

Notoriety
This is the lead you were looking for, you cannot afford to let it slip away now.
Cyberspace locations are connected to each location adjacent to it.

Objective – Place as many clues as you can on Police Hopper and get out alive with Oracle May. If each surviving investigator has resigned, advance.

►: Resign. You have what you came for. You leave the streets behind and head back to NAPD headquarters.

Forced – When an investigator is eliminated (by defeat or resignation): Place each of that investigator's clues here.

"Thanks to our sophisticated psychographic profiling, Rexie is the perfect companion and edutainment for today's young ones and tomorrow's leaders."
— Jackson Howard, Vice President of Child Programming

AGENDA_{2b} You hear a muffled cry from behind you. You turn around and are confronted by a clone much like Caprice Nisei, with hypnotic, piercing eyes, kneeling by Oracle May's limp body. You rush to intercede but a strike from behind forces you to the ground, face down. You curse inwardly, cursing, without your witness. Now that the Jinteki retirement officers have reclaimed their wayward clone, they no longer pay you any heed. As Jinteki's property, interviewing her will be out of the question now without long, drawn-out legal processes.

(→R2)

Lone Retirement

Once you have resolved agenda 1b:
Advance the agenda directly to agenda 1b if you have not already advanced to agenda 1b this scenario. (Once you have resolved agenda 1b, continue to the next section of this act.)

You lock eyes with Oracle May for a fraction of a second. The rest of the world stops moving. Her gaze pierces through you. A stray thought uncurls in your head.

I know where Akiko Nisei is.

You break away. The crowds of people who were milling around before have dissipated.

Put Oracle May into play at the meatspace location furthest from the Police Hopper.

Check your Campaign Log. If the investigators accepted both gifts, the investigators must either, as a group, place 2 ⚡ of their clues on Police Hopper, or flip the rightmost Passerby to its enemy side and place its clues on its location.

Collective Consciousness

Busy Street



LOCATION

Meatspace. Street.

Crowds of people and androids pack the street, jostling each other in the din. The shops that line The Strip are a mix of high and low—because of the beachfront nature of the district, plaza and undercity in Manta are only a few meters apart, leaving little space to hide the disenfranciscos and lower classes, so Manta's diversity is obvious even to the upper classes.

AGENDA_{1b} If it is act 1:
A black-haired woman sprints into the store whose manager you're currently interviewing, barrelling into you. You catch her and are about to reprimand her when you realise... this is Oracle May! She's famous among risie circles for her predictions that supposedly always come true—and for the difficulty of attaining a consultation with her. What is she doing here?

Advance the act directly to act 3b.

Otherwise:

A black-haired woman sprints into the store whose manager you're currently interviewing, barrelling into you. You catch her and are about to reprimand her when you realise... this is Oracle May! What is she doing here? If Brent Musashi and Bill Musashi are set-aside, shuffle them into the encounter deck.

Advance the act directly to act 3b if you have not already advanced to act 3b this scenario.

AGENDA_{1b} You enter another warehouse, seemingly deserted. Shelves of unmarked boxes line the right hand side of the room, covered with a layer of dust. A staircase on the other side leads to an upper floor to the warehouse, but the steps have not seen any use recently either.

A cylindrical box sits on a desk in the corner of the room that's strangely free of dust. When you approach, it lights up with an orange rim and holographically projects a boottup sequence into the air: it must be someone's console. You jack in and scan for any data you can access.

Shuffle the set-aside Brent Musashi and Bill Musashi into the encounter deck.

ACT_{3b}

Into the Depths

Police Hopper



LOCATION

Meatspace. Street.

The term "hopper" is slang for skyhopper, a name derived from the vehicle's quick bursts of flight between charging pads. A short-duration hydrogen fuel cell powers the electromagnetic hoverfoil rotors for hours at a time. These cells are recharged by contact with landing pads in a process called "flash charging" that lasts only a second or two.



The Head Case

HARD / EXPERT



-2 for each clue you have.



-2. Place 1 of your clues on a Passerby.



-3. Gain 2 tags.



-6. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

1/41 163

Read Scenario Interlude: One Man's Trash in the Campaign Guide.

AGENDA_{1b} While arguing with the security to be let into Anon to interview the manager, one of the partygoers inside emerges from within the black featureless cube that is the club. Their holographic costume is less flamboyant than the usual designs that can be seen in Anon: a glimmering top hat and a single third eye on the forehead. They stand on their toes and whisper into the ear of one of the security team, then disappear back into the frenzy of light and dark inside Anon. The man blocking your way turns back to face you and grunts, "Lucky you. You have a reading from the Oracle May.
'Behind the armory's neon-drenched walls,
the path you seek begins.
Follow the script—
it knows what you have lost.'

Now piss off."

ACT_{4b}

Equivocation

If an investigator controls Oracle May:
You cram into the hopper and, taking no further chances with the Jinteki retirement officers have reclaimed their wayward clone, you no longer pay you any heed. As Jinteki's property, interviewing her will be out of the question now without long, drawn-out legal processes.

(→R1)

ACT_{4b}

Diana's Hunt

Otherwise:

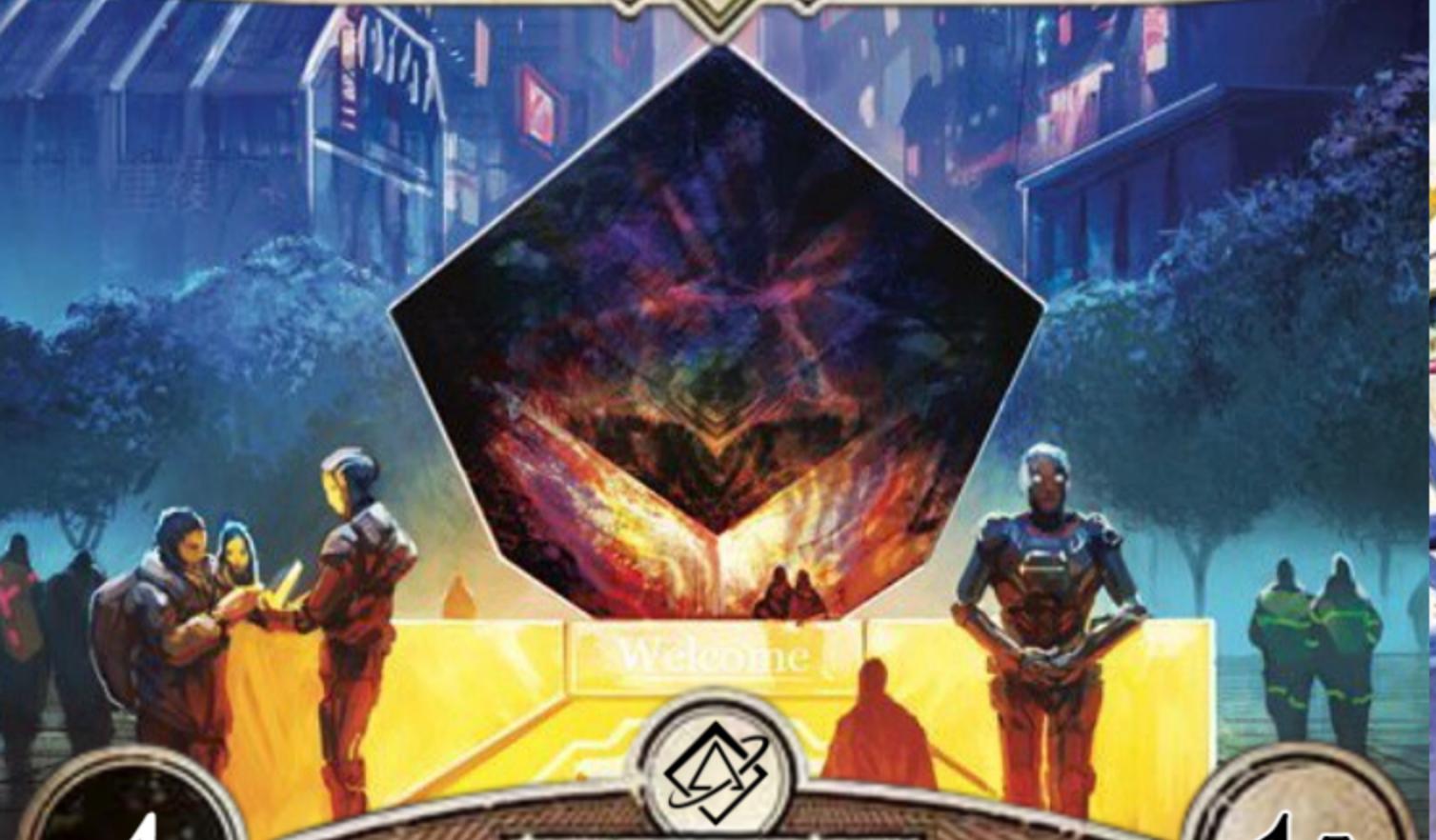
You cram into the hopper, cursing, without your witness. Now that the Jinteki retirement officers have reclaimed their wayward clone, they no longer pay you any heed. As Jinteki's property, interviewing her will be out of the question now without long, drawn-out legal processes.

(→R2)

London Library

Smartware Distributor

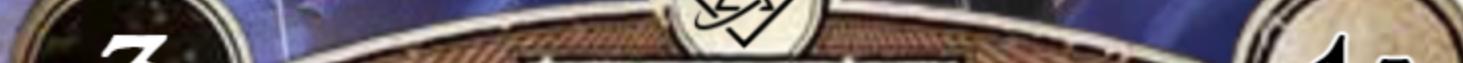
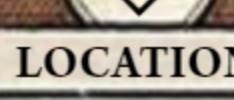
TechnoCo Local



4 LOCATION 1*

Meatspace. Street.

► Gain 1 tag: Draw 3 cards. You may play 1 of them, ignoring all costs. If you do, exile that card when the game ends or when you are eliminated. (Limit once per game.)

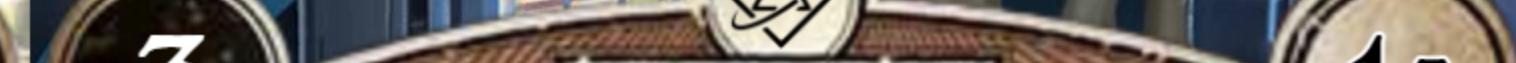
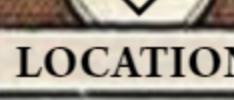


3 LOCATION 1*

Meatspace. Street.

Forced – After Smartware Distributor is revealed: Each investigator may discard the top 5 cards of their deck.

► Choose an **Item** card in your discard pile and play it (paying its cost). (Limit once per game.)

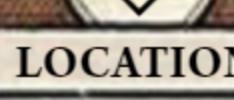


3 LOCATION 1*

Meatspace. Street.

► Gain 2 tags: Search your deck for an **Item** asset and play it (paying its cost). Shuffle your deck. (Limit once per game.)

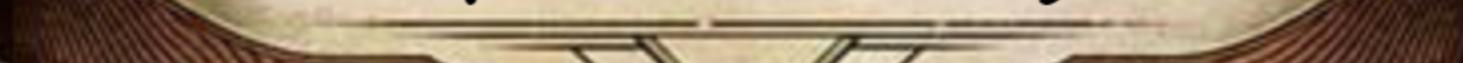
"As the world shrinks, communications becomes the most essential technology."
—Ramesh Gupta, One World Economy



Illus. James Ives

10/41 ⚡ 172

Unnamed Warehouse



Illus. Benjamin Giletti

11/41 ⚡ 173

Shuttered Side Alley



Illus. Caravan Studio

12/41 ⚡ 174

Aesop's Pawnshop



Meatspace. Street.

Forced – At the end of the round: Each investigator with a meat body here takes 1 damage.

"First rule of the business: make sure you're not 'personally liable' when the transaction executes."
—Ted J. Son, Central Counterparty Clearance



Meatspace. Street.

► You pound on the shutters and shout at its occupants to open up. Nothing happens.



0 LOCATION 4

Meatspace. Street.

⚡ During your turn, discard an **Item** asset from your play area: Gain 3 resources. (Limit once per round.)

► Investigators with their meat body here spend 2* clues, as a group: Put the set-aside Desereted Backroom into play.



Illus. David Lei

13/41 ⚡ 175

Desereted Backroom



Illus. surihelpz

14/41 ⚡ 176

Hopper Assistant



0 LOCATION 3

Hong Kong

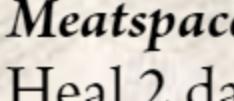


15/41 ⚡ 177



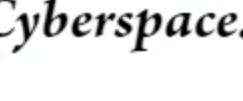
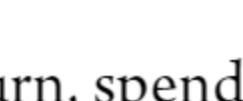
Illus. Bruno Balixa

16/41 ⚡ 178



Meatspace.

► Spend 1 clue: Heal 2 damage or horror (or any combination thereof) from among investigators and/or **Ally** assets here.

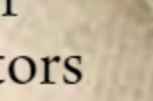
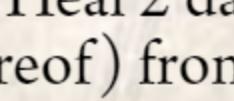


Cyberspace.

Uses (3 cycles).

⚡ During your turn, spend 1 cycle: Reduce the difficulty of the next skill test you perform this phase by 2. Any investigator with their cyber avatar here can trigger this ability, regardless of location.

Victory 1.



0 LOCATION 3

Cyberspace.

Forced – When you leave Hong Kong in the same turn you entered it: Take 3 horror.

That must have been... five years ago? Six? It wasn't long after she'd run away. She'd had to learn Cantonese. It hadn't taken long. Everyone spoke English, but the tri-maf looked down on you if you didn't speak Cantonese.



Illus. Adam S Doyle

17/41 ⚡ 179



Illus. Scott Uminga

18/41 ⚡ 180

Busy Street



Meatspace. Street.

Crowds of people and androids pack the street, jostling each other in the din. The shops that line The Strip are a mix of high and low—because of the beachfront nature of the district, plaza and undercity in Manta are only a few meters apart, leaving little space to hide the disenfrancistos and lower classes, so Manta's diversity is obvious even to the upper classes.

Illus. Jonathan Lee (Edited)



Aesop's Pawnshop



Meatspace. Street.

"Aesop's Pawnshop. Buy. Sell. Scrip only."

LOCATION

LOCATION

LOCATION

Meatspace. Street.

Society inevitably leaves some falling between the plascrete cracks, and those in a place of power are content to overlook such parts of New Angeles. While upward social mobility has become a myth of sorts, the decline into the teeming masses of the forgotten is a harsh reality.

Crowds of people and androids pack the street, jostling each other in the din. The shops that line The Strip are a mix of high and low—because of the beachfront nature of the district, plaza and undercity in Manta are only a few meters apart, leaving little space to hide the disenfrancistos and lower classes, so Manta's diversity is obvious even to the upper classes.

Illus. Jonathan Lee (Edited)



Shuttered Side Alley



LOCATION

Meatspace. Street.

Busy Street



Meatspace. Street.

Crowds of people and androids pack the street, jostling each other in the din. The shops that line The Strip are a mix of high and low—because of the beachfront nature of the district, plaza and undercity in Manta are only a few meters apart, leaving little space to hide the disenfrancistos and lower classes, so Manta's diversity is obvious even to the upper classes.

Illus. Jonathan Lee (Edited)



Unexplored Server



LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Hopper Assistant



LOCATION

Cyberspace.

Although "weak" or applied AI systems have been used for years in devices such as secretary software agents, none of these devices approached true human intelligence, or "strong" AI. The key to strong AI proved to be brainmapping, a technology originally developed to diagnose and study brain disorders.

Illus. Jonathan Lee (Edited)



Deserted Backroom



LOCATION

Meatspace.

The unadorned, gray, straight-lined, and sharp-cornered design aesthetic of the back warehouse contrasts with the haphazard mess that is the pawnshop itself. A welcome relief from the crowds and noise outside.

Illus. Adam S. Doyle



Illus. Adam S. Doyle

Illus. Bruno Balixa



Budapest

Heinlein

NeoTokyo

3

LOCATION

2*

Cyberspace.

Forced – When your turn starts, if your cyber avatar is here: Corrupt the top 2 cards of your deck.

Right, it had been for about a week. She barely saw any of the city except the clone slums. She was there now, amid a mass of clones and broken humans, alone, trading scrip for a hot meal, plastic currency rough in her cold fingers and fraying gloves.

Victory 1.

Illus. Scott Uminga

19/41



181

Kampala

4

LOCATION

2*

Cyberspace.

After you draw a card from your deck, if your cyber avatar is here: Play it, reducing its resource cost by 4. (Group limit once per round.)

She spread her arms, drifting in Lake Victoria. Hoppers and satellites twinkling in the twilight sky. A tower rising to the heavens. A second beanstalk.

Illus. Scott Uminga

22/41



184

Passerby

ASSET

**Civilian.**

► **Parley.** Test (2). For each point you succeed by, take control of one of the clues on Passerby.

Forced – After you enter or leave Passerby's location: Test (2). If you fail, you lose 1 action and cannot move again this round. (Max once per move across all Passersby.)

25/41



187

LOCATION

2*

Cyberspace.

Forced – After you fail a skill test while investigating Heinlein: Corrupt a random non-weakness card in your hand.

She stepped out of her memories into a humming room, bathed in red light, a facility—that was the word, "facility". Could be anywhere in the worlds. Could be on the Moon. Was on the Moon, she suddenly knew. But... when was that?

ChiLo

LOCATION

2*

Cyberspace.

Forced – After you discover 1 or more clues from ChiLo: Gain that many tags.

Anyone with enough credits can buy a citizenship within the city. Clones whisper of ChiLo as a promised land of freedom. A wasteland of tens of thousands of heartbreaks. Each one felt. Each one grieved.

Victory 1.

Illus. Scott Uminga

23/41



185

Passerby

ASSET

**Civilian.**

► **Parley.** Test (2). For each point you succeed by, take control of one of the clues on Passerby.

Forced – After you enter or leave Passerby's location: Test (2). If you fail, you lose 1 action and cannot move again this round. (Max once per move across all Passersby.)

25/41



187

LOCATION

5

Cyberspace.

► Corrupt a non-weakness card in your hand and gain 1 tag: Discover 1 clue here.

She could feel the samurai closing in on her, moving through the crowd like hunting sharks. She fought her way to the edge of the plaza, ducked behind a noodle cart. There was a hatch there, to the undercity, to safety.

Victory 1.

Illus. Adam S. Doyle

21/41



183

Mumbad

ASSET

**Civilian.**

► **Parley.** Test (2). For each point you succeed by, take control of one of the clues on Passerby.

Forced – After you enter or leave Passerby's location: Test (2). If you fail, you lose 1 action and cannot move again this round. (Max once per move across all Passersby.)

25/41



187

Illus. Scott Uminga

25/41



187

Unexplored Server

Unexplored Server

Unexplored Server

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Unexplored Server

Unexplored Server

Unexplored Server

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Retirement Officer

Retirement Officer

Retirement Officer

3 2* 2*

Humanoid. Tracker. Elite.

Meatspace Spawn.

Hunter. Retaliate.

Prey – Only Oracle May or her controller.

During the enemy phase, instead of attacking, Retirement Officer deals 1 (*non-direct*) damage to each investigator at its location and 1 direct damage to each **Ally** asset at its location (even if it is unengaged).

Victory 0.

 ENEMY



Meatspace Spawn.

Hunter. Retaliate.

Prey – Only Oracle May or her controller.

During the enemy phase, instead of attacking, Retirement Officer deals 1 (*non-direct*) damage to each investigator at its location and 1 direct damage to each **Ally** asset at its location (even if it is unengaged).

Victory 0.

 ENEMY



Meatspace Spawn.

Hunter. Retaliate.

Prey – Only Oracle May or her controller.

During the enemy phase, instead of attacking, Retirement Officer deals 1 (*non-direct*) damage to each investigator at its location and 1 direct damage to each **Ally** asset at its location (even if it is unengaged).

Victory 0.

 ENEMY



Passerby

Passerby

Oracle May

ASSET

ASSET

ASSET



Civilian.

► **Parley.** Test (2). For each point you succeed by, take control of one of the clues on Passerby.

Forced – After you enter or leave Passerby's location: Test (2). If you fail, you lose 1 action and cannot move again this round. (Max once per move across all Passersby.)

Illus. Scott Uminga

25/41

187

Illus. Scott Uminga

25/41

187

Illus. Matt Zeilinger

30/41

188

Akiko's Insight

Akiko's Insight

Akiko's Insight

0

0

0

ASSET

ASSET

ASSET



Talent.

Akiko's Insight starts in play.

► When you reveal a chaos token, remove Akiko's Insight from the game: Name a **Trait** and discard the bottom 3 cards of the encounter deck. If a card with the named **Trait** was discarded, cancel the token and treat it as an token, instead.

Talent.

Akiko's Insight starts in play.

► When you reveal a chaos token, remove Akiko's Insight from the game: Name a **Trait** and discard the bottom 3 cards of the encounter deck. If a card with the named **Trait** was discarded, cancel the token and treat it as an token, instead.

Talent.

Akiko's Insight starts in play.

► When you reveal a chaos token, remove Akiko's Insight from the game: Name a **Trait** and discard the bottom 3 cards of the encounter deck. If a card with the named **Trait** was discarded, cancel the token and treat it as an token, instead.

Illus. Adam Schumpert

31/41

189

Illus. Adam Schumpert

31/41

189

Illus. Adam Schumpert

31/41

189

Akiko's Insight

Top Hat

Bill Musashi

0

0

2

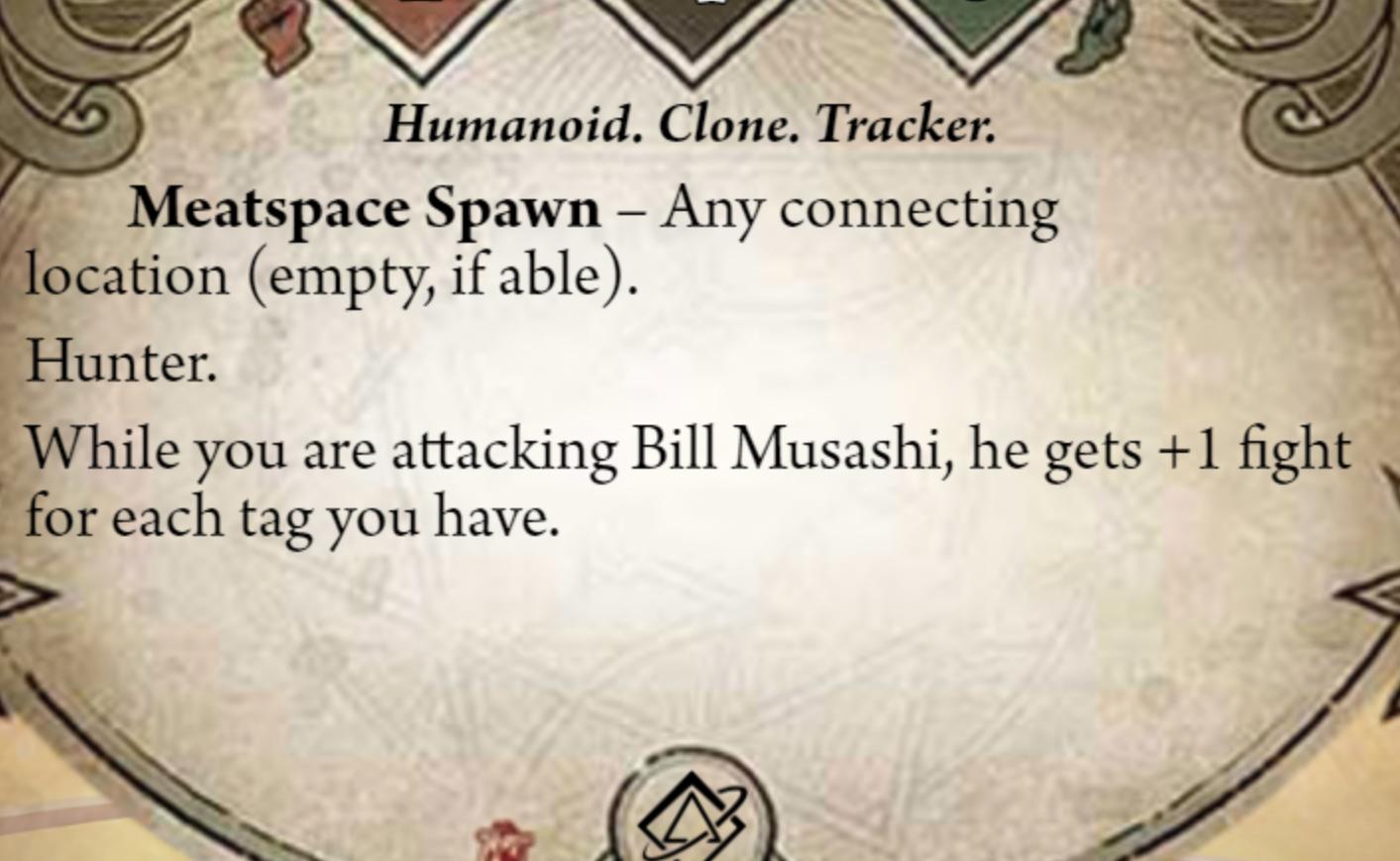
4

3

ASSET

ASSET

Humanoid. Clone. Tracker.



Talent.

Akiko's Insight starts in play.

► When you reveal a chaos token, remove Akiko's Insight from the game: Name a **Trait** and discard the bottom 3 cards of the encounter deck. If a card with the named **Trait** was discarded, cancel the token and treat it as an token, instead.

Item. Console.

Permanent.

► When the first investigation phase of the game begins: Search the encounter deck for 2 cards, shuffle the encounter deck, and place those cards on top.

Illus. Adam Schumpert

31/41

189

Illus. John Ariosa

35/41

190

Illus. Alexandr Elichev (Edited)

36/41

191



Brent Musashi

2 4 3

Humanoid. Clone. Tracker.

Meatspace Spawn – Any connecting location (empty, if able).

Hunter.

While you are attacking Brent Musashi, he gets +1 fight for each tag you have.



ENEMY

Illus. Alexander Elichev (Edited)

37/41



192

Illus. Janet Brueselbach (Edited)

Peril.

Revelation – Announce each **Trait** present on non-weakness cards in your hand. Do not announce how many times each **Trait** appears. Choose an investigator (another investigator, if able). They choose 2 of the announced **Traits**. Corrupt each non-weakness card in your hand that has any of the chosen **Traits**.

Illus. Janet Brueselbach (Edited)

38/41



193

Illus. Janet Brueselbach (Edited)

Engram Flush

TREACHERY

Terror.

Peril.

Peril.

Revelation – Announce each **Trait** present on non-weakness cards in your hand. Do not announce how many times each **Trait** appears. Choose an investigator (another investigator, if able). They choose 2 of the announced **Traits**. Corrupt each non-weakness card in your hand that has any of the chosen **Traits**.

38/41



193



Easy Mark

Easy Mark

TREACHERY

Blunder. Hazard.

Revelation – If there are no Passerby assets in play or if you have no clues, Easy Mark gains surge. Otherwise, test (3). For each point you fail by, place 1 of your clues on a Passerby.

Revelation – If there are no Passerby assets in play or if you have no clues, Easy Mark gains surge. Otherwise, test (3). For each point you fail by, place 1 of your clues on a Passerby.

Illus. Matt Zeilinger

40/41



194

Illus. Matt Zeilinger

40/41



194

