

Social Engineering

J Ultimately, it became clear that Jinteki could in fact strongly condition clones. There remains a slim chance that any clone can override its conditioning, but this is little more than statistical noise.

—Excerpt from The Worlds of Android

I Do not draw cards from the encounter deck during the mythos phase.

D **Objective** – If the investigators, as a group, have the requisite number of clues you must immediately spend them and advance.

4/41 Ⓛ 166
4/41 Ⓛ 166
Illustr. Smirnoville

4/41 Ⓛ 166
4/41 Ⓛ 166
Illustr. Smirnoville

ACT 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."

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

5/41 Ⓛ 167
5/41 Ⓛ 167
Illustr. Smirnoville

Equivocation

Act 1a

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4/41 Ⓛ 166
4/41 Ⓛ 166
Illustr. Smirnoville

4/41 Ⓛ 166
4/41 Ⓛ 166
Illustr. Smirnoville

Agenda 1a

If it is act 1:
A black-haired woman sprints into the store whose manager you're currently interviewing, barreling into you. You catch her and are about to reprimand her when you realise... this is Oracle May! She's famous among mystic 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:

While you have been here, nobody has entered the store until now, but you hear a ruckus and watch as a black-haired woman sprints inside, barreling 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.

1/41 Ⓛ 163
1/41 Ⓛ 163
Illustr. Janet Bruesewitz (Edited)

Preognition

Agenda 1a

A black-haired woman sprints into the store whose manager you're currently interviewing, barreling into you. You catch her and are about to reprimand her when you realise... this is Oracle May! She's famous among mystic 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:

While you have been here, nobody has entered the store until now, but you hear a ruckus and watch as a black-haired woman sprints inside, barreling 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.

1/41 Ⓛ 163
1/41 Ⓛ 163
Illustr. Janet Bruesewitz (Edited)

Agenda 2a



Kakurenpō

Jinteki hunters stalk the crowds, tracking you and Oracle May.

Oracle May counts as an investigator for the purpose of determining where Retirement Officer enemies move during the enemy phase.

Forced – At the end of the mythos phase: 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.

1/41 Ⓛ 163
1/41 Ⓛ 163
Illustr. Janet Bruesewitz (Edited)



Agenda 2a



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1/41 Ⓛ 163
1/41 Ⓛ 163
Illustr. Janet Bruesewitz (Edited)

Agenda 1a



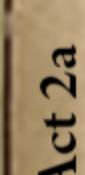
Clones are not People

Clones undergo a final medical review immediately prior to its delivery to the client. Each clone's performance reflects heavily on Jinteki's reputation. Clones that fail this final review are recycled or repurposed for internal use. Anything less than perfection will not live up to the Jinteki brand.

—The Worlds of Android

1/41 Ⓛ 163
1/41 Ⓛ 163
Illustr. Janet Bruesewitz (Edited)

Act 2a



Direct Access

Following your lurch, the door at the back of Aesop's Pawnshop, hidden behind the pile of bionic arms, seems relevant somehow. Cyberspace locations are connected to each location adjacent to it.

Objective – Get into the backroom. If Deserted Backroom is revealed, advance.

5/41 Ⓛ 167
5/41 Ⓛ 167
Illustr. Smirnoville

Forced – If it is act 1, when doom is placed on this agenda during the mythos phase: Place 1 additional doom on this agenda.

11

—The Worlds of Android

5/41 Ⓛ 167
5/41 Ⓛ 167
Illustr. Janet Bruesewitz (Edited)

Notoriety

This is the lead you were looking for, you cannot afford to let it slip away now.

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.

Police Hopper

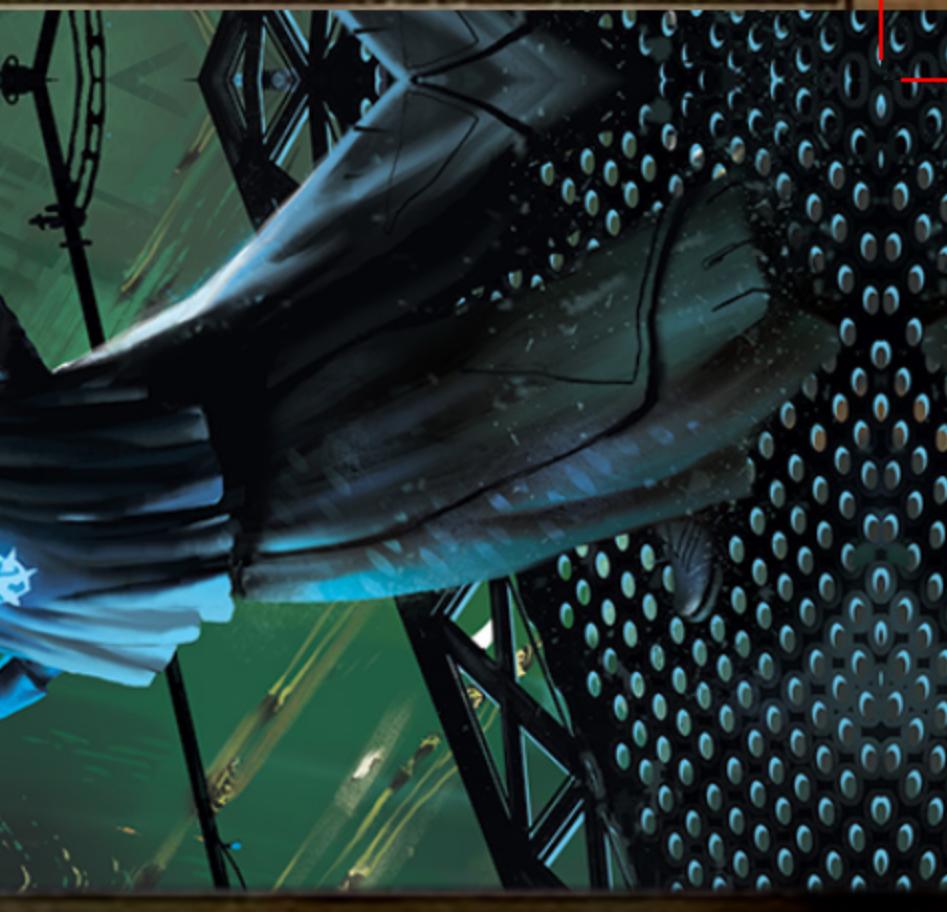
Meatspace. Street.

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 bootup 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.

Into the Depths

ACT 2b



If an investigator controls Oracle May:

You cram into the hopper and, taking no further chances with the Jinteki hunters, immediately launch into the air, headed back to NAPD headquarters.

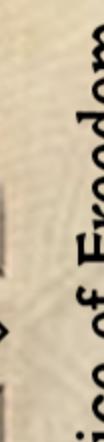
(→R1)

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)

Act 3a

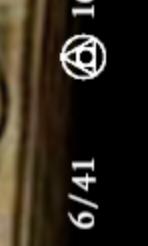


The Price of Freedom

The console's system is structured around cities scattered around the globe. The list of names feels familiar to you.

Cyberspace locations are connected to each location adjacent to it.

Objective – If the investigators, as a group, have the requisite number of clues, you may advance. Do not spend the clues.



6/41

④ 168

Q141

④ 168

ACT 3b



Police Hopper

Collective Consciousness

Police Hopper

Once you have resolved agenda 1b:

You look 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.

2



LOCATION

Meatspace, Street.

► **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.

0

Illus. Blade Runner 2049 (Edited)

8/41 ④ 170
Q141 ④ 130

Beamer Photo by Beamer Photo

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 disenfranchised and lower classes, so Manta's diversity is obvious even to the upper classes.

4



LOCATION

Meatspace, Street.

► Gain 2 tags: Play a card from your hand, reducing its resource cost by 5. (Limit once per game.)

"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

1

Illus. Dimik

Illus. Dimik

9/41 ④ 171
Q141 ④ 131

Illus. Jonathan Lee (Edited)

Illus. Jonathan Lee (Edited)

④

④

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.

Illus. Blade Runner 2049 (Edited)

Illus. Blade Runner 2049 (Edited)

London Library



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.)

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 disenfrancos and lower classes, so Manta's diversity is obvious even to the upper classes.

Smartware Distributor



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.)

Illus. James Ives
10/41 172
10/41 172

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 disenfrancos and lower classes, so Manta's diversity is obvious even to the upper classes.

Illus. Jonathan Lee (Edited)
11/41 173
11/41 173

TechnoCo Local

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. Benjamin Giletti
11/41 173
11/41 173

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 disenfrancos and lower classes, so Manta's diversity is obvious even to the upper classes.

Illus. Jonathan Lee (Edited)
11/41 173
11/41 173

Unnamed Warehouse

LOCATION

1¤

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

Illus. Caravan Studio
12/41 174
12/41 174

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 disenfrancos and lower classes, so Manta's diversity is obvious even to the upper classes.

Illus. Jonathan Lee (Edited)
13/41 175
13/41 175

Shuttered Side Alley

LOCATION

0

Meatspace. Street.

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

Illus. David Lei
13/41 175
13/41 175

Illus. Jonathan Lee (Edited)
14/41 176
14/41 176

Illus. surihelpz
14/41 176
14/41 176

ՃՐԱՎԵՐԻ ՀԻՄՆ Shuttered Side Alley



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.



LOCATION

Meatspace.

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



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.

ԱՅՍՈՊ ՋԱՐԱԿԱՆ Aesop's Pawnshop



4

LOCATION

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 Deserted Backroom into play.



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.



LOCATION

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 triad looked down on you if you didn't speak Cantonese.

ԱՅՍՈՊ ՋԱՐԱԿԱՆ Aesop's Pawnshop



0

LOCATION

Meatspace. Street.

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



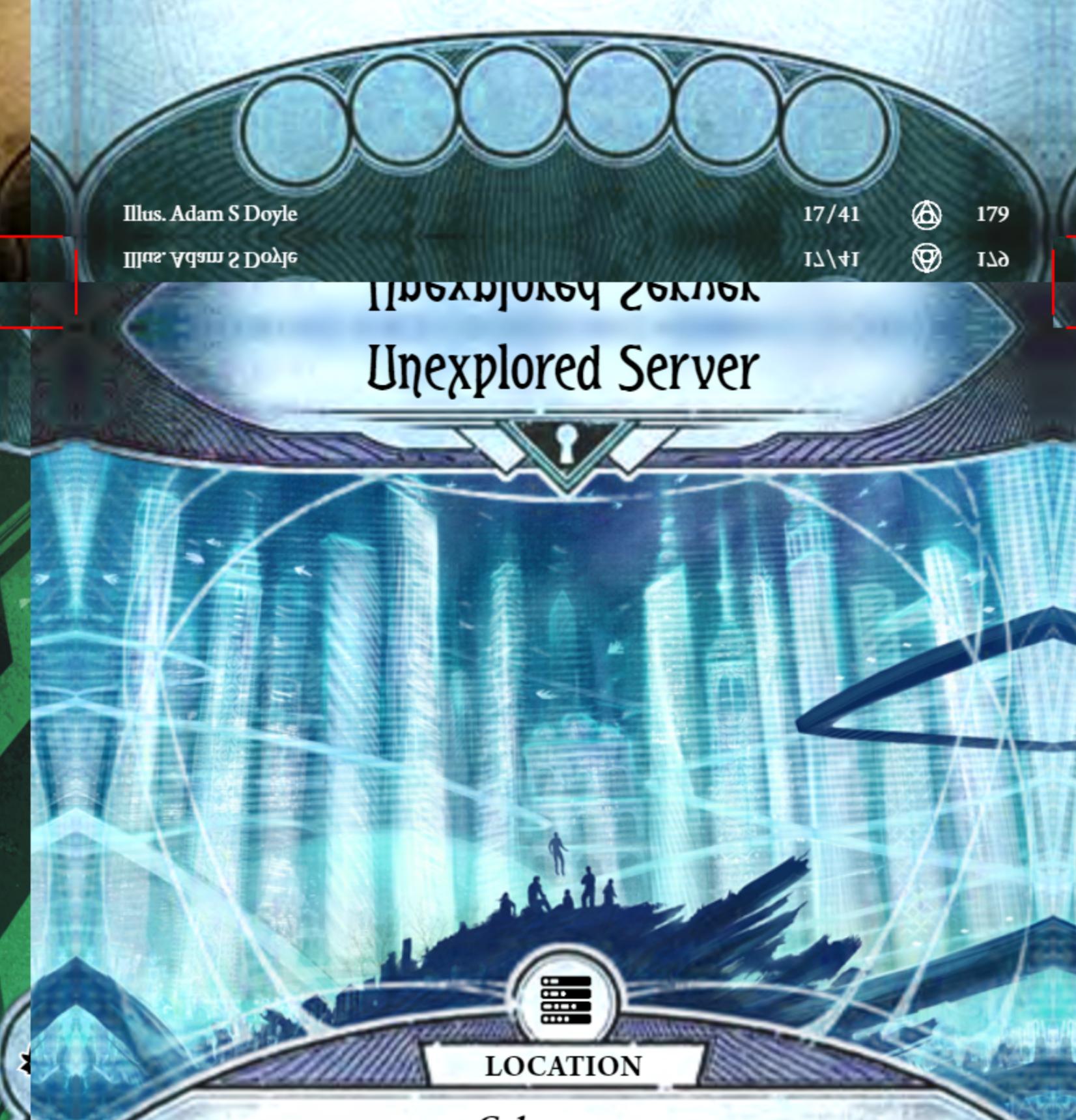
3

LOCATION

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.



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.



Budapest



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
Illustration by Scott Uminga

19/41 Ⓛ 181
19/41 Ⓛ 181

Unexplored Server

Unexplored Server



LOCATION

Cyberspace.

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Illus. Adam S. Doyle
Illustration by Adam S. Doyle

20/41 Ⓛ 182
20/41 Ⓛ 182

NeoTokyo



5

LOCATION

Cyberspace.

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

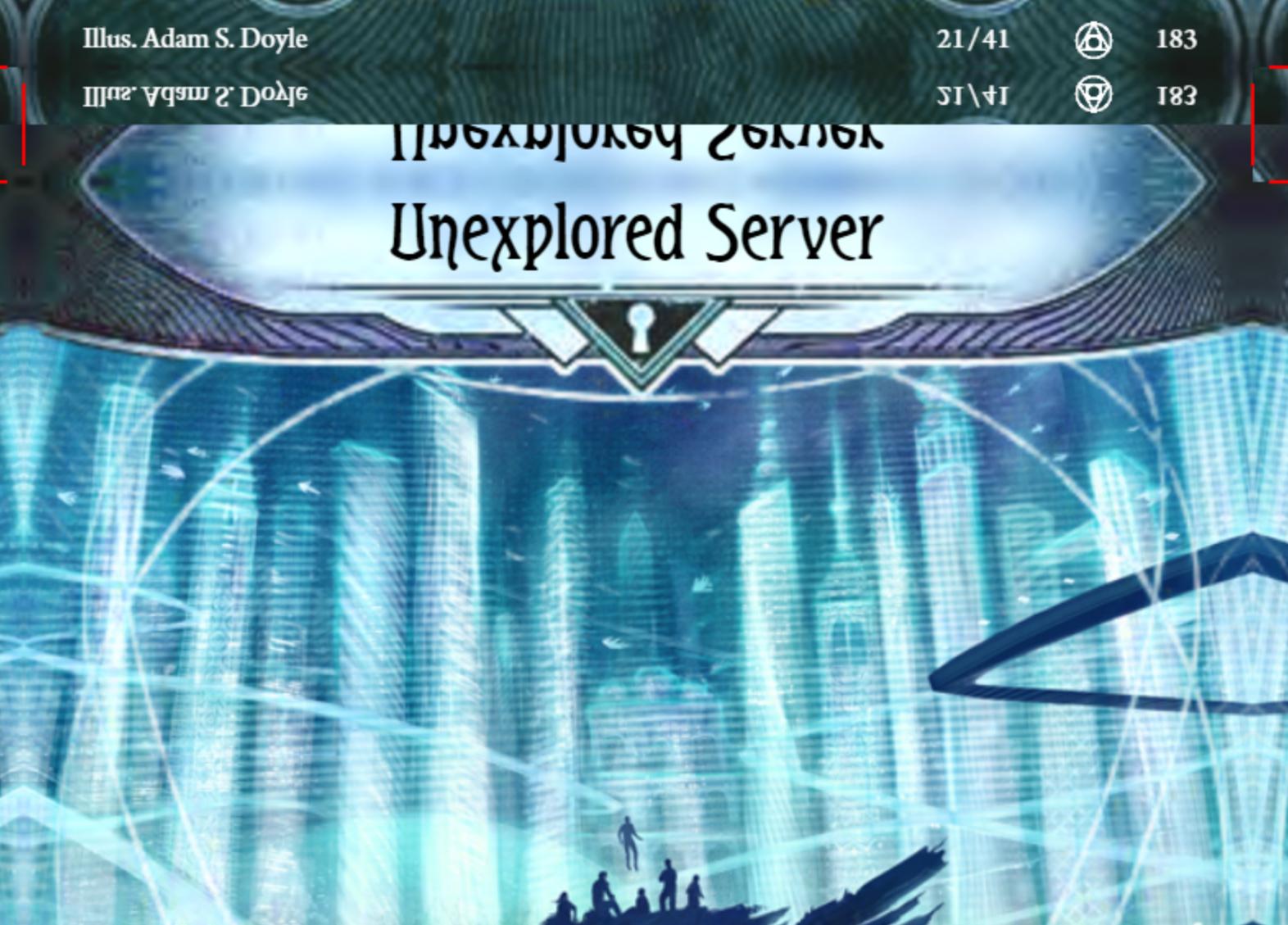
She could feel the samurai closing in on her, moving through the crowd like hunting sharks. She fought her way to the edge of the plaza, ducked behind a noodle cart. There was a hatch there, to the undercity, to safety.

Victory 1.

Illus. Adam S. Doyle
Illustration by Adam S. Doyle

21/41 Ⓛ 183
21/41 Ⓛ 183

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
Illustration by Scott Uminga

22/41 Ⓛ 184
22/41 Ⓛ 184

Illus. Adam S. Doyle
Illustration by Adam S. Doyle

23/41 Ⓛ 185
23/41 Ⓛ 185

Heinlein



2

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?



Illus. Scott Uminga (Edited)
Illustration by Scott Uminga (Edited)

20/41 Ⓛ 182
20/41 Ⓛ 182

Unexplored Server



Illus. Adam S. Doyle
Illustration by Adam S. Doyle

21/41 Ⓛ 183
21/41 Ⓛ 183

ChiLo



2

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.

תְּלִינָהָרָה כְּסֵבָה
Unexplored Server

LOCATION
Cyberspace.

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Illus. Adam S. Doyle
תְּלִינָהָרָה כְּסֵבָה

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.)

Illus. Scott Uminga
תְּלִינָהָרָה כְּסֵבָה

25/41 Ⓛ 187
32/41 Ⓜ 188

Illus. Adam Schumpert
תְּלִינָהָרָה כְּסֵבָה

25/41 Ⓛ 187
32/41 Ⓜ 188

0 ASSET

Akiko's Insight

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
תְּלִינָהָרָה כְּסֵבָה

31/41 Ⓛ 189
38/41 Ⓜ 188

תְּלִינָהָרָה כְּסֵבָה
Mumbad

3

LOCATION

Cyberspace.

2

Forced – After you reveal Mumbad: Reveal each location adjacent to Mumbad.

Running felt like dreaming, dreaming like running. There was a logic to it, make it all fit together. But that logic evaporated as soon as she woke up, jacked out, memories tearing away from her like old cobwebs.

Illus. Scott Uminga
תְּלִינָהָרָה כְּסֵבָה

24/41 Ⓛ 186
31/41 Ⓜ 189

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

Illus. Adam Schumpert
תְּלִינָהָרָה כְּסֵבָה

25/41 Ⓛ 187
32/41 Ⓜ 188

תְּלִינָהָרָה כְּסֵבָה
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.

Oracle May

ASSET

Ally. Clone. Psi.

► Take control of Oracle May. Any investigator whose meatbody is at Oracle May's location may trigger this ability, regardless of location.

Forced – When Oracle May leaves play: Remove her from the game.

Illus. Matt Zeilinger
תְּלִינָהָרָה כְּסֵבָה

30/41 Ⓛ 188
37/41 Ⓜ 188

Top Hat

ASSET

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. John Ariosa
Иллюстрация Джона Ариоса

35/41 Ⓛ 190
32/41 Ⓜ 100



Engram Flush

Terror.

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)
Иллюстрация Жанет Брюсельбах (Изменена)

38/41 Ⓛ 193
38/41 Ⓜ 103



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.

Illus. Alexander Elichev (Edited)
Иллюстрация Александра Еличева (Изменена)

37/41 Ⓛ 192
35/41 Ⓜ 102



Bill Musashi

2 4 3

Humanoid. Clone. Tracker.

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

Hunter.

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

ENEMY

Illus. John Ariosa
Иллюстрация Джона Ариоса

36/41 Ⓛ 191
34/41 Ⓜ 101



Easy Mark

Blunder. Hazard.

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

Illus. Matt Zeilinger
Иллюстрация Мэтта Цайлингера

40/41 Ⓛ 194
39/41 Ⓜ 104

