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 28

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

Illus. Emilio Rodriguez

2/41 29

Agenda 2a

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

3/41 30

Agenda 3a

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

4/41 31

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

Illus. Smirtouille

5/41 32

Basement Entrance

3

LOCATION

0

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.

6/41 33

Medical Bay

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 34

Mental Health Clinic

2

LOCATION

0

Meatspace.

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.

Illus. Victoria Gavrilenko (Heavily Edited)

8/41 35

Nisei Clone Vats

Decommissioned

4

LOCATION

0

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?

Illus. Drew Whitmore

9/41 36

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.

AGENDA 3b

Simulation Reset

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 jolts 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**)

AGENDA 1b

An Offer You Can't Refuse

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

Hello detective! This one's also for you! (/◕ ᴝ ◕)/*:･ ̊✧

♥ AN

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 2b

Celebrity Gift

You receive a message on your PAD. The sender is obfuscated, but the message appears safe and just contains text.

Hello detective! Jinteki servers are very deadly—it's dangerous exploring them without friends. Take this, it's a present from me!
✧*。ヲ(ˇ▽ˇ*)ง✧*。

♥ AN

Underneath is what appears to be a jumble of nonsense letters, but after staring at it for a few minutes, you come to realise it's a pictographical depiction of your current location, with the corner of the room circled. Tucked away behind a bin, you find a black velvet box small enough to fit in your hand.

Each investigator gains 1 tag.

You may choose an investigator to take control of the set-aside Tunnel Vision story asset. If you do, record in your Campaign Log *the investigators accepted a gift.*

ACT 1b

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.)

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.

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.

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.

Illus. Victoria Gavrilenko (Heavily Edited)

Nisei Clone Vats

Scene of Chaos

4 | LOCATION | 0

Meatspace.

Investigators with their meat body here spend 2 clues, as a group: Read the set-aside Experiment Notes 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?

Illus. Drew Whitmore 10/41 37

Nisei Clone Vats

Under Review

4 | LOCATION | 1

Meatspace.

Forced – When Nisei Clone Vats is revealed: Spawn the set-aside Satoshi Hiro here.

: Eavesdrop on Chairman Hiro's conversation. Test (4). Investigators with their meat body here may spend any number of clues to reduce this test's difficulty by 2 for each clue spent. If you succeed, read the set-aside Chairman's Concerns story card. (Group limit one success per game.)

Victory 1.

Illus. Drew Whitmore 11/41 38

Prediction Chamber

2 | LOCATION | 1

Meatspace. Ambush.

Forced – When Prediction Chamber is revealed: Search the chaos bag for an token and seal it here.

: Test (2). If you succeed, release the token sealed here.

Illus. Bruno Balixa (Edited) 12/41 39

Server Room

2 | LOCATION | 1

Meatspace. Ambush.

Forced – When Server Room is revealed: Spawn the set-aside Tori Hanzō here.

"Ice is not meant to kill; just slow or cripple the Runner. Killing is my job."
—Tori Hanzō

Illus. Howard Schechtman 13/41 40

Urtica Lab

2 | LOCATION | 1

Meatspace. Ambush.

Forced – When Urtica Lab is revealed: Each investigator must choose two:

- Exhaust your Brain-Machine Interface.
- You do not gain resources, draw cards, or ready exhausted cards during the next upkeep phase.
- Take 2 damage.
- Gain 2 tags.

Illus. David Lei 14/41 41

Lotus Field

4 | LOCATION | 2

Cyberspace.

If there are no clues on locations in play: Place 2 clues here *(from the token pool)*.

As the white light blazes around you, you feel calm and tranquil. It is too beautiful. Too perfect.

15/41 42

Thimblerig

Left Behind

3 | LOCATION | 2

Cyberspace.

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

Forced – At the end of the round, if there is a cyber avatar here: Shuffle all unrevealed Leaf locations in play, then place them at random in the positions they were in. *(Cards and tokens remain at the same Leaves.)*

Illus. Scott Uminga 16/41 43

Thimblerig

Step Right Up

3 | LOCATION | 2

Cyberspace.

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

Forced – At the end of the round, if there is a cyber avatar here: Shuffle all unrevealed Leaf locations in play, then place them at random in the positions they were in. *(Cards and tokens remain at the same Leaves.)*

Illus. Scott Uminga (Edited) 17/41 44

Sunset Server

4 | LOCATION | 1

Cyberspace.

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

Illus. Adam S. Doyle 18/41 45

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.

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.

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.

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.

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.

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.

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

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.

Illus. Scott Uminga (Edited)

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.

Illus. Scott Uminga

Fetal AI Sandbox

4 | LOCATION | 1

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.)

Illus. Eko Puteh (Edited) 19/41 46

House of Knives

2 | 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.

Illus. Alexandr Elichev 20/41 47

Psychic Field

2 | 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. Seage 21/41 48

Shi.Kyū

2 | 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. Alexandr Elichev (Edited) 22/41 49

DNA Tracker

2 | 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. Amanda Jones 23/41 50

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.

Victory 1.

STORY

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.)
Letheia: 96%

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

Add this card to the victory display.

Victory 1.

STORY

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 Tenma 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.

Victory 1.

STORY

Observation Data

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 Ascendants
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.

Victory 1.

STORY

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

Unexplored Server

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Illus. Adam S. Doyle

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

Tunnel Vision

3 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.

Illus. Anthony Hutchings 29/41 56

Autoscripter

3 ASSET

Item.

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

Illus. Lucas Durham 30/41 57

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

Illus. Alexandr Elichev (Edited) 31/41 58

Bruce Musashi

3 | 2 | 4

Humanoid. Clone. Tracker.

Meatspace Spawn.

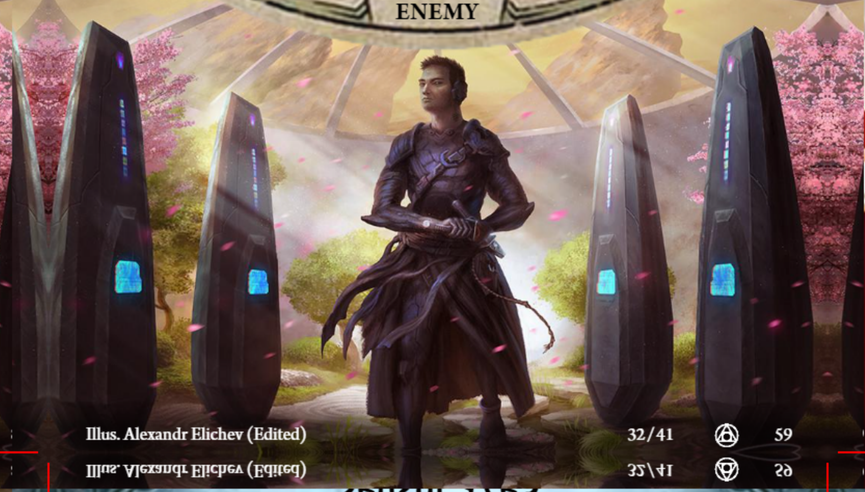
Retaliate. Patrol (Nisei Clone Vats *(Decommissioned)*).

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



Illus. Alexandr Elichev (Edited) 32/41 59

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.

Victory 1.

ENEMY

Illus. Matt Zeilinger (Edited) 33/41 60

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

Illus. Smirtouille (Edited) 34/41 61

Senshi a7e3

4 | 2 | 3

Program. Creature.

Cyberspace Spawn.

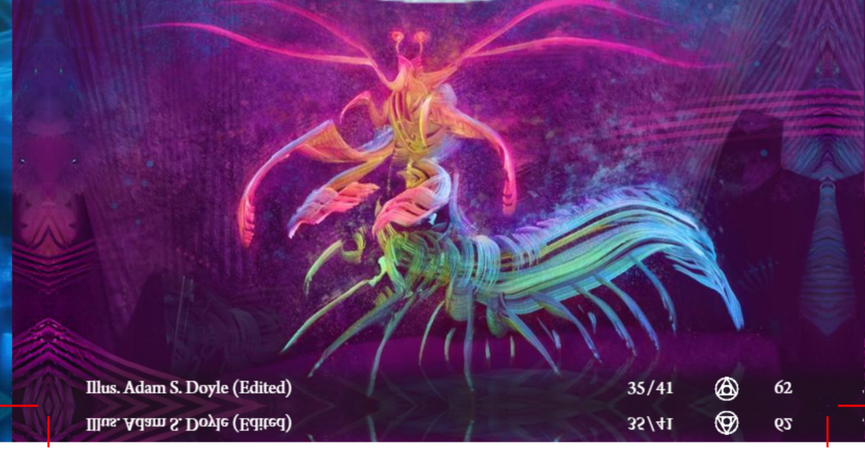
Alert. Patrol (Sunset Server).

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



Illus. Adam S. Doyle (Edited) 35/41 62

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

Illus. Adam S. Doyle (Edited) 36/41 63

Woman in Red Dress

2 | 3 | 4

Humanoid. Sysop. Elite.

Cyberspace Spawn – Lotus Field.

Alert. Hunter.

Forced – After you deal damage to Woman in Red Dress, if she is not defeated: Exhaust her, disengage her from all investigators, flip this card over, and move her to her meatspace spawn location. *(Do not remove attachments and tokens.)*

Victory 0.

ENEMY

Illus. Bruno Balixa

34/41 61

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

Illus. Alexander Tooth 37/41 64

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

Illus. Alexander Tooth 37/41 64

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

Illus. Alexander Tooth 37/41 64

TREACHERY

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.

Illus. Smirtouille 40/41 65

TREACHERY

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.

Illus. Smirtouille 40/41 65