

Potential Unleashed

EASY / STANDARD



-1 for every 3 points total remaining health and sanity you have.



-2. If you fail, take 1 damage or 1 horror.



-3. If you fail, gain 2 tags.



-4. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

1/41 ④ 28

Cerebral Static

A strange tingling sensation suffuses your skin. The hairs across your body stand on end, as if static had built up. Your joints ache just a little more than you think they normally do. The sensation of cyberspace feels just a little more harsh than before.

8

Illus. Emilio Rodriguez

Medical Bay

Act 1a

Mushin No Shin

The most enigmatic of the Big Four keeps its cards close to its chest. Rumors abound about the research that goes on here behind closed doors. What secrets lie within Jinteki?

When an **Ambush** is revealed: Look at the revealed side of any location. (Group limit once per round.)

Objective – Explore Jinteki's restricted area. Add as many story cards to the victory display as you can, then get out before you are found.

1

5/41 ④ 32

Mental Health Clinic

Act 1a

Mental Health Clinic

Mental Health Clinic is connected to Roots D, E, and F, and vice versa.

► Spend 1 clue: Heal 3 damage from among investigators with their meat body here and/or **Ally assets they control.**

2

LOCATION

0

Meatspace.

Medical Bay is connected to Roots A, B, and C, and vice versa.

► Spend 1 clue: Heal 3 damage from among investigators with their meat body here and/or **Ally assets they control.**

7/41 ④ 34

34

Illus. Victoria Gavrilenko (Heavily Edited)

Agenda 1a

Labyrinthine Servers
The screams are a little more audible down here. When you close your eyes and listen carefully, you can almost feel their pain and fear inside your own body. The corridors in this strange facility twist and split in a multitude of unmarked directions—you could easily become lost and be stuck here for hours—but this must be the right place.

4

2/41 ④ 29

35

Agenda 2a

35

35

Hostile Infrastructure

The eerily relaxed access restrictions in the Jinteki servers leaves you on edge whenever you return to cyberspace. Jinteki sysops are notorious for the games they play with those who enter carelessly, with ambushes and mind games around every corner.

5

Illus. Emilio Rodriguez

Basement Entrance

3

LOCATION

Meatspace.

► : Resign. If there are no undefeated investigators remaining, proceed to (→R1).

Unmarked, unguarded, and seemingly forgotten in a corner of the Jinteki corporate HQ. This is where secrets are held that nobody else is meant to know.

0

Nisei Clone Vats

Decommissioned

6/41 ④ 33

LOCATION

Meatspace.

► Investigators with their meat body here spend 2 **Clues**, as a group: Read the set-aside Observation Data story card. (Group limit once per game.)

We could stop disasters before they happen, murderers before they act. Surely that's worth an android's sanity?

36

Act 1a

2

LOCATION

0

Mental Health Clinic

Mental Health Clinic is connected to Roots D, E, and F, and vice versa.

► Spend 1 clue: Heal 3 horror from among investigators with their meat body here and/or **Ally assets they control.**

8/41 ④ 34

34

Illus. Drew Whitmore

36

Another message pops up on your PAD; same sender as last time.

Hello detective! This one's also for you! (• ० ० ०) / : - :-

Again, you find another black box at the marked location and are once again faced with the same choice.

Each investigator gains 1 tag.

You may choose an investigator to take control of the set-aside Autoscripter story asset. If you do, record in your Campaign Log the investigators accepted a gift. If it is already recorded, instead record the investigators accepted both gifts.

AGENDA
2N



Celebrity Gift

Basement Entrance



LOCATION

Meatspace. Central.

Beneath the offices and meetings rooms arranged according to the principles of neo-traditional Japanese minimalism, dozens of floors of laboratories and research facilities delve deep into the earth.



Basement Door

LOCATION

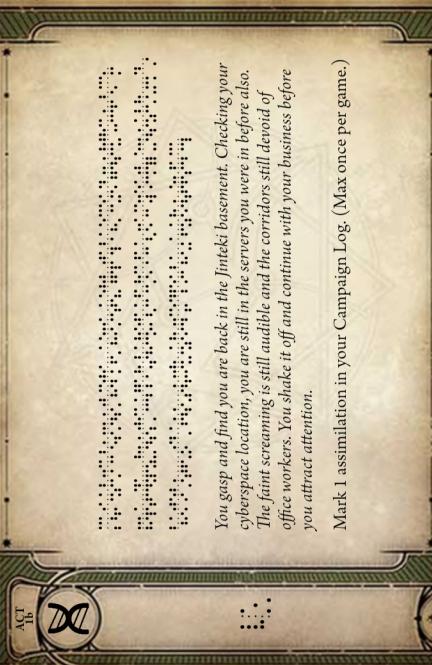
Meatspace.

Another door in an endless series of pristine corridors. It could lead you to somewhere interesting... or it could lead you into a trap.

AGENDA
1N



Ain't Offer You Can't Refuse



You gasp and find you are back in the Jinteki basement. Checking your cyberspace location, you are still in the servers you were in before also. The faint screaming is still audible and the corridors still devoid of office workers. You shake it off and continue with your business before you attract attention.

Mark 1 assimilation in your Campaign Log. (Max once per game.)

AGENDA
1N



Mental Health Clinic

LOCATION

Meatspace. Central.

Mental Health Clinic is connected to Roots D, E, and F, and vice versa.

The whitewashed walls dropped away and a beautiful garden appeared. It was all an illusion, but it was a comforting illusion.

AGENDA



Potential Unleashed

HARD / EXPERT

-1 for every 2 points total remaining health and sanity you have.

-2. Take 1 damage or 1 horror.

-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 28

AGENDA
1N



Simulation Reset

Medical Bay

LOCATION

Meatspace. Central.

Medical Bay is connected to Roots A, B, and C, and vice versa.

Replacement and augmentative tissues and organs save lives and enhance quality of life for millions: a mission that is continued at Harmony Medtech branches across the globe today.

AGENDA
1N



Medical Bay

LOCATION

Meatspace. Central.

Medical Bay is connected to Roots A, B, and C, and vice versa.

Replacement and augmentative tissues and organs save lives and enhance quality of life for millions: a mission that is continued at Harmony Medtech branches across the globe today.

Another ping, another message. Who is this person anyway? You read what they have to say this time.
Uh oh. Get out! Get out!
You switch your focus back to meatspace and hear clusters of heavy footsteps growing louder. Shouting. Orders being given.
You duck around a corner and look for a chance to leave the facility without being detained, and observe a unit of Musashi clones race down a corridor. Once their footsteps start dying away, you breathe a sigh of relief and sneak towards the entrance.
Only a few steps later, a sharp pain folks through your skulljack, forcibly disconnecting you from the Network, and you fall to the floor.
As you slowly awake in your hopper, struggling to open your eyes, you spy a silhouette of a man with a katana slowly walk away back into the Jinteki HQ.

Choose a random story card in the victory display and remove it from the game.
(→R1)



Basement Door

Basement Door

Basement Door



LOCATION

Meatspace.



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Lotus Field



LOCATION

Cyberspace. Router.

Runners attempting to infiltrate Jinteki's servers find their way past the outer barriers easily enough, only to run into packs of killer sentry and code gate ice that can destroy programs and even fry an unlucky intruder's neurons.

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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.

Thimblerig

Step Right Up



LOCATION

Cyberspace. Router.

Thimblerig is connected to Leaves D, E, and F, and vice versa.

What makes Thimblerig special is the ease with which it can be uninstalled and installed in a different server, throwing up obstacles in unexpected places and giving any intruder a curious feeling of déjà vu.

Thimblerig

Left Behind



LOCATION

Cyberspace. Router.

Thimblerig is connected to Leaves A, B, and C, and vice versa.

What makes Thimblerig special is the ease with which it can be uninstalled and installed in a different server, throwing up obstacles in unexpected places and giving any intruder a curious feeling of déjà vu.

LOCATION

4

Cyberspace.

Investigators with their cyber avatar here take 4 total horror, divided as you wish: Read the set-aside Rambling Entry story card. (Group limit once per game.)

LOCATION

2

Cyberspace. Ambush.

Forced – When House of Knives is revealed: Each investigator, for each action they have remaining, must take 1 damage or lose 1 action.

The payment for entry is a mere drop of blood.

LOCATION

2

Cyberspace. Ambush.

Forced – When Psychic Field is revealed: Each investigator, for each action they have remaining, must take 1 horror or lose 1 action.

The more power a spike process can use, the harder it can hit.

Illus. Eko Patch (Edited)

19/41

46

Shi.Kyū

LOCATION

2

Cyberspace. Ambush.

Forced – When Shi.Kyū is revealed: Each investigator, for each action they have performed this round (*including this one, if applicable*), must take 1 damage or discard a random non-weakness card from their hand.

Illus. Alexandre Eltchev

20/41

47

DNA Tracker

LOCATION

2

Cyberspace. Ambush.

Forced – When DNA Tracker is revealed: Each investigator, for each action they have performed this round (*including this one, if applicable*), must take 1 horror or discard a random non-weakness card from their hand.

Illus. Seage

21/41

48

Chairman's Concerns

Chairman Hiro is pacing up and down the tanks full of clones, his brow furrowed. "Shouldn't they be calm now? That's what happened last time when the Tsunami hit, was it not?"

A man in a white lab coat walks half a step behind Hiro, gaze fixed on his PAD, frantically tapping at it. "Well, that is what happened last time, and in every case before as well: the volcano, the war, your—" He momentarily stops walking. "The... incident. The only reasonable conclusion has to be that the 23 seconds isn't the disaster they're reacting to. There's something even bigger coming."

Hiro comes to a stop in front of one of the tanks, watching the clone scream and hammer at the glass. "And have you managed to decipher what they're saying?"

"Yes... We think so, but... Well, we think they're saying, 'A new god approaches.' I've put out the usual feelers in NBN, but nothing so far on what that could mean."

"Very well. Thank you for your hard work. I suspect I may need to make a few calls."

- Add this card to the victory display.

Illus. Alexandre Eltchev (Edited)

22/41

49

Experiment Notes

Aisha: 68%
Akiko: [REDACTED]
Baako: 74%
Caprice: 84% (Included Hiro tweaks.)
Chloe: 81%
Dahlia: 82%
Erika: 76%
Farah: 72%
Felicity: 74% (Increased psi conditioning.)
Fiona: 78% (Further increased psi conditioning.)
Francesca: n/a
Gwendolyn: 70% (Psi conditioning relaxed.)
Hazel: 74%
Ivana: 80%
Jacqueline: 86% (Reduced social conditioning.)
Kiana: 80% (Increased social conditioning.)
Layla: 88% (Included Keeling tweaks.)
Lethelia: 96%

Spawn the set-aside Ben Musashi at the Basement Entrance, exhausted and unengaged.

Add this card to the victory display.

Illus. Amanda Jones

23/41

50

Message Log

Hi Marcus,

First of all, congratulations on your promotion—I bet the runner never saw it coming. I hope we'll continue to work together for years to come.

This time I'm writing on behalf of the Saraswati team I manage. One of my team reported that he's noticed unauthorized updates to the conditioning script for three clone lines (Collins, Sato, Tanaka) over the past two months. After looking into it, it seems like this might be even more wide-reaching—there are parts of the Temma and Kimura scripts I don't recognise but take these with a grain of salt: it's been a while since I've worked on them.

The problem is that searching our source control doesn't turn up who made these changes and when... Could you do me a favor and look into this? Quietly? I'll owe you one! Maybe the secret pancake recipe you love?

Thanks,
Izzy

Spawn the set-aside Senshi a7e3 at the Lotus Field, exhausted and unengaged.

Add this card to the victory display.

Designation: Harmony Chorus
Clone line: Ibarra

Gathers in a decentralized network of small groups of Ibarra clones (4–6). Another of the Jinteki-as-creator movements, this time focused on Harmony Medtech and saving of human lives.

Recommendations: Deploy surveillance teams and ensure this does not expand too quickly and enter public attention. Revisit Ibarra model conditioning to reduce inter-clone compliance.

Designation: Network Ascendents
Clone line: Sato

The leader, known as the "Harbinger", possesses a charismatic influence over the group, encouraging devotion to the network as the ultimate good work instead of to their owners.

Recommendations: Send offer to Vera Shuyskaya to refresh her Sato assistant. This should dissolve the clone cult.

Spawn the set-aside Bruce Musashi at the Basement Entrance, exhausted and unengaged.

Add this card to the victory display.

Unexplored Server

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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.

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Illus. Adam S. Doyle

④

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Rambling Entry

Ada is making good progress. Answers are coherent, the right node clusters are lighting up when queries are thrown her way. I think we're reaching the local optimum of this combination of brain maps.

But every time, as she matures, random patches of the network start disappearing, for lack of a better way to put it. I know they used to be there but then the topology just changes and it's as if the addresses were never there. Almost like she's eating away at bits of the network. I've had to destroy and rebuild Ada multiple times. I know AIs can't break out of their containers, but... irrational, I know: I'm probably just being paranoid.

Spawn the set-aside Senshi b0e1 at the Lotus Field, exhausted and unengaged.

Add this card to the victory display.

Victory 1.

STORY

Ben Musashi

3 2* 4

Humanoid, Clone, Tracker.

Meatspace Spawn.

Retaliate. Patrol (Nisei Clone Vats (*Scene of Chaos*)).

→ Take 1 horror: Automatically evade Ben Musashi.

→ Take 1 horror: Deal 2 damage to Ben Musashi.
(This action provokes attacks of opportunity.)

Victory 1.

ENEMY



Tori Hanzō

4 3* 2

Humanoid, Sysop, Elite.

Meatspace Spawn – Server Room.

Hunter. Retaliate.

Forced – After you evade Tori Hanzō: Deal 2 damage to her, flip this card over, and move her to her cyberspace spawn location. (Do not remove attachments and tokens.)

Victory 0.

ENEMY



Tunnel Vision

ASSET



ASSET



Program.

→ During your turn, if your cyber avatar is not engaged with any cyberspace enemies, exhaust Tunnel Vision: Move your cyber avatar to a connecting location.

Item.

→ During your turn, if your meat body is not engaged with any meatspace enemies, exhaust Autoscriber: Move your meat body to a connecting location.

Bruce Musashi

3 2* 4

Humanoid, Clone, Tracker.

Meatspace Spawn.

Retaliate. Patrol (Nisei Clone Vats (*Decommissioned*))).

→ Take 1 horror: Automatically evade Bruce Musashi.

→ Take 1 horror: Deal 2 damage to Bruce Musashi.
(This action provokes attacks of opportunity.)

Victory 1.

ENEMY



Senshi a7e3

4 2* 3

Program, Creature.

Cyberspace Spawn.

Alert. Patrol (Sunset Server).

→ Take 1 damage: Automatically evade Senshi a7e3.

→ Take 1 damage: Deal 2 damage to Senshi a7e3.
(This action provokes attacks of opportunity.)

Victory 1.

ENEMY



Satoshi Hiro

Chairman, Jinteki

2* - 2*

Humanoid, Executive, Civilian, Elite.

Meatspace Spawn.

Patrol (Nisei Clone Vats (*Under Review*))).

Forced – When you deal damage to Satoshi Hiro: Automatically evade him, instead.

Forced – After Satoshi Hiro attacks during the enemy phase: Each investigator gains 3 tags. Disengage him and trigger his patrol keyword.

ENEMY



Senshi b0e1

4 2* 3

Program, Creature.

Cyberspace Spawn.

Alert. Patrol (Fetal AI Sandbox).

→ Take 1 damage: Automatically evade Senshi b0e1.

→ Take 1 damage: Deal 2 damage to Senshi b0e1.
(This action provokes attacks of opportunity.)

Victory 1.

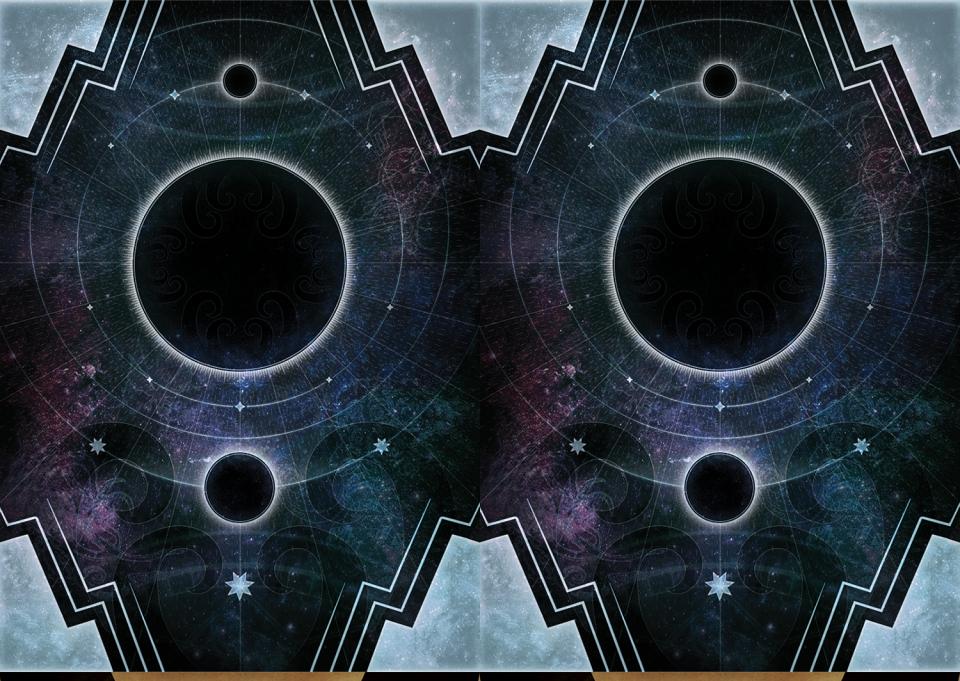
ENEMY



Victory 0.

ENEMY







TREACHERY

Mirāju

Hex.

Revelation – You must either take 1 damage or move your cyber avatar to Lotus Field.

"First, blend with the attacker. Then, control the attack."

—The Playbook



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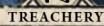
"First, blend with the attacker. Then, control the attack."

—The Playbook

37/41



64



Cerebral Cast

Power.

Revelation – Test ♡ (4). If you fail, place each non-weakness card in your hand on the bottom of your deck in a random order. Then, draw that many cards.

There was a new texture in her cortex. It had always been there, she realized. It was everything, and nothing.

37/41



64



Cerebral Cast

Power.

Revelation – Test ♡ (4). If you fail, place each non-weakness card in your hand on the bottom of your deck in a random order. Then, draw that many cards.

There was a new texture in her cortex. It had always been there, she realized. It was everything, and nothing.

37/41



64

Illus. Alexander'Tooth

Illus. Smirtouille

40/41



65

Illus. Smirtouille

40/41



65

