Learn to Play v2.1

Decklists

Weyland Consortium: Built to Last	**Zahya Sadeghi: Versatile Smuggler**
Agenda (9) 1x Above the Law 3x Offworld Office 3x Send a Message 2x Superconducting Hub **Asset (8)** 2x Anthill Excavation Contract 3x Clearinghouse 3x Regolith Mining License **Operation (11)** 3x Government Subsidy 3x Hedge Fund 3x Seamless Launch ●●●●● ● 2x Sprint ●● **Barrier (6)** 3x Kessleroid 3x Palisade **Code Gate (5)** 2x Syailendra 3x Whitespace **Sentry (5)** 1x Ballista 2x Karunā ●●●● 2x Tithe	**Event (16)** 3x Creative Commission ●●●●● ● 3x Jailbreak 3x Mutual Favor 3x Sure Gamble 2x Tread Lightly 2x Wildcat Strike ●● **Hardware (6)** 2x Docklands Pass 2x Pennyshaver 2x T400 Memory Diamond **Resource (7)** 3x Red Team 2x Smartware Distributor 2x Verbal Plasticity **Icebreaker (11)** 2x Buzzsaw ●● 2x Carmen 2x Marjanah 3x Mayfly 2x Rising Tide ●●●●

Corp

Deck order

First 5 cards are the opening hand (HQ).
1. Superconducting Hub
2. Palisade
3. Hedge Fund
4. Regolith Mining License
5. Sprint

Cards in R&D in descending order from the top.
1. Hedge Fund
2. Offworld Office
3. Tithe
4. Above the Law
5. Kesselroid
6. Syailendra

The rest are random and can be in any order.
Clearinghouse is at the bottom.

Runner

Deck Order

First 5 cards are in the opening hand (grip).
1. Jailbreak
2. Sure Gamble
3. Verbal Plasticity
4. Verbal Plasticity
5. Mayfly

Cards in the Stack in descending order from the top.
1. Wildcat Strike
2. Red Team
3. T400 Memory Diamond
4. Rising Tide

The rest are random and can be in any order.

Script

Turn 1

Corp Turn 1

1. **Start of turn**: **Draw 1 card**. This step is mandatory and happens at the beginning of Corp's turn, every turn. Corp draws Hedge Fund.
2. **Click 1**: Basic action: "**Install** a card from HQ". Corp installs Superconducting Hub into a new remote server **face down**.
3. **Click 2**: Basic action: "**Advance** 1 installed card" that can be advanced. Corp spends 1 credit and advances the face down card Superconducting Hub installed in the remote server by placing an advancement token on it.
   a. ID ability triggers: **Corp gains 2 credits**
4. **Click 3**: Basic action: "**Install** a card from HQ". Corp installs Palisade protecting the **remote server**, **face down** in front of Superconducting Hub.

Corp's turn ends with **6 credits** and **4 Cards** in HQ:
- Hedge Fund
- Regolith Mining License
- Sprint
- Hedge Fund

Runner Turn 1

1. **Click 1**: Basic action: "Play 1 **event** from your grip". Runner **pays 5 credits** to play Sure Gamble, **gaining 9 credits**.
2. **Click 2**: Basic action: "Play 1 **event** from your grip". Runner **pays 0 credits** to play Jailbreak, selecting **R&D** as the run target.
   a. The **run is** declared **successful**.
   b. **On successful run** (before accessing cards):
      i. Jailbreak effect: Draw 1 card. Runner draws Wildcat Strike.
      ii. Jailbreak effect: Runner will access 1 additional card.
   c. Runner **breaches** R&D, accessing 2 cards at the top of R&D.
   d. **Runner accesses the first card** from the top of R&D. Corp player shows the Runner the top card of R&D without the Corp player seeing this card. The Runner accesses Offworld Office and must **steal** this agenda if able. Runner takes the card and reveals the agenda to the Corp player, then places it in the Runner's score area.
      i. Any "on steal" effects would happen now, there are none.
   e. **Runner accesses the second card** from the top of R&D. Corp player shows the Runner the top card of R&D without the Corp player seeing this card. The Runner

accesses Tithe. Tithe is not stealable nor is it trashable. The Runner indicates to the Corp player that the Runner will take **no further action** and the Corp can place the card back on top of R&D without seeing the card.

     f. **End of Run.**

         i. **ID effect**: "When a run on HQ or R&D ends" triggers. Zahya accessed a total of 2 cards during this run and chooses to gain 1 credit for each card accessed. The Runner gains **2 credits**.

3. **Click 3**: Basic action: "**Run** any server". Runner selects the remote server as the run target.

     a. The Runner approaches the outermost ice protecting the remote server.

     b. The Corp chooses to **rez** Palisade by paying the rez cost of **3 credits** and flipping the card **face up**.

     c. The Runner **encounters** Palisade.

         i. The Runner currently has no way to break the subroutines on the ice being encountered.

         ii. The Runner indicates to the Corp to **fire all subroutines** in order.

             1. Palisade: Resolve "**End the run**." subroutine.

         iii. **The run ends**.

4. **Click 4**: Basic action: "**Draw** 1 card". Runner draws Red Team.

Runner's turn ends with **11 credits** and **5 cards** in the grip:
- Verbal Plasticity
- Verbal Plasticity
- Mayfly
- Wildcat Strike
- Red Team

Turn 2

Corp Turn 2

Corp starts turn 2 with 4 cards in HQ and **3 credits**.

1. **Start of turn**: Mandatory **draw 1 card**. Corp draws Tithe.
2. **Click 1**: Basic action: "**Advance** 1 installed card" that can be advanced. Corp spends **1 credit** and advances Superconducting Hub.
3. **Click 2**: Basic action: "**Advance** 1 installed card" that can be advanced. Corp advances Superconducting Hub again bringing it to 3 advancement tokens.
4. **Score** an Agenda on your turn: Superconducting Hub has met the advancement requirement of 3 advancements and can be scored. Corp player indicates that the Corp will score an agenda, reveals the face down agenda placing it in the Corp's score area, and placing the 3 agenda counters back in the token pool.
   a. Any "On score" effects would happen now.
      i. Superconducting Hub On Score effect: Corp player **draws 2 cards** (Above the Law, Kesselroid). The corp player now has a **maximum hand size** of **7**.
5. **Click 3**: Basic action: "**Install** a card from HQ". Corp player installs Tithe **face down** protecting a central server, **R&D**.

Corp's turn ends with **1 credit** and **6 cards** in HQ:
- Hedge Fund
- Regolith Mining License
- Sprint
- Hedge Fund
- Above the Law
- Kesselroid

Runner Turn 2

Runner starts turn 2 with **11 credits** and **5 cards** in the grip.

1. **Click 1**: Basic action: "**Install** 1 card from your grip". Runner installs Red Team by paying **5 credits**.
   a. Red Team effect: add **12 credits** from the credit pool on to this card.
2. **Click 2**: Red Team action: "**Run a central server** you have not run this turn". Runner chooses a central server to initiate a run, **R&D**.
   a. Runner approaches the outermost ice protecting the server.
   b. Corp player chooses to **rez** Tithe by paying its rez cost, **1 credit**, and flipping the ice **face up**.

    c.   Runner player encounters Tithe.
- i.   The Runner currently has no way to break the subroutines on the ice being encountered.
- ii.   The Runner indicates to the Corp to fire all subroutines in order.
   1. Tithe: Resolve "**Do 1 net damage**" subroutine. The Corp does 1 net damage to the Runner.
      Teaching Moment explain how meat and net damage mechanics work.
   2. Tithe: Resolve "**Gain 1 credit**" subroutine. The Corp gains 1 credit.
- iii. **The run does not end**.
- iv. The runner passes the ice.

    d. The **run is** declared **successful**.

    e. **On successful run** (before accessing cards):
- i.   Red Team effect: Runner gains **3 credits**, take these 3 credits from the 12 credits on Red Team.

    f. Runner **breaches** R&D, accessing **1 card** at the top of R&D.
- i.   **Runner accesses the first card** from the top of R&D. Corp player shows the Runner the top card of R&D without the Corp player seeing this card. The Runner accesses Syailendra. Syailendra is not stealable nor is it trashable. The Runner indicates to the Corp player that the Runner will take **no further action** and the Corp can place the card back on top of R&D without seeing the card.

    g. **End of Run.**
- i.   **ID effect**: "When a run on HQ or R&D ends" triggers. Zahya accessed a total of 1 card during this run and chooses to gain 1 credit for each card accessed. The Runner gains **1 credit**.

3. **Click 3**: Basic action: "**Install** 1 card from your grip". Runner installs Verbal Plasticity by paying its install cost of **3 credits**.
4. **Click 4**: Basic action: "**Draw** 1 card".
   a. Verbal Plasticity replacement effect: "Draw 2 cards instead". Runner draws Memory Diamond and Rising Tide.

Runner's turn ends with **7 credits** and **4 cards** in the grip.
The Runner took net damage during this turn so these 4 cards are indeterminate

Turn 3

Corp Turn 3

Corp starts turn 3 with **6 cards** in HQ and **1 credit**.

1. **Start of turn**: Mandatory **draw 1 card**. Corp draws Syailendra.
6. **Click 1**: Basic action: "Gain **1 credit**". Corp adds 1 credit to their credit pool.
7. **Click 2**: Basic action: "**Install** 1 card from HQ". Corp installs an asset Regolith Mining License in the protected remote server **face down**, behind the rezzed Palisade.
8. **Rez** a card: Corp rezzes Regolith Mining License by playing its install cost of **2 credits**, and flipping it **face up**. ***Teaching Moment*** explain rezzing cards and when they can be rezzed.
   a. Regolith Mining License "**on rez**" effect: add **15 credits** onto this card.
9. **Click 3**: Regolith Mining License action: "**Take 3 credits** from this asset". Corp player adds 3 credits to the Corp credit pool from Regolith.

Corp's turn ends with **3 credits** and **6 cards** in HQ:
- Hedge Fund
- Sprint
- Hedge Fund
- Above the Law
- Kesselroid
- Syailendra

Runner Turn 3

Runner starts turn 3 with **7 credits** and **4 cards** in the grip.

1. **Click 1**: Basic action: "**Install** 1 card from the grip". Runner installs Rising Tide by paying its install cost of **1 credit**.
2. **Click 2**: Basic action: "**Run** any server". Runner chooses the remote server (Regolith) as the run target.
   a. The Runner approaches the outermost ice protecting the remote server, Palisade.
   b. Palisade is rezzed, the Runner **encounters** Palisade.
   c. The Runner can now use Rising Tide to interface with the Barrier type ICE and break the subroutines on the ice being encountered.
      i. ***Teaching Moment*** explain Interface and using installed card abilities to break subroutines on ice.
      ii. The Runner uses the "**1credit:** +1 strength" ability on Rising Tide 3 times by paying 3 credits.

        iii.   Rising Tide can now interface with the Barrier type ICE.
        iv.   The Runner uses the "Interface → **1credit:** Break 1 **barrier** subroutine." ability on Rising Tide 1 time by paying 1 credit.
- d. All subroutines on the ice are now broken. The Runner passes Palisade.
- e. The Runner accesses Regolith Mining License.
        i.   **Teaching Moment** explain trashing cards and trash costs.
        ii.   The trash cost of this asset is 3. The runner only has 2 credits which is not enough to trash the asset. Nothing else happens. This step is here to learn about using icebreakers to break subroutines on ICE.
- f. The run ends.
        i.   ***Teaching Moment*** explain the 3 types of ICE.

The rest of the runner's turn is unscripted, the Runner can choose what they want to do for the remaining 2 clicks and rest of the turns.

Before leaving the players, explain some final topics that may come up:
1. Explain installing multiple ice on the same server and install costs.
2. Take Clearinghouse from the bottom of R&D and explain how it works
    a. Then shuffle Clearinghouse into R&D
3. Take Syailendra from HQ and explain that some ice can be advanced. Return the card to HQ.
4. Explain accessing cards from Archives

Let the players continue playing the game to 7 points.

The following topics have been intentionally omitted from this L2P script and won't come up during the game:
- Upgrades
- Core Damage
- Tags
- Viruses
- Purging Virus counters