

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 risqué 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, 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.

The Head Case

EASY / STANDARD

-1 for each clue you have (max -5).

-2. If you fail, place 1 of your clues on a Passerby.

-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.

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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.

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Agenda 2a

Kakurendo

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.

8

Illus. Janet Brueselbach (Edited)
Illustr. Janet Brueselbach (Edited)

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3\41 165

AGENDA 2b

C lone Retirement

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)

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

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

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Illus. Janet Brueselbach (Edited)

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2\41 164

Act 1a

Social Engineering

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

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

Into the Depths

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.

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.

8

ACT
3a
Illustration: Smirnoville
Writer: Quintonile

6/41 ④ 168
9/41 ④ 108

Equivocation

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.

Equivocation

ACT 1b

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"Behind the armory's neon-drenched walls,
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Follow the script—
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Now piss off.

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

Act 2a

Direct Access

Following your hunch, 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.

Once you have resolved agenda 1b:

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

5/41 ④ 167
2/41 ④ 108

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.



Act 4a

Police Hopper

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.

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.

Illus. Blade Runner 2049 (Edited)
Illustration by Mattias Söderström (Edited)

©



Illus. Snarktouille
Illustration by Pauline Gagnon

III

ACT 4b

7/41 ④ 169
1/41 ④ 168



Illus. Dimik
Illustration by Dimik

IV

ACT 4b

7/41 ④ 169
1/41 ④ 168

Diaxia's Hub

Azmari Kids!

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.

(→R1)

(→R2)

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)



Illus. Blade Runner 2049 (Edited)
Illustration by Mattias Söderström (Edited)

8/41 ④ 170
1/41 ④ 170

Busy Street

LOCATION

2 0

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.

Illus. Jonathan Lee (Edited)
Illustration by Jonathan Lee (Edited)

9/41 ④ 171
1/41 ④ 171

Meatspace. Street.

LOCATION

1 1

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. Dimik
Illustration by Dimik

IV

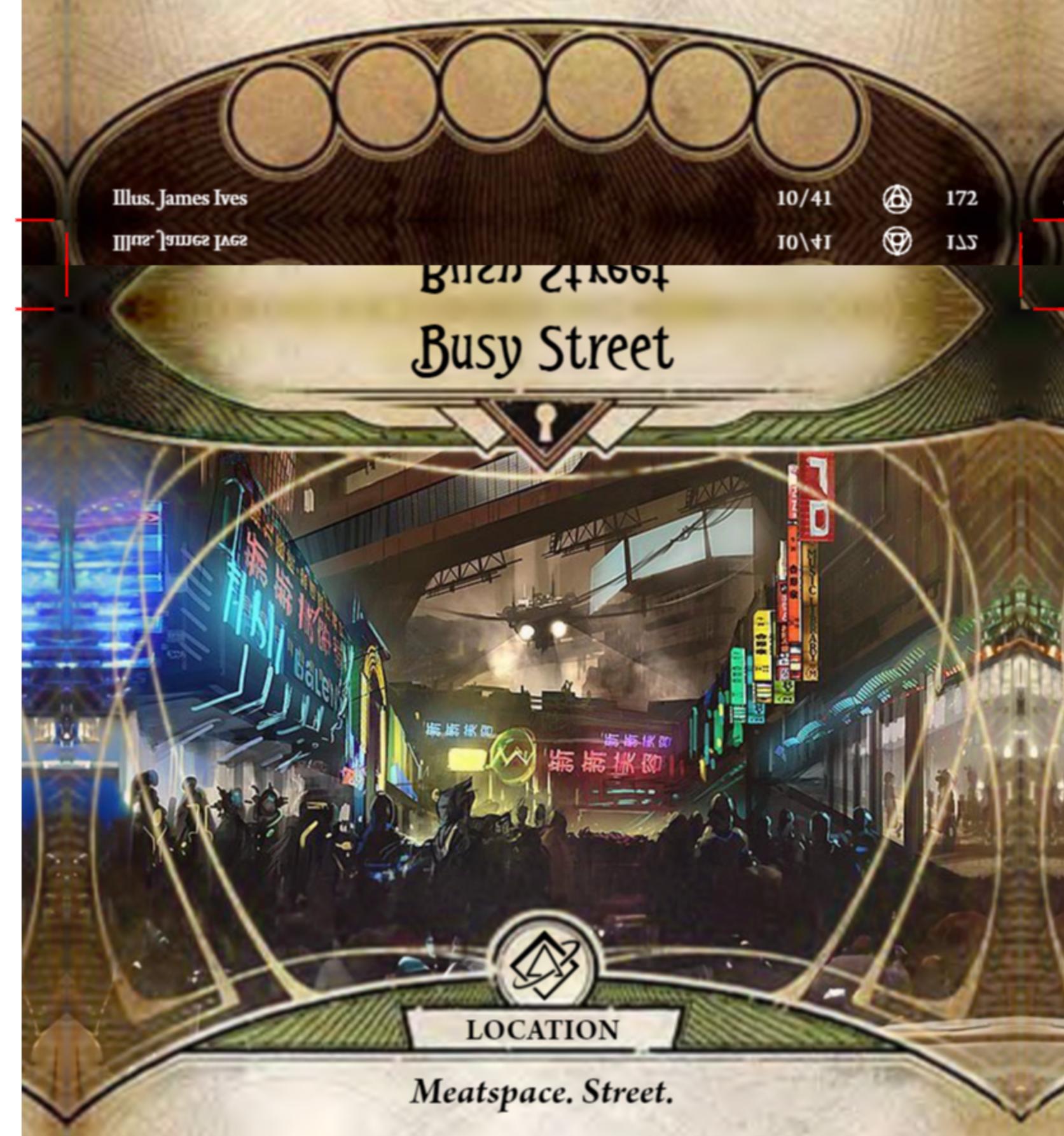
ACT 4b

9/41 ④ 171
1/41 ④ 171

Illus. Jonathan Lee (Edited)
Illustration by Jonathan Lee (Edited)

©

©



Unnamed Warehouse



2

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. David Lei

Illustrator

13/41

13\41



Illus. Jonathan Lee (Edited)

Illustrator

175

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175

Shuttered Side Alley



LOCATION

0

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.

Illus. surihelpz

Illustrator



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.

13/41



13\41



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Aesop's Pawnshop



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 Deserted Backroom into play.

Illus. Matt Zeilinger

Illustrator



15/41

15\41



Shuttered Side Alley



LOCATION

4

Meatspace. Street.

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

14/41

14\41

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176

Aesop's Pawnshop



LOCATION

0

Meatspace. Street.

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

Deserted Backroom

Deserted Backroom

Hopper Assistant

3

LOCATION

2*

Metspace.

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

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.

Victory 1.

Illus. Bruno Balixa

Illustrator: Bruno Balixa

16/41 Ⓛ 178

1Q\4T Ⓜ 1A8

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.

Hong Kong

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.

Illus. Adam S Doyle

Illustrator: Adam S Doyle

Ⓐ

Ⓑ

Illus. Scott Uminga

Illustrator: Scott Uminga

18/41 Ⓛ 180

1Q\4T Ⓜ 1A0

Illus. Adam S Doyle

Illustrator: Adam S Doyle

Ⓐ

Ⓑ

Hopper Assistant

3

LOCATION

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.

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.

Budapest

Unexplored Server

Heinlein

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

Illustrator: Scott Uminga

19/41 Ⓛ 181
19/41 Ⓛ 181

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
Illustrator: Adam S. Doyle

Unexplored Server

2

LOCATION

2*

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.

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?

NeoTokyo

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
Illustrator: Adam S. Doyle

21/41 Ⓛ 183
21/41 Ⓛ 183

Illus. Adam S. Doyle
Illustrator: Adam S. Doyle

Ⓐ
Ⓑ

Kampala

Unexplored Server

ChiLo

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

Illustrator: Scott Uminga

22/41 Ⓛ 184

Artist: Scott Uminga

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.

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.

Illus. Scott Uminga

Illustrator: Scott Uminga

23/41 Ⓛ 185

Artist: Scott Uminga

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

Illustrator: Adam S. Doyle

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Ⓑ

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

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.

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. Scott Uminga

Illustrator: Scott Uminga

24/41 Ⓛ 186

Artist: Scott Uminga

Ⓐ

Ⓑ

Illus. Adam S. Doyle

Illustrator: Adam S. Doyle

Ⓐ

Ⓑ

Passerby

Civilian.

- **Parley.** Test \clubsuit (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 \clubsuit (2). If you fail, you lose 1 action and cannot move again this round. (Max once per move across all Passersby.)

Illus. Scott Uminga

Imp. Scott Uminga

25/41

32/41

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Retirement Officer

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.



Illus. Adam Schumpert

Imp. Adam Schumpert

25/41

32/41

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Akiko's Insight

Talent.

Akiko's Insight starts in play.

► When you reveal a $\clubsuit 2$ 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 $\clubsuit 2$ token and treat it as an \star token, instead.

Illus. Adam Schumpert

Imp. Adam Schumpert

31/41

32/41

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Oracle May

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.



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Illus. Matt Zeilinger

Imp. Matt Zeilinger

30/41

30/41

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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

Illustration by John Ariosa

35/41

32\41

190

180



Brent Musashi

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. Alexandr Elichev (Edited)

Illustration by Alexandr Elichev (Edited)

37/41

31\41

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Bill Musashi

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. Alexandr Elichev (Edited)

Illustration by Alexandr Elichev (Edited)

36/41

30\41

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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)
Illustration by Janet Brueselbach (Edited)

38/41 ⚪ 193
38/41 ⚪ 193



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

Illus. Matt Zeilinger
Illustration by Matt Zeilinger

40/41 ⚪ 194
40/41 ⚪ 194