ideally, some combination of these, that lets you not actually pay the cost of information, and this is so absurdly conditional.

That the card is just bad.

Oh, you can also reveal one sun do that install and rez a sun do.

That works.

That's good.

Black maniac.

What, are you saying it should only cost two?

Look, I wouldn't say no to a buff to it, but I doubt it needs it.

I would like to see eventually a money operation whose only qualitative drawback is being a triple.

Mancuki asks, ultraviolet clearance?

Flackmaniac.

I mean, one whose only upside is money too.

Call it course of business or something.

My balance philosophy is make the fun and interesting cards good, and the boring and frustrating cards bad, which is why I still want night to be buffed more, or somehow context shifted into greater relevance.

Just having night in play is really interesting for both players, trying to figure out where to leave it at the end of your turn.

In all these cases, where it is really ambiguous, whether the corpse should trash their ice to trash it.

Now, as for cards that reveal corp information that I detest on that basis alone.

419.

That is a criminal ID that fantasy flight printed in the 8th, the final cycle of cards, has a criminal ID with one link, it's 4515, and the 1st time the corp installs each turn, expose that card unless the court pays a credit.

Just exists to make the game more boring.

No justification for ever making that ID, just a terrible design.

Not the same as gift sometimes showing a snapshot.

Muru. 419 just says the corp loses a credit every turn.

Flack maniac, a broken thing to write on a runner.

Murray, yeah.

It says ETF has to play as not ETF.

That's so bad.

Imagine not being ETF.

Horrible.

Maria is a big fan of ETF.

The big boy then weighs in, Gift is good versus aggressive decks when you're doing nothing.

Like if you show an agenda to Gabe, does it matter?

He was hitting that anyway.

But yeah, you should never splash it.

Muru.

It impacts whether he's willing to make a different number of follow-up runs on the known target, so yes, it changes the math.

Big boy, yeah, but versus Gabe, it's harder to play IPO.

And sweeps is too fewer credits and costs influence also.

I think you should only play gift in slow RP decks, but it's good in those, especially because you can play it with Jackson on board, which is really strong.

Draw to, gift, discard stuff.

Muru, Jackson, sundew, subliminal, things they already accessed, fetal AI, yes.

If you have all of the above, you can probably justify one gift, and just hold it until either the stars align, or you're desperate.

The big boy.

But they're also good in multiples, since you just show the same junk again.

Murray you.

On the one hand, yes, and you can reveal the other gift as part of the garbage for the 1st gift.

On the other hand, the stars still have to align.

If the 1st gift revealed 2nd gift and sundew, that's -2 junk for 2nd gift.

If the 1st gift revealed agendas, then you discarded them and cracked Jackson, that's -2 or -3.

As much as I like the 2nd subliminal in my deck list to see it earlier.

And if playing gifts see them together, I find it hard to justify the third.

Like, I do not actually get to reveal Gift 2, Gift 3 subliminal, subliminal, subliminal.

Orion says, gift, to reveal gift, snare, June bug, fetal AI, house of knives, Muru, run HQ, trash June bug, steel knives.

That's 6 draws, unique.

Mathematically harder to get than actual literal exodia.

The big boy.

Yeah, but it's plus six.

It's more net money than a card that costs 10.

Two Clark.

Okay, real gift question.

Would you ever play gift and only reveal 4 of the five?

The big boy.

No.

I've done this once in my life.

Going back to Big Boys, more than a car that costs 10.

Muru says.

Information on my hand is worth 11 credit.

Got it.

And as for revealing only four.

I think I did that one time to try and bait the runner into hitting a fetal in HQ to kill themselves.

They ran R and D instead and stole an agenda to win the game.

Flack Maniac.

So wait, Murray, if you hate celebrity gifts so much, then what set of money cards would you normally play in an RP deck?

How many?

1st off.

Just hedge and pad?

You're not spending influence on money cards, are you?

Are you a Milange gamer?

Dedicated server?

Orion?

What about Thistle and Sundoo?

And then, uh, Flack Maniac said, sundew and mental health go without saying.

Murryu says.

Hedge, sundew, thistle, maybe subliminal, mental health clinic, pad campaign, if I think I can get away with it.

Maybe import bankers, maybe import pop-up window, maybe import IPO, lots of options, and lots of influence.

Belange exists and is probably fine.

Flackmaniac, bankers or IPO?

Or maybe he's saying this, bankers or IPO?

I guess bankers is money positive when you use it.

And then eventually Fluffy one posted a revised stronger together deck, calling it the Muru friendly version.

And her response to that was, you have 10 Econ cards in 44.

ETF by virtue of the ID being pad campaign can get away with only 12 in 49.

I want to believe, but I think you might just starve.

Well, that's no longer a comment, commentary about celebrity gifts.

So we'll cut it off right there.

On how and when you should or maybe shouldn't use celebrity Gift.

Enigma.

Gentecki and Japanese.

So, I'm going to be making references to 2 specific articles in this segment.

By our author, thopol, that's how I'm going to pronounce it, thopol, T-H-O-P-OL, who wrote 2 articles on STIM Hack.

It was stimhack.com slash the Japanese of Jinteki, with hyphens between each of those words, and the Japanese of Jinteki 2.0.

And the 1st one was posted around honor and profit.

The 2nd was posted a couple of years later and kind of picked up a bunch of other cards.

I'm only going to cover the cards that are in the reboot card pool in this episode.

And so there's going to be a few from outside the card pool that I'm just not going to bother with.

It didn't seem like it was worth going the extra effort for cards that we don't even have.

I'm going to, as this, for prefatory information.

I am going to include a lot of the things that that folkball included in his article.

And then I'll also talk about.

My, well, then I have a lot of other information here from Jared 1309.

Well, just called Jared, who is in the reboot discord, and is my far and away most common play partner in the 2.0one playgroup.

We've been going through the whole card pool together.

And he has a lot of insight as well.

So let's just jump into it.

From article one, thopol said this.

With honor and profit released, everyone has been talking about Gintekki.

In this discussion, many people are wary of Japanese pronunciation, and most players don't know what any of it means.

Some of the Japanese names are extremely thematic, and I thought it was a shame that everyone can't appreciate that.

I wished to correct this issue and Tim Mac has kindly agreed to let me.

I'll preface by saying that I'm not Japanese, and I'm not totally fluent, but I have lived here for a few years and I study a lot.

I'm quite confident in my definition.

But if anyone thinks a different interpretation might be better, post a comment.

Some of the Japanese and Gintechi cards is a little strange.

Much of it is not often used, and some is downright esoteric.

Sometimes a word has a normal meaning, but doesn't make sense in the context of NetRunner.

For example, it's doubtful, Nisei, would be defined as junior, as in Martin Luther King Jr., but that's the way it's most commonly used.

I'm going for the definitions that are probably what FFG intended, not necessarily the most common usages.

And then in the 2nd article, he said, a couple of years ago, I wrote an article about talking about what the Japanese in honor and profit cards means.

I got a few things wrong, but at least the worst was corrected.

In general, though, people seemed to like it, and I've heard a marked improvement in the pronunciation of card names on podcasts.

In light of this, I would like to share the translations of the other Jinteckie cards, with Japanese names.

Some of these seem very obvious to me, I don't know if that holds true for everyone, so I'll go ahead and say what a katana is.

In terms of pronunciation.

Japanese is very easy.

The consonants are all as you would expect, and there are only 5 vowel sounds.

A is like the A in father.

Ah.

I is like the E in tree.

U is like the U in blue.

So always ooh.

E is like the AY in hay.

So E makes the A sound.

And O is like the O and O dear.

That was a June bug.

So you've got.

Ah, A, E, Oh, and ooh.

And then there are also a couple of long vowels.

He says, EI is just a longer.

E-O-U is just a longer O. He says they aren't a lot longer, just the littlest bit.

I don't expect anyone who doesn't hear a lot of Japanese that hear the difference between yobu and yobu, or sensei and sensei, but nobody needs to pronounced yobu, yobu.

I had the conversation with Jared about Kudoka, the Japanese, the Jinteki card that's in one of the boosters.

And I was having some, I was some confusion about.

When, like, what I was seeing online, it seemed to suggest that there should be a bar, a line, both at the top of one of the letters, and then the way that the reboot had it.

It was with 2 U's, and so I was just very confused.

And he said, if you put a horizontal line above the U and O, you could do Kudoka.

And I asked, oh, so does the horizontal line mean you double the syllable?

He said the line lengthens the syllable.

Do is one.

Do is two.

And then he added on.

The jargon for it might be mora.

And so Wikipedia has a page on the term Mora, as the smallest unit of timing, equal to or shorter than, a syllable, that theoretically or perceptually exists in some spoken languages in which phonetic length, such as vowel length, matters significantly.

For example, in the Japanese language, the name of the city Osaka, and as a bar over the top of the O, consists of 3 syllables, O, sa, ca.

But for moray, oh, saka, since the 1st syllable, oh, oh, is pronounced with a long vowel, the others being short.

Thus, a short vowel contains one mora, and is called monomoraic, while a long vowel contains 2, and is called bimoraic.

And by way of contrast, the spoken length of, certain, so here is now going back to, going back to Jared's comment, the certain spoken length of, he could give 3 different characters.

Ah, Ka, is the same, but the English transliteration isn't.

Right?

Like, you have one letter, 2 letters, 3 letters, ah, ka, kia, that's K-Y-A. He gives an example, where Yuki is snow, but Yuki is courage.

Here the longer you sound makes a completely different word.

Let's say I say snow is falling, but lengthen the U sound.

Although I can sound wrong, people will surely understand snow from the context, like you wouldn't say courage is falling when it's snowing.

But there will certainly, there will be situations where shortening or lengthening a sound will cause confusion due to a lack of context, et cetera.

A word like kuudoka, isn't common in everyday conversation.

If you simply blurted it out randomly, people might not know what you're on about.

If you shortened one or both you and blurted it out, you won't be understood.

But if you're using it in a sentence and in a suitable context, they would probably get it.

So, uh, there's a little commentary about pronunciation, very, like, the syllables in Japanese are usually 2 or 3 letter syllables, and you just string them together and you don't really have to worry too much about, um, which one gets the stress because they kind of get equal stress.

It seems like to me.

This is just me talking.

Going back to Thopol's article, finally, I have to remind everyone that I'm not a native Japanese speaker, I'm just a Gaijo, Australian for a Gaijan foreigner, who has lived here for most of my 20s, forgive any mistakes I make.

I don't read Japanese anywhere close to as well as a native Japanese Nutrunner player would.

Unfortunately, I don't know any native Japanese NetRunner players, so I'm all you've got.

And then meanwhile, like I said, I have an additional source in the form of Ritechi user Jared 1309.

Jared majored in Japanese at college.

It has been a permanent resident of Japan for the last 10 years.

He is also not a native speaker, but has near native proficiency.

So I get the I have the sense from my conversations with him that he's probably a bit more, a bit more, can be a bit more accurate.

It has access to more resources than, uh, than thopol does.

So, there's the preamble.

Let's get into the cards.

We'll start in the most logical place with Gintechi itself.

You've got, uh, 3 different identities that have Gintechi on it, and it should be pronounced Gina Takei.

Gina Teki, where the N is one of those.

It's almost like a separate syllable by itself.

Gina.

Gina, take.

Thopol says this means human.

It can be both an adjective or a noun, so it gives the gentechi corporation a double meaning.

Also, it is written with the characters for person and for goal.

Now, I remember an early podcast episode, I believe it was on Corp Draw, that talked about Japanese in Net Runner, and one of the hosts had some knowledge of the language, and presumably did some additional research for the purposes of the episode.

And I don't remember this being the translation that was given, although it seems likely that it was, because that's what Google Translate offers.

Which I'll say more on that in just a 2nd.

What I do remember, is that he suggested an unlikely but possible alternate translation. That could be sort of importing gene tech from English into Japanese as gene techie.

So making it a loan word.

All languages have loan words.

Some examples in English are hors d'oeuvres, and siesta, where the spelling and the pronunciation are directly imported from, in this case, French and Spanish, respectively.

I mean, if you go back far enough, certainly in English, just about every word is a loan word.

Jared provided some Japanese examples.

There's Insu Tooru, which is Install.

There's always a funny thing going on with the L and R sounds in Japanese.

They're kind of viewed as being the same way.

Japanese has pseudo-English words called Waseyego, Waseyego.

For example, Kureimu, Kureimu, his complaint.

Sounds like claim, kureimu, and then you have manshon.

So it's like mansion, and it basically means a relatively big apartment.

He said, although gene plus tech looks like a pseudo-English word.

I would say it's something like poetic license, since Jinteki is a name.

Regardless, personally, I don't think the gene techie theory has merit.

So going back to Google Translate.

As you know, if you've ever used the service, you type in your word to translate, that you want to translate on the left box, and it gives you the other language translation in the right box.

But then between the 2 boxes is this double arrow button you can use to flip the translation, so you take the translated 2nd language word and flip it over, so now you translate it back into the 1st language, and sometimes you get different answers.

You get different synonyms for the word in question.

So when I plugged Gintechie into Google Translate, it offered up the English translation, human, you know, just like football set.

Simple so far.

But if you hit the swap languages button.

And so now you're translating human from English, you get something different.

Instead, it translates into ningen in Japanese.

And then, when you flip that back around, Google tells me that Ningen can also be translated as man, person, human being.

So it seems not quite accurate to say that human translates to Gintechi.

But there are other translations of human, the noun Hitobito, and then you have these adjectives, ningen no, Hiturashi, ningen Tekina, and gin Tekina.

Well, it's very close to Gintechi.

So now we're getting somewhere.

That is an adjective.

Gene Techina.

And a synonym offered is personal.

When you swap languages on that adjective, personal, you get a number of different options, but among them are cojin techie, individualistic or self-centered.

Cojin takina.

Cosei Tekina, Shi Tekina, which means unofficial.

And gene taking.

So the theme here is the takina that seems to be the same thing.

But that does seem to actually align with the tagline on the personal evolution identity when you need the human touch, right?

Like personal touch.

If it goes along with the idea itself, personal evolution.

And Jared backs me up on this and also offers a little more context.

Yes, it does mean human.

But I think it's usage is limited to a few compound words like human resources, Gene Tech Shigen, and human casualties, Gene Tech Higai, in a disaster.

Furthermore, the usual word for human is Ningen, and the usual way to talk about human resources is Gene Zai, or about HR in a company is Gene Jibu.

But we can understand Tech.

As a suffix, similar to the English suffixes like Ish, ick, ive, and all.

So I see Jinteki, and I think human like, person ish.

And that resonates perfectly with them and cloning.

He also adds this.

On Japanese cards, Gintechi is written in katakana.

So let me go off on a little bit of a tangent here about kanji and katakana.

These are 2 different but related writing systems for the Japanese language.

The more ornate, intricate, and to westernized, complicated looking Japanese writing is kanji.

That word comes from the Chinese term Hanzi, a formal term for Chinese characters.

In fact, the Japanese characters were originally borrowed from Chinese, but in Japanese, each Chinese character corresponded to only one syllable, so to write a multisyllabic word, you had to use several, kanji.

Over time, these kanji were simplified into what is today called hiragana, which literally means common, or plain kanji.

And then meanwhile, kata kana is an even more simplified system.

Although again, we're still not using Roman characters here, obviously.

Because they only take a single component of a kanji.

In both of these other 2 systems, these simplified systems, hiragana, and katagana.

And yes, the hiragana has a G, the katakana has a K. There is a fairly simple table, pairing consonants with each vowel.

So, for example, the name Midori.

There are just 3 symbols that make up this name.

There's a symbol for me, a symbol for re, a symbol for re.

Meanwhile, the kanji for the word midori, which is just one symbol, conveys more information than simply the name of the color, which is, I think, green, though that is also part of it, it also suggests ideas about nature, or greenery.

The website Japanese pod 101 says, quote, Hiragana is primarily used for native Japanese words and grammatical elements.

They are used when writing verb and adjective endings, grammatical particles and other function words, as well as for words that do not have a corresponding kanji, or when the kanji is obscure.

Meanwhile, katakana is used for transcription of foreign language words into Japanese, and the writing of loan words, for emphasis, to represent onomatopoeia, for technical and scientific terms, and for names of plants, animals, minerals, and often Japanese companies.

So here is where the relevance of Jared's comment that on Japanese cards, Japanese NetRunner cards.

Gintechi is written in katakana.

As for usage, kanji and hiragana are mixed to write sentences, and then katakana is used when needed for specific terms.

Kanji provides the content and meaning like sort of the, The main points of the sentences. While Hiragana provide grammar and pronunciation, and katakana handles foreign words, and other unusual words.

I would say you don't have to remember all of that.

Um, I will be making references to kanji and katakana a lot as I go along.

All right, one card down.

Or three, I guess, if you include the 3 different identities.

Let's now move on to one of the other major words, which is Nisei, or more, so Nisei, you got Nisei, mark 2, caprice Nisei, Nisei, division, a Kiko Nisei, and commonly it's pronounced just like that, Nisei.

If I were trying to be more accurate, I would pronounce Nisei is Niseii.

There's 3 syllables, knee, say, E. But the robot voice on Google Translate just says Nisei.

And I was confused about that, so Jared said, it can be difficult for beginners to get syllable mora length correct.

And sometimes the final last vowel can be shorter than you expect.

Since you yourself do a lot of speaking work, you'll know the concentration and effort it takes to clearly enunciate everything in English.

The theory of prescriptive language use and the actual practice of its speakers deviates here and there.

I think that's a fantastic point.

In trying to pronounce things correctly here.

I'm perhaps veering toward over enunciation.

For example, in that sentence correctly.

Like, how am I saying that word?

Am I saying correct?

Lee?

No, I'm elighting some of the little elements of the word so that it flows more smoothly.

And so too, when they say Nisei, right, they're, they're elighting a little bit of things, and it, and it comes.

And it comes out, and it comes out more, more smoothly that way.

Jared said, try this site and use this sentence from Wikipedia.

So I'm going to drop the, and he says that there is a word about 3 quarters of the way through the sentence where they say Nisei.

And so, um, I'm going to go ahead and drop that in the audio in here right now.

Mijonde, marita, toni, kai, is you see?

And sure enough, I think you could hear, that is, using that Google pronunciation of Nisei.

I'm still going to keep calling it Nisei in general.

A Fopal in his article said, Nisei literally means 2nd generation.

It also means imitation.

Since Gintecki is all about cloning, both imitation and next generation are relevant.

Genteki itself is a cloning pun as well.

Anyway, I think they thought it'd be fun to give the give it the Mark 2, so I Nisei Mark 2.

So it's 2nd generation, Mark 2.

Now, Caprice Nisei, is me talking again. Was actually a character in the original Android board game, and I believe there is a bigger backstory they have written for these, for these psychic clones, the Nisei clones.

We saw bits and pieces of it when covering Jintecki from the worlds of Android book.

I don't have access to all of it.

I know they show up in the books too.

Like the novels.

As I recall, the Niseii line names are in alphabetical order.

We only knew about caprice for a long time, with a suggestion that something had happened to the ones whose names began with A and B. Later, Akiko, a runaway was introduced, perhaps that was the idea all along.

Anyway, after some finagling, I managed to get Google Translate to give me some results.

And it actually provided several options. 2nd generation, 2 existences, present and the future, 2nd king of the same name, American born Japanese, and junior, there was the 7th option listed for junior.

It's pretty obvious. Why the lore writers at FFG were drawn to this word as they crafted their backstory.

Now Wikipedia indicate that the term is used in the Americas to specify ethnically, quote, Japanese children born in the new country to Japanese born immigrants.

Isse, I-S-S-E-I. So they're 2nd generation immigrants.

But the term typically refers to those born to parents who emigrated from Japan in the late 19th and early 20th centuries as part of what is known as the Japanese diaspora.

Jared backs this up and provides a little additional information.

He says, yes, it's 2nd generation, but this meaning is mostly used to refer to children of migrant families, and he links the Wikipedia article.

I suppose Jinteki in the NetRunner universe would refer to clones like that.

Machines wouldn't be labeled like this, though.

For example, a 2nd generation Honda Fit is Nidaime.

Also, if you're royalty, or a pope.

Nisei is the 2nd.

Or junior, if you're named after your father.

I don't think it means imitation.

There is a word, Nisei mono, which means a fake or forgery.

Originally, as you likely know, null signal games, was called project, Nisei, or Nisei, in all capitals, it was said to stand for Next Runner, International Support, and Expansion Initiative.

And in their blog, when they made this the change from Project Nisei to null signal, here's what they said.

The term Nisei, which means 2nd generation in Japanese, is often used specifically to refer to 2nd generation immigrants, such as Japanese Americans or Japanese Brazilians.

Nisei is an identity, and one that is not free of persecution.

Many Nisei were forcibly removed to internment camps during the Second World War. You know, here in the United States.

Under executive order 9066 and forced to leave behind property and belongings that were lost during their internment.

This act also encouraged other nations in North and South America to extradite their own citizens of Japanese descent, many who had never been to Japan or spoke Japanese, to the US, as a solution to their own racial discrimination problems.

As an organization we find this mistreatment abhorrent.

At the end of the day, although this name has served us well for nearly 4 years, we no longer want an appropriated term to be the face of our organization.

We are therefore retiring project, Nisei.

In the accompanying fact, one of the questions was, what are you rebranding?

Why do you care?

Nisei is a cultural identity with a complicated history.

We now know, taking it as our own name was a form of appropriation.

As we plan our next steps, we want a name that will better represent our community, and can better suit us in our future marketing and diversity plans.

Will the use of Nisei in card names be removed?

This is unlikely.

We are renaming, because 1st and foremost, we are uncomfortable continuing to refer to ourselves with another cultural group's identity.

Nisei is not a bad word, never to be spoken.

It is an identity, we as an organization, cannot claim.

So this was the point where the card backs on NSG's cards were changed.

The article I just quoted from also talks about their longer term plans to remaster the cards, which, of course, eventually did.

But this article was posted around the time that I sold my FFG, Nutrunner collection.

And my plan, when I did that, was to buy up all the null signal stuff.

But then I learned here that not all the products currently had the same back.

And that's relevant to me because I don't sleeve my cards.

So I made a note to check back in 6 months and buy everything then, except even 6 months later.

The project wasn't completed, and they said, well, I might not be for another 6 months.

In the process of researching that, I came across a post about the reboot project, learned that there was an online implementation, jumped in with both feet, and then started this podcast about a month later.

Okay.

Next card.

Zaibatsu loyalty.

Google Translate suggests this can be translated as financial clique, or plutocrats, and Wikipedia offers the literal translation asset clique, but more relevantly.

Here is thopol's comment.

In the late 19th century, there was the Meiji Restoration, when there was pretty much a revolution against the shogun, the reinstatement of the emperor in a period of rapid modernization.

This rapid modernization, took the form of an industrial revolution on a massive scale and was probably miserably inhumane.

This industrial revolution was run by what were essentially semi modern mega corps called Zaibatsu.

After the war, these corporations were broken up and the Zaibatsu system ended.

The war here is World War II.

The theme of this card is just excellent for a cyberpunk Japanese corporation.

Wikipedia goes on to say, by definition, the Zaibatsu were large, family controlled, vertical monopolies, consisting of a holding company on top, with a wholly owned banking subsidiary providing finance, and several industrial subsidiaries dominating specific sectors of a market, either solely or through a number of subsidiary companies.

Jared adds.

These were huge prewar conglomerates, like Mitsubishi, which did, does, much more than making cars.

So yeah, that really does sound like the Android World's concept of a Megacorp, doesn't it?

As for the actual card effect, recall, from all the times that you've used this card from the corset that it prevents your cards from being exposed.

In theory, this is very helpful for Gintechie, the corp, that can least afford the runner having solid knowledge of its plans.

In practice, expose has just never been a particularly useful effect.

So, I mean, except for 419, I guess, right?

So the Rhei came along after this card had rotated out.

So the reboot change was to bump the trash cost from 4 to 7.

But Fluffy one in his review still rates it as a two.

But flavor wise, I think it works nicely.

In my mind, When I thought about this card, the Zaibatsu, I thought was referring to the workers.

Because we see a bunch of corporate drones in the artwork, but in reality, Zaibatsu is the corporation, and the workers are providing the loyalty part.

Either way, though, the result is the same, due to the worker's loyalty to the corp.

Company secrets are not revealed.

Tenin Institute.

The secrets within, and here the word would more technically be pronounced taming.

Tain mean.

Tenon can mean either heaven and human or heavenly human.

Again, with the cloning, says thopol.

Meanwhile, Google Translate offers up celestial maiden, which it capitalizes even.

But Jared and Wikipedia agree that the literal translation is heaven person, or heavenly person.

Interestingly, this is actually a term specific to the Japanese version of Buddhism, with historical conceptual roots reaching back into Hinduism.

If Wikipedia is to be trusted, although when it comes to religion, as explained anywhere online by someone who is not an adherent of that religion, I always take it with a grain of salt.

They are roughly the equivalent of angels in Western religion, and are usually depicted as unnaturally beautiful women, although a specifically female, Tiny, has its own name, Tinyo.

I'm open to suggestions, though, on the thematic connection between this name and the ability of the Tenant Institute to advanced cards.

Maybe it's just a name.

They wanted that connection to heaven.

Though Jared, a noted tenin aficionado, aficionado as another Spanish loan word, made this non-Japanese related observation.

Where is the Tenon Institute?

It looks like a desolate planet.

Mars, maybe?

In the heavens?

Hmm?

Could be.

Our title card was Neural Catana.

And in my mind, everyone knows what a katana is, but maybe not everybody was as versed in teenage Mutant Ninja Turtles as I was as a teenager.

Early teens.

It's not weird.

But it's ingrained in my memory that Raphael used size, SIAI, Si, Donatello a bow, or as many people insist on calling it a bow staff, although bow means staff.

And Michelangelo used nunchucks.

Technically, nunchaku.

Though later in the original cartoon, they gave him a grappling hook most of the time.

Probably too much imitative behavior with kids, seeing him swinging these nunchucks around us, whacking their siblings in the head.

But Leonardo used a katana.

Or two, which is basically a sword.

Or at least this is what my memory tells me.

And Fopal largely agrees.

He said, okay, I think everyone knows this one.

A katana is the single edged sword samurai used.

No need to belabor this.

On Google Translate, when you click on see dictionary in an entry, it offers up alternate translations for a word.

In this case, the options are sword, knife, blade, saber, and engraving tool.

And then it indicates with one, 2, or 3 bars how commonly used a word is, or quote, how often a translation appears in public documents, unquote.

Katana, being sword, is the 1st word I've covered here that actually qualifies as common.

Using it as knife, blade, or saber is all uncommon.

Meanwhile, at this point, all the other words I've been seeing are words that are rare.

Wikipedia tells me that it's a compound word from kata, meaning one side or one sided, and nah, meaning blade.

It also has a quote, long grip to accommodate 2 hands, unquote, which, in fact, is what we see in the artwork on the card.

Not my memory, Leonardo, usually just swung it around with one hand, though Jerry says there are different sword schools, and that Miyamoto Musashi used to 2 swords, though only one was a katana.

Using 2 swords, the term called nitoriu, for dual wielding, which is a term, also applied to the baseball player Shohei Otani, who both bats and pitches.

Anyway, the effect of Neural Catana is very simple, as befits a core set card and that it just hurts the runner.

You know, like a sword would do.

But it's not damage.

Not meat damage because it's a neural katana.

In the same category, we have Surugi, more accurately, Tsurulgi.

A Surugi is a type of sword, Folkal says, whereas the katana is a single edged sword.

The Sarugi is an older, double edged sword.

It's possible that this card was named Tsurugi, because if you wanted to fire, you have to pay, making it a bit of a double-edged sword for the corp.

Probably not though.

Just overthinking it.

And Jared adds that its usage in Japanese seems to be broader than it is in English.

Perhaps by that he means that it's not so narrowly defined as the word sword is in English.

Google Translate suggests that the primary translation of sword in Japan is ken, or more accurately, ken, right?

As its own separate mora, but that Ken could be translated into English as any of sword, blade, saber, bayonet, sting, as in stinger, or clock hand.

But in Wikipedia's article.

It straight up uses Tsurugi and Ken as synonyms.

The article starts this way.

A surugi, or ken, is a Japanese sword.

The word is used in the West to refer to a specific type of Japanese straight, double-edged sword used in antiquity, as opposed to curved, single-edged swords, such as the katana.

In Japanese, the term tsurugi, or ken, is used as a term for all sorts of international, long, double edged sorts, unquote.

I'll also point out here that the kanji for both words appear to be identical.

And yet they're pronounced two different ways.

I'll come back to that.

Well, while we're on this Marshall path of military things, let's go ahead and Follow that same path.

How about Ronin, or Ronin?

A Ronan is a masterless samurai, says, uh, thopol.

The characters mean wandering person.

The most famous Ronan is probably Miyamoto Musashi, but more on him later.

Now, Wikipedia, this is me now, places a line above the O in Ronan.

That's, you know, what I would call a macron, a macron.

But Wikipedia says that in Japanese, it's known as a...

Which, that, the cho, um, actually has an, oh, over, there's 2 O's, and there's an O over the 1st one.

That must be a really long O sound.

So anyway, that means that Ronin should also have that longer O, so it's more like Roonin.

Roonian.

Anyway, literally, row means wave.

Like a wave in the water, but it can also have the meaning of unrestrained or dissolute.

Meanwhile, mean, just means person.

So a person who is like a wave of water, which is why it idiomatically translates to vagrant or wanderer, in a general sense, but is more widely understood as, uh, you know, like Clopo said, a samurai, with no lord or master.

Samurai, were the professional warrior class in Japan for centuries, roughly equivalent to a knight. In the West.

Jared says that a student who fails to pass the college entrance exam of their preferred institution, and decides to try again next year, and not enter a different college or get a job, Today is known as a Ronin.

So in the card art, we see such a Ronin, and even in the flavor text, says, I will serve you for a time.

And is dangerous being able to do 3 net damage on demand with a little prep.

Is it supposed to be an actual person though?

No, I guess not, or it wouldn't be doing net damage, would it?

Next up, let's do sensei.

Or more, or perhaps, since Niseii is not Niseii, it's his Niseii, maybe Sensei should be sensei.

Anyway, Sensei means master, says Tho Paul. Is off top in a title used for teachers, but you could use it for artists, and other valuable people as well.

And Jared adds that occasionally people use them when talking, when speaking with statesmen or politicians.

Google Translate offers teacher, doctor, master, and doc.

Although in no case is this the 1st translation offered for any of those words when you're translating from English.

Whereas Wikipedia says the term literally means person born before another, or one who comes before.

Meanwhile, the artwork certainly gives the idea of a master, especially of some form of martial art, right?

And then the flavor text reads peace and violence.

Both must lead to the same place.

Which sort of scans as some kind of Zen Koan to me.

The Wikipedia article on Sensei is actually part of a series on Zen Buddhism.

But as for as for why it makes all the other ice and the run.

Hmm, I mean, I don't know.

I don't know where the, I don't know where the connection is here between the, the setting, the theme of the card, and then what it actually does.

Now, the next card we're going to talk about is shinobi.

This, according to thopol, is the old original word for a ninja, ninja as a word, hasn't been around until the modern era, era.

The character means secret, but it's short for secret doing person.

He says, we all know what ninjas are.

Jared said it was the most common way to refer to feudal spies until relatively recently.

So Shinobi and Ninja, much like Tsurugi and Ken, are actually the same characters, the same they have, they are synonyms.

But obviously they sound completely different, and it's worth commenting that ninja is a card in NetRunner.

It's just not a Gintegi card, right?

It's the criminal killer.

So, as I mentioned earlier, The Japanese characters called kanji were originally borrowed from Chinese.

Now, I'm going to try to head completely out of my depth here.

There are 2 broadly speaking, there are 2 ways to read these characters.

One is called On Yomi.

Which literally means sound reading.

The on are the approximated pronunciations of historical Chinese words, But using Japanese consonants and vowels.

See, again, Japanese borrowed Chinese characters, the writing, but didn't borrow the Chinese language.

Now, the other type of pronunciation is called kun Yomi.

Which literally means explanatory reading.

And this reads the characters using the native Japanese word that matches the meaning of the original character.

Okay.

So you've got it, you've got this character.

In Chinese, and if you read the on reading, That's you're in Japanese trying to make it sound like Chinese, whereas if you use the kun reading, you're just using the Japanese word.

Not the Chinese word.

So here's an analogy I ran by Jared.

Let's say you have 2 languages.

And so that I have some inkling of what I'm talking about.

We'll call them English and Spanish.

Let's imagine that English does not have a written language, but Spanish does.

But their written language is emoji.

Now, as a side note, my intent here is not, in any way, to make light of or to denigrate either Chinese or Japanese, or English or Spanish, for that matter.

Well, maybe English.

But I'm just trying to make this concept work in my head.

So, anyway, in this analogy, Spanish uses emoji.

And one of the emoji is just a man.

Right?

And in Spanish, you'd say el hombre.

But English adopts now the Spanish emoji system for writing, except they sign their own pronunciation, and call that emoji, man.

So they know if they're reading it as English, they see that emoji and they're like, man, but if they're reading it like Spanish, they'd say, oh, Spanish, that would be El Ombre.

So they kind of retain that too.

Those are 2 very different terms for the same image.

So that's the idea I ran by Jared, and then our conversation went kind of like this.

Jared said, the English would read the emoji as man.

When it was by itself.

And in other words, if this was how Chinese Japanese works.

You'd read emoji is man when it's by itself, but when combined with other emoji, then you'd read it as ombre.

And I said, like, that's a bad hombre.

You wouldn't say that's a bad man.

It would mean something different.

And he asked what bad was, and I said, Mal, Malo.

He's like, okay, so the idea a villain would be Malo plus hombre in your emoji via Spanish, English language world.

So an utterance might be, I liked the mal hombre in Breaking Bad.

That man was bad.

And the emoji would be used for both hombre and man.

And I said, ah, but it depends on the context as to which way you read it.

Which he said, yep.

Okay, so we have these 2 kanji, that are at work here with the word in question, which we're talking about is shinobi, but also ninja.

So if you're using the onyomi reading, the word is pronounced ninja.

Whereas if you're using the kunyomi reading, that's the native Japanese reading.

The 1st kanji is pronounced shinobi, which means to steal away, to hide, to forbear.

So there's this association with stealth and invisibility, but there are 2 kanji in the term, and the 2nd one is mono.

Which means a person.

The full term is actually shinobi no mono.

Wikipedia says there is little evidence that they were assassins.

Espionage was the chief role of the ninja.

So now let me back up again and also touch on Sarugi, or let me let Jared explain it.

Tsurugi, he says, is the kun reading of this kanji.

It would be the, perhaps original, Japanese word for sword, whereas can, is the on reading of the same kanji.

It would be the Japanese approximation of the Chinese pronunciation of that kanji.

Let's say a 5th century Japanese guy is carrying a sword.

A Buddhist monk from China comes along. Points at the sword and says, Ken, or what the Japanese guy hears as, Ken.

The Japanese guy holds it up and says, Zurugi.

The monk goes through his sutras, points to, The kanji for it and says, kin.

The Japanese guy points to it and says Tsurugi.

Jared says, this is my oversimplified example of how kun and on readings coexist.

Then he also provided a couple of pages from, I don't know, I'm going to say a vocabulary book.

It's like a listing of all of the kanji. A couple 100 pages of detail on kanji, with them just listed how to write each one, like in the order in which the strokes are made, along with possible readings of each.

Put a link to a picture of the entry I'm about to discuss in the show notes.

But I'll try to talk through this next part, but it might make more sense if you're looking at that image.

So what we see here.

In this image is one entry.

In the left panel, there is a kanji.

In the center panel, there's a bunch of different information, notably at the top, there's the entry number, which in this case is number 1414.

And then there are translations, and translations of the Kanji to Roman characters. In the right panel.

Now, this particular kanji.

We're doing entry 1414 here, has the on Reading, the Chinese approximation of nin.

With the kun reading, that's the Japanese native pronunciation of Shinobu.

With the boo part in parentheses.

So in this case, Shino is the stem.

It will always be paired with a suffix.

The boo is the present tense, or what they call the dictionary form.

So the English definition is given as bear or endure.

Hide or lie hidden.

Or avoid by hiding.

Now there's also a version here with a different suffix that reads instead of shinobu, shinobaseru, and that is the translation of hide or conceal.

Beneath this simple reading are 4 additional lines in which this kanji is paired with another to provide a different term.

So, for example, there is ninja, for professional spy or assassin, and ninku, for endurance, or stoicism, and zan nin, for brutal, or ruthless.

Now, note you hear the heard the nin, in each of these 2 kanji terms.

Nin is the on reading, the Chinese reading.

But in the 4th line is the term Shinobiashi.

For stealthy steps.

Now, here, there are 3 characters.

Though if you're looking at the image, you'll see the one in the center is a lot less intricate.

That is an example of Hiragana.

Like katakana that we mentioned earlier, in this case, actually, it has a still different name, okurigana, because it's written after the kanji, and that's what provides the B syllable in shinob B. Ashi, so the 1st symbol is Shino, 2nd one is the B, the 3rd one is Ashi.

The point is, that in this case of Shinobayashi, you've got the same character, but you're using a different reading, you're using the kun reading, the native Japanese reading.

And in this case, then, with the B and the Ashi, those are also con readings.

In general, Jared said, the on readings go together.

In terms, and the kun readings go together.

Now, the very 1st part of that entry where it uses the present tense, the dictionary form, Shinobu, the converb reading, is very close to Shinobi.

As I just mentioned, Japanese verbs are stems that have suffixes.

The suffixes are the okurigana.

So some examples of suffixes are bae, which is the imperative sense, banai, the present negative, and bimasu, the polite present, whereas boo, is the plain present tense.

And Jared says, we can change this verb into a noun by changing the Okuragana from B to B. The result is shinobi, which is a shorter version of the phrase, shinobi no mono.

He said, if I see the character is making up the term for ninja, I 1st think ninja.

Because it's an on reading.

Use the on readings together.

I don't think shinobi no mono, because the okuragana and no are absent.

So here's where you've got these, the same symbol means both shinobi and ninja.

Okay.

Just one more thing about this card, in the artwork for Shinobi.

It appears that we see 3 different colors of Makibishi, which is a kind of Caltrop, a sharp weapon that would be used to slow down somebody, say, marching or, hmm, running in, to invade an area, which I think aligns nicely with the 3 subroutines that all are trying to do damage in a defensive way.

I think actually, Machibishi would probably have been a better name for the card, and then maybe leave Shinobi available for something that would involve scouting out the runner.

Right?

Like a like an actual shinobi would do.

But here we are.

We do have a couple more military terms.

I suppose it's not that surprising that that would be the case in view of the uh, confrontational nature of the games.

Let's talk about Ashigaru.

thopol says the characters mean lightweight foot.

It's what the foot soldiers were called in old Japan.

In European tradition, the man at arms, is, I think he means, is equivalent to the Ashigaru, and the knight is the Samurai.

These guys were equipped by their feudal lords and were around from the time they were given armor and spears, to the time when they were given armor and guns.

So just to offer up a little more detail.

Ashigaru, actually a plural noun.

Not singular.

And to disagree with thopol here, I don't think man at arms is correct at all.

I don't think that's the term you're looking for.

Conscripted infantry. Would be more accurate.

They were peasants.

And they were equipped by the warlords as a supplement to the samurai, and they were foot soldiers.

Here are a couple sentences from Wikipedia.

Constant warfare between the 14th and 16th centuries, made the hiring of foot soldiers with no particular loyalty necessary at times.

Paid only in loot, these mercenaries were not well trained, and thus could not always be depended upon in battle.

These wandering foot soldiers eventually became the Ashigaru.

Now, in the early 17th century, a military government began operating in Japan and wanted a professional soldier class, and so Ashigaru ceased to exist.

They just went back to being farmers.

And as far as the flavor of the card goes, I think is pretty good.

Now, admittedly, I hadn't ever looked so closely at the image before this.

To me, it just kind of vaguely looked like a mechanized war machine.

Sometimes, just taking the time to look carefully at the card, sometimes just to rotate the artwork into the correct orientation helps, because that's not what it is at all.

It's a line of men.

I mean, not really men, of course, it's a piece of ice, but it's a series of guys.

They're all armed with spears.

The word for that would be Yari.

And they're all wearing armored hats, gene gassa.

And if I count the hats, I see at least 4 But if I count the spears, I feel like I'm seeing six.

And I think that's a bit of a missed opportunity because if there were five, it would have perfectly aligned with having a full HQ.

And each one, I think, is intended to be a separate end the run subroutine.

It was pretty cool.

It seems a little expensive for peasant farmers, especially since it used to be 9 to res, but I guess the flavor has to give way to game balance at some point.

Now let's talk about Shiro, And Yagura.

Shiro means castle, this according to thopol, Yagura means turret.

A Yagura, is a tower on a castle.

It means arrow storehouse, which makes sense.

In Japanese castles.

These are usually not high towers, like in Western castles.

There are more buildings to offer archers protection on top of the ramparts.

It's awesome, again, still fopal, that the effect of tower, Yagura, is like a smaller version of Castle, Shiro.

Now Shiro is also much better in reboot, with its res cost reduced from 6 all the way down to one, although it's still not that great.

Now they are both one to res, which doesn't really make sense thematically, if Shiro's supposed to be a bigger version of Yagura.

Also, I don't see how the effect of the card makes a tremendous amount of sensed flavor wise either.

Maybe they're protecting R and D a little bit, like a tower or a castle would.

Hmm, I don't know.

Bit of a stretch.

Here is a, uh, one last sort of military type term, and it's from one of the boosters, uh, sets, Qodoka.

Uh, so that's got 2 U's and an O, uh, as I said before, well, you know what?

Let me just, uh, let me just read through my conversation with Jared from earlier.

So I said, in style and slander is the Ice Cuidoka, which apparently is a Japanese art of archery.

Do you recognize the term?

Jared said, yeah, Kyodo.

Kyudo is that.

He spelled it K-Y-U-U-D-O kudo.

I said, when I was Googling, mostly I saw it spelled with just one U, Kudoka, although one place is more like Kudoka.

And Jared said, I know what you mean.

That word has 5 syllables.

Q u do uka.

Guy asked, is it misspelled here or are these all just alternate spellings?

Jared said it depends on how you want to transliterate it.

If you put a horizontal line above the U, the Q part, and above the O, you could do Qdoka, K-Y-U-D-O-K-A, but with the lines above the both vowels, they're the U, and the U, and the O, which you remember, each doubles the syllable, lengthens the syllable, as Jared said, the dough would be one syllable, but do is two.

So it should be kyuuuka.

So it's a little bit of a little bit of, he said, the Riteke transliteration is somewhat half and half.

Anyway, Kyudo is the Japanese art of archery.

The kanji literally translate to bow road or method.

It was originally called Kyujutsu.

I'm sorry, Kyujutsu, literally beau art, so the art of archery.

And it was an important skill learned by samurai in medieval times, which is not the correct word for the various periods of Japanese history, of course, but it corresponds to the medieval times in the West.

The name of, of Kyujutsu was changed about a 100 years ago to Kudo.

It isn't archery in the same sense as the Western skill, but as is true of many Eastern martial arts, there's the spiritual component to it.

So, a kudoka, then, is a practitioner of kudo, or more broadly, an archer.

So the name was clearly chosen as a nod to the Wayland ice archer, and as I discussed a couple episodes back, everything about this card is designed to serve as a callback to Archer, though, of course, it's not as good as Archer.

But so that's a really nice, that's a really nice bit of flavor there.

Okay, that's an end of not all the cards were only part way through, but all of the cards that are about something military related.

So now we're going to get into some other aspects of and some other aspects of the culture.

Let's talk about Komainu and Pop.

Now, as Thoppol says, in Japanese, the AI is often pronounced as a diphthong, like just the word, ah, just the phrase, the sounding, the pronunciation, I. But in this case, the sounds are discrete.

So it's not cominu.

It's not 3 syllables, it's 4 syllables, coma Inu.

A coma inu is a stone lion dog that you see in front of shrine.

And then he said, that's the shrine gate behind in the picture, which is interesting.

I'm not sure I ever noticed the gate there in the background.

It seems like it's between the paws of the creature, but it's set back.

The name could actually be construed as 2 words rather than one, coma, Inu, where Inu means dog, and coma, possibly means Korean.

Well, so where does the lion part come from, eh?

According to Wikipedia, there is a strongly resemblance, strong resemblance between the coma Inu, and Chinese guardian lions, which have been present in some form for a couple 1000 years there.

A longtime popular belief in Asia was that lions have the power to repel evil, which is interesting, says lions have never been native to Eastern Asia, but probably thanks to trade, lions became known there, lions statues, 1st appeared in India, then migrated to China, and from there to the various Chinese satellite states like Japan.

Now, the word for lion is nothing like this.

It's she, or sheishi, similar to the Chinese term, but about a 1000 years ago in Japan, the tradition of placing a pair of lion statues, Changed somewhat.

One of the pair had its mouth open, and resembled a lion, and so was called Shishi, but the other had his mouth closed, and looked more like a dog, so that one was called Koma Inu, or Goguruu dog.

Remembering that Enu is dog.

Gogurio Inu.

Gogurio was one of the Gogurio was one of the 3 ancient kingdoms of Korea from, Like 1500 to 2000 years ago, and his name was later shortened from Gogurio to Gorio, and is where the name Korea comes from.

So from that we can see the similarity between Corio.

And coma.

Or go and co.

Like the go gurrio, coma. Anyway.

Eventually, the statues became identical again.

The one didn't look like a lion, the other like a dog.

They both looked like lions, except the mouths were different.

And then they became known collectively as coma Inu.

I also never paid attention to the fact that their mouths are in different positions.

One is open and one is closed.

When Koma Inu are placed at Shinto shrines, they have a symbolic meaning.

The one with the open mouth is called agio.

It's the ah shape because it's saying ah.

And it represents the beginning of all things.

Well, the one with the closed mouth is called ungeo, the un shape, like a mmm, mmm, closed mouth grunt, and represents the end of all things.

So together they're called aun, which sounds somewhat similar.

Perhaps incorrectly, to om, right, um, um, which is a, uh, common, meditation, chant technique in Buddhism.

Anyway, as far as the card goes, if it fires, it will wipe out your hand, and Jinteki being Jinteki, once that happens, you probably don't want to venture any further into that server, which makes the Komainu suitable for warding off evil runners.

And presumably pup is meant to be just a smaller version of the full-size coma Inu.

Liga Smilchkolna did the artwork for both cards.

I did notice, but Google Translate offered up to kanji in the term for lion.

When translating the 1st one, it also translates to lion, whereas the 2nd one translated as child, That would really be applicable for pup.

So maybe somebody was just playing around with that one devising the card.

Wikipedia.

Also draws a parallel to variation on the Komainu theme, at the shrines dedicated to Inari, one of the principal deities of Shinto, there is a pair of foxes.

Instead of the Komainu, so that's somewhat related to our next card, Kitsune.

The more technically, they should all have the same stress, so it should be more like, Kitsune.

Kitsune.

Uh, Thopo says this means fox, and in Japanese mythology, the fox was a very tricky character.

In fact, the role that it fills is the trickster that is found in mythology the world over from Anansi in Africa to coyote in Native America.

These characters fool others, sometimes being cruel, but aren't villains.

They're more rebellious anti-heroes.

The fox in Japan can also be seen as a lucky animal.

Between these two traits, luck and trickery, I think the theme is spot on.

But what's with the naked fire chick in the art?

That's thopol's question.

I think I can answer that question, though.

So though the word Kitsune literally means fox.

In folklore, it has more the meaning of fox spirit.

And it has the ability both to shapeshift.

And to live a very long time.

Sometimes these foxes have 9 tails, with 9 being an unlucky number.

We'll touch on that a bit more in just a second.

One notable form of shape shifting is into a woman, and there is a fox wife theme to some of the folk tales, wherein the fox spirit changes into a woman, and causes some generally not so great thing to happen to the men in question.

You know, even in English, the word for a female fox, Vixen has been appropriated in this way.

So, presumably that's what we're seeing in the artwork, a fox spirit, in the form of a woman, luring the runner into accessing something in HQ, and then disappearing.

Because you trash Kitsune after resolving the subroutine.

It's a nice little bit of flavor.

It really is.

I think that one must have been a flavor forward.

Like they're like, here is this neat concept from Japanese, and from Japan, how can we incorporate that into a card?

I don't think you could have done much better.

As far as the literal meaning of the word, why does Kisune mean fox, there's no greed upon answer.

I think some of the options are interesting.

I'm pulling these from the Wikipedia article on Kids today.

One of the oldest works gives the folk etymology, kitsu, nay, as come and sleep.

While in a double entendre, the phrase can also be parsed differently as key, tune.

It means to mean always comes.

Another option is always yellow, tsune, key.

There's also dog's stench, from key, stench, tsu, possessive particle, and ne, which is related to enu, which is dog.

There's also cat's yellow, or yellow's cat, where you have key, meaning yellow, tsu, the possessive, and nay, related to rather than enu related to dog, related in nako, meaning cat.

There's also the possibility that kitsu is onomatopoeia for the bark of a fox, and therefore just came to mean fox.

With ne, referring to a servant in an Inari shrine, or potentially also as a suffix, you know, like hyphen ne, kitsune, signifying an affectionate mood, Kitsu is archaic for a fox's cry.

Uh, I'd say it's archaic, rather, and Japanese, it's now Konkon, or Gongon.

So maybe that means of the song, what does the fox say?

Didn't have the same resonance in Japanese as it did in English.

Okay.

Uh, how about the word, the card Inazuma?

Inazuma.

thopol just says this.

This means lightning.

Well, that was short.

Yes, this is the 1st translation that Google translate offers up for lightning, but other options it gives are Dain Koo.

Electric light, Raiko, Thunder light, and Ina Bikari, Rice plant, light.

Jared says the usual word for thunder and lightning is Kaminari, which Google wants to translate it just as just thunder.

Now, oddly, when I take the 2 kanji that make up the term for Inuzuma, and translate them separately, they come up as rice plant, and wife.

Which is interesting.

And the fact that Ina Bikari, Rice plant light also uses that same term, same kanji for rice plant makes me think that it's because a lightning bolt sort of looks like a rice plant.

Or maybe here's another thought.

Was there some connection made between thunderstorms and the growth of rice?

I know that lightning strikes are one way that nitrogen gets fixed in the soil for the growth of plants.

Now, I ran that thought by Jared, and he had this to add, the dictionary says that since lightning occurs frequently during rice bearing season, it was believed to be responsible for making rice plants bear rice.

You know, and maybe it was responsible.

And so that's why lightning might be considered the rice plant.

Wife.

As for why, this term was chosen, for this card, perhaps it's just a situation where one of the developers was familiar with the name, Inuzuma.

Maybe from the Suzuki motorcycle that began to be produced in 2012, which was right around when NetRunner was released.

Maybe it was from the name of the Japanese destroyer, or more technically one of the 4 Japanese destroyers that have held that name.

Now, on the Wikipedia page for those ships.

When it talks about them being Inuzuma, it simply says that it's a translation, it offers out the translation of lightning.

As for the flavor on the card, we see an avatar, frozen in apparent pain with a, Well, a bolt of red light hitting it, and then dispersing at the bottom of the image.

I think it's meant to be like a person is being struck by lightning, and then is sort of frozen in place.

Which is why the next piece of ice automatically fires.

She Q. She Q. I don't know why it says she dot Q though.

There's a dot there.

Anyway, it literally means, according to thopol, this literally means 49.

Where 13 is an unlucky number in the West, 4 and 9 are unlucky numbers in Japan.

Remember earlier, we talked about the 9 tailed fox.

Football goes on.

This is because their pronunciation is the same as words for death and suffering, respectively.

This is wonderfully thematic.

Death or suffering.

Pick your door.

The writing on the doors.

Is the kanji for 4 and 9.

The Wikipedia provides a chart of Japanese numerals.

And as we discussed earlier, there are often 2 readings for a character, right?

The on reading, derived from Chinese, and the kun, the native Japanese reading.

In the case of the number four, she is the on reading.

The kun reading is yon.

Y-O-N yon.

And that's the version that Google Translate offers up.

44.

And that's the preferred reading, primarily because she is also, as thopol said, the word for death, which makes it an unlucky reading.

But there are, according to Wikipedia, quote, quite a number of established words and phrases, unquote, such as those surrounding counting, like one, two, three, four, being ichi, ni, san, she, there's she for four, or months, and days of the month.

And as a side note, literally just a couple days ago, I heard a 60s era, Japanese version of the song Calendar Girl, by Neil Sadaka.

And each line, the backgrounds, the backing singers start off each line in the verse with the name of a month, January, and then there's something that happens.

February, they'll say February, probably.

Anyway, in the Japanese version, I couldn't process exactly what the Japanese was saying, but I could definitely hear that they were saying the same word in each line, was incorporated into the beginning of each line.

And so I didn't even research it.

I know that they were just saying, 1st month, or month one, where the English song said January. Anyway, et cetera.

Moving on.

For the number nine, both cool, and Q, and here they have the that bar over the U in the actual cars.

So it's cue.

Our options, but cue is the homophone for suffering, so cue is preferred.

Though Jared says, the usual words for suffering are Kurushimi and Kutsu.

In the case of this card, of course, she is very much intended to remind you of death and cue of suffering, though, I suppose, if Jinteki had to account for itself, they'd insist, no, the actual name of this is supposed to be yon.q.

To to suggest it.

No, no, it's just the numbers 4 and 9.

We just want the runner to think it's unlucky.

Even while it should appropriately maybe be more like she cool.

To convey the threat.

A side note from Jared on the numbers 4 and 9.

He said, sometimes apartments or parking lots avoid using 4s and 9s to placate the superstitious.

I've seen a parking lot, with ordered parking space numbers, 36, 37, 38, 51, 52, right, so elighting the 4s and 9s altogether.

Mushin, no shein.

thopol says this means literally mind of no mind, referring to a mind unclouded with conscious thought.

This notion is very important in Zen philosophy.

The idea is that through disciplined practice, one will come to do something naturally, without thought or concern.

This is very thematic if you consider how installing and advancing consistently and naturally will prevent you from giving anything away.

And Jared agreed, saying, yes, it conjures up thoughts of Zen in being calm and detached.

I think it would also be a useful state of mind to inhabit if one were to, say, be bluffing, which is the typical use of this card and also what the art seems to be conveying.

When I read the Wikipedia entry on this concept, which there is just called No Mind.

It mentions that this Buddhist concept, quote, eventually influences other aspects of Asian culture and the arts.

Thus, the effortless state of no mind is one which is cultivated by artists, poets, craftsmen, performers, and trained martial artists, and is used to mean, the state at which a master is so at one with his art, that his body naturally and spontaneously responds to all challenges, without thought.

Unquote.

And that made me think of something else.

And just as a preface, again, when I make this next observation, I'm not intending to demean or mock the concept, or the religious connotations, but I was reminded of something I discovered a long time ago about typing.

So as a teenager, I'd been doing a lot of fiction writing on my computer.

And at some point, I had been, I read about the Dvorak keyboard, which is an alternate layout to the standard QRT keyboard.

Dvorak, it puts the most commonly used letters in the home row.

So the left hand is A-O-E-U-I. And then on the right, it goes D-H-T-N-S, and with just that, that means that like 80% of the letters you type, you don't even have to move out of the home row.

And one claim made was that it was easier on the hands because they didn't have to move as much.

And also it offloaded a lot of the work to the right hand, which in most people is stronger.

So, I learned that layout.

And I felt like, my hands had been hurting.

And I felt like they stopped hurting as much.

In fact, I still use it today when I'm typing.

Now, over the next few years, again, back when I was in my teenage years, I tried to improve my skills, I would use typing tutor programs, old on the old, like, 90s era, Windows machines.

The specific memory.

That was conjured here when thinking about this description of notion of no mind.

Uh, was when I was in my early 20s, I was trying to improve my typing skills.

And I found that I could type as fast as 95 words per minute, with no mistakes or maybe just one mistake.

Or, Around 60 words per minute, with a number of mistakes.

And it seemed to me that it was when I was able to stop thinking about the mechanics of typing, that I attained that much higher level of speed and accuracy.

To me, that kind of sounds like this concept of no mind or motion notion.

And then Jared also offered up this side note that there was a book with this title, written by a karate, a practitioner of karate, in the 1980s.

Okay, let's talk about a couple of other.

Yeah, just a couple of other things here before we move into the names of all the people.

Uh, staying with, The concept of, of, uh, mythology.

This maybe would have been better to talk about with Kitsune, but Susanoo Nomikoto.

Thopo says, Susano is the god of storms and the sea.

I know him best, him.

I know.

I look at Susan and I think, oh, this is a girl.

It's a girl ice.

Now it's a guy ice.

I know him best from the narrative that at Izumo, he battled an 8 headed serpent called Yamata no Orochi.

Which means 8 headed serpent.

He is a god in the pre-modern mold, blending heroics and dubious actions.

Think of him like Poseidon of Greek myth.

Now, I won't get into the details of Japanese Kami, or deities.

But I'm always, again, interested in the underlying meaning of the names.

The No Mikoto portion, according to Wikipedia, is a common honorific appended to the names of Japanese gods.

It may be understood as similar to the English honorific, the great.

As for the Susa portion, there are 4 options given, from Susabu, or Susamu, meaning to be impetuous, to be violent, to go wild, from Susumu, meaning to advance, which would be a slam dunk if this ice did anything with advancement counters.

The middle Korean, Susung, meaning master or shaman, and then there's the township of Susa.

So those are possibility for the Sousa.

But what about the no?

I don't know what that part means.

There's nothing that really explains that.

Here's some input from Jared on this.

He says, Susano seems to be written in katakana a lot.

Maybe because it was written using different kanji in different books, and these old kanji would be hard for modern people to read.

According to the English Wikipedia entry, The 5 characters, that make up the name, were used in the classical text kujiki.

The 4th character of those 5 is usually read as Otoko.

Meaning man.

If the 3rd character, the middle character is read as no, it makes me think of the possessive no, which is usually written in hiragana today. As the, you know, those, the, the, the, the, the, the, the, the, the, structure, sort of the supporting structure around the main, the main terms are other kanji, as the hiragana.

For example, Watashi Nohon is I possessive book, Watashi, no, hon, or my book.

So, side note, he says, you will see the character for no on headstones in cemeteries.

Which, so it'll have like the family name, and then, 3 characters, that means the grave of that family.

So, Susano no Mikoto could be read as his greatness, the impetuous one.

Perhaps.

As Jared's observation, so his, that's where the possess of the knowle is making being a possessive there.

Now, as for why the effect of the ice is to shift the runner over to archives, I don't know, something, something tossed as if by the sea, I suppose.

Let's talk about hookasai grid.

Fopal says there's a very famous Japanese painting of a big wave.

It's called the Great Wave off Kanagawa.

He also says there is a meme in which it is turned into Cookie Monster.

The artist of that wave is Hokusai.

The wave painting, not the cookie monster adaptation.

His full name, his full name is Katsushika Hokusai.

He lived from 1760 to 1849.

thopol says, he also did a lot of other lovely Mount Fuji paintings and prints.

He's probably the most famous Japanese artist.

Why his name is tied to an upgrade that hurts people for looking at things is beyond me, but the art on the card is pretty.

So in one sense, it makes sense.

And Jared agrees, yes, the 1st and only thing that comes to mind is the artist Hokusai.

Region upgrades in Netrunner are places, but there's no well known place with such a name.

I think the name, flavor, and function don't match.

There's a dark side to Hokusai.

Why net damage, et cetera.

And when he says that, he's commenting on the flavored text from the card, which says, despite its appearance, the hocus eye grid is the most notorious research facility at Gintechi, because the ability is doing a net damage when there's a successful run on the server.

I think, actually, the flavor text may be explaining the apparent disconnect between flavor and effect.

Being named for a famous artist of beautiful paintings, and the facility being constructed in such a way that it and its surroundings are arguably attractive, is a perfect way for Gintechie to make the careless observer think that this is a harmless place doing beneficial research.

However, as the flavor text says, despite its appearance, It is not.

Surprise.

And then one final point on this card, Reddit user, Emlin, pointed out that the facade of the building has a wave on it.

Look carefully.

That's a clear illusion to hoke a size, the great wave off Kanagawa.

And another grid, Yeah, even more basic is neo Tokyo Grid.

Now, obviously Tokyo is the capital city of Japan, but there are a couple of other interesting little details here to share.

First of all, the original capital city of Japan was Kyoto.

And it's interesting to me, that Kyoto and Tokyo literally share all the same letters and even the same syllables they've just swapped positions.

You got to, and Kyoto.

So Kyoto simply means capital city.

And Tokyo, which was originally named Ado, actually means Eastern capital, or perhaps more technically, Eastern Kyoto.

The 2nd point is, I think, the clear reference here is to Akira, the manga and anime from the 1980s, which is set in a city named Neo Tokyo, although other fictional works have also commonly used that name.

All right, so now let's move on to the names.

We've got 9 different cards at 10 different cards, but 9 different names that we're going to talk about here in this section.

thopol, kind of group them all together, and then just said this.

I'm just going to get all of these out of the way at once.

Their names.

I'm sure whoever named these cards pick the names for some reason, but I'm not going into it.

They might be characters, famous people, or just people who the designers knew who had these names.

I can't at a glance tell who they're referring to.

So I'm just going to ignore them.

Midori means green.

But it's also just a cute name.

That's all I've got.

And Jared added this.

Yes, these are standard names.

There is a long distance runner, called Toshiyukisakaai, but I doubt they're being referred to here.

Yes, Midori is green, and is likely the 1st thing that comes to mind, but you wouldn't write a name with that kanji.

There are many ways to write Midori as a name.

On the Japanese print of metamorph, Midori is written in katakana.

And so, That's, remember, the katakana is going to be like the simplified.

Characters.

And so in Midori's case, rather than one kanji, that means green or like I said earlier, greenery.

Midori has 3 separate symbols for katakana, the for the me, the do, and the re.

Jared also had this to say about name sequence.

Japanese name order in Japanese is family, plus given.

Japanese name order in English was, officially, given plus family.

This changed a few years ago.

I think sometime during Prime Minister Abbe's reign.

At schools now, students learn to write their names in English, in Japanese order.

So you're giving an example of one of the booster cards, Caede ueno.

He says, so if Caede ueno was an elementary student today, she would write her name as ueno Caede in English too.

I think the change was made as a part of a shift in patriotic education, as in, this is how we write our names in Japanese.

Other cultures, like China, have maintained their name order in English.

So why shouldn't we?

And so I think the, for me, the most.

The name the name example that comes to mind in Chinese is Xi Jinping, which is the Chinese Prime Minister, right?

But she, is that man's family name, what we would call in English, your last name.

So you don't call him she if you're calling him by his 1st name, not everybody can keep that straight.

But that's what we're talking about in this sort of what you might call reverse or opposite, opposite from English, name order.

So Japanese when they would put, give their names to people in English.

They would, they would switch it around for our sakes, but basically now, they're not doing that anymore.

Going back to Jared's comment.

As a result, the Japanese government told foreign news outlets to change the way they report names.

Naturally, the response was mixed because flipping the names can cause confusion for English speakers who expect, based upon decades and decades of history, that Japanese names in English are written, given plus family.

So that can play into some of these names and the sequences that they're written.

And which one is a give, which part is a given name, what order is it given?

But again, that's a relatively recent change.

So anyway.

Uh, despite the fact that, Fopal just kind of wanted to gloss over these and move on, I wanted to take a stab at seeing what I could find.

So, Let's do that.

First off, let me start with Caprice Nisei, not one of the 9 that I mentioned, uh, because I've already talked about Nisei, and Caprice is not a Japanese name or a Japanese word.

It was actually borrowed into English from French, which in turn had borrowed it from the Italian world, Capriccio, which means whim, or fancy.

And interestingly, an even earlier word, Capo Riccio, literally meant hedgehog head in Italian.

Um, but then had the meaning of bristling of the hair with fear.

Shiver of horror, shudder.

Now, I can't begin to tell you how one meaning morphed into the other.

But when I saw that, I was immediately reminded of that short story about Caprice Nisei, in Worlds of Android, that I read way back in episode 40, where she became aware of somebody dying, and then she was in fear, shuddering.

I don't imagine they did that on purpose, but it's an interesting connection.

Okay, as for the actual Japanese names, Let's start with Akitaro Watanabe.

The 1st result, there's nobody with that name.

The 1st result for an Akitaro is Akitaro Daichi, who was an anime director.

I mean, there's Every reason to think that a lot of the source material for the Android universe was from manga and anime, at least for the, especially for the Japanese part of it, right?

And so you imagine these developers and designers and the story people watching anime and being like, oh, there's a name.

I recognize that name from that anime that I like.

So maybe that's where Akitaro came from.

Um, as far as Watanabe, Ken Watanabe is the 1st result for that last name.

Now he's an actor that has a high billing in the 2003 Tom Cruise movie, The Last Samurai.

He's a co-star in the 2005 movie Memoirs of a Geisha.

And perhaps fairly relevantly, costarred in 2010's Inception, which would have been released not long before the development of Android Nutrunner.

So, that's perhaps a name that somebody recognized from the credits, or from his other acting credits.

Uh, Midori, there are so many possibilities for who that could refer to, that it's almost not worth trying to guess, like Thobal says, but one interesting possibility, there's a character from the dot hack franchise, in particular, the anime dot hack slash roots, slash roots.

I don't know how they pronounce it, and it's spinoff novel series.hack cell.

The latter of which has a main character named Midori, and the timing works out as well, something that would have been around before the card was developed, and it's about hacking.

But, you know, who knows, right?

Toshi Yuki Sakai, as Jared said, a long distance runner with that name.

But again, when I start looking for connections between Japanese names in this game, my 1st thought goes to anime.

Maybe that's short-sighted and shallow of me, but that seems to me to be the place where an American is most likely to encounter Japanese names, particularly as they relate to the sci-fi setting of NetRunner.

So the 1st person Wikipedia yields up with that 1st name is Toshuyuki Morikawa, who has done a lot of voice work for animation and video games.

Meanwhile, Sakai actually, to me, seems most relevant as the surname of a historical figure, a high-ranking general in the 1500s named Sakai Tadatsugu.

Oregon Sakai, that's in the reverse, reverse, the opposite name order.

Um, So in the Japanese, if you if you'd written Toshiyuki Sakai that way, then you would technically write it as Sakai Toshiyuki.

Anyway, uh, this general in the 1500 served under the well-known Tokugawa Iasu.

It's a common name you'll see from the from that period.

Tori Hanzo, as they has the bar over the O, so you have that elongation of the O syllable.

The ball says she is named after one of the most famous samurai of the Sengoku period.

That's the same period that Sakai, that name came from.

Hatori Hanzo.

He was known for being ruthless as well.

So, Again, that's the same era that Sakai served in, Hanzo was one of Tokugawa, Iyaso's 16 generals.

Uh, so was, uh, Sakai as well, uh, Sakai Tadazuku.

Hatori Hanzo was given the nickname Demon Hanzo, after a particularly impressive victory with just a small number of troops, and so the character in the game is clearly an illusion to him.

Although I'm not sure what the connection is with the flavor text about Tori Hanzo being the red woman.

I mean, unless you think of demon and red, I don't know.

But again, as with Sakai, the given and family names should be flipped.

Hatori, would be the last name.

In that case.

So we got some mix up here.

So we're given the name Tori Hanzo, like her name is Tori, but in the name Hatori Hanzo, Hatori was actually the family name.

Chairman Hero.

Fopal says hero is just a common name.

Uh, okay.

According to the worlds of Android book, the full name of Jincheiki's chairman here is Satoshi Hero.

So in this case, Hero appears to be the surname.

And following the standard, uh, writing of Japanese names in English order.

Satoshi is also a given name, except Jared says, Hero isn't a family name.

Maybe someone somewhere has that family name, but fundamentally it would usually be one half of a given name, such as Hiromichi, or Kazuhiro.

So I think a naming mistake was made here.

As far as the reference itself, what they're referring to, Fopal suggests it might be a reference to the protagonist of the cyberpunk book *Snow Crash* by Neil Stevenson, and it's true that *Snow Crash* is an influential science fiction novel from the early 90s.

It's one of a group of creative works that are often cited as presaging the online world.

And the main character, hilariously, is named Hero protagonist.

Uh, but hero is spelled H-I-R-O. For myself, I think of the name Hero, and my mind goes to the TV series, *Heroes*, which was closer to being contemporaneous with *NetRunner*, where one of the characters is named Hiro Nakamura.

Either way, it should be a 1st name.

Not a last name.

So the 10 malign, and Ken Tenma, Fopal says Tenma is a Buddhist devil.

And then he says, I don't see much of a thematic connection, so perhaps they just thought it sounded cool.

And then the editors at STIMHack added this in later.

Readers have added that another possible interpretation of Tenma is Pegasus, or flying horse.

This is potentially more appropriate, for clones used for transportation purposes.

The flavor text on the card says the tenma's quote, unparalleled reaction times, safety records, and punctuality have made them the top choice for shipping and transportation services, unquote.

Google Translate offers tenba, with a B, as a secondary translation for Pegasus after Pegasus, which is not really a translation at all, just an import.

But when you plug tenba in as the Japanese term and translate back to English, it swaps the B for an M and says that it translates as tenma.

Okay.

I would argue that the connection to Buddhism seems not the correct one.

The Pegasus seems as good a guess as any, but there's a couple other options, Tenma was the name of an x-rays satellite launched by Japan in the 1980s.

And on that Wikipedia page it translates the name as Pegasus.

And Dr. Tenma was the creator of Astro Boy, in the manga, and then the subsequent anime of that name, Astro Boy, was one of the earliest popular anime series in the 1960s.

And to me, seems quite possible as the reference.

Jared says that it can also refer, be referred to a posthorse for envoys and messengers.

And he said, though I doubt the creators had it in mind, I think the post horse meaning suits the 10 malign, which is true.

And then as for the Ken part, that almost seems too basic a name to comment on, as clearly not Ken Tenma's given name, since he's a clone, maybe he just borrowed it from Barbie.

I don't know.

Ben Musashi.

thopol says, okay, so if you don't know anything about Miyamoto Musashi, you've been missing out.

He was a very famous Ronin, and a peerless duelist, this guy wrote the book of 5 Rings, which is about Zen and Swordsmanship, it is read by businessmen, historians, and nerds the world over.

He wandered around Japan looking for various lords during the feudal era.

If you liked reading exciting book books, dramatizing awesome historical figures, you will love a book called Musashi, by A.G. Yoshikawa, is fairly long, but the stories of his battles, loves, rivalries, and loyalties make up the best picture of feudal Japan that I've ever read.

But, Ben?

That was thopol's comment again.

And then Jared added this.

Yes, Miyamoto Musashi comes to mind.

I also wondered why the character's 1st name is Ben, which is definitely not a name in Japanese, but it seems that one of the given names Musashi went by, was Miyamoto Benosuke.

So band would be a shorter version of that.

And then he also provides a Japanese copy of that, I'll show up, I'll put that in the show notes as well.

A few other images.

His name is in Katakana.

So, again, not using the kanji for this name.

And then the, there are a couple of names here that come up in the reboot boosters.

So as I mentioned already, Caede Ueno is one of them.

And That's from Fate and Freedom, the 5th booster.

We haven't talked about it yet in detail.

I mean, obviously the initial reveal was covered.

But one of the nice things about being in a small community is you can just go ask the developers where they came up with something.

So in this case, Cleric had this to say.

To be honest, I think I just looked at common Japanese names and tried some combinations out.

I remember being uncertain about which order to put them in as the family name normally goes 1st in Japan.

And I remember that I did a cursory search to see I didn't accidentally reference someone, did I?

And no, not to my knowledge, or to Jared's, these are both, actually, he says these are both common, given names, or they're both common names, but as I read earlier.

Uh, In the current environment.

Probably her name would be given as Uene Kaede.

Ueno, Caede.

And then we have Meko Shuusei.

That's the other notable include from fate and freedom, the new mini faction.

Now, her breakers and resource are actually all derived from Buddhism and Hinduism, but like from India, from India.

So they're not Japanese.

Same with the Jinteki ID in that pack Gandiva therapeutics.

But as for Mako herself, which I've been pronouncing as Mako, But should, of course, actually be Mako.

That's just a common given name, which, again, is probably what Cleric was going for.

Wikipedia offers up truth.

Or reality as a couple of possible options for the root of the 1st kanji.

And Google Translate suggests a literal meaning of true child.

I asked Jared about the child part of the name, and his comment was this.

A given name ending with child is clearly a girl's name. Seems to be a pretty common naming convention in the post-war period.

How common it was before that, I'm not sure.

But it has fallen out of favor the last couple of decades.

Fewer girls have names ending in co today.

So the mob part would be your truth or reality, true, and the call would be the child part.

And then as for the name Shuusi.

The big boy offered me the spoiler before release, and I asked him then what it meant.

He says it has a lot of possible meanings, but one is something like final generation.

She's a rogue clone that wants to end in techie.

But Google translates suggests that Shuuse actually means correction. Or revision from kanji, literally meaning positive repair.

Which, I guess, also works.

So there's your bunch of names.

So we just have a few other things, a couple other Japanese names to go through that I, you know, they didn't seem to fit in any of the other loose categories I had.

One is, or I guess maybe they're both game related.

So one is Tanuki, which is upcoming in the 4th booster that we haven't covered yet, which is not to be confused with Tanuki.

So, so, Tenuki, it's got an E. So it'd be more technically pronounced, tenuki.

Whereas the other one with an A would be pronounced.

Tanuki, hopefully you can hear the difference.

So Tanuki is a raccoon dog that is endemic, not indigenous to Japan.

And that's a fun distinction that I didn't know about before I researched this.

That means that it's only in Japan.

You don't find them anywhere else, rather than just meaning it originated in Japan and then you do find them somewhere else.

Endemic.

I'd primarily know of that from Super Mario Brothers 3, for the NES, back in like the late 80s, early 90s. Is one of the power ups that Mario can acquire, though there it is spelled with 2 O's instead of a U, Tanuki.

Anyway, this word, Tenuki, is a specific term from the game go, that, quote, describes ignoring a local sequence on the board in order to play elsewhere.

Unquote.

The idea being that whatever your opponent just did does not need to be addressed right now and you can go do something else on the board, which is reflected in the flavor text on the ice, which again comes in the next pack, equity and eternity, which says, when you see a good move, look for a better one.

Now, the effect of the card is to resolve a subroutine on an AP ice while Tanuki itself is not an APIs.

So maybe the runner had tried to play elsewhere in order to, in order to avoid that damaging ice, but the corpse still manages to hurt them.

Or maybe it could be read as the corp, forcing the runner to play elsewhere, because Deus Saxon walrus can't save them from Tanuki.

The other game related one is, not really game, but, uh, anyway, is Himitsu Bako.

Uh, Fobo said, I initially read this as secret box.

Apparently there's a thing called a puzzle box, though, and this is it, I guess it's a box that doesn't open in a straightforward manner, i.e. Taking off the top.

You have to twist the top 90 degrees to the right, pull up, 180 degrees to the left, push down and slide it off to one side.

Some stuff like that.

I've never seen one.

It sounds fun in theory, but an unnecessary pain in the butt in practice.

Anyway, it's a thing.

Well, yes, it's an unnecessary pain in the butt, it's a puzzle.

That's kind of the whole point.

My son was always a fan of this ice.

I really don't know why.

It originally released around the time he turned 12.

And when he 1st saw it, he just called out box ice.

And he would often include it in a deck just because he liked it.

And then when it would come out, he'd be like, box ice.

Anyway.

A few years later, I actually went looking for a physical Himitsubako, a physical Japanese puzzle box, and I ordered him one.

And maybe the way thopol described it applies to some boxes, but the one that I got just involved sliding little pieces of wood in a specific order to be able to access the inside of the box.

I thought it was a neat little thing, actually.

There were a lot of, I got a small one that was relatively inexpensive.

You could get pretty expensive ones.

But man, what a flavor fail by FFG here.

It's just a barrier that ends the run, although the corp can pick it up.

How is that a puzzle box?

The fairly lengthy flavor text makes an attempt to save it.

It says, Himitsubako is a simple ice barrier that appears as a digital puzzle box.

What makes it special is the ease with which it can be uninstalled and installed in a different server, throwing up barriers in unexpected places and giving any intruder, a curious feeling of déjà vu.

I mean, yes, that is what makes it special, but it doesn't make it a puzzle box.

You know, what I've explained the 3 main types of ice.

Barrier code gate century.

I kind of always thought of it this way.

Barriers are walls that stop you.

Sentries are guards that hurt you, and code gates do weird stuff.

Or are tricky things to figure out.

Or are like puzzles.

And yes, of course, there are examples of cards that break these general rules, but these are generally true.

So why isn't Himedzubako, a code gate.

Even if it had this exact ability.

But okay, I recognize, you know, that you want to have Jinteki able to have access to a low cost barrier, and you don't want it just to be ice wall, but it has to be cheaper than wall of static, but you want it to be able to do something more, since it's a faction card that costs more than ice wall, fine.

Just give us some other name.

Here's what a card called Himitsubako should be.

A code gate.

With 2 subroutines, the 1st of which ends the run, and the 2nd of which does something good for the runner, actually kind of like little engine.

Actually, little engine would have been a perfect Himitsubako, flavor wise.

Remember, this was an NBN code gate, Res 5, strength 7, and the subroutines are end the run, and the run.

Runner gains 4 credits.

I mean, it certainly makes more sense than whatever little engine is supposed to be representing.

I guess it's supposed to be representing your climbing the hill, climbing the hill, and then you get over the hill, and it's easy going down, but still.

Mitsubaka was way better because you're stopped, you're stopped, but then you get something good.

You're rewarded as the runner.

Big swing and miss there.

On the subject of flavor fails, let's talk about swordsmen.

It seems like one that would have been ripe for a Japanese term.

Why is it just called swordsmen?

Now, Google Translate tells me that potential translations for swordsmen are Kenji and Ken Kaku, right, with Ken being sword, both of which have alternate English renderings as fencer.

So, but so maybe fencer is not exactly the meaning you're going for.

And it's not like either of those Japanese words is well known to English speakers.

But why not name it something like samurai?

I mean, that's not precisely the same Turnus term as swordsmen, but considering that it's death to AIs and samurai were professional warriors.

Seems pretty appropriate to me.

Another card that does not have any Japanese text on it, but does have a Japanese concept is restoring face.

And one definition for the English word face is dignity or prestige.

If you lose face, that means you've lost esteem in the eyes of others, or perhaps they've even been shamed in some way, to restore face, then, would be to get it back.

The effect of the card is to remove bad publicity, which aligns nicely with the idea of restoring face, but the flavor, and the mechanism for that effect, is some of the best in the game.

Recall that you trash, one of your sissops, executives or clones, all of which are people.

To remove the bad publicity.

It is, as if that character being trashed, is taking the fall for the bad publicity the corporation has received, as with a corporation is able to restore faith. Beautiful.

Now, I can't speak to the degree to which Asian cultures actually are concerned with the concept of honor, but I do know that at the very least it is a well-known trope.

I mean, that's the name of the Jinteki deluxe expansion, honor and profit.

Also, And I know I've mentioned this before, but I like the way the deluxe boxes can arguably be read as applying to either faction in the box, like it could also refer to criminal because, you know, honor among thieves.

Although it is a little tricky to see how order could ever refer to anarch.

Anyway, with that trope about honor in mind, this card seems to be a particularly good fit for Gintechi's method of removing bad publicity.

This takes us back to the rest of the flavor on the card.

The image shows an angry looking executive with a couple of flunkies behind him, and then the fall guy, the Patsy, sitting at a meeting.

The executive is gesturing to a case with a sword of some kind in it.

And the patsy seems to be reaching for it.

The flavor text reads, he slowly pried open the lid, and the tanto glinted madly in the half light.

The executive motioned to the blade.

Looks like the meeting was being cut short.

We'll just ignore the mismatched mismatched tenses here.

But relevant to our purposes is the word tantor, which Wikipedia tells me literally means short blade.

It's a knife, that samurai wore, and is notable for being the method of suicide in sapuku, or harakiri.

Is Is this guy literally going to commit suicide?

To take the fall for the corporation?

He is being trashed.

Jared also has some thoughts on this.

The recruiting trip guy, not sure he calls them, the recruiting trip, guys, is it the same guy from recruiting trip?

Might not necessarily be about to suicide.

He might be cutting off a finger to restore face.

This often happens, happens in Yakuza movies, such as those directed by Takeshi Kitano.

Though he would need a cutting board and or table if he's going the finger route.

Cutting your stomach open with a tanto is a slow and painful death that is not necessarily guaranteed, for a proper ritual suicide, you would have an assistant with a katana, to behead you after you have stabbed and cross-cut your guts.

There is a scene in one ketano movie where a guide decides to show how sincere he is and goes the not finger but guts route.

It gets carted away and receives medical attention.

In samurai times, a woman might stab her neck or throat with a tanto to commit suicide and thus avoid being taken, violated, etc.

Or, at least, this is a media trope.

Thanks to Jared for that, but all of this seems. Quite harsh, especially in such a futuristic setting.

As an alternative explanation, it could also be read as being symbolic.

Maybe it's a callback to the past.

You're resigning your post to atone for your mistake.

I mean, I don't think Jackson Howard is actually being killed when the runner trashes him.

So maybe the uh, the scene after the one depicted here shows our patsy cleaning out his desk or standing in front of a bunch of cameras at a news conference.

I like to think he goes on living.

Lotus Field.

There's a connection between the Lotus flower and spiritual awakening or enlightenment, particularly in Hinduism, but also in Buddhism.

Both religions originated in India, but Buddhism also became widely adopted in China and Japan.

A lotus throne, which is a stylized lotus flower is also commonly used as a seat, or a base for a religious figure in art, especially so, in China, and countries around it.

The ability on this card.

That its strength cannot be lowered, I think resonates nicely with the idea of enlightenment, that it can't be weakened.

Now, looking closely at it, which again, I don't often do.

You actually see that it's a bunch of lotuses, arrayed in what you might call a Field of flowers.

In the full art by Adam S. Doyle, the field appears to go on into infinity.

Of course, in physics and commonly in science fiction, there's the concept of a field of often invisible particles, which is what this seems to be emulating.

I don't recall noticing the flavor text on the card before, though.

It's a quote from our buddy Akitara Watanabe.

He says, chi resonance mapping has created a whole new field of network security.

It is unassailable perfection.

In Chinese philosophy, chi is a vital force or energy, and the concern is usually with its flow within the human body.

Which actually sounds a lot like the force in Star Wars.

And I'm absolutely certain that I'm the 1st person ever to have made that observation.

In Japanese, though, is pronounced key, technically with a K. Naturally, this also fits in with the spiritual aspects of the lotus, which makes that flower a good representation for this concept within the game.

There are 4 cards that follow a pattern.

They are Trick of Light, Edge of World, Wall of Thorns, House of Knives, and especially with the 1st two, I've always thought that they were, for lack of a better term, poorly translated phrases, like intentionally, poorly translated phrases.

I mean, the more correct way to say those things in English is trick of the light, an edge of the world.

You say, oh, it was a trick of the light.

You wouldn't say it was a trick of light.

That's not how you'd say it.

So maybe this is how a non-native English speaker might say these phrases, dropping the definite article.

At least, that's how it's always struck my ears, although that doesn't really apply to the other two.

Wall of thorns is actually a term.

House of Knives.

That's not a phrase I'm familiar with though.

And what about Marcus Batty?

Well, there's nothing Japanese about that guy.

Uh, a few other, a few other cards that are not Gintechi cards, but also have Japanese names on them.

You've got the Akamatsu, Memchip, Akamatsu, and also on the flavor text for swordmen.

It refers to the Gibson Akamatsu test.

Akamatsu is a Japanese last name.

You have Ichi, one.0 and 2.0.

That just means Ichi is just the number one.

Although there is a manga, apparently a hyper violent manga, called Ichi the Killer.

Seems like that had to have been the reference, right?

Ninja, we've already referred to, the criminal card.

Origami is the paper folding.

That's not a Jinteki card, but obviously that's a Japanese reference.

And then John Masanori.

Of a Masanori again, is a given name, not a last name.

Now, while I haven't poured over the fantasy flight Jinteki cards from outside the reboot card pool.

It's interesting to note that the Japanese terms really fall away after honor and profit.

So we've talked about 6 cards from the core set, 6 from Genesis, 8 from spin, and 12 from honor and profit.

But then in the lunar cycle, there are only two.

And from sand sand we haven't, there's nothing.

So what gives?

Maybe it's as simple as just the settings, right?

And the earlier sets, there's no particular geographic setting.

They're just focused on world building, and introducing different mechanisms, whereas in the latter 2 cycles, they were more focused on the setting itself, right?

The moon, and then Southern California.

Whereas honor and profit was particularly focused on gintechy.

So it's a natural place for there to be a higher concentration.

Or maybe whoever they had on staff that was integrating the Japanese concept for the earlier cycles just wasn't working on the game for those later two.

I don't know But that is, and I think you'll agree.

Exhaustive coverage.

Of all of the Jinteki cards from the FFG.

And even a few more.

That are not specifically having Japanese on them.

Once again, I referred multiple times to the footballs, articles, I'll provide links to those in the show notes, and a huge thank you. To Jared for his assistance in, and his background information, also just helping me understand some of the concepts in the language, can't thank you enough.

Dedicated Technician Team.

PE Never Advance.

So this is the segment that I've begun doing to cover the preconstructed decks that are available as part of the reboot project.

It's a big part of the project.

That's a big part of the competitive scene, as it were, or maybe we should just say the organized play scene, not really a lot of competition there, necessarily.

Anyway, uh, so I wasn't going to do this one.

I was starting with the ones that the big boy has ranked or rated as the simplest play, and that was true of the HB deck, that I did HB Fast Advance.

I was going to do the building a better world mid-range deck next.

But then, well, everything I thought was lining up to do the, uh, flavor episode with Gentechi, so I'm like, let's do the Gentechi deck.

It is a two, a challenge of two. Of complexity level.

So, Anyway, I'll start off by reading off the deck.

The 14 agendas are 3 clone retirement, one false lead, 3 fetal AI, 2 Gila hands arcology, 3 house of knives, one philodic entanglement, and your one, The Future Perfect.

The 10 assets are 3 Jackson Howard, also 3 psychic field, 3 snare, and one edge of world.

The 11 operations are 3 hedge fund, 3 medical research fundraiser, 2 green level clearance, 2 neural EMP, and one scorched earth, spending 5 big influence on that one.

The 2 upgrades are Hokusai Grid.

And there are 12 ice, 2 barriers, one Himitsubaco, one wall of thorns, 6 code gates, one enigma, one lotus field, one Yagura, and 3 pop-up window, and 4 sentries, 2 Fenris, one Gemini, one Neural Catana.

That is, 17 influence, 20 agenda points, 49 cards, and using cards only up to the 5th pack of the lunar cycle, all that remains.

So nothing from order and chaos, nothing from the sand sand cycle, nothing from data and destiny.

With each preconstructed deck, the big boy provides a little piloting tip.

Here's what it is for this one.

Keep the runner guessing with traps and dangerous agendas behind ice.

Kill them with work compression.

Score out with 2 ones or deck them if they play too safe.

Big tip, only play shell game.

That would be installing multiple cards face down with no eyes protecting them, with the runner, when they end a turn low on cards.

Making the runner use resources to play trap or agenda is how you will open windows.

We'll go through the my analysis structure of the preconstructed decks.

First talking about, well, it's not just my structure.

The big boy provides a lot of the preconstructed deck analysis, and I just try to break it down a little bit.

So he identifies 6 different scoring methods that are possible for a corporation deck.

And they have it, then each deck uses a primary scoring method.

Often a secondary, and sometimes even a tertiary one.

In this case, the primary scoring method is net damage kill pressure, which he defines as make the runner wary of running your scoring server due to the amount of net damage your deck deals.

Put them in situations where they need to let you score, because one wrong guess means flatline.

In the long run, potentially run their deck out of cards entirely.

Now, you might think that the net damage kill pressured option is only going to be something Jinteki does, but actually, there is another precon that uses this method of scoring.

Um, the NEHDRT deck, that's the NBN's near Earth Hub, dedicated response team, deck, which is a style very similar to what was known as near pad back in the day.

It's, you know, a net damage kill pressure is the secondary method for that deck.

The secondary method for this deck is never advance, which the big boy defines this way.

Use the fact that any unadvanced card could potentially be a 3 advancement agenda to bait the runner into running through your scoring server for no gain.

Assets, upgrades, and traps can all be used as bait cards.

Now, when you think about never advance.

And you think about PE, maybe you think about Cambridge, the Cambridge style deck that was originally popularized way back in 2014.

That is not this.

Because that would have used Never Advance as its primary method of scoring.

And it would have used probably motion notion and cerebral override, and since motion notion has been kneecapped pretty hard in reboot, uh, it's no longer, uh, tempo positive to play motion notion.

That goes a long way toward making that style of play less viable.

Motion's not even in this deck.

Let's look at the agenda suite, as we try to understand the way the scoring works, the way the, well, scoring method.

Yeah, scoring method, game plan.

So, you've got 3 clone retirement.

These are your 21s.

There are these 321s in the deck.

Remember, that's one of the things that Big Boy said in his piloting tip.

As an option is you score out with 2 ones.

I think another advantage to these being in the deck is the fact that you've got those 2 Fenris.

Which are HB, ice, good sentry, good stopping power, but it does, it is illicit.

So it gives you bad publicity.

These clone retirements can then wipe out the bad publicity that the Fenris generate.

The 31 agendas that are in the deck, there are 6 of these, one false lead, 2 Gila hands arcology, and 3 House of Knives.

Now, PE can get away with more one point agendas than your typical deck because of the ideability.

Doing the net damage on score or steel.

So the runners stealing your agendas more frequently.

Which generally is not good, but in this case, actually is good because it plays into the net damage pressure, that is the primary scoring method.

House of Knives, doubles down on that net damage, or I guess quadruples down on it, right?

Because if you score it, it does a net, and then you get to do 3 more.

False lead can be used to abruptly end the runner's turn if they have too few cards in hand.

Or maybe they hit a snare, while you have some follow-up means to hurt them, like scoring a 21, or a neural EMP, or scorched earth.

And so false lead is also fitting into the primary game plan.

And Gila hands is good economy.

The original Cambridge PE deck didn't really have a lot of economy.

Later versions did.

In 2014, the world's runner-up was Min Tran, the person who originally coded Genteckie.net.

And his version of the deck did have better money in it.

And so it is something that.

Gentechia is often seen as being money light, especially this style where you're just hoping that, like the runner's money doesn't matter, and they're just going to run into your stuff, but like you do got to have some money.

So Helihan helps with that.

We'll talk about the economy later.

You have one phalodic entanglement.

Because you can only have one, and it's a 3 for two, a 3 for a 3 2 is even better than a 3 one, right?

So, uh, that's obviously a good thing to have when you're trying to, if you end up doing a never advanced situation.

It's also a great score to help retrieve a game that's not going so well for you.

So maybe the runner has grabbed a few one pointers.

Well, score that phalodic and you can knock out a good chunk of their hand.

Three fetal AI are here.

And I think the presence of this car, which of course is a 4 for 2, is one of the clearest indicators that this is not meant primarily to be a never advance shell game type deck, because there isn't any way to never advance this card in the deck.

I mean, it is, there is, there are ways to do it, but not with this deck, not with the tools this deck has.

There are also no advanceable ambushes in the deck. That you would use to bait into fetal AI.

So to score it, you will need an actual scoring window and some actual ice to protect it.

Of course, it also does feed into the primary scoring method because it's with PE's ability, it does 3 net damage to the runner when it scored, as well as siphoning away a couple of credits.

And of course, you can just leave it in your hand to be run into for a kill.

I did that in a recent game for a win.

Sorry about that, Jared.

After that game, I asked if he wanted to replay the turn because he was a little bit sloppy on it.

And he was like, nah.

Fair.

Uh, there's lots of people, I think, who see PE come down and they're just like, I don't really want to do this.

It's a different kind of game.

It really is.

Muru is the most notable one in the reboot community who, she says, if she sits down across from PE, she just basically like, okay, you win.

I don't even want to play.

The other agenda is the future perfect.

You only get to have one of those, of course, and I think it's meant to reduce agenda density, usually.

Um, I guess in this case, you're just really compensating for all the one pointers in the deck, at least a little bit.

Because if you didn't use the future perfect, you'd have to use, you know, a couple other agendas.

It's not it's not also it's also meant not to be stolen.

Because it's, you know, got a two-thirds chance of protecting itself.

Although if you have a big enough scoring window to score fetal AI, well, it's big enough to score this one too, and 3 points is a lot.

Sometimes you can close out that game from 4 points if you can score the future perfect.

Very little upgrade support in the deck, just the 2 hokasai grid.

That's, uh, one of the things that you can drop into a server, your scoring server to bait the runner, is going to do some damage to them, but they're not really going to get much out of it except having to pay some money.

It also, if it's sitting in a, your scoring server or if it's sitting in HQ.

And some, and your other runner hits a fetal, now your fetal AI is doing 4 net damage when the runner steals it.

That's getting to be a pretty big number.

Let's look at the economy.

The economy in this deck is operation economy, which the big boy defines as, uh, with the operation economy, you generate money, fast and reliable, but particularly vulnerable to account siphon and other denial tools, and can dry up in a long game.

Now, there are only 8 economy operations.

Two green level clearance, 3 hedge fund, 3 medical research fundraiser.

Eight Econ cards is really not a lot.

Especially when you consider that the majority of those are not even pure economy.

Hedge fund is, of course, but green level clearance is actually only giving you 2 credits of actual money.

I mean, the card draw is obviously not insignificant, but it's not also not money.

And medical research fundraiser gets you 5 credits.

Which is great, but it's only a difference over the runner of 3 because they're also getting two.

If you add up all the cards, the money these cards can generate, you end up with 22 credits, which is, Again, not a lot.

But we do have some mitigating factors here.

One, You're Gintechi, which means the runner is both naturally going to play more cautiously.

They will also be forced to spend clicks to draw up more often when they take net damage.

Both of those things, make the pace of the game slower, and therefore simply clicking for credits is more valuable than it would be in a game that moves faster.

The 2nd mitigating factor is that your ice suite, which we will discuss in more detail in a moment, is not crazy expensive.

Back in episode 110, we covered the HB Fast Advanced Deck.

In that deck, the total ice res cost is 51 credits.

Or if you res your IQ with a full hand, it could be as much as 56.

Whereas this deck has a total ice res cost of just 30. 30, that's a half.

Though that is a significant difference, and it only is using one fewer ice.

Yeah, sort of.

That's factor 3, the sort of, pop-up window.

Because it does function as ice.

When it's face down, it could be something deadly.

But once it's face up, it's actually more like economy.

So there is some extra trickle income.

To supplement your basic 8 Econ cards.

But if you think of it that way, that it kind of doesn't count as being 3 of your only 14 ice.

I say 12 earlier.

I think I might have.

Yeah, it is only 12.

I don't know where I came up with 14 right there.

One, two, 345, 678, 9, 10, 11, 12.

Yeah, it's only 12 ice.

So 3 out of the 12 ice.

And the 4th thing.

As was true with HB Fast Advance, and actually isn't true of any other precon, this deck runs Helihan's arcology.

So on those deck, those turns when you're clicking for credits, it's much more feasible and profitable because now you click, click, get 3 credits.

And so that's that's going to add up over time.

The speed of the deck.

The big boy identifies 3 potential speeds.

Rush, which is going fast and using gear checks.

For your eyes.

Glacier, which is all about defend, defend, defend, and mid-range, which is a mix of the two, but in this case, he actually identifies the speed as flexible.

So I asked him about this.

He said this, so much of it depends on your opening hand, as much as matchup.

Sometimes rushing a strong 31 is the best play, even versus decks that you usually don't rush against.

So you react to the randomness of your own draw as much as the runner's deck.

It's very much an improv archetype.

Let us now talk about the 12 ice in the deck.

Not too long ago, the big boy talked about the various things that you want to see in your ice suite.

And basically speaking, it's a small version of each type and a big version of each type.

So he call a barrier gear check, you've got your him at Subaco.

A barrier taxer is your wall of thorns.

He called a small gear check actually has what he called a yog forcer, gear check, right?

So something strength 3 or lower, that would be your enigma, and maybe your Yagura as well.

Then a mid-range yog stopper is Lotus Field, of course, is the ultimate yog stopper, because you can't yog data sucker, uh, Lotus Field, you've got a yog.

Uh, net ready eyes it.

Then he also talks about having a code gate taxer, but uh, there isn't one in this deck.

There aren't really too many of those.

It's mainly just toll booth.

I think in, um, in reboot is the biggest one.

Then there's century face check punish.

In that case, this is neuro kitana.

And again, there's only one of each of these.

And then he calls it mimic punker.

Big taxer sentry.

So you're talking about things that are over, strength 3.

And here we have 2 Fenris, which does brain damage, and a Gemini, which does more net damage.

And then other good stuff.

Well, here's your 3 pop-up window, and maybe you'd put your gura here, too, or instead?

I'm not sure.

Other considerations, so you've got something for each of those different.

Um, categories.

Other considerations, he says, are, how does it do against Atman?

Well, uh, Half of the eyes, 6 out of the 12.

Um, although if you don't count the pop up window, it's 6 out of 9.

So, uh, 2 thirds of the ice, is strength, 34, or 5.

Uh, it's not, nothing is really, there's not too many.

Let's see, there's 3 of them are strength four.

But one of those is, yeah, the 3 of them was a strength for.

So, you know, maybe you put your, they, they put their otman on 5 and then they can pay down with a, with a parasite or data sucker to, you know, lower the, lower the strength of, No, you put the other way around.

You put the outman on 3 and lower the strength down to three.

Of course, I wouldn't work on Lotus field.

So.

Yeah, so good flexibility, I think, on the ice strength.

Another consideration, he said, is dies too easy to parasite.

Well, once again, we see 6 out of the 12, our strength 0 through 2.

Um, Although if you don't count pop-up window, pop-up is 3 of those.

So then it's only 3 out of 3 out of nine, 3 out of.

Yeah, 3 out of nine.

So a third, which is pretty good because you've got, um, You know, again, you have all those strength, 34, and 5 that are helping to counterbalance your resist your weakness to parasite.

And I don't know, how often does does pop-up window get parasided?

I mean, maybe it does, but it doesn't feel good to do it.

How well do they tax eater?

Now, I think that that is shorthand for?

How do they do against standard breakers?

Because eater has the standard breaker cost, standard breaker being.

Um, my shorthand for, uh, strength to, Boost for one break for one.

So your barriers have an average cost for eater of 3 credits.

Code gates are only 2.3.

That's not counting, let's see, yes.

No.

That's not counting a pop-up window.

In the centuries are costing 3.5 .

So it doesn't, they, this is on the low end, I think.

And that's to be expected when your res costs are relatively inexpensive.

And then the other consideration is how well can you survive Econ denial?

Well, you've got pop-up.

That really helps surviving econ denial.

And then 5 of the 9 others, a little more than half, cost 3 or less to Rez.

Your really expensive ones are a wall of thorns, which costs 6 lotus field, which costs 5 and then Fenderus, which both cost four.

Now what other cards are in this deck that we should comment on.

Well, of course, there's 3 Jackson Howard.

As per usual, and I'm not going to have a long dissertation on how good Jackson Howard is every time.

You just, you kind of just put 3 Jackson Howard in almost every deck.

That's just what you do.

And then there are 10 other cards that play into your scoring game plan, which is a pretty sizable piece of your deck.

This is about a 5th of the deck.

For example, your 3 psychic field and one edge of world.

Those are meant to be, they only do anything when they're installed, so they are meant to be installed in your scoring server.

Especially Edge of World.

Or when you go into shell game mode.

Which is what psychic field, edge of world is no good for that, but psychic field is.

It wipes the, what all edge of world is gonna, I guess if you're doing, um, shell game.

Edge of world is is just going to waste a runner's click.

It's not nothing, but it's not ideal, right?

Psychic field wipes the runner's hand on a winning side game, remember?

So that all but ensures they aren't going to run any other servers that turn.

An edge of world can be very threatening if it can credibly be seen as an agenda in the scoring remote.

You've also got 3 snare, which fit into the same.

There's 3 more cards that can be used as bait.

But also, Doubles up as being excellent in your hand.

I mean, I guess triples that because it's also excellent in your deck.

It expensive.

But, um, good to have.

You've got 2 neural EMP.

So the nice thing about Operation Economy, as he said, as Big Boy said, is just reliable, because it's hard to get rid of operations.

Yes, you can imp them.

Yes, you could be Edward Kim.

But for the most part, there's no way to get rid of them.

So, neural EMP is usually untrashable operation, that you can use it as a follow-up, maybe for deadly effect.

Probably you're just using it for a final blow or an extra piece or 2 of damage rather than just random pings.

Playing it for value, they might call that.

And then you've got your scorched earth, where you've got that 5 influence being dropped on this.

And the only tagging in the deck. Comes from the 3 snares.

So, So yeah, it really is meant to be played in conjunction with Snare.

I've got to assume, since.

You.

If you're playing preconcs with people, the other person probably knows your deck.

So you can't, they can't count on them to keep, leave themselves tagged because they will know you have a scorched earth.

But if they hit a tag, And they're not able to clear it And I mean, it really does seem like an edge case to me. To be spending all this influence on.

But if you hit a tag and you can't clear it, And you've got scorched earth in your hand, even if they've got a full hand, you can hit them with scorched earth and maybe score a 2 for one, uh, that an unadvanced 2 for one, maybe you can score.

I maybe you have a couple neural neural MPs in your hand.

And so, potentially, that can win the game for you.

So it's just there, I guess, with those times when it might win the game for you.

The big boy also has a matchup pacing chart.

And I read this description last time, but it was it's been a while maybe, so I'm going to go ahead and read it again.

He says, this is a chart to help you know what your pacing should be in each matchup of the pre-condex.

Note that this has nothing to do with which deck has the advantage in the matchup overall.

It just indicates in which stages of the game each deck is relatively stronger.

If a side is identified, that side is the aggressor and needs to apply pressure to win, they have the advantage early.

But their chances go down as the game progresses.

This means that as corp, you should be try, you should try to score points early, at the cost of central defense.

Or as runner, you should be trying to get accesses and deny economy early, at the cost of setting up for later.

Standard phases means that the runner has the advantage early.

The corp has the advantage in the midgame, and then the runner regains it in the late game.

This means as the corp you should defend early, and then try to get to 7 points before late game.

As the runner, you should try to pressure early, then once your good pressure options are gone, try to reach the late game before the corp can get to seven.

In a standard phases matchup, the size of each of these windows can vary a great deal.

But this also depends greatly on the skill level of the players on each side, so it's hard to make broad statements about.

Now, more often than not on this chart.

The corp is the aggressor.

Or criminal is the aggressor.

And that's almost exactly how it shakes out in the PE matchups, against the shaper and anarch precon PE is the aggressor, whereas against the criminal's standard phases applies.

So it's not even the corporate, the criminal is aggressor, standard phases.

So, that makes PE, that makes PE is seen as a strong early game, really as a strong early game identity.

So it's, or in the mid-game against criminals.

So, it's interesting reading that, it says as the corp, you should try to score points early at the cost of central defense.

Although, again, remember, the big boy says kind of an improv ID.

It's flexible, sometimes it varies.

But thinking about central defense, the central defense really isn't that big of a problem when you're PE, because your agendas, That's where your agendas are, is in your centrals early in the game.

So they're kind of helping to defend you just by being there.

So if you can get by, like you said, score an early 31, something like House of Knives, or get your economy rolling with Gila hands, or yeah, you probably wouldn't want to score phalodic.

But I mean, if you're super confident.

I could imagine a situation where you get a gear checkout and maybe even go for a go for a fetal score.

I don't know, maybe.

Here are some extra comments that the big boy had when I was asking him for feedback on this.

I acknowledged that it wasn't like Cambridge PE, and he said, yeah, it's not like Cambridge at all.

Installing stuff naked is a fringe tactic you only use when you're vulnerable when they're vulnerable to it.

You just make a remote and put stuff in, and it's hard to check it.

Only install snares, if it's extremely credible, and them hitting it will be devastating for them and you're rich.

I asked what he would consider to be rich, he said.

Enough money for the follow-up play after you pay for the snare.

So I told this story about a different game against Jared.

I said earlier tonight, I'd scored 4 points behind a lotus field against vow.

I'd pinged away one net ready eyes, and they were digging for the other Yog and the other NRE.

I'd already installed, but not res, a hokasai in the scoring remote, and scored 3 agendas.

I had a feeling that my opponent had what he needed, so I installed one of my 2 snares.

Yep, he ran it flatline.

It was pretty cool.

Sorry again, Jared.

And this was a different game than one I mentioned earlier.

Playing against P is not always very fun.

The big boy made this observation.

Important here is that you had 4 points.

That's what makes the traps credible and makes them take risks.

All right, so let me move on to the recommended teaching and learning deck segment.

Now, this is a This is a project that the big boy ran about 10 years ago.

And I'll go ahead and read his description of the project.

This is from his blog.

We all know that the front page of NetRunner DB is more often a silly deck, bad deck, or very complex deck, than it is a good deck to learn the game with.

After a player learns the basics, there aren't really any places they can go to find a deck which is one fun to play. 2 fairly straightforward to play, 3 fairly powerful.

Four, devoid of tech cards specific to a certain metagame, 5, legal with current tournament rules, 6, not a gimmick, were built on a bizarre combo.

My goal for this project was to create decks that have all of these traits, and also which one match up interestingly and as evenly as possible against each other.

Two, give the pilot a good sense of what each faction's style is, and which might be a good fit for them.

Three, teach the pilot some fundamental skills and techniques that will translate to many top tier decks, for our consistent and keep card variety in one ofs to a minimum. 5 are real NetRunner, whatever that means.

These decks are not arbitrary combinations of simple cards.

They are well thought out, cohesive strategies that just happen to avoid certain aspects of the game that commonly disrupt the learning process.

These decks are not massively underpowered noob decks.

All of them were able to win games for me more than half the time in the competitive section of Gintekie.net.

Now, you can hear that those are a lot of similar concepts to what the preconstructed decks are.

A long time ago, I asked him whether these were still worth covering in this podcast, basically, whether these are still good to learn the game with.

And he said, really, that's what the preconstructed decks are for.

Some of them are simpler than others.

Now, they don't do all of these things, right?

So they do match up evenly against each other.

I think they do give you a good sense of each faction style.

Uh, I think it's less true about fundamental skills and techniques, although that is there.

Certainly, it's not, keeping card variety in one ofs to a minimum.

That isn't a goal with the reconstructed decks.

Another goal with the preconstructed decks is to highlight, strategy that are viable.

In reboot, that were not viable or became not viable in the original run of the game, and also to highlight, uh, the buffs that reboot gave to several cars.

So to highlight the changes.

That's another function of the preconstructed decks.

Returning back to the big boy's blog post.

He says, you will maybe notice there is no Gintechi deck.

This is because I was unable to build one that meets all the requirements I said above.

I think both Caprice Nisei decks and net damage decks are cool and interesting.

They're just not great for building fundamentals.

For every deck, I provide a deck list, a description of the faction it represents a brief summary of how the deck works, and explanations of some of its more subtle tricks and complex plays.

Enjoy.

So the reason this blog post is relevant is because, Well, at least 6 of the preconstructed decks were, I think, built on the bones of these teaching decks, that was certainly true of the HB Fast Advance deck.

Now you might wonder, why are you reading all of this if there is no Gintechi deck?

Because originally it was just the other 6 factions.

But, about 9 months later, he did put together a Gintaki deck.

And to my eyes, it really looks a lot different.

But most of his write-up seems to align with the concepts behind the precon.

So, I figured it would at least be worth taking a look at.

So let me talk about how different the deck is put together.

There are 4 fewer agendas, only 10.

The ones that are the same are fetal AI, though there are only 2, house of knives, though there are only 2 and one philodic entanglement.

But what's different is there are no other 3 ones.

There's no future perfect.

Instead, he has 3 brain trust, which is another 3 too, of course.

And 2 global food initiative.

Which you can't do in reboot.

And so, I think he saw that there is more value in one future perfect. And getting the influence back than having one global food initiative.

There are also 4 fewer assets, the same Jackson Howard and Snare, but no edge of world, and no psychic fields.

And I think a lot of the differences here, again, are down to the teaching decks being meant to be more simple.

That was one of the things he said was consistent, keeping card variety and one ofs to a minimum.

So there's a lot of 2 and 3 ofs in this deck.

Meanwhile, there are 3 more operations.

The same hedge fund and neural EMP.

But swapping out the the other five, the green level clearance and medical research fundraiser instead for 3 celebrity gift.

3 IPO and 2 sweeps week.

That's a lot more money.

Meanwhile, swapping out the scorched earth for biotic labor.

There are 2 extra upgrades, in addition to the Hokasai grid, there are also 10 are 2 Ben Musashi.

Now, Ben Musashi was in the booster pack.

So that's of course why it wasn't in the preconstructed deck, although Fluffy one did put it in his reconstructed deck.

And the ice composition, instead of there being 12 or 9, depending on whether you count pop-up window, there are instead 15, which is very, and they're very different.

So the influence is spent on 2 Eli instead of 2 Fenris.

There are no pop-ups.

They're because there's more money in the operation economy.

There's no Yagura.

Gemini and Neurocatana are swapped out.

Instead, you have komainu and pop.

There are a couple of ice that are outside the reboot card pool as well.

There's Kugo, a barrier gear check that does a guaranteed net damage when passed, and then DNA tracker, which is Gentechi's answer toll booth, but instead has loads of net damage.

And I think that's in there instead of Lotus Field.

And I think for a teaching deck, these are very sensible differences because you want to have more ice.

You don't want the runner to feel like I couldn't draw any ice.

And then when you only have 12.

Um, you better put it in the right place.

With 15, there's some more wiggle room for putting things in the wrong place.

And having some serious stopping power is also probably a good idea for a teaching deck.

Okay, so we've noted all of that.

Let's move on to the actual article.

First, he gives an overview of what Gintechie is, he says, Gintech values balance, honor, and deception.

They create uncertainty in the runner, and cause them to 2nd guess their plans.

Jetecki does not only fight the economic war.

They attack the runner's hand, both their ability to draw cards quickly, and their inability to deal with losing certain cards.

Against Jinteki, runners must carefully balance making money, installing their rig and keeping their hand size up.

Failing to maintain this balance can have fatal consequences. Playing this deck.

In your opening hand, you are looking for an economy card, hopefully too, and some ice.

You do not want snares in your opening hand if possible, since the runner will likely access them before you can easily afford the 4 credits.

See, that's good advice.

That applies, I think.

Probably in most decks running, snare.

Continuing.

This deck plays very aggressively, although not as aggressively as Grendel.

Spend the 1st turn or 2 establish in your economy with a couple operations.

And now, uh, this next part is not relevant to this deck, but I still think it's nice in view of the anonymous tip segment from, uh, hours and hours ago.

Try not to play celebrity gift until you have installed some ice, particularly on a remote server, since you would like that ice to be unknown.

But don't be afraid to use it if you don't have another way to get money.

Once you feel comfortable economically, go for a score.

Comainu, Enigma, and Kakugo are all excellent ice to begin a scoring server with, but Eli and DNA tracker can also work in the right situation.

So I guess in our case here, I think you'd say, Fenris, Enigma, and Himitsubako, are all good to begin with?

With wall of thorns and lotus field as more expensive options.

Getting an agenda, or two, out early, will make the runner feel much more pressured to spend resources running, opening more scoring windows for you, later.

In the midgame, you want to leverage work compression to score agendas.

This means creating situations where the runner could get into your scoring remote, but is likely to either die or open a safe window for you to score another agenda immediately afterward.

Kakugo, Hokasai Grid, Ben Musashi, House of Knives, and Fetal AI, all aid you in this regard.

Now, again, for our purposes, we can swap out the Kakugo and Ben Musashi for Edge of World and Psychic Field.

Uh, Yeah, I don't know.

I don't know there's any real replacement for Kakugo, though, because that's doing damage as you go through.

And I don't think there's anything like that in either this deck or the reboot cardboard.

Try to combine.

Oh, no, you know what?

Angler fish would be, right?

Angler fish is going to hurt you when you go by.

But that's not in this deck.

Try to combine as many of these effects as possible to make your remote server truly dangerous.

The runner will be furious when they decide not to run your potentially lethal fetal AI score, and it turns out to be a global food initiative.

Or, in this case, the future perfect.

On the other hand, if you managed to score 4 early points, the runner may be forced into the opposite situation, having to run a heavily upgraded fetal AI for fear of a 3 pointer, only to be met the next turn by a lethal neural EMP.

Finally, if the game goes very late, and the runner has built a full rig, you have a few ways to close out the game.

If you have managed to get to 5 points, then your single biotic labor will either close out the game for you, or force the runner to attack centrals recklessly trying to find that last 3-2 before you do.

If you have built a remote server of multiple kakugos, then you can try to use upgrades, Jackson, Howards, and even snares, to try to force the runner through them as many times as possible.

A runner who gets fooled too many times may find themselves out of cards entirely.

So, whereas the specifics of those suggestions don't really apply here, again, no Kakugo, nobiotic labor.

Remember that in the precon, never advance is the secondary wind condition, and that's what we're talking about here, never advancing, but also mention in the write-up, he said that, you know, the piloting tip for the precon, that they, the runner may end up getting decked.

So it's the same, I think, general idea.

Tricks of the trade.

Hokasai Grid, plus Ben Musashi, plus House of Knives, plus Action Window 5.3.

All 3 of these cards do net damage to the runner when they can least afford it, right before accessing an agenda.

When the runner passes the final piece of ice on a server, ask them if they want to access.

Only after they agree, do you have to rez and use these cards?

You do not have to ask on gintechie.net.

Just use the action before access button.

At this point, it is too late for the runner to jack out.

Hopefully, they're about to take more damage than they bargained for.

Now, these next 2 don't apply to this deck, but maybe interesting suggestions for other decks.

Komainu plus personal evolution.

Normally, a coma inu would not be an adequate defense for an agenda, but personal evolution, makes stealing an agenda with no cards in hand a lethal proposition.

Most single ice remote servers are either painless for runners to face check or cannot prevent an agenda from being stolen, but Koma Inu out of PE, is both nasty to run into and agenda protecting at the same time.

The fear of Koma Inu also empowers your other gear check ice.

Many runners will dig for their sentry breaker, while you score agendas, only to groan, when they see they allowed you to score 4 points behind only a simple enigma.

Biotic labor plus philotic entanglement.

This interaction is not common since both cards are one of, but it is so powerful that it is worth mentioning.

A surprise philodic entanglement can nail a runner with three, 4, or even 5 surprise net damage.

At the right time.

This can lead to both agent techie victory, and a moment you and your friend, we'll never forget.

Finally.

I would like to point out that this is a net damage-based deck that does not use a shell game, does not use advanced traps, and does not use Mushinotion.

Let's see.

Again, this is definitely a comment that applies to the precon.

I really wish FFG would support this style of scoring damage deck more.

Kakugo and Ben Musashi were a great start, but there is still a lot of ground to make up.

In my mind, this is how Gentecki was always meant to be played.

Hopefully after playing with it, you see why.

So that's the article.

And yes, Ben Musashi is now in reboot as well, and maybe Anglerfish really is like a Kakugo replacement, in a way.

I don't think it's a barrier.

It a barrier?

I don't remember.

I'm not going to go look it up right now.

Um, and then, uh, here's a little bit more about this deck.

First a conversation that was in the deck sharing channel, a couple of years ago.

Hugen Ronan says, looking at the PE precon, I can see a lot of thought went into how the influence was spent.

I believe PE can struggle a lot with both ice and economy.

Still, I wonder if there's ways to save up on things that otherwise seem to not follow a lot of your game plans, such as pop-up window.

Given that Gintecki to me is confusing as far as what its strengths and weaknesses are meant to be as a faction.

It has a lot of ineffective ice, poor economy, and only seems to excel at pressuring the runner to not run by threatening ambushes.

Granted, net damage is a powerful source of pressure at itself, but the more experienced a runner player becomes.

The less net damage appears to matter much to me.

Eowashi.

There's also habits good players have that you can exploit.

Don't think their eyes is ineffective, though.

Honestly, the best way to understand Jinteki is to lose to it.

And then Zale, the pop-up is really good in PE.

Pretend it's katana.

PE needs money and ice, and doesn't always want to res coma Inu.

Pop-up is a great bluff.

And then in a few months later, still about 2 years ago, it was May of 2024, the after the Preconstructed League number 14, there was this conversation, or maybe during, actually right before.

Because right after the post went up, Murryu jumped in and said, ban PE.

And the big boy says, posting this is a very good strategy for ensuring you face PE.

Murray you.

Every time someone once tries.

I refuse to play the game out unless they switch decks.

If you want to play NetRunner with me. Won't be playing that.

Gammonet.

Precon PE isn't even motion.

Muru.

If I cared about wind rate, I probably wouldn't offer people buys, but I've learned across a decade that I'd rather not play at all, than play against net damaged Genteckie.

Winning against it doesn't make the exercise enjoyable.

So I just don't.

Gammonet.

I've always been vindicated in beating PE.

Like, how dare you play that trash.

I'm going to win so hard your head will spin.

That said, it's matchup into Andy is so good.

It's hard to draw enough to keep up.

Muru.

Yeah, I eventually realized that I wasn't going to have fun playing the matchup out no matter how high I got my win rate.

I'm too old to spend my gaming time on games I know I won't enjoy.

She said at 30.

The big boy.

I worked really hard to make a reboot PE, not stupid.

Like you're almost never just throwing cards on the table at random.

You try to make a remote and compress them.

Because I'm actually in Muru's camp here for the most part.

I hated Cambridge PE.

Muru.

Yeah, like the idea of click compression scoring deck is great, but we already had that.

And you're over here trying to replicate.

Perfection.

Yeah, he.

All right, so many of the cards discussed in this week's episode are linked in the show notes, particularly the ones from the Enigma segment, uh, and then it's about extra additional pictures there, like the ones that Jared shared with me, of the Japanese language, NetRunner cards, all that stuff in the show notes.

Music from Alexi Action, the website is [Netrunner 2.one.com](http://Netrunner2.one.com) that'll redirect you to the reboot project homepage.

Reboot Discord server is a good place to go, to have conversation, or to, uh, you know, find a game, and you can play online at [Ritechi.fund](http://Ritechi.fund).

The Astroscript pilot program this time around, we're nearly done with not only the portion about Mars, but also the entire 2nd section of the book.

We're going to be covering a section of the Mars portion called clans and conflict.

Next time, we'll move on to the 4th booster pack.

Until then, whenever that is, thanks for listening.

Clans and conflict.

Bradbury may be an island of relative peace in a volatile environment, but conflict and violence are very much a part of Martian life.

Mars has been locked in an ongoing low grade civil war, in which colonies struggle over scarce resources, influence, and independence.

Even since the official end of the colony wars.

Skirmishes and unrest dominate the media feeds and news rags.

And the MCA seems barely able to contain the bloodshed.

The resolution of one clash seems to spark another.

While violence does occasionally flare up in Bradbury proper.

Much of the conflict exists in the realm of espionage and subterfuge.

For those on the front lines of politics and power.

Understanding Martian culture and the role of clans can mean the difference between peace and war.

Negotiations.

If you want to get anything done in Bradbury, at some point or another, you're going to need to get Picus on board.

Sure, the whole legal system pretends that the clans don't exist, but don't be fooled for a moment.

Those stolti up in the corporate towers think they can ignore us.

But the reality is, no matter what the deal is, if you don't have the implicit support of at least one of the big 3 here, it ain't happening.

That's where we come in.

We are the back room, the mediators, the ones that negotiate to really make things move ahead in this place.

Sure, the execs think they have it all under control, but the truth is, they would just as easily find themselves on the wrong side of an air lock, if it wasn't for us.

The clans.

One of the major features of Martian culture that separates it from Earth is the great prevalence of unofficial, close-knit social units known as clans.

As workers lived and worked in dense groups, their families naturally evolved biological ties.

Within each clan, is a hierarchy of kinship to which an individual gives his or her loyalty.

Martian clans have a saying that describes it well.

I against my kin.

My kin and I against my clan, my clan and I against the corpse.

It is an oversimplification, as different clans often treat each other as rivals, but if pushed, they will sometimes unite against a common foe.

While Martian clans people are often biologically related, it is not an automatic requirement.

Clans are able to integrate new immigrants to Mars and to their life and work far easier than their ancient namesakes.

Stories of lonely workers from Earth falling in love and marrying into a clan are commonplace.

Initiates are quickly integrated into clan culture, and learn new loyalties when they become part of the group.

Bradbury is home to 3 major clans of its own, Clan Picus, Clan Kabiri, and Clan Aeneas.

But members of virtually every clan on Mars can be found here, because of the lobbies trying to affect the MCA from without.

The Megopolis' founding clan, Picus, is also its largest, and is integrated in nearly every aspect of the colony's life.

Clan Kabari's members can be found in the therm, geothermal operations, and Clan Aeneas are most often found in the transportation business.

All three vie for influence in the region's politics, leveraging their respective sectors and resources.

Clan tattoos.

Client members are identified by facial tattoo designs, which often twist around one or both eyes.

Receiving a tattoo is part of the clan initiation rights when a child comes of age or when a new member is welcomed.

Boys and girls receive the 1st part of their clan tattoo and they receive their 1st privileges and responsibilities to the clan.

This age varies with each clan's specific beliefs and traditions.

As they get older, their tattoos grow as well.

Subtle decorations symbolize status, achievements, and roles both past and present.

In addition, the ink used in clan tattoos is infused with tracers, carrying specific identification markers of the clan.

While a basic tattoo can be faked or covered up, true clan tattoos are much more difficult to conceal or forge.

Clansmen should always boldly and proudly declare their allegiance to their clan.

And a tattooist, lacking these specific tracers, will be unable to reproduce another clans markings.

Keeping peace.

Making war.

Where the rule of law exists.

Regardless of how fair or oppressive, there will inevitably be those who operate on the margins.

As with any civilization, Bradbury has its share of crime.

It ranges from petty theft, to murder and acts of terrorism, carried out by lone actors, or highly sophisticated rings.

It has been said that virtually all Martian clans have some ties to organized crime, and that a few clans are entirely criminal enterprises.

The primary failing of the MCA's legal system, at least in the eyes of ordinary Martians, is that many of the laws that limit corporate power on Earth are simply absent on Mars.

One glaring example regards artificial intelligence and combat, on Mars, an AI doesn't need human oversight to take a human life.

Another major difference between earth-based legal systems and the MCA's body of statutes is the provisioning of resources, especially life support resources.

Earthborn visitors who are used to air and water being freely used by corps and individuals alike, can easily run afoul of the authorities.

It is a criminal offense, for example, to siphon oxygen from the city's infrastructure grid, and even washing one's hands the wrong way, can result in a fine.

Damaging anything to do with Bradbury's life support system, whether by accident or by design, carries punishments higher than armed robbery.

Mars colonial police.

The official law enforcement wing of the MCA.

The Mars colonial police is headquartered not far from the other MCA offices under the Great Dome.

It is largely concerned with organized crime, cross colony criminal activity, major and behavioral crimes, and, of course, crimes and terrorism targeting the MCA.

The MCP has specific jurisdiction over criminal activity in any of the MCA's buildings.

The MCP sees clan affiliation as an obstacle to effective law enforcement.

As such, many of its recruits are either unaffiliated or earthborn.

Clan affiliated recruits are carefully screened to ensure any existing loyalties are secondary to their oath as members of the MCP.

However, because many of its members are also indentured to corporate interests, the MCP also cleaves along the lines of corporate factionalism.

Bradbury Colony Police.

While the Mars Colonial Police was founded at the same time as the MCA 15 years ago, the BCP's history stretches back to the 1st colonists on Pavanus Mans, making it the oldest law enforcement organization on Mars.

Charged with keeping the peace and investigating criminal activity in the greater Bradbury region, the BCP faces many of the same challenges as their counterparts on Earth.

The Bradbury colony police's jurisdiction covers all of Bradbury's districts, as well as the Daedalus complex, Gulliver Starport, and other nearby nose within the Tharsis region.

It is far and away the most common law enforcement body that anyone in Bradbury will encounter.

But that doesn't mean it's a frequent site.

Resources and manpower limitations being what they are.

Most areas would go days without patrols.

If it weren't for the clans, forming patrols of their own.

Unlike the MCP, the BCP tries to actively recruit and train citizens from Bradbury in particular to help build trust with the community.

It means that most officers in the BCP are also members of various clans, which goes a long way to earn the people's confidence.

Unfortunately, it has also created complications, when clan loyalties, clash with the police oath of office, such as when clans themselves are linked to a crime.

Because of this perceived conflict of interest, and clan-tized org crime, other police forces on Mars, especially the Mars colonial police, view the BCP with some suspicion.

Relations between the two police forces are frequently strained, especially in matters of jurisdiction.

Although they try to coordinate their activities, there has been more than one occasion in which these two forces found themselves either in conflict, or competition.

Look to your own.

The Bradbury colony police struggle to handle the daily, major cases that arise in greater Bradbury. Much less every petty clan concern.

In certain districts where the BCP and the clans have an amicable relationship, the BCP delegates significant spheres of authority to them.

In districts where tensions between the clans and BCP run high, the clans have an incentive to police its own, hoping to involve the BCP as little as possible.

The effect is that Bradburyans are more likely to seek out their neighbors than the police for help in solving a crime.

And when their neighbors might be complicit, they frequently turn to private investigators over the BCP.

Martian Secret Service.

The Martian Secret Service or MSS operates in the many shadows of Mars.

The true loyalties of this organization remain a mystery.

While it functions as an intelligence arm of the MCA, it remains unclear as to whether MSS spies on Martians, on behalf of Earth, or if it is the other way around.

Whatever the truth is, Martians who are aware of the organization are understandably wary.

As with most of the MCA's institutions, the MSS headquarters on Mars is located in the Great Dome, in the shadow of the Kondi Tower, but most of the organization's intelligence gathering operations happen in other, less conspicuous locations.

Private services.

Since resources on Mars are often strained, local colony militias contract with and even rely on private investigators as partners in law enforcement.

Bradbury is no exception.

As these investigators are able to take up the slack when the BCP's detective division finds itself overtaxed.

PIs have a long and storied tradition of frontier justice on Mars, including in Bradbury.

Colony police forces, including the BCP, and the clan militias are far more likely to cooperate with PIs than the MCP, due to their reputation for remaining apart from the political fray.

In some of the outlying nodes, law enforcement would be non-existent if it weren't for the private individuals who have stepped up to answer the call of duty.

But such individuals are also at risk of becoming essentially gangsters, or warlords, in their respective communities.

All too often, though, the corporations themselves take on the role of police in their colonies, enforcing the employee handbook and corporate policies with PriceC and mercenaries.

Self-defense.

The disposition of military forces on Mars is as complex as the planet's politics.

Larger settlements, typically have a defense force, made up of both mercenaries and clan-based militias, if the corporations don't provide their own security.

In the case where corps provide their own fighting forces, the clan militia frequently becomes a watchdog.

For the corporate sec personnel.

Clashes between the 2 are common and heated.

In addition, since the creation of the MCA, the Mars colonial core has garrisons in nearly every city and MCA affiliated settlement on the planet.

Bradbury hosts not only a large MCC base, but it is also able to draw on its own clan militias, to form a force collectively known as the Bradbury United Division.

Officially, the 2 groups coordinate for operations and the defense of the planet's largest colony.

But trust between the 2 has been an issue, since the signing of the Treaty of Heinlein.

Bradbury United Division.

After the Space Expeditionary Corps troops were withdrawn from Bradbury proper at the end of the war, the Bradbury United Division, BUD, was formed by the MCA, to protect the greater Bradbury region from enemy clans and Merc forces.

Clans Picus, Kaberi, and Aeneas all contribute troops to the reserve force, which has been activated multiple times in recent history.

The BUD can also be used in conjunction with the Bradbury Colonial Police, to secure individual districts and life support machinery in the event of a terrorist attack.

But the MCC is deployed, to quell large scale clan uprisings when they happen.

The BUD is the only MCA sanctioned expression of clan armed forces in Bradbury.

Although clan militias are tacitly acknowledged, the MCA has the authority to crack down on clans who are competing too closely with police forces.

The MCA has also used the threat of mass disarmaments to keep the militias in line.

Mercenary units.

Mercenaries remain the great wild card in the evolution of conflict and politics on Mars.

In total, there are more mercenaries on Mars than there are MCC and BUD troops combined.

However, mercenaries are often contracted out by competing corporate interests, or hold strong clan affiliations, so the role they play remains ambiguous.

Many portray themselves as private security firms better suited to law enforcement and investigation, while others are clearly high functioning militias, pursuing their own ambitious goals.

In addition to major firms like Argus and GlobalSec, 100s of smaller mercenary groups operate locally, using strike forces of several dozen combatants.

Clones and bioids provide support for these Merc groups, as medics, quartermasters, and electronics specialists.

Mercenary bands are commonly hired by unauthorized settlements to provide temporary security, but groups also take advantage of these isolated frontier people.

They are notorious for orchestrating false conflicts between settlements, even going so far as to collude with the other side, to stage mock battles, and collect the grateful settlers' credits without sustaining any casualties.

We don't see too many golems inside the dome, but that's not to say that Haas byroid isn't on Mars, they're everywhere.

Remember, bioids don't need to breathe.

Not even Jinteki can compete with that.

I've heard a few who work the big haul trucks on the glacier, talk about haas bioid logos on the big diggers.

And they look different from anything Wayland makes.

If that's true, then HB has definitely moved into the heavy construction market.

No, they're not just building equipment, I'm talking prototype machines with bioroid brains.

Makes me wonder what else they're building.

Given the next, a.k.a.

HB, hasn't been shy about military contracts.

Most laser pistols and rifles you'll find the Merks using are next designs, or cheap knockoffs of the same.

Emergency services.

As with any major city on Earth, Bradbury has emergency services that include police officers, firefighters, and emergency medical personnel.

While the police and EMS follow similar patterns to their earthbound counterparts, firefighting in Bradbury is very different, given how precious the water supply in the colony is.

Instead of a network of fire hydrants that one might expect on Earth, fire control systems utilize pressurized carbon dioxide rather than water to extinguish flames.

In extreme circumstances, sections of the colony can be evacuated, sealed off, and vented straight into the Martian atmosphere to starve the flames.