

## 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.

### 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.*

**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

Illus. Janet Brüsselbach (Edited)  
Illustration: Janet Brüsselbach (Edited)

### 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 Brüsselbach (Edited)  
Illustration: Janet Brüsselbach (Edited)

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

3

4/41 ⚡ 166  
1/41 ⚡ 102

4/41 ⚡ 100  
1/41 ⚡ 102

### 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 Deserter Backroom is revealed, advance.

1

5/41 ⚡ 167  
2/41 ⚡ 103

### 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

6/41 ⚡ 168  
1/41 ⚡ 102

## 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.

7/41 ⚡ 169  
1/41 ⚡ 102

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.

Illus. Blade Runner 2049 (Edited)  
Illustration: Blade Runner 2049 (Edited)

0



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  
Illustration: Dimik

171  
1/41 ⚡ 102

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 ACT 2b

### Cloie Retirement

Advance the agenda directly to agenda 1b if you have not already advanced to agenda 1b this scenario. (Once you have resolved agenda 1b, continue to the next section of this act.)

#### 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 tags on their clues on Police Hopper, or flip the rightmost Passerby to its enemy side and place its clues on its location.

## ACT 3b

### Collective Consciousness

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

## ACT 1b

### Into the Depths

#### Police Hopper

**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.

## ACT 1b

### Preognition

#### Police Hopper

**Meatspace. Street.**

## ACT 1b

### The Head Case

#### Djala's Hunt

**Djala's Hunt**

## 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.

## ACT 1b

### Equivocation

#### Djala's Hunt

**Djala's Hunt**

If an investigator controls Oracle May:  
You cram into the hopper and, taking no further chances with 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)

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)

## London Library



4 LOCATION 1\*

Forced – 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.)

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

## Unnamed Warehouse



"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  
13/41 175  
13\41 172

## Deserted Backroom



Illus. Bruno Balixa  
16/41 178  
16\41 178

## Victory 1.

## Smartware Distributor



3 LOCATION 1\*

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. Benjamin Giletti  
11/41 173  
11\41 173

## Shuttered Side Alley



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

Illus. surihelpz  
14/41 176  
14\41 176

## Hopper Assistant



Illus. Adam S Doyle  
17/41 179  
17\41 179

Illus. Scott Uminga  
18/41 180  
18\41 180

## TechnoCo Local



3 LOCATION 1\*

→ 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. Caravan Studio  
12/41 174  
12\41 174

## Aesop's Pawnshop



→ 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  
15/41 177  
15\41 177

## Hong Kong



Illus. Scott Uminga  
18/41 180  
18\41 180

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

## Aesop's Pawnshop

LOCATION

Meatspace. Street.

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

Illus. Matt Zeilinger  
Illustration by Matt Zeilinger

## 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  
Illustration by Adam S. Doyle

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## 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.

Illus. surihelpz  
Illustration by surihelpz

## 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.

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

## Busy Street

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## Deserted Backroom

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.

Illus. Bruno Balixa  
Illustration by Bruno Balixa

## Budapest

## Heinlein

## NeoTokyo

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.*

Victory 1.

Illus. Scott Uminga  
Illustration by Scott Uminga19/41 Ⓛ 181  
19/41 Ⓛ 181*Kampala*

4

LOCATION

*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.*

2\*

Illus. Scott Uminga  
Illustration by Scott Uminga22/41 Ⓛ 184  
22/41 Ⓛ 184*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  
Illustration by Scott Uminga25/41 Ⓛ 187  
25/41 Ⓛ 187

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?*

23/41 Ⓛ 185  
23/41 Ⓛ 185*ChiLo*Illus. Scott Uminga  
Illustration by Scott Uminga25/41 Ⓛ 187  
25/41 Ⓛ 187*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  
Illustration by Scott Uminga25/41 Ⓛ 187  
25/41 Ⓛ 187

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. Doyle21/41 Ⓛ 183  
21/41 Ⓛ 183*Mumbad*Illus. Scott Uminga  
Illustration by Scott Uminga24/41 Ⓛ 186  
24/41 Ⓛ 186*Passerby*

ASSET

*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  
Illustration by Scott Uminga25/41 Ⓛ 187  
25/41 Ⓛ 187

## Առանձյակագործ Հեռակայտ 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.

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## Տեղական Օֆիս 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

## Առանձյակագործ Հեռակայտ Unexplored Server

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**Victory 0.**



ENEMY

## Passerby

## Passerby

## Oracle May

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.)

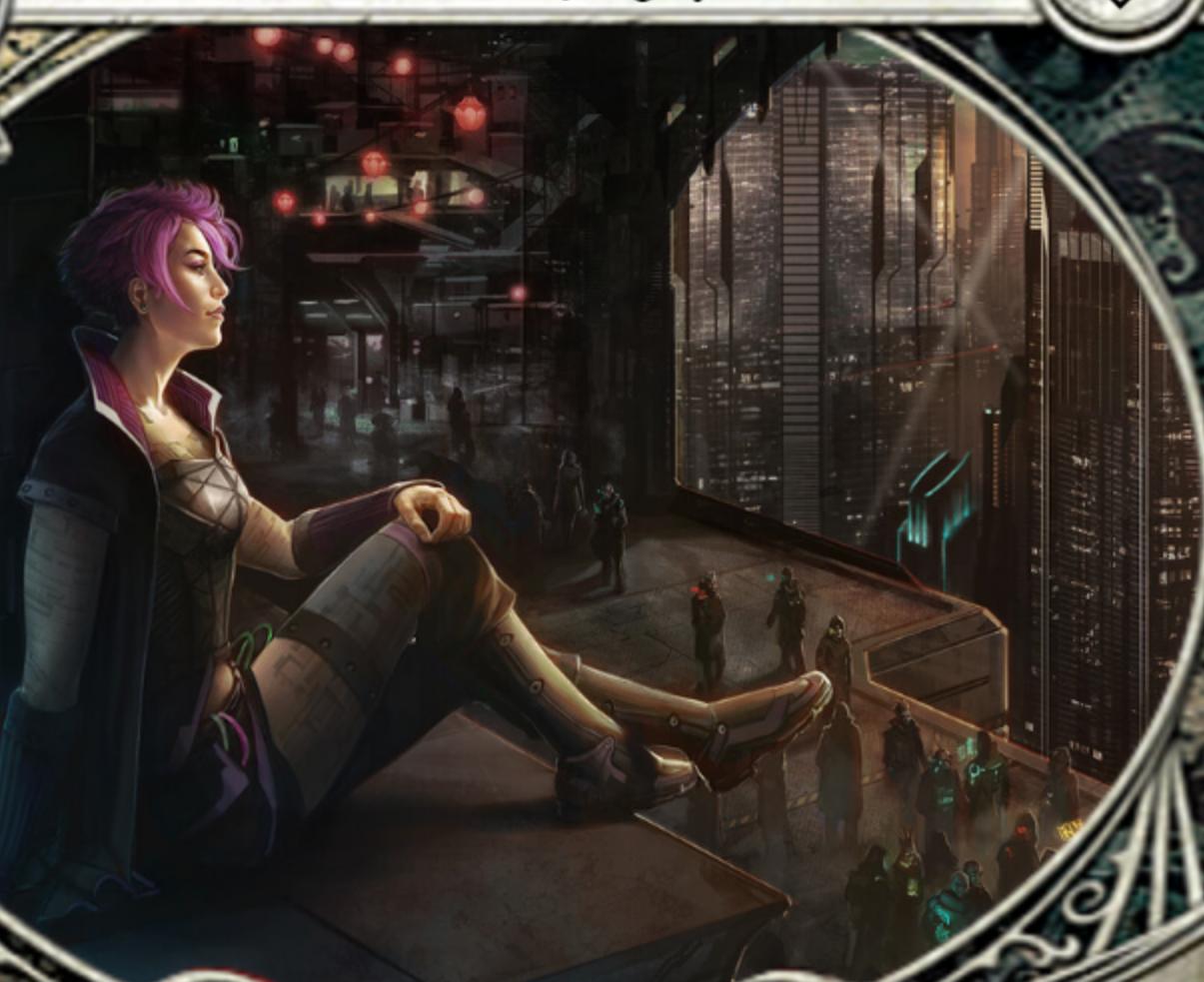
Illus. Scott Uminga  
Illustrator: Scott Uminga

25/41 Ⓛ 187  
32/41 Ⓛ 183

0

## Akiko's Insight

ASSET



Talent.

Akiko's Insight starts in play.

► When you reveal a ♀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 ♀2 token and treat it as an ✪ token, instead.

Illus. Adam Schumpert  
Illustrator: Adam Schumpert

31/41 Ⓛ 189  
31/41 Ⓛ 183

0

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Illus. Adam Schumpert  
Illustrator: Adam Schumpert

31/41 Ⓛ 189  
31/41 Ⓛ 183

## 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.)

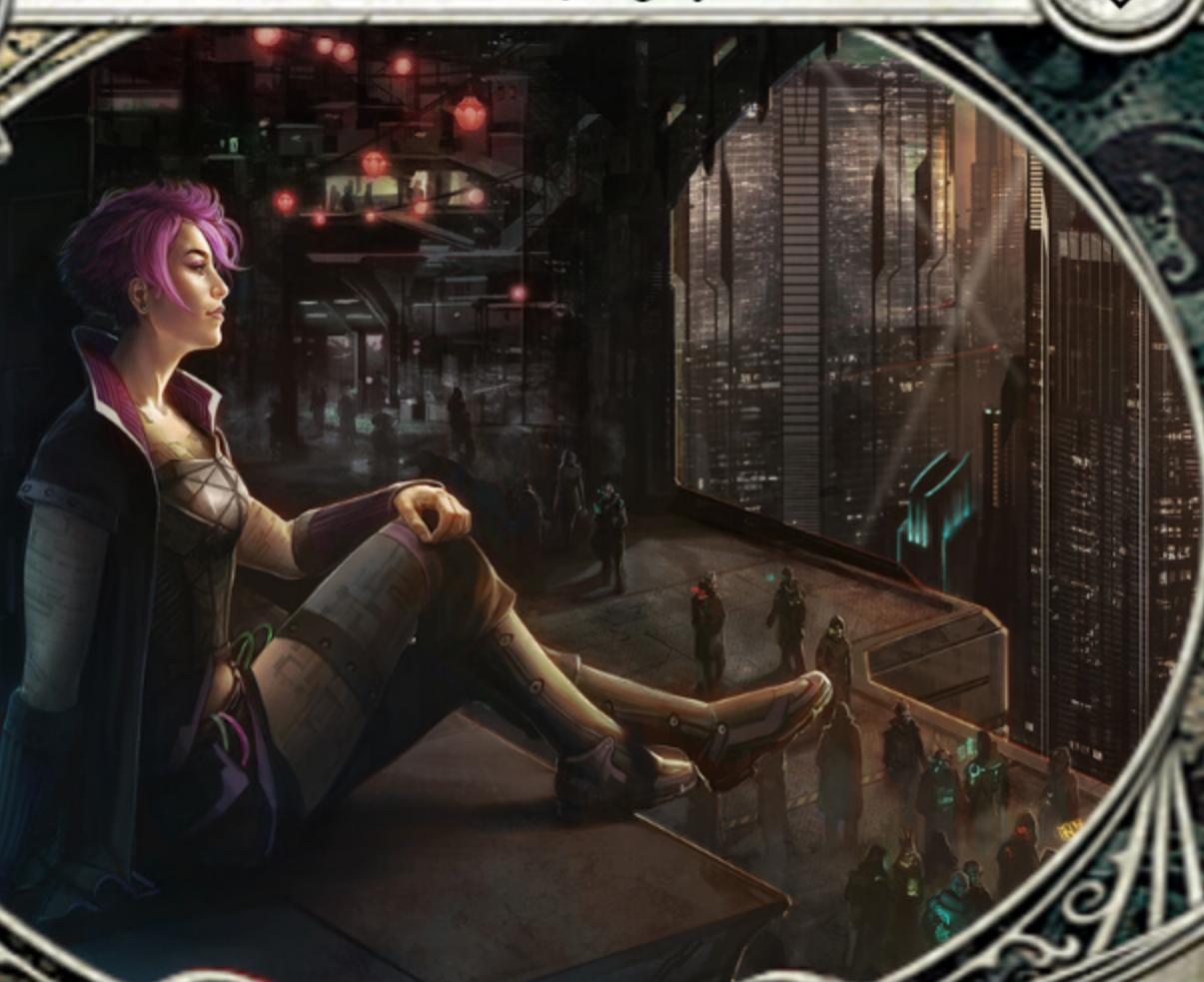
Illus. Scott Uminga  
Illustrator: Scott Uminga

25/41 Ⓛ 187  
32/41 Ⓛ 183

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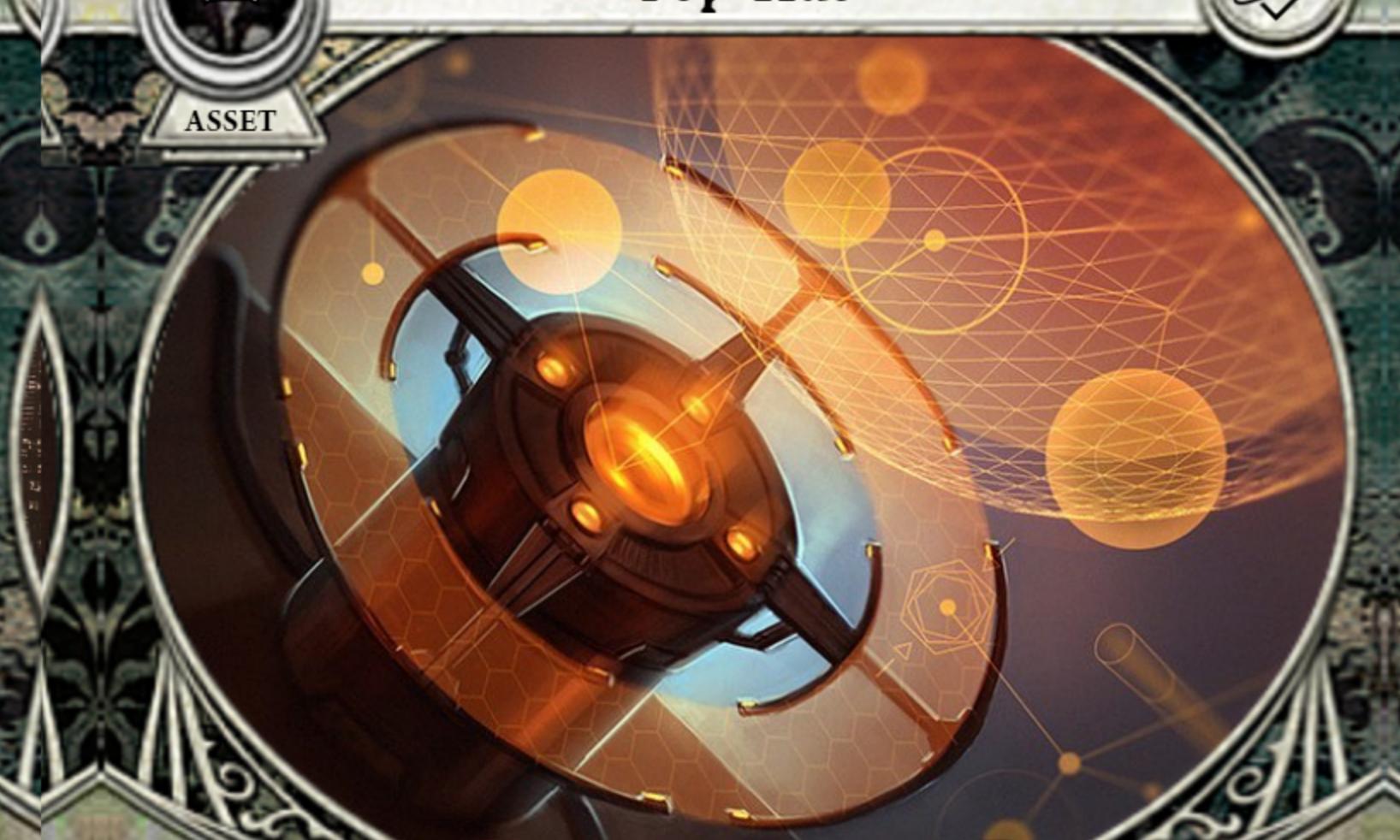
Illus. Adam Schumpert  
Illustrator: Adam Schumpert

31/41 Ⓛ 189  
31/41 Ⓛ 183

0

## 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  
Illustrator: John Ariosa

35/41 Ⓛ 190  
32/41 Ⓛ 180

## 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  
Illustrator: Matt Zeilinger

30/41 Ⓛ 188  
30/41 Ⓛ 188

0

## Akiko's Insight

ASSET



Talent.

Akiko's Insight starts in play.

► When you reveal a ♀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 ♀2 token and treat it as an ✪ token, instead.

Illus. Adam Schumpert  
Illustrator: Adam Schumpert

31/41 Ⓛ 189  
31/41 Ⓛ 183

0

## Bill Musashi

2 4 3

Humanoid. Clone. Tracker.

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

Hunter.

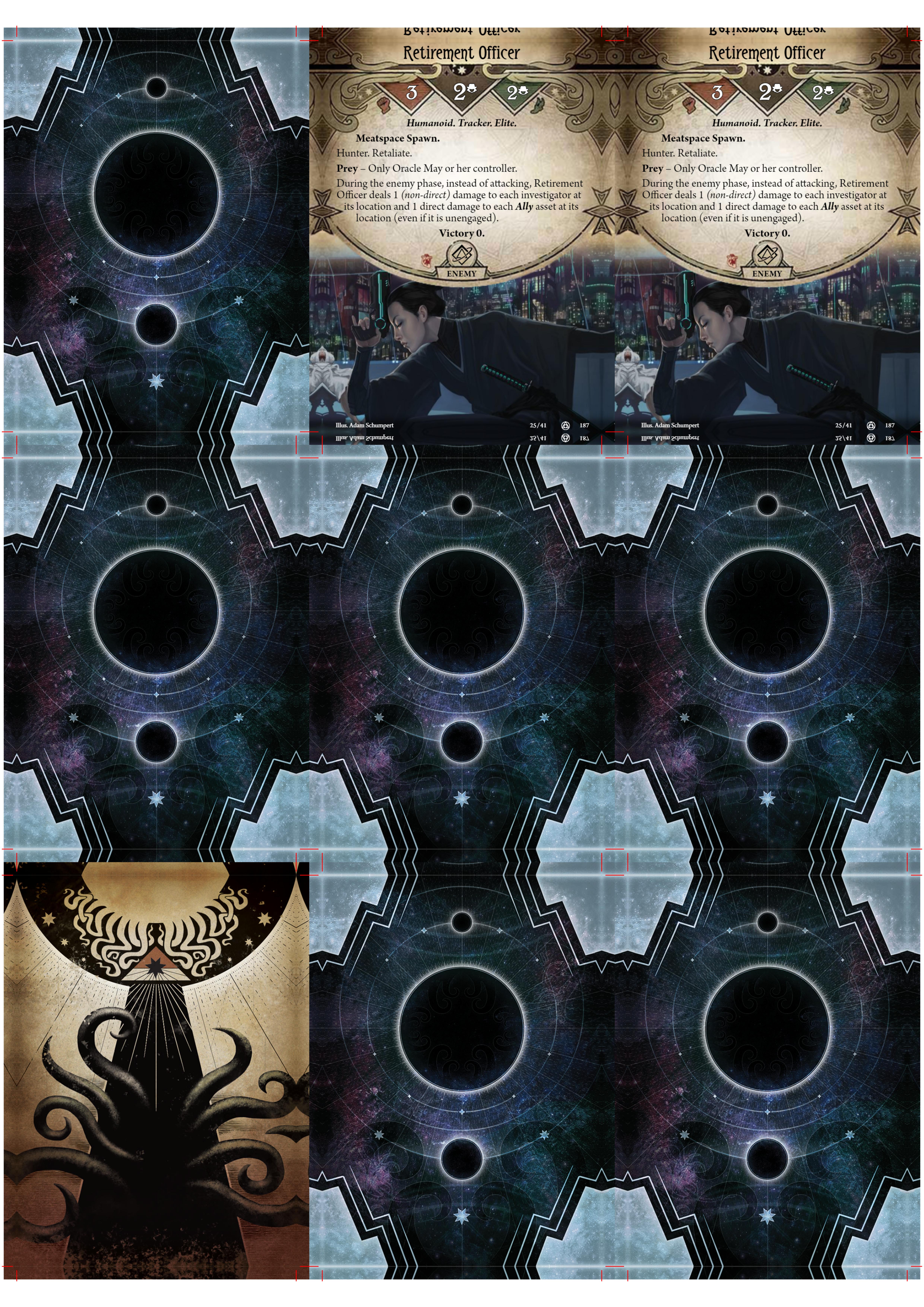
While you are attacking Bill Musashi, he gets +1 fight for each tag you have.

ENEMY



Illus. Alexandr Elichev (Edited)  
Illustrator: Alexandr Elichev (Edited)

36/41 Ⓛ 191  
32/41 Ⓛ 181



Brent Musashi

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. Alexandr Elichev (Edited)  
Иллюстрация Александра Еличева (Редактировано)

37/41 Ⓛ 192  
31/41 Ⓛ 183

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

Engram Flush

Terror.

TREACHERY

Engram Flush

Terror.

Peril.

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Illus. Janet Bruesselbach (Edited)  
Иллюстрация Жанет Брюсельбах (Редактировано)

38/41 Ⓛ 193  
32/41 Ⓛ 182

38/41 Ⓛ 193  
32/41 Ⓛ 182



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.



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**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  
Иллюстрация Мэтта Цайлингера

40/41 Ⓛ 194  
40/41 Ⓛ 184

Illus. Matt Zeilinger  
Иллюстрация Мэтта Цайлингера

40/41 Ⓛ 194  
40/41 Ⓛ 184

