

Another game aid

by Universal Head



THE ESOTERIC ORDER OF GAMERS

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Game: **ANDROID**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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ANDROID

SETUP

Players select or randomly draw one **murder sheet**, place the **scene of the crime marker** at the location listed, and the **Lily Lockwell** and **Jimmy the Snitch** markers at the locations listed for week one. Place the **day marker** on the first day of the first week of the **calendar**.

Starting from the top of the murder sheet, count out a number of **suspects** equal to one more than the number of players and place their **suspect sheets** next to the murder sheet.

Each player selects or randomly draws a detective and takes his **detective sheet**, **tip sheet**, **figure**, **twilight cards** (separated into light and dark), **plot cards**, **special cards**, **hero markers**, **vehicle ruler**, **warrant markers** and one **twilight marker**. Players place their detective figures at their starting locations and their twilight marker on the center space of the **twilight track** on their detective sheet.

Place the **testimony lead markers** corresponding to the suspects at the locations listed on the murder sheet. Each player takes the **physical** and **document lead markers** listed on his detective sheet and places them on their color-matched locations.

Shuffle the **evidence markers** into a facedown pile. Place the following tokens on or near these locations:

Corp Favors	Melange Mining (G7)
Political Favors	City Hall (A2)
Society Favors	Levy University (E1)
Street Favors	Eastside Tenements (L3)
Alibis	Order of Sol (F8)
Hits	Humanity Labor (H1)
Trauma	Starlight Crusade (D1)
Dropship Passes	NAPD (I3)
Baggage	Castle Club (F4)

Randomly stack the puzzle pieces facedown by type. Place the 3 stacks near the **conspiracy** part of the board with **shift pieces** on the left (the least valuable), **favor pieces** in the middle, and **baggage pieces** on the right (the most valuable).

Remove any **hunch cards** for suspects not in the game, shuffle the remainder into **innocent (blue)** and **guilty (red)** decks, and deal one of each facedown to each player.

Each player takes the start cards for each of his 3 plots, shuffles them, and selects one randomly as his plot for week one (*Raymond* only has 2 plots, and *Caprice* should not include the start card for her *Descent into Madness* plot when selecting randomly).

Each player shuffles his light and dark **twilight decks** separately, places his dark deck on the space on the map and his light deck next to his detective sheet, and draws 2 cards from his light deck and one from the dark deck of the player on his left.

Shuffle the general event deck and place it on its board space. Select the 3 murder-specific event cards for the murder, randomly choose one and place it facedown on its space. Return all other murder-specific cards to the box.

Choose a first player, who places one of his hero markers at the scene of the crime marker and takes the **first player token**, the **time sheet** and the **time marker**.

Hero Specific Setup

Caprice Nisei: One warrant token on *Jinteki*. Sanity card in play with a hero marker at the +0 mark.

Floyd 2X3A7C: One warrant token on *Haas-Bioroid*. Gain one Director Haas favor. 3 Directive cards in play.

Louis Blaine: 2 Mr. L favors and one Sara favor. Mood card in play with the *Louis is in a Bad Mood* side up.

Rachel Beckmann: Draw 2 extra twilight cards from her light deck or any other player's dark deck, in any combination. Money card in play with a hero marker at the \$2,000 mark.

Raymond Flint: One dropship pass token. *Wrapped Up in Himself* card in play. Shuffle 4 Memory cards and deal one to each other player, returning any extra to the box unseen.

GAME ROUND

During each **round (day)**, each player takes a **turn** spending a certain amount of **time**, then any **end of day events** occur.

The player whose turn it is takes the time sheet and marker, places the time marker on the 6 mark of the time sheet, then spends his time performing actions until it is all gone or he no longer wishes to continue. A player may perform a given action several times unless otherwise noted.

Actions that cost 1 Time:

Move to a New Location

The distance moved is limited by the detective's **vehicle ruler**. Draw a free **light twilight card** if he enters a **ritzy** ♦ location, or a free **dark twilight card** if he enters a **seedy** ▼ location.

Follow Up a Lead

If in the same location as a testimony, physical, or document lead, the player may follow up that lead by either placing a piece of evidence on a suspect or uncovering a piece of the conspiracy.

Draw or Discard a Twilight Card

A player with fewer than 6 twilight cards (or fewer than 7, in Raymond's case) may draw either one light card from his light deck or one dark card from any other player's dark deck. *Alternatively*, a player may discard a light or dark card to the bottom of its deck without playing it.

If a player draws the last facedown card in a deck, shuffle the discarded cards to create a new facedown deck.

Raymond's Memory cards do not count against the hand limit, nor can they be discarded or looked at by effects that target a player's hand.

Play a Light Card

A player may play a light card from his hand, but must still pay the usual twilight cost. Dark cards do not cost Time to play, since they are played during another player's turn.

Get a Jump on the Case

If a player is in the same location as the **scene of the crime marker**, he may remove the **hero marker** there and replace it with one of his own. If it is still in place at the end of the phase, he becomes the new **first player**.

Actions costing variable Time:

Use a Location Ability

If a player is in a major location, he may use that location's **ability**, also spending additional costs if required. *A player may only use a given location's ability once per round.*

Event-Based Actions

Some event cards grant temporary abilities to certain places on the map, though often these are only available to the first player to use, after which they expire.

End of Day Phase

Advance the **day marker** by one day, then any **end of day events (General Event and Plot Resolution)** shown on the previous day are carried out. The final 2 days of the game are the **climax**.

The detective whose **hero marker** was last placed on the **scene of the crime** becomes the new **first player** and takes the first player marker.

MOVEMENT

A player **moves** his detective by spending 1 Time and moving his detective to any new location anywhere within reach of his vehicle ruler. Pause after each movement between locations, to give other players a chance to react to the move with cards or other effects.

There are five types of locations: **Religious** (yellow), **Civic** (green), **Residential** (red), **Business** (blue), and **Nightlife** (purple). Leads must be moved to a new location of the same type. If a detective enters a **restricted location** that he does not have a **warrant** on, he must spend 3 Time instead of 1.

A **location's quality** is indicated by the shape of its symbol: **ritzy** (♦), **normal** (●), and **seedy** (▼). When a detective enters a ritzy location, that player may draw one light card from his light deck for free (if his hand isn't full). A detective entering a seedy location may draw one dark card from any other player's dark deck for free (if his hand isn't full). These draws are allowed once *each time* a detective enters a seedy or ritzy location.

Detectives cannot move between the **Earth** and the **Moon** except by using the **Beanstalk** or by using of a **dropship pass**.

The **Beanstalk** is a district consisting of 5 locations between the Earth (*the Root*) and the Moon (*Starport Kaguya*). Once he has entered the Beanstalk at either end, a detective may move along it by paying 1 Time to travel to each of its successive locations. A detective may reverse direction, but may only leave the Beanstalk from one of its ends.

A player with a **dropship pass** may spend it (return to the pile at the *NAPD*) to move to any location in either city, anywhere on the map or the Beanstalk. This still requires spending 1 Time to move, and is otherwise considered a normal move.

FOLLOWING UP LEADS

A detective who spends 1 Time while in a location with a **testimony lead**, **physical lead**, or **document lead**, may **follow up** that lead.

The player on your right must move the lead token to a *new* location of his choice without a lead marker already on it, of the same type (color) as its previous location, and in a different district from the one his own detective is in (unless there are no other legal locations where it can be placed).

When a lead is followed up during the **climax**, it is not moved, but returned to the box and out of the game.

After following up a lead, the player whose turn it is decides whether to use the lead to **place evidence on a suspect**, or **uncover a piece of the conspiracy**.

Placing Evidence

The player may draw an evidence token, look at in secret, and place it (normally facedown) on a *live* suspect of his choice in the suspect's file area that corresponds to the type of lead.

A player *may* choose to reveal an evidence token by placing it faceup (which is usually a bad idea but can be useful in bluffs, deals, and other strategies). Once revealed, it stays revealed unless a card or other game effect says otherwise.

There are also 2 types of special evidence that a detective may uncover: **surprise witnesses** and **perjuries**. A surprise witness serves as a -5 (very innocent) piece of evidence. For each perjury token, one alibi or surprise witness on that suspect has its value changed from -5 to +5.

Uncovering the Conspiracy

The player may choose one of these 2 options:

1. **Reveal Information:** Draw the top puzzle piece from the pile beside his hero marker, then move the marker so that it is next to the *least valuable pile* with puzzle pieces in it.

If the draw exhausted a pile, any *other* hero markers that were next to that pile are moved to the next-most valuable pile (or the next-least valuable pile, if no more-valuable piles remain). If all piles have been exhausted, *all* the hero markers are returned to the box.

After adjusting the hero markers, the player immediately gains a **benefit** based on which type of puzzle piece he drew:

Shift: The player may **light shift** or **dark shift** any one player, including himself.

Favor: The player gains one normal **favor** of his choice.

Baggage: The player may place one piece of good or bad **baggage** on any player's plot, including his own.

Then the either player discard the piece (by choice, or if it cannot be legally placed), or add the piece to the **conspiracy puzzle**, in the attempt to create links between groups and the conspiracy. A new piece must be attached to an already placed piece, growing outward from the conspiracy at the center. A new piece must extend at *least* one linkage line from at least one already-placed puzzle piece. It may dead-end one or more lines, as long as at least one line is extended.

After placing or discarding a piece, the player immediately gains any **bonuses** shown on it:

Move a Lead: The player *may* select one lead of the type shown and move it as though it had just been followed up by the player to his left.

Place a Hit: The player *may* place a hit on one suspect of his choice.

Place a Bonus Puzzle Piece: The player *may* draw one piece of the type shown and add it to the puzzle. He receives the basic benefits and bonuses from that piece as normal.

Jinteki Link or Haas Link: These 2 pieces may be used to create links, or not, from the conspiracy to Haas-Bioroid and Jinteki. When closing the case, Haas tokens are worth +1 VP for every link made between Haas-Bioroid and the conspiracy, while Jinteki tokens are worth +1 VP for every link made between Jinteki and the conspiracy.

If a player adds the last puzzle piece to a row, a column, or one of the diagonals passing through the center, he gains one **conspiracy token** (worth 4 VP each at the end of the game) for each row, column, or diagonal completed.

A **link** is a continuous line connecting one of the groups around the outside of the puzzle (or Haas or Jinteki, if their special pieces come up) to the conspiracy at the center. Separate connections to each of the 4 sides of the conspiracy are considered different links, so there can be up to 4 links between the conspiracy and a given group. Additional lines from a group to the same side of the conspiracy are not considered to be additional links. Some VP values are adjusted at the end of the game as a result of links.

2. **Dig Deeper:** The player advances his hero marker so it is next to the *next-most valuable pile* of puzzle pieces.

PLAYING TWILIGHT CARDS

With a few exceptions, a detective's **twilight cards** are only played during his turn. A player may pay 1 Time in order to play a **light card** from his hand, paying the card's **twilight cost** and meeting any conditions or costs listed on the card. He then performs the actions on the card and then discards it faceup to the bottom of his light deck.

Other players may also play a given detective's **dark cards** during that player's turn, in response to his actions. It costs a player 0 Time to play a dark card, but the card's twilight cost and any conditions listed on the card must still be met. The player performs the actions listed on the card and then discards it faceup to the bottom of the dark deck from which it was drawn.

Twilight Costs

A detective's **twilight level** is tracked on his detective sheet using a **twilight marker** (which moves one space at a time unless otherwise stated). If the marker is all the way to the left side, the detective is said to be completely **light shifted**. If all the way to the right side, completely **dark shifted**. Moving leftward along the track is called **light shifting**, while moving rightward along the track is called **dark shifting**.

When a player wishes to play one of his light cards, he must *dark shift* by the number of spaces shown in the card's upper left corner. Similarly, when he wants to play another detective's dark card, he must *light shift* by the number of spaces shown in the card's upper left corner.

Ideally, a player should play at least one light card and one dark card each round.

If a player wants to play a card for which he cannot afford the twilight cost, or if he wants to get rid of excess cards, he may discard twilight cards (of any type) in order to reduce the card's twilight cost. For every discarded card, the played card's cost is reduced by one (0 minimum). Players may not discard cards to reduce the cost of a card being played by another player.

When a light or dark card whose color matches the target detective's current plot is played, the player playing the card may either increase or decrease its twilight cost by one.

Cards

Only one dark card and one light card may be played in response to a single event. If multiple players wish to play cards, first determine who plays a dark card; the first player has priority, followed by players clockwise. After the dark card has been resolved, the active player may then play his light card.

Light and dark cards drawn at no cost upon entering ritzy or seedy locations are drawn before any cards can be played in response to the detective entering that location.

Traits

Bolded, italicized words on cards are **traits**, used to categorize cards into groups that may be affected by other cards.

When a **Fight** trait card is played on a player (by himself or by another player), that player must respond by choosing either **light tactics** (fighting like a good guy, shooting to injure instead of kill, etc) or **dark tactics** (doing whatever is necessary to win the fight, honorable or not).

If the player chooses light tactics, he light shifts (if able) and does whatever is listed on the **light tactics** portion of the card. If the player chooses dark tactics, he dark shifts (if able) and does whatever is listed on the **dark tactics** portion. A detective who is completely light shifted can still choose light tactics, and a detective who is completely dark shifted can still choose dark tactics.

PLOTS

Plots are problems that spring up in the detective's personal life while he's investigating the murder. Each detective must deal with one plot each week (except Raymond, whose plots take 2 weeks to resolve).

Each plot is comprised of a single-sided **start card**, a double-sided **crossroads card**, and 2 double-sided **ending cards** (with VP on them). At the start of each week, a random plot is selected for each detective, and its start card is put into play.

Emotional Baggage

Plots accumulate **emotional baggage** over the course of the week, which determines how they resolve. Each start and/or crossroads card has a **good baggage** section (orange) and a **bad baggage** (grey) section.

When a plot gains good baggage, a baggage token is placed on it, orange side up. When a plot gains bad baggage, a baggage token is placed on it, grey side up.

Baggage accumulates on each player's start card until the end of the **3rd day of the week**, when the start card is resolved and one of the 2 sides of the crossroads card corresponding to that plot enters play. The start card indicates which side of the crossroads card comes into play based on how it was **resolved**.

Baggage then accumulates anew on the crossroads card until the end of the **6th day of the week**, when the crossroads card, and the entire plot, is resolved with the ending for the plot. The ending card is then put into play with the appropriate side faceup, and then, if appropriate, a new plot is chosen at random for the next week.

Resolving Plots

At the end of the 3rd and 6th days of each week, starting with the first player and continuing clockwise, each player resolves his plot in turn.

If a player's plot has more good baggage than bad baggage, it resolves positively. He looks finds the plot card named in the good baggage section of the card and puts it into play, then discards the old card, along with all of the baggage on it.

If a player's plot has as much or more bad baggage than good baggage (or none at all), it resolves negatively. He finds the plot card named in the bad baggage section of his card and puts it into play, then discards the old card, along with all of the baggage on it.

Special rules listed on a start card or a crossroads card only remain in effect as long as that card is in play. Once a plot has ended, its ending card remains in play for the rest of the game, so any mechanics listed on ending cards also last for the rest of the game.

Twilight Cards and Conditional Baggage

Twilight cards can give a player baggage. **Duty** (always italicized and normally named after a positive or negative personality characteristic) is an example of **conditional baggage**.

A player who gains conditional baggage must look at his current plot card (his current start or crossroads card, not any previous ending card).

If the conditional baggage is listed in the good baggage section of the card, he gains good baggage equal to the amount of conditional baggage he gained.

If the conditional baggage is listed in the bad baggage section of the card, he gains bad baggage equal to the amount of conditional baggage he gained.

If the conditional baggage is listed in neither section, he gains neither good nor bad baggage.

EVENTS

At the end of the 2nd, 4th, and 5th day of each week, a general event is drawn from the general event deck and resolved. **At the start of the 1st day of the 2nd week, the specific event** chosen at the start is revealed and resolved.

A **general event** is placed in the first general event space, moving any event there to the 2nd space (and knocking any event there off the track). Move an NPC's **status marker** onto the map to show his location if necessary.

An event's effect can end if the NPC associated with it is eliminated or redirected to a new event; the event effect ends as described on the card; or the event falls off the track. Turn the event facedown in its space and do not resolve it. Any NPCs associated with an event whose effect has ended are removed from the map and returned to their owners.

A **specific event** often involves suspects. Move the **testimony leads** corresponding to all suspects in play to the locations listed. If any of the locations already contain a lead, the 2 leads in question switch locations. Other event effects are then resolved. If a suspect has been killed, or is killed during the event, the event immediately ends; return it to the box.

Some specific events move a suspect to a specific location and then require players to pay Time to move him to another. The testimony lead corresponding to that suspect cannot be followed up until the event has ended.

OTHER TOKENS

Favors are gained at various locations. They do not have any abilities on their own, but are normally spent to pay all or part of the cost to use a location ability or play a card. Players are limited to the quantity of favor tokens included with the game. Due to links, some favors are worth VP at game end.

Haas tokens are gained through the use of *Haas-Bioroid's* location ability. **Jinteki tokens** are gained through the use of *Jinteki's* location ability. Both represent leverage that can be used against the company, and are worth 3 VP each at the end of the game. Players are limited to the tokens included with the game.

Warrants allow the detective that placed the warrant to enter a specific restricted area without losing 2 Time. Once placed on a location, a warrant remains there for the rest of the game. A player may only have 2 warrants in play at a time, but may move one of his warrants instead of placing one.

Alibi tokens are normally placed as a result of the *Order of So's* location ability. Choose an active suspect and places an alibi token on his sheet. **Surprise Witnesses tokens** act just like alibis except that they can be placed in secret.

Each Alibi and Surprise Witness token is worth **-5 guilt** for that suspect when the case closes.

Perjury tokens are special evidence. When the case closes, for each perjury token on a suspect, one alibi or surprise witness on him is worth **+5 guilt** instead of -5 guilt.

HITS

Hit tokens are normally placed as a bonus when a player reveals information and places a puzzle piece, or when he uses the *Humanity Labor* location ability. Choose an active suspect and place a hit token on his sheet. If a suspect ever has 3 hits on his sheet, he is immediately killed; return all of the evidence, hit, and alibi tokens on his sheet to their respective piles, and then turn the sheet facedown. Hit tokens may not be removed from a dead suspect.

At the end of the game, neither guilty nor innocent **hunches** indicating dead suspects pay off.

NPCS

If an NPC is **eliminated**, turn that NPC's status marker facedown to the skull side. The detective associated him must discard any NPC favors he possesses from that NPC, and cannot gain any more this game.

Certain NPCs can grant **favors** to their associated detective. These can be spent just like any other favor, but as though they were one of 2 or more different types of normal favors, as shown on the token. Each NPC favor spent still only counts as one favor; it can just be one of several different types.

Lily Lockwell, Reporter When a detective enters Lily's location, he *must* spend 1 Time if he has any left. The player may choose one piece of evidence on any suspect sheet and reveal it faceup. Then the player moves Lily to a location of the same type (color) in a different district. Lily may be moved to a location containing a lead, but cannot be moved to Jimmy the Snitch's location.

Jimmy the Snitch When a detective enters Jimmy's location, he *may* spend 1 Time to either look at any one other player's cards, or peek at all of the facedown evidence on a single suspect sheet. The information may not be shared with the other players. Then the player moves Jimmy to another location of the same type (color) in a different district. Jimmy may be moved to a location containing a lead, but cannot be moved to Lily Lockwell's location.

CLOSING THE CASE

After the end of the 6th day of week 2, the game ends. Players determine which suspect is the murderer, add up their VP, and the player with the highest total wins. If a tie, if only one of the tied players had a correct guilty hunch, he wins. Otherwise, the players share the victory.

For each suspect, do the following:

1. Turn all of the facedown evidence tokens on his suspect sheet faceup.
2. Find the lowest-value evidence token in his **strong evidence file** (even if positive), and discard all pieces of evidence of that numerical value from that file.
3. Find the highest-value evidence in his **weak evidence file** (even if negative), and discard all pieces of evidence of that numerical value from that file.
4. Add up all of the values of remaining evidence.
5. Match each **perjury token** up with an **alibi** or **surprise witness** on the same suspect. Any perjury token that cannot be matched up with an alibi or surprise witness is discarded. Subtract 5 from the evidence total for each alibi or surprise witness on the suspect that *is not* matched up with a perjury token. Add 5 for each alibi or surprise witness on the suspect that *is* matched up with a perjury token. It doesn't matter what file the tokens are in.

The suspect with the highest total (even if lower than 0) is the **murderer**. The player with that suspect's **guilty hunch** is correct, and every player with any other suspect's **innocent hunch** is correct.

A player who has both guilty *and* innocent hunches for the same suspect is **obsessed**. His hunches pay off normally, but if the suspect has a total guilt at least 5 higher than every other suspect's total, *both* of the detective's hunches are considered to be correct, and he also receives +3 VP.

Some values may be modified by the links that have been made on the **conspiracy puzzle**. For each link made between the conspiracy and a group, one of the VP values scored at the end of the game is adjusted.

Consult the reference sheet for final scoring.

ANDROID

GAME ROUND

Each player takes a **turn** spending **time**, then any **end of day events** occur.

Actions that cost 1 Time:

Move to a New Location

Distance is limited by your **vehicle ruler**. Draw a free **light twilight card** if you enter a *ritzy* ♦ location, or a free **dark twilight card** if you enter a *seedy* ▼ location.

Follow Up a Lead

If in the same location as a testimony, physical, or document **lead**, you may follow up that lead.

Draw or Discard a Twilight Card

If you have fewer than 6 twilight cards (fewer than 7 for Raymond) you may **draw** or **discard** either one light card from your light deck or one dark card from from any other player's dark deck.

Play a Light Card

You may play a light card, paying the **twilight cost**. Dark cards are played during another player's turn and do not cost Time to play.

Get a Jump on the Case

If in the same location as the **scene of the crime marker**, you may replace the **hero marker** there with your own. If it is still in place at the end of the phase, you become the new **first player**.

Actions costing variable Time:

Use a Location Ability

In a major location you may use its **ability**.

Event-Based Actions

Event cards may grant temporary abilities to a location.

End of Day Phase

Advance the **day marker** by one day, then any **end of day events** shown on the previous day are carried out. The final 2 days of the game are the **climax**.

The detective whose **hero marker** was last placed on the **scene of the crime** becomes the new **first player** and takes the first player marker.

FOLLOWING UP LEADS

Player on your right chooses new location for lead

New location must not have a lead.
Same type (color) as original location.
Different district from his own detective's.
During the *climax* leads are discarded.

Choose uncover the conspiracy or place evidence:

Uncovering the Conspiracy

Choose one of these options:

1. **Reveal Information:** Draw the top piece from the pile beside your hero marker, then move the marker next to the *least valuable pile*.

Gain a **benefit** based on the type of piece:

Shift: **Light shift** or **dark shift** any 1 player, including yourself.

Favor: Gains one normal **favor** of choice.

Baggage: Place 1 piece of good or bad **baggage** on any player's plot, including your own.

Add the piece to the **conspiracy puzzle**, extending at *least 1* linkage line from at least one placed piece.

Gains any **bonuses** shown on the piece:

Move a Lead: *May* select one lead of the type shown and move it as though it had just been followed up.

Place a Hit: *May* place a hit on 1 suspect.

Place a Bonus Piece: *May* draw 1 piece of type shown and add to the puzzle. Receive the basic benefits and bonuses from that piece as normal.

If you add the last puzzle piece to a row, a column, or a diagonal passing through the center, gain **1 conspiracy token** for each completed.

2. **Dig Deeper:** Advances your hero marker so it is next to the *next-most valuable pile* of pieces.

Place Evidence

Draw an evidence token, secretly look at it, and place it in the correct file area of a *live* suspect.



Street



Corp



Political



Society

ANDROID

GAME ROUND

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Play a Light Card

You may play a light card, paying the **twilight cost**. Dark cards are played during another player's turn and do not cost Time to play.

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If in the same location as the **scene of the crime marker**, you may replace the **hero marker** there with your own. If it is still in place at the end of the phase, you become the new **first player**.

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Choose one of these options:

1. **Reveal Information:** Draw the top piece from the pile beside your hero marker, then move the marker next to the *least valuable pile*.

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Shift: **Light shift** or **dark shift** any 1 player, including yourself.

Favor: Gains one normal **favor** of choice.

Baggage: Place 1 piece of good or bad **baggage** on any player's plot, including your own.

Add the piece to the **conspiracy puzzle**, extending at *least 1* linkage line from at least one placed piece.

Gains any **bonuses** shown on the piece:

Move a Lead: *May* select one lead of the type shown and move it as though it had just been followed up.

Place a Hit: *May* place a hit on 1 suspect.

Place a Bonus Piece: *May* draw 1 piece of type shown and add to the puzzle. Receive the basic benefits and bonuses from that piece as normal.

If you add the last puzzle piece to a row, a column, or a diagonal passing through the center, gain **1 conspiracy token** for each completed.

2. **Dig Deeper:** Advances your hero marker so it is next to the *next-most valuable pile* of pieces.

Place Evidence

Draw an evidence token, secretly look at it, and place it in the correct file area of a *live* suspect.



Street



Corp



Political



Society

ANDROID

VICTORY POINTS

Guilty hunch correct	+15 VP
Innocent hunch correct	+5 VP
Each plot ending achieved	Varies*
Each conspiracy token	+4 VP
Each Haas token	+3 VP
Each Jinteki token	+3 VP
Each Trauma counter	-1 VP
Each favor	+0 VP**

* Endings with a VP value 1+ are **happy** endings, while endings with a value of -1 or less are **sad**.

** The conspiracy puzzle may cause favors to be worth VP. NPC favors gain *all* VP bonuses for each type of favor they show on their token.

SPECIAL CHARACTERS



Lily Lockwell, Reporter
Must spend 1 Time to turn 1 Evidence token faceup



Jimmy the Snitch
May spend 1 Time to look at a player's cards or 1 suspect's evidence

EVIDENCE



Normal



Surprise Witness



Perjury

SUSPECTS



Vinnie



Sgt. Dejah Thoris



Mark Henry



Eve 5VA3TC



Thomas Haas



Noise

NPCS

Caprice Nisei



Chairman Hiro



The Sisters



Daniel

Rachel Beckmann



Capt. Beckmann



Oliver



Lena

Raymond Flint



Kate



Keene



Parsons

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Sara



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