

Android: Netrunner Demo Guide

Welcome to the *Android: Netrunner* Demo Guide. Thank you for taking the time and effort to teach new players the game! This guide, along with the demo decks included in this kit, is a great resource for running effective *Android: Netrunner* demos that get players into the game and playing as soon as possible. If you have run *Android: Netrunner* demos before, don't hesitate to incorporate what has worked for you in the past.

We have written this guide with you, the demonstrator, playing as the Corporation. Have your new player use the Runner deck for his or her first game. If you and your new player have time for more than one game, we recommend he or she play the second game as the Corporation.

Demo Rules and Decks

Please read the Demo Rules sheet included in this kit before reading the rest of this Demo Guide. The Demo Rules sheet contains all of the rules a new player needs to quickly begin playing *Android: Netrunner*.

While no rules from the core game have been changed, the demo decks have been designed for playing a game to six agenda points. Do not be afraid to end a game before a player gets to six agenda points if you or your new player do not have the time.

Tokens

This kit does not come with tokens. The only tokens needed for the demo are credit tokens, advancement tokens, and agenda counters. Because no two of these tokens can ever be on the same card, you can use one set of objects to represent all three types of tokens, such as dice.



Running a Demo

If you've never run a game demo before, don't worry! This guide will provide everything you need to give players a great first experience with *Android: Netrunner*. Whether you're a demo veteran or a demo novice, you will find helpful hints that can assist you in running the best possible *Android: Netrunner* demo.

Before running your first *Android: Netrunner* demo, please flip through the demo decks to become acquainted with the mechanics and cards in each deck.

As you teach the game, new players may ask you a variety of questions about the game. Do not ignore their questions, but do not be afraid to tell the player that you will cover a particular rule or card type in more detail later in the demo. Avoiding large pauses in the game keeps your new player interested and improves his or her demo experience.

Most importantly, have fun with the demo! If you're excited to be playing and teaching the game, it shows and encourages newer players to have fun as well.

Describe the Game Concepts

Android: Netrunner is a flavorful game, and the core mechanics of the game are tightly tied to the theme. Learning the overarching concept helps newer players quickly understand the mechanics of *Android: Netrunner*. You don't have to go into detail, but take a moment to explain the basic premise of the game: you are controlling a megacorporation, and he or she is portraying a hacker attempting to break into your computer servers.

Explain that you will go into detail about particular mechanics or cards as they come up. This way, your new player can start playing quickly, but will not be upset or surprised that you did not tell him or her everything at the beginning.

Explain Agendas

Pull an agenda out of the Corporation's deck before shuffling and explain that agendas are what both players are after. You do not need to go into detail about most of the card's abilities or numbers, but make sure to briefly cover how both players can score agendas and explain that a standard game of *Android: Netrunner* is played to seven agenda points. Stress that you will play to six agenda points only for the purposes of the demo.

Make an example server with one or two pieces of ice. Explain that the Runner makes runs at a server to access the cards located at the end of that server. Tie this explanation into how the Runner can steal agendas from the Corporation, and stress that your hand, deck, and discard pile are servers as well. Mention that the pieces of ice may stop or hurt the Runner. Include that the Runner has cards that let him or her interact with the ice, but do not go into detail about how the Runner does that at this time.

We recommend including the description of agendas and servers with your introduction to the overall flavor and theme of the game (see "Describe the Game Concepts" above).

You do not need to explain the Corporation's other card types at this moment.





Explain the Runner's Card Types

Pull out a card of each type from the Runner's deck (event, program, hardware, and resource) before shuffling and describe each type briefly.

- The Runner pays credits equal to an event's cost and plays it faceup. The Runner resolves the card's text, and then discards the card. Make sure to stress that events are discarded after resolving, but all other card types are played in the Runner's play area.
- The Runner pays credits equal to a resource's, hardware's, or program's cost and plays it faceup in his or her play area.
- There is no limit to the number of resources or hardware the Runner can have. However, resources and hardware are separate types because they are thematically different and are affected by different cards and mechanics.
- There is a limit to the number of programs a Runner can have. Do not go into detail about the MU cost for programs or the difference between icebreakers and other programs at this time.

Gameplay

Explain that the Runner's main goal is to make runs on the Corporation's servers in search for agendas. Make sure your new player understands that all of the Corporation's cards, except operations, are played facedown, but the Runner's cards are always played faceup.

Actions and Clicks

Give a short explanation of the Runner's and Corporation's actions. Explain that actions cost clicks and sometimes additional resources. The action cards included in the demo decks are a great tool, as they list only the actions a player can take in the demo.

Explain that some cards in each player's play area give the Runner or Corporation additional actions he or she can spend clicks on.

Gameplay Terms

Android: *Netrunner* has many thematic terms that new players may be unfamiliar with. Make it clear to the player that he or she does not have to learn all of these terms immediately. When referring to these terms, use the correct name, but explain it clearly so that the new player can associate the new term with what he or she already knows. (e.g. "You get to access HQ; look at a random card from my hand.")

Credits and Other Tokens

Explain that credits are a resource (in addition to clicks) that players can use to play cards and pay for abilities. Mention that you will explain the other two tokens (advancement tokens and agenda counters) in detail when they come up during play.



Start Playing

Once you've explained the overarching concepts, your new player should be ready to dive in and begin playing.

Revealing the Runner's Cards

Depending on how comfortable your new player is, you may want to walk him or her through the first couple turns with his or her hand revealed. Feel free to make suggestions at the start of the game, but do not tell him or her how to play. Allow the Runner to make his or her own choices, even if his or her choices are not the best option available.

Setup

Distribute five credits to yourself and five credits to your new player, then have each of you draw a starting hand of five cards. Explain that each of you have the option to reshuffle his or her hand into his or her deck and draw a new hand of five cards at the start of the game. Make it clear that a player cannot do this more than once each game.

Allow your new player time to read his or her cards and ask any questions he or she may have about them. Tell him or her that, for the purposes of the demo, the Runner should try to start with at least one card that can make credits and at least one icebreaker. If you are playing with the Runner's hand revealed, you can suggest the Runner reshuffle if he or she has a hand that will hamper his or her ability to play the game (e.g. five icebreakers, or three Akamatsu Mem Chips and two Public Sympathies).

Explain Ice

The first time you install a piece of ice, take a moment to briefly explain what ice is for (protecting a server). Inform your new player that the Corporation always installs ice in a landscape orientation in front of a server. The first time you install a second piece of ice in a server, explain how the Corporation installs additional pieces of ice.

Explain Operations

The first time you play an operation, take a quick moment to explain the card type. Mention that operations work exactly like the Runner's events, except only the Corporation can play operations.

Explain Assets and Agendas

The first time you install an asset or agenda, take a quick moment to explain the differences and similarities between these two card types. Describe each type in a few sentences, making sure to hit the important points for each.

- Explain that the Corporation installs assets and agendas in a portrait orientation, different than ice, and in line with the Corporation's Archives, R&D, and HQ.
- Remind your new player that agendas are what he or she is trying to steal from the Corporation.
- Explain that the Corporation must advance an agenda a specific number of times before the Corporation can score an agenda.
- Make sure to explain that some assets can be traps and the Runner should be prepared for the consequences during a run (see "Explain a Run" below). Don't forget to mention that some assets can be advanced to look like an agenda.
- Explain that the Runner can trash an asset for a credit cost when he or she accesses the asset.

Explain Programs in Detail

- The first time the Runner installs a program, take a moment to explain the different information displayed on the card and how a program is different than the Runner's other cards.
- Explain the MU symbol (memory cost) next to the cost of the card and tell the Runner that he or she starts the game with four MU available. Mention that certain effects can increase and decrease the Runner's available MU.
- Explain that the Runner can choose to trash any number of his or her installed programs immediately before installing a new program (to make room for the new program).

Do not go into detail about icebreakers at this time.



Explain a Run

A run, and its subsequent actions, is the most complicated mechanic in *Android: Netrunner*. Do not hesitate to spend a few minutes teaching your new player the basics of a run. To explain a run, there is a handy reference chart on the back of this guide and on a card included with the Runner demo deck.

Encourage your new player to make a run on their first turn. Stress that making runs is an integral part of the game and the Runner cannot win without making runs. Make it clear to him or her that a player does not need icebreakers or other tools to succeed during a run, but make sure he or she understands that it is good to be prepared with icebreakers (for ice), credits (for icebreakers and trashing assets), and cards in hand (for damage) as the game progresses.

After the Runner has declared a run on a particular server, take him or her through the steps of a run, referencing one of the available charts and explaining his or her options during each step. If there is no ice on that server, wait to explain interacting with ice until he or she makes a run on a server with ice.

Explain Ice in Detail

The first time you rez a piece of ice, take a minute to explain the different information displayed on a piece of ice and what each section means.

- Point out the cost to rez a piece of ice and show the Runner how the graphic design for it is different than the cost on the Runner's cards or the Corporation's operation cards. This will help solidify the difference between cards that are played facedown and cards that are played faceup. This is also a good time to explain the term "rez" to your new player.
- Point out the ice's type (barrier, code gate, or sentry) and strength and explain how these two traits matter when icebreakers and certain other cards interact with the ice.
- Explain that subroutines are individual effects that happen when the Runner encounters a piece of ice unless the Runner is able to stop a subroutine with an icebreaker or other effect.
- If the rezzed piece of ice has an "end the run" subroutine, point it out and explain that the run ends if the Runner is unable to break that subroutine. If the rezzed piece of ice does not have an "end the run" subroutine, stress that the run will not end after all of the ice's subroutines resolve.
- Explain that there is no limit to the number of cards the Runner can use to interact with a piece of ice.
- Make sure the Runner understands that the Corporation does not trash a piece of ice when all of its subroutines have been broken.

After you have explained the different aspects of ice, walk the Runner through his or her current run and how he or she encounters the piece of ice you just rezzed.



Explain Net Damage

When the Runner makes a run for the first time, warn him or her that he or she may encounter cards that deal damage to the Runner. Explain that when the Runner suffers damage, he or she discards a number of cards at random equal to the amount of damage, and the Runner loses the game if he or she suffers more damage than the number of cards he or she has in hand. Do not mention brain damage or meat damage during the demo.

Explain Jacking Out

When the Runner passes a piece of ice for the first time, explain that the Runner may jack out after passing a piece of ice. Explain that if the Runner jacks out, the run ends and is unsuccessful.

Explain Accessing Cards

The first time the Runner makes a successful run, explain how he or she accesses cards. Explain that the Runner looks at the card he or she is accessing and can choose to steal the card if it is an agenda or trash the card for its trash cost if it is an asset. If he or she chooses not to steal or trash the card or if it is an operation or a piece of ice, the Runner can read the card before returning that card to its original location.

If the Runner is running on R&D, explain that he or she does not reveal any cards he or she accesses to the Corporation. Explain that if the Runner would access more than one card from R&D, he or she accesses them one at a time, choosing whether to steal or trash each card before accessing any additional cards. After accessing cards, the Runner returns all cards not stolen or trashed to R&D in the order they were prior to accessing.

If the Runner is running on HQ, explain that he or she accesses one card at random from the Corporation's hand. If the Runner does not steal or trash the card, he or she returns that card to HQ.

If the Runner is running on Archives, explain that he or she turns all cards in Archives faceup and then accesses all cards in any order he or she chooses. Stress that agendas can be stolen from Archives.

Explain Tags

If the Runner encounters a card that gives him or her a tag, take a moment to explain tags to the Runner. This is the time to explain the Runner's and Corporation's actions related to tags.

Explain Assets in Detail

The first time you rez an asset, take a moment to explain the different information displayed on the card and how an asset is similar and different than the Corporation's other cards.

- Point out the rez cost of assets and show the Runner how the graphic design is the same as the rez cost on ice.
- Point out the trash cost of the asset and remind the Runner that he or she can trash this type of card.
- Explain the asset's ability and briefly mention other possible effects an asset may have (i.e. making money, dealing damage, etc.).

Explain Icebreakers in Detail

The first time your new player is able to use an installed icebreaker on a piece of ice, take a moment to explain how an icebreaker works.

- Point out the strength of the icebreaker and the ability that increases the icebreaker's strength. Explain that an icebreaker can only interact with ice that has an equal or lesser strength than the icebreaker.
- Point out the ability that breaks subroutines. Explain that the Runner can use this when he or she encounters ice to prevent that ice's subroutines from taking effect.
- Explain that the Runner chooses whether to break each subroutine on a piece of ice individually. Stress that the Runner does not have to break every subroutine when encountering a piece of ice.

After you have explained the different aspects of icebreakers, walk the Runner through a scenario where he or she is able to break at least one subroutine on a piece of ice.



Finish the Game

After you finish the game, take some time to ask your new player about his or her thoughts. Providing your new player with some time to talk about his or her thoughts will strengthen his or her experience with *Android: Netrunner* and allow you a chance to address any questions he or she has. This is also a great time to explain additional game content that is included in the *Android: Netrunner* core set.

If you and your new player both have time, we highly recommend playing another game or two and allowing your new player to play the game as the Corporation.

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INITIATE RUN ON SERVER

