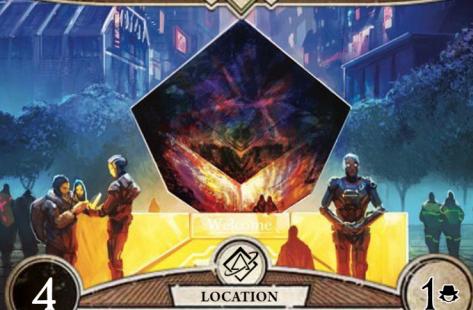


Crowds of people and androids pack the street, jostling each other in the din. The shops that line The Strip are a mix of high and low—because of the beachfront nature of the district, plaza and undercity in Manta are only a few meters apart, leaving little space to hide the disreputable and lower classes,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

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



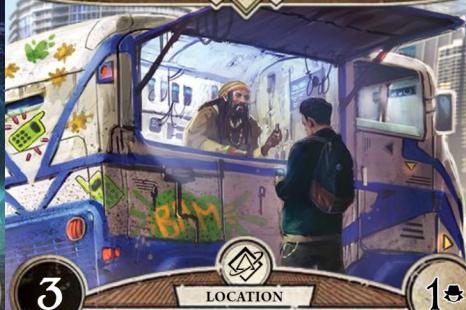
LOCATION

4

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.)



LOCATION

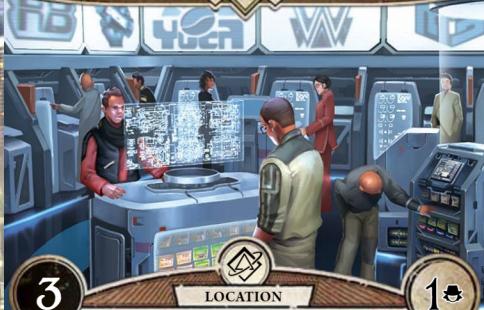
3

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.)



LOCATION

3

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



LOCATION

2

1*

Meatspace. Street.

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



LOCATION

4

0

Meatspace. Street.

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



LOCATION

4

0

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

3

2*

Meatspace.

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



LOCATION

3

0

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

3

2*

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.



LOCATION

16

178



LOCATION

17

179



LOCATION

18

180

Busy Street

Busy 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.



Meatspace. Street.

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Aesop's Pawnshop

Illus. Jonathan Lee (Edited)



Meatspace. Street.

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

Illus. Jonathan Lee (Edited)

Shuttered Side Alley



Meatspace. Street.

Busy Street

Illus. Jonathan Lee (Edited)



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.

Unexplored Server

Illus. Matt Zeilinger



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.

Illus. surihelpz

Hopper Assistant

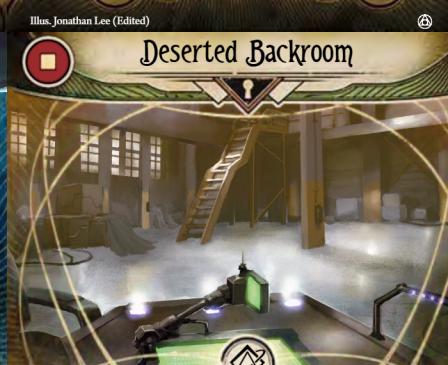


Cyberspace.

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



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.



3 LOCATION

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.

2

LOCATION

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?

Victory 1.

Illus. Scott Uminga

19/41 ⚡ 181

Kampala



4 LOCATION

Cyberspace.

Forced – 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.

2

LOCATION

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.

2

LOCATION

Cyberspace.

2

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. Scott Uminga

20/41 ⚡ 182

ChiLo



2 LOCATION

LOCATION

Cyberspace.

Illus. Adam S. Doyle

21/41 ⚡ 183

Mumbad



3 LOCATION

LOCATION

Cyberspace.

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.

2

Victory 1.

Illus. Scott Uminga

22/41 ⚡ 184

Passerby



ASSET

Illus. Scott Uminga

23/41 ⚡ 185

Passerby



ASSET

Illus. Scott Uminga

24/41 ⚡ 186

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.)

Civilian.

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

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Illus. Scott Uminga

25/41 ⚡ 187

Illus. Scott Uminga

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.

Illus. Adam S. Doyle

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Illus. Adam S. Doyle

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

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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.)

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.)

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. Scott Uminga

25/41 ④ 187

Akiko's Insight

ASSET

Illus. Scott Uminga

25/41 ④ 187

Akiko's Insight

ASSET

Illus. Matt Zeilinger

30/41 ④ 188

Akiko's Insight

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.

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Illus. Adam Schumpert

31/41 ④ 189

Akiko's Insight

ASSET

Illus. Adam Schumpert

31/41 ④ 189

Top Hat

ASSET



Illus. Adam Schumpert

31/41 ④ 189

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

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.

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 ④ 189

Illus. John Ariosa

35/41 ④ 190

Illus. Alexandre Ellichev (Edited)

36/41 ④ 191

Retirement Officer

Retirement Officer

3 2* 2*

Humanoid, Tracker, Elite.

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



25/41

25/41

Illus. Adam Schumpert

Illus. Adam Schumpert

Victory 0.

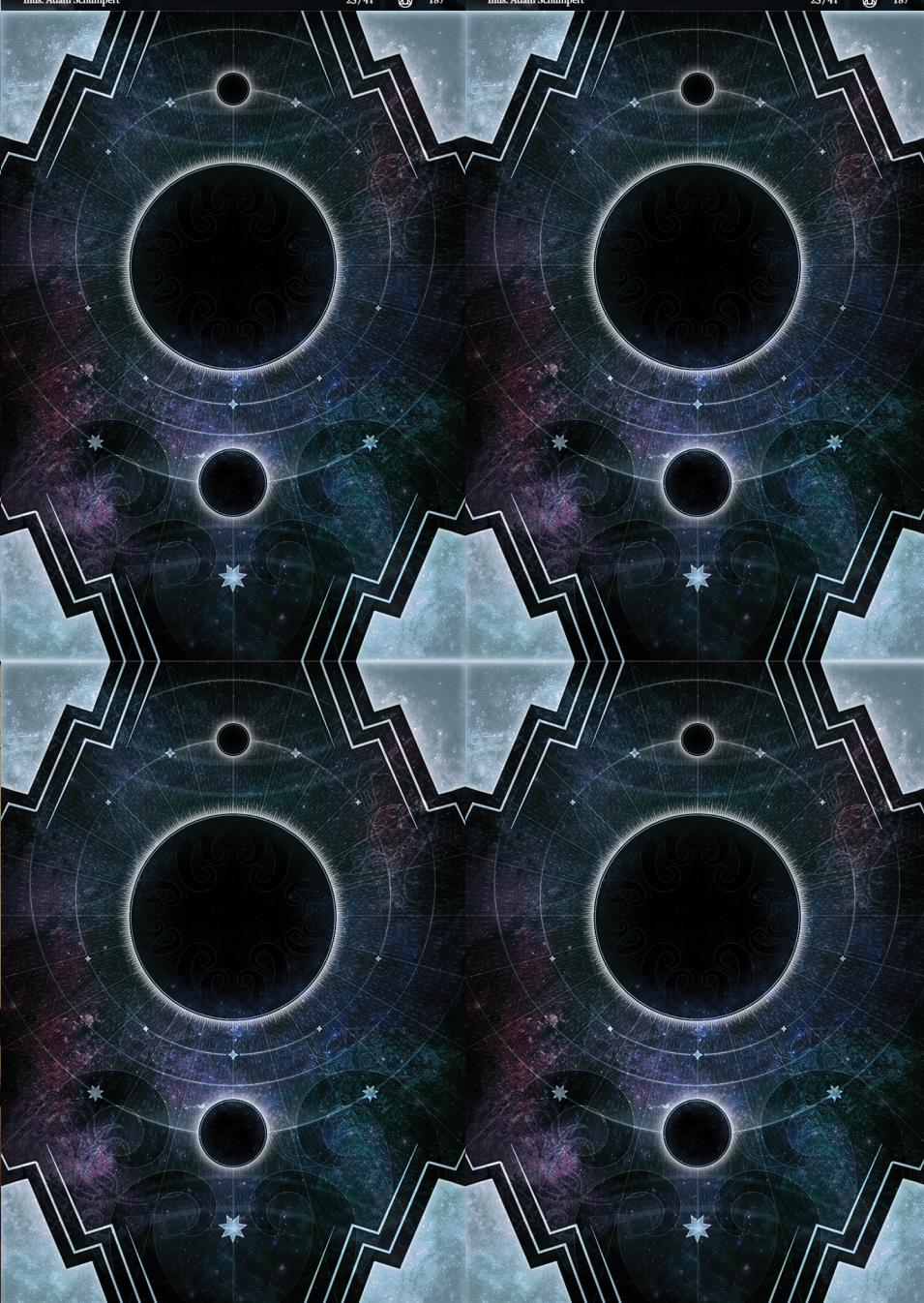


ENEMY



187

187



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. Alexandre Eltchev (Edited)

37/41

Terror.

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*.



TREACHERY

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*.



TREACHERY

Easy Mark

Blunder, Hazard.

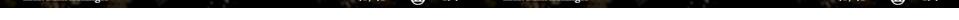
Revelation – If there are no Passerby assets in play or if you have no clues, Easy Mark gains surge. Otherwise, test \spadesuit (3). For each point you fail by, place 1 of your clues on a Passerby.

Illus. Matt Zeilinger

40/41

Illus. Matt Zeilinger

40/41



TREACHERY

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 \spadesuit (3). For each point you fail by, place 1 of your clues on a Passerby.

Illus. Janet Bruesselbach (Edited)

38/41

193

