ALWAYS BE RUNNING

A NETRUNNER DOCUMENTARY

a DOCUMENTARY FILM by
JEREMY WILKER



One dead game.
Seven years of defiance.
Hundreds of volunteers.

When corporate nonsense killed
Netrunner in 2018, the fans took over.
Seven years later, they've built something
bigger than the original.

This is the future of community-led gaming.

Told from the perspectives of two worlds tournaments, seven years apart, ***Always Be Running*** features the voices of the community of players of Netrunner, telling their own story, of why their game was worth saving.





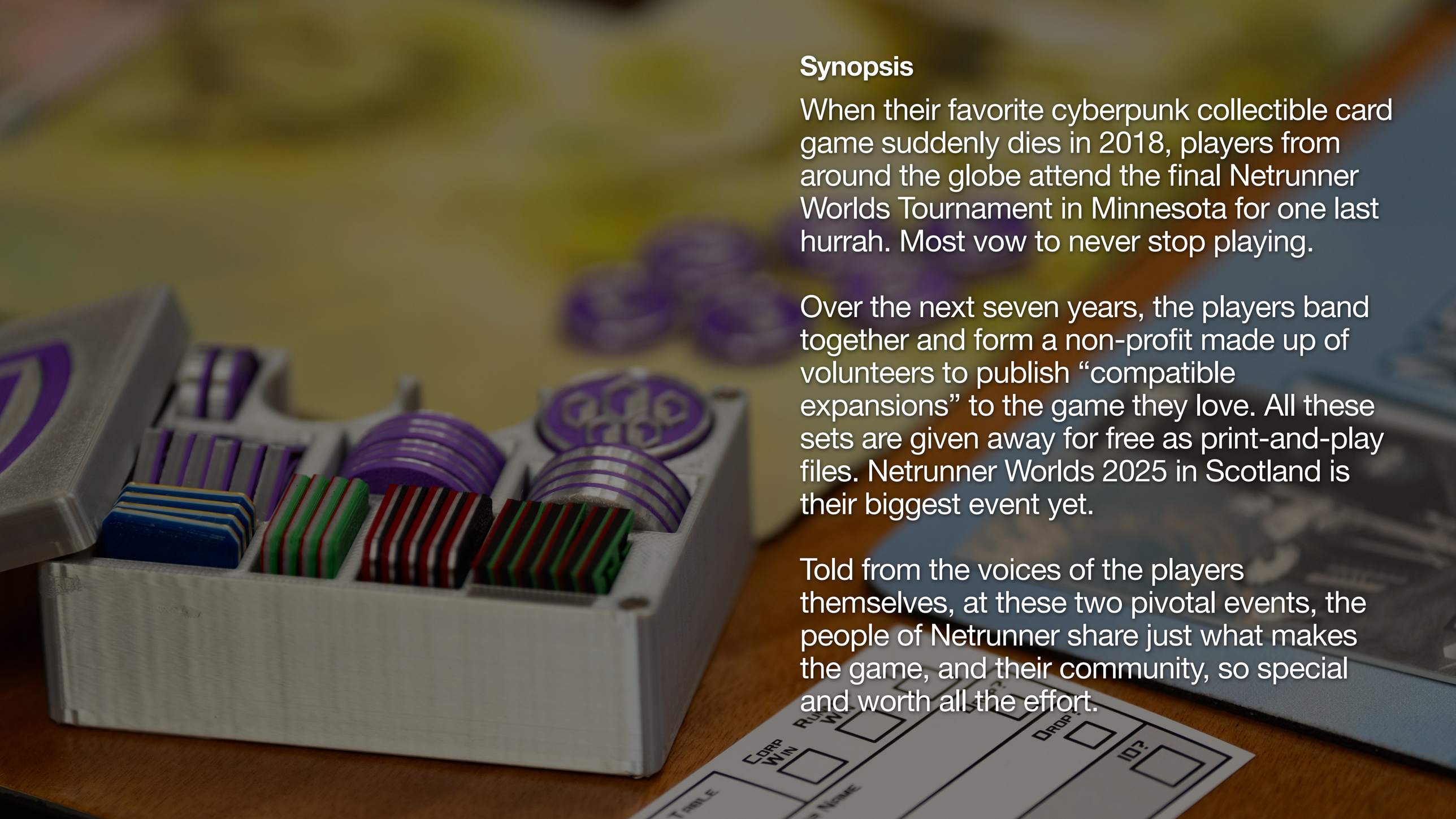







Logline

After an abrupt end of their favorite game, the players of ***Netrunner*** vow to keep going. Seven years later they are publishing the game, for free, as a non-profit of volunteers.



Synopsis

When their favorite cyberpunk collectible card game suddenly dies in 2018, players from around the globe attend the final Netrunner Worlds Tournament in Minnesota for one last hurrah. Most vow to never stop playing.

Over the next seven years, the players band together and form a non-profit made up of volunteers to publish “compatible expansions” to the game they love. All these sets are given away for free as print-and-play files. Netrunner Worlds 2025 in Scotland is their biggest event yet.

Told from the voices of the players themselves, at these two pivotal events, the people of Netrunner share just what makes the game, and their community, so special and worth all the effort.

WHERE IT STARTED: Minnesota 2018

















WHERE IT WRAPPED: Scotland 2025

















Director’s Statement

This project was one that started long before I realized it.

As an avid board-gamer, I had just learned to play ***Android: Netrunner*** and added it to my collection when the news came that it was abruptly ending. I showed up, spur of the moment, to the final Worlds tournament with my camera to try to capture what I had been missing.

I interviewed about 40 different people from all walks of life and from around the globe, had a very interesting weekend, and then I put the footage on my server and went on with my life (raising two kids as a divorced dad, freelance work, etc).

As I’d cycle through my games, Netrunner would come out and I’d check up on what was happening with the players and see how the volunteers were continuing to put out their “compatible expansions” to the game. They were still meeting at game stores, still playing online, and talking to and supporting each other. They were, as they promised, keeping their favorite game alive.

Eventually, years later now, a work contract ended and I had some free time so I started going through old footage and suddenly I had cut together a very touching half-hour story about the end of the game.

But I knew the players were doing much more, and perhaps had reached a point where I needed to revisit the story and hear a little bit on how they managed to become a non-profit volunteer-based game publisher. So I attended Worlds 2025 in Edinburgh, Scotland, and once again interviewed about 40 players.

This film does ***not*** try to tell a comprehensive story (because the game had a whole other life years before the FFG days and there are ***so*** many people who have done their part in keeping Netrunner going), rather I present my camera to the players, at two pivotal points in the game’s life, and capture the event, the experience, the percolating thoughts of those who paused and shared their personal Netrunner world with me.

This game, this community of gamers, literally moved me to share their story, even though I'm on the fringes of the scene. I've watched the footage so many times during post-production and there are still moments that get a reaction out of me. Netrunners have shown me that kindness and empathy and all flavors of humanity still exist, and I have hope and belief that you, too, will find your place, your people, in this world.

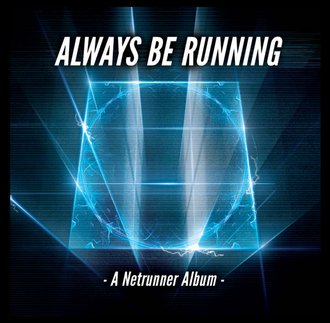
In closing, I would like to dedicate this documentary to all the diverse and the neuro-spicy game nerds out there, but especially to all the LGBTQ gamers.



A film by JEREMY WILKER

Jeremy Wilker is a filmmaker from Minneapolis, Minnesota. He's contributed his camera work to docs such as *Being BeBe, Echoes In The Night: The Search for Jacob Wetterling, The G Word, Time For Ilhan, Wet House, Typeface* and feature films *Death To Prom* and *TRIUMPH67.*











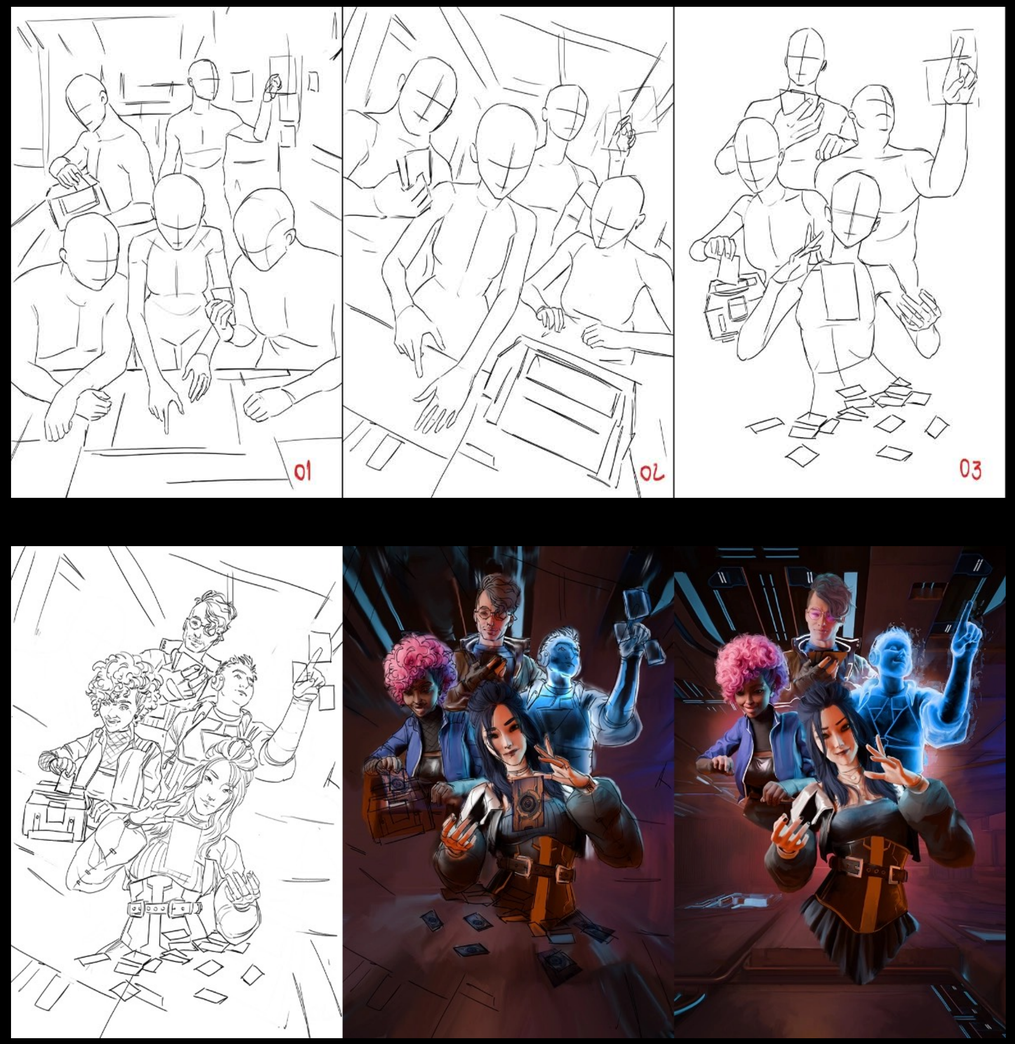




Music by TRIPP MIRROR

Tripp Mirror is a synth hoarder and cinematic synthwave producer from Belfast, Northern Ireland. He has made 8 albums about Netrunner to date and probably isn't going to stop.

Find him at trippmirror.bandcamp.com



Artwork by MATHEUS CALZA

Since alternative-artwork cards are such a big part of Netrunner, the poster artwork was commissioned from Brazilian illustrator Matheus Calza. His work includes illustrations for role-playing games and trading card games such as Netrunner, Pathfinder, Rifts, Deadlands and Neuroscape, as well as projects for Vampire: The Eternal Struggle.

Film Overview

Title	Always Be Running
Length	94 minutes
Genre	Documentary
Budget	Self-funded + $7790 crowd-funding
Production Dates	October 2018 — August 2026
Production Locations	Roseville, MN USA & Edinburgh Scotland
Production Company	moonpost productions
Tech Specs	Digital, 4K, 1.9:1
Language(s)	English
Country of Origin	United States
Website	alwaysberunningfilm.com

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