



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

Collective Consciousness

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
1b



Oracle Retirement

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.

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(→R2)

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.

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 aristie 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.

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)

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 aristie 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.

Equivocation

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.

1/41 163
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Now piss off.
Follow the script—
it knows what you have lost.
Read Scenario Interlude: One Man's Trash in the Campaign Guide.

Equivocation

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.

Γ Συνέψεις Τηλεοπτικής
London Library



Act 4a



4

LOCATION

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.)

Illus. James Ives

Illustrator Page

10/41

10\41

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Police Hopper

Police Hopper

2

LOCATION

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. Blade Runner 2049 (Edited)

Illus. Blade Runner 2049 (Edited)

8/41

8\41

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Smartware Distributor

Smartware Distributor

3

LOCATION

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.)

Illus. Benjamin Giletti

Illustrator Page

11/41

11\41

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Azmarí Kids!

Azmarí Kids!

4

LOCATION

1

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

Illus. Dimik

Illustrator Page

9/41

9\41

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TechnoCo Local

TechnoCo Local

1

LOCATION

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

Illus. Caravan Studio

Illustrator Page

12/41

12\41

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

Illus. Jonathan Lee (Edited)
http://www.jonathanlee.com

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

Illus. Jonathan Lee (Edited)
http://www.jonathanlee.com

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)
http://www.bladerunner2049.com

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

Illus. Jonathan Lee (Edited)
http://www.jonathanlee.com

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)

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.
(→R2)

Diala's Hunt

ACT 4b

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

Illus. Jonathan Lee (Edited)
http://www.jonathanlee.com

Անունած Մարզական

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

Հանդիսական Հայոց Վայսու

Shuttered Side Alley



4

LOCATION

Meatspace. Street.

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

Ալոք Ջիմական

Aesop's Pawnshop



4

LOCATION

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.

Illus. David Lei

Illustrator

13/41

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Հանդիսական

Deserted Backroom



3

LOCATION

2*

Meatspace.

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

Վիտու 1.

Illus. Bruno Balixa

Illustrator

16/41

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Illus. Adam S Doyle

Illustrator

17/41

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Illus. Scott Uminga

Illustrator

18/41

180

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.

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.

Հոն Կոնգ

Hong Kong



3

LOCATION

0

Cyberspace.



LOCATION

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 triad looked down on you if you didn't speak Cantonese.

ԱՅՍՈՎ ԲԱՐՁՐԱԳՈՅՆ Aesop's Pawnshop

LOCATION

Meatspace. Street.

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

ՇՄԻՌՈՅԿ ՀՎՈՅՈՒ 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.

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

Illus. Matt Zeilinger
Այս պանդա է մասնակի

ԱՆԵԽԱՐԺԱԿ ՀՎՈՅՈՒ 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. surihelpz
Այս պանդա է մասնակի

ՀՈՊԵՐ ՀՎՈՅՈՒ 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
Այս պանդա է մասնակի

Illus. Adam S. Doyle
Այս պանդա է մասնակի

Illus. Jonathan Lee (Edited)
Այս պանդա է մասնակի

ՋԵԶԵՐԵԿ ԲՅՈՒՏՅՈՒ 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
Այս պանդա է մասնակի

Budapest

Heinlein

NeoTokyo

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.

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?

5

LOCATION

2*

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
Illustration by Scott Uminga

19/41 Ⓛ 181
19/41 Ⓜ 181

Kampala

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 (Edited)
Illustration by Scott Uminga (Edited)

20/41 Ⓛ 182
20/41 Ⓜ 182

ChiLo

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
Illustration by Scott Uminga

22/41 Ⓛ 184
22/41 Ⓜ 184

Illus. Scott Uminga
Illustration by Scott Uminga

23/41 Ⓛ 185
23/41 Ⓜ 185

Mumbad

3

LOCATION

2*

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.

24/41 Ⓛ 186
24/41 Ⓜ 186

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

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

illuDoyle2.mypA.zulu

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

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Illus. Adam S. Doyle

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Passerby

Passerby

Passerby

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

25/41
52/41
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18Δ

Illus. Scott Uminga
Illustrator

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18Δ

Illus. Scott Uminga
Illustrator

25/41
52/41
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18Δ

Passerby

Passerby

Oracle May

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

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187
18Δ

Illus. Scott Uminga
Illustrator

25/41
52/41
187
18Δ

Illus. Matt Zeilinger
Illustrator

30/41
50/41
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18Δ

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.

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

Retirement Officer

3 2* 2*

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Hunter. Retaliate.

Prey – Only Oracle May or her controller.

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Victory 0.

ENEMY

Illus. Adam Schumpert

Иллюстрация Адама Шумпера

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187

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52/41

187

183

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).

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ENEMY

Retirement Officer

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*Humanoid. Tracker. Elite.***Meatspace Spawn.**

Hunter. Retaliate.

Prey – Only Oracle May or her controller.

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Victory 0.

ENEMY

Illus. Adam Schumpert

Иллюстрация Адама Шумпера

25/41

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52/41

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Akiko's Insight

0

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.

Akiko's Insight

0

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.

Akiko's Insight

0

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.

Akiko's Insight

0

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.

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.

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. Adam Schumpert

IIIllus. Adam Schumpert

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Illus. John Ariosa

Illus. John Ariosa

35/41

32/41

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Illus. Alexandr Elichev (Edited)

Illus. Alexandr Elichev (Edited)

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