Welcome to New Angeles

Commissioner Dawn lifted the sheet, glanced at the cooling corpse underneath, and then grimaced. It was just as the officer on the scene had said, and it meant a lot of paperwork and a lot of overtime for her detectives...

It is the future. Mankind has spread itself out across the solar system with varying degrees of success. The Moon and Mars are colonized. A plan to terraform Mars is well underway, hindered only by a civil war that has broken out on that planet. On Earth, a massive space elevator has been built, stretching up into the sky. It is the hub of trade in the solar system, and most people refer to it as the "Beanstalk."

Computers have continued to advance, and that, combined with discoveries in the field of neurobiology, has led to brain-mapping, a method by which a human mind can be stored electronically. Recently, two rival companies used this development in different ways to create artificial, sentient life. Jinteki created human clones that can be matured and educated in a fraction of the normal time. Haas-Bioroid, on the other hand, built robots with brain-mapped, artificially intelligent minds, calling them "bioroids." Naturally, this has caused no end of trouble.

With both companies selling their artificial humans, or androids, as cheap labor, thousands of already-impoverished humans have found themselves unemployed. This, combined with their deep mistrust of scientists playing God, has led many lower- and middle-class citizens to hate and fear the androids. A group calling itself Human First has sprung up, calling the androids "golems'" – referring to the legendary soulless clay creatures. Human First has attacked the androids on numerous occasions, usually wielding sledgehammers as their weapon of choice, since the androids are often physically resilient.

In this hotbed of hatred, fear, and prejudice, the men and women of the New Angeles Police Department attempt to maintain order. Their job isn't easy, since their charter requires them to patrol not only New Angeles but also the Heinlein moon colony located across the Beanstalk. Nevertheless, they continue to guard the thin blue line between civilization and anarchy.

Object of the Game

In the futuristic city of New Angeles, five detectives are investigating a vital murder case. They are:

- Caprice Nisei, Psychic Clone
- Floyd 2X3A7C, Doubting Bioroid
- Louis Blaine, Corrupt Cop
- Rachel Beckmann, Estranged Bounty Hunter
- Raymond Flint, Troubled P.I.

In *Android*, three to five players each take on the role of one of these detectives, and are given two weeks to solve the case. They investigate the murder by traveling around the map and following up leads to discover evidence that they can use to convict the suspect who they believe is guilty. In addition, they attempt to uncover the conspiracy behind the murder and deal with problems that spring up in their personal lives. The detective who best manages all of these tasks and collects the most victory points (VPs) wins the game.

Components

- This Rulebook
- 1 Game Map (with 1 attached puzzle piece)
- 1 First Player Marker
- 1 Scene of the Crime Marker
- 1 Day Marker
- 24 Puzzle Pieces (+1 attached to game map)
- 6 Cardboard Vehicle Rulers
- 5 Cardboard Detective Figures
- 5 Plastic Detective Stands
- 5 Detective Sheets
- 5 Twilight Markers (1 per detective)
- 5 Tip Sheets (1 per detective)
- 25 Hero Markers (5 per detective)
- 6 Murder Sheets
- 6 Suspect Sheets
- 1 Time Sheet
- 1 Time Marker
- 6 Testimony Lead Markers
- 5 Physical Lead Markers
- 5 Document Lead Markers
- 60 Evidence Tokens (1 +5 token, 4 +4 tokens, 6 +3 tokens, 11 +2 tokens, 11 +1 tokens, 7 –1 tokens, 7 –2 tokens, 4 –3 tokens, 1 –4 token, 4 surprise witness tokens, and 4 perjury tokens)

- 12 Alibi Tokens
- 13 Hit Tokens
- 48 Normal Favor Tokens (12 corp, 12 political, 12 society, and 12 street)
- 45 Baggage Tokens
- 18 Trauma Counters (5 –3 VP tokens and 13 –1 VP tokens)
- 6 Haas Tokens
- 6 Jinteki Tokens
- 12 Conspiracy Tokens
- 10 Warrant Markers (2 per detective)
- 5 Dropship Pass Tokens
- 15 NPC Status Tokens (3 per detective)
- 24 NPC Favor Tokens (3 Captain Beckmann tokens, 3 Chairman Haas tokens, 3 Daniel tokens, 3 Director Hiro tokens, 3 Kate tokens, 3 Lena tokens, 3 Mr. Li tokens, and 3 Sara tokens)
- 1 Lily Lockwell Marker
- 1 Jimmy the Snitch Marker
- 210 Twilight Cards (44 Caprice cards, 42 Floyd cards, 42 Louis cards, 42 Rachel cards, and 40 Raymond cards)
- 56 Plot Cards (12 Caprice cards, 12 Floyd cards, 12 Louis cards, 12 Rachel cards, and 8 Raymond cards)
- 41 Event Cards (23 general cards, 18 murder-specific cards)
- 12 Hunch Cards (6 guilty, 6 innocent)
- 11 Special Cards (1 Caprice card, 3 Floyd cards, 1 Louis card, 1 Rachel card, 5 Raymond cards)

Component Overview

The following sections briefly describe and identify the components of *Android*.

Game Map

The game map depicts the twin cities of New Angeles and Heinlein, as well as the space elevator (commonly known as the "Beanstalk") that connects them together. This area is known as the Greater New Angeles region, and the detectives travel throughout it during the game. The game map is also used to track the progress the characters make on uncovering the conspiracy behind the murder. See "Game Map Breakdown" on page 44 for a complete discussion of the game map. Note that one puzzle piece is glued to the game map. This is normal and removing it will damage the game.

First Player Marker

This marker is used to indicate which player acts first during a game round. Unlike many other games, the first player marker does *not* necessarily pass to a new player at the end of the round (see "Changing the First Player" on page 15 to see how the first player marker moves).

Scene of the Crime Marker

This marker is used to indicate the location on the game map where the murder took place.

Day Marker

This marker is placed on the calendar on the game map and is used to track the passage of time in the game. Once two weeks have passed, the game ends and the case is closed.

Puzzle Pieces

These puzzle pieces are divided into three piles and are used to uncover the conspiracy behind the murder. The three types of puzzle pieces are shift pieces, favor pieces, and baggage pieces. Baggage pieces are the most valuable, while shift pieces are the least valuable. See "Uncovering the Conspiracy" on page 21 for a complete description of them.

Shift Piece *Favor Piece* *Baggage Piece*

Vehicle Rulers

In *Android*, the detectives have flight-capable vehicles at their disposal, and do not need to follow roads. These rulers are used to determine the maximum distance that a detective can travel in a single move.

Detective Sheets, Figures, and Twilight Markers

Each player receives one detective sheet and one cardboard detective figure depicting his character. The detective sheet and twilight marker are used to track the detective's twilight state (see "Playing Twilight Cards" on page 25), while the figure is used to indicate where on the game map the detective is located.

Tip Sheets

These sheets contain helpful hints and strategies for each detective. On the back of each sheet is a list of advice on how to play against the other detectives. Beginners should use these sheets until they are familiar with all five detectives.

Hero Markers

These markers are used to track a variety of things in the game. Whenever an event related to only one detective needs to be shown on the game map or elsewhere, a hero marker for that detective is used.

Murder Sheets

Each murder sheet represents a different murder that the detectives can investigate. See "Murder Sheet Breakdown" on page 45 for a complete description.

Suspect Sheets

Each suspect sheet represents one of the people suspected of committing the murder. The players place evidence and alibis on these sheets to determine which suspect was the murderer.

Time Sheet and Marker

This reference sheet is passed around the table as the active player changes and – with the marker – doubles as a convenient way to track the time that a detective has remaining for the day.

Lead Markers

These markers are placed on the game map to indicate locations where vital evidence relating to the case or the conspiracy may be found. There are three types of leads.

Testimony leads each show a picture of one of the six suspects and represent evidence gained from the testimony of a key witness.

Physical leads show a picture of a thumbprint and represent forensic, genetic, or ballistic evidence.

Document leads show a picture of a security camera and represent evidence gained through video, electronic, or paper records.

Evidence Tokens

These tokens are gained by following up leads on the game map, and are placed on the suspect sheets to determine the murderer. See "Placing Evidence" on page 19 for a complete description.

Normal Evidence *Suprise Witness* *Perjury*

Alibi Tokens

These tokens represent key witnesses who come forward to testify to the innocence of one of the suspects.

Hit Tokens

Although there are several suspects, only one of them is really the murderer. The others are important witnesses to the crime. These tokens represent the danger that a particular suspect is in of being killed by the real murderer. Should a suspect ever have three hit tokens on him, he is instantly killed. See "Hits" on page 33 for a complete description.

Favor Tokens

For detectives, favors are as good as money. Favors can be gained and spent in various ways and places on the game map. There are four normal types of favors:

- **Corp favors** represent influence in the business world.
- **Political favors** represent influence in the political arena.
- **Society favors** represent influence among the upper crust of society.
- **Street favors** represent influence with the common man and the criminal underworld.

Corp   *Political*   *Society*   *Street*

Baggage Tokens

As the detectives try to resolve their personal problems, baggage tokens are used to track how well they're doing. See "Plots" on page 29 for a complete description.

Trauma Counters

Sometimes, bad things happen to good people. These counters represent those bad things. A detective might get beaten up, demoted, or suffer any number of hardships. Each trauma counter a detective has at the end of the game costs –1 VP. Three –1 VP counters may be traded in for one –3 VP counter if more trauma counters are needed.

Warrant Markers

Certain locations on the game map are more difficult to enter than others. When a detective places a warrant on such a location, he can avoid being delayed there.

Dropship Pass Tokens

Dropships are small, maneuverable cargo spaceships available for police use. These tokens represent passes that can be used to have a dropship pick up a detective and drop him off anywhere on the game map.

NPC Status and Favor Tokens

There are certain people in each detective's life who are important to him. These people are referred to as non-player characters, or NPCs for short. Each NPC has an NPC status marker that indicates whether the NPC is alive or dead. In addition, certain NPCs can share their influence with the detectives. These NPCs have NPC favor tokens to represent this.
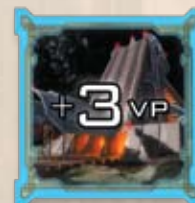
NPC Favor Tokens   *NPC Status Token*

Jinteki, Haas, and Conspiracy Tokens

These tokens are used to keep track of extra victory points that a player has earned through the use of a location ability or by uncovering pieces of the conspiracy (see "Uncovering the Conspiracy" on page 21 for further details).

Jinteki Token   *Haas Token*   *Conspiracy Token*

Lily Lockwell and Jimmy the Snitch Markers

These markers represent two important people in the Greater New Angeles Region who can help (or hinder) the detectives as they move around the map.

Lily Lockwell

Jimmy the Snitch

Twilight Cards

Each detective has two decks of twilight cards – a dark deck and a light deck – devoted exclusively to him. A detective's dark deck contains events that hinder him, while his light deck contains events that help him. Collectively, these two decks of cards are referred to as a detective's twilight cards.

Light Cards

Dark Cards
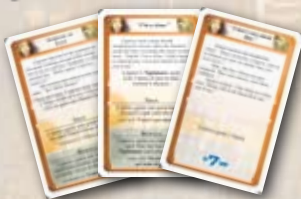
Plot Cards

Each detective has a deck of plot cards that detail the personal problems that may spring up in his life during the investigation. Each detective has three plots (exception: Raymond has two plots) that are marked with different colors. See "Plots" on page 29 for a complete description.

Event Cards

These cards represent events that take place in the Greater New Angeles region during the investigation. Some of them, referred to as general events, may take place during any murder. Others, referred to as murder-specific events, may only take place during a particular murder ("Evil at the Estates," for example).

Generic Events   *Murder-Specific Events*

Hunch Cards

These cards represent each detective's hunches about which suspects are guilty and which are innocent.

Guilty Hunches   *Innocent Hunches*

Special Cards

These cards are used to represent special traits and rules for each detective. See each detective's hero sheet and tip sheet for complete details.

Louis's Mood Card   *Raymond's Memory Cards*

Floyd's Directive Cards

Rachel's Money Card   *Caprice's Sanity Card*

Y ESTERDAY MARKED THE 15TH ANNIVERSARY OF THE SIGNING
OF THE TREATY OF HEINLEIN, WHICH BROUGHT AN END
TO ONE OF THE BLOODIEST WARS IN HISTORY, AS WELL AS
THE FIRST TO EXTEND BEYOND THE EARTH'S ATMOSPHERE. THE
TREATY IS ON DISPLAY TO THE PUBLIC AT THE HEINLEIN MUSEUM,
LOCATED INSIDE THE PRIMARY DOCK OF STARPORT KAGUYA.

SETUP

To prepare a game of *Android*, carefully follow the steps below.

1. **Game Map and Choose Murder:** Unfold the game map and place it in the middle of the table. Then, either shuffle up the murder sheets and choose one at random or (if the players agree) select a murder that everyone wishes to play. First-time players should choose the *Evil at the Estates* murder. Place it at the end of the table as shown in the setup diagram. Take the scene of the crime marker and place it at the location listed as the scene of the crime on the murder sheet (at Rockvil Estates, for example, for the *Evil at the Estates* murder), and place the day marker on the first day of the first week on the calendar (the space with no symbol). Finally, take the Lily Lockwell and Jimmy the Snitch markers and place them at the locations listed for week one on the murder sheet (at Rockvil Estates (G2) for Lily and The Old War Memorial (B1) for Jimmy, if playing the *Evil at the Estates* murder).

2. **Select Suspects:** Starting from the top of the murder sheet and working downwards, count out a number of suspects equal to one more than the number of players. Find the suspect sheets corresponding to those suspects and place them next to the murder sheet. These are the suspects in play for this game. *For instance, if three players are playing the "Evil at the Estates" murder, the suspects in play are Eve 5VA3TC, Noise, Thomas Haas, and Vinnie the Strangler.*

3. **Select Detectives:** Each player next selects a detective, either at random or by mutual agreement. Give each player his detective's sheet, tip sheet, cardboard figure, twilight cards (separated into light and dark decks), plot cards, special cards, hero markers, vehicle ruler, warrant markers, and one twilight marker. In addition, give each player the NPC status and favor markers corresponding to the NPCs shown on the back of his detective's sheet. Turn the NPC status markers so that the sides shown on the back of the detective sheet are faceup. Each player then places his detective figure at the starting location listed on his detective sheet. Finally, each player places his twilight marker on the center space of the twilight track on his detective sheet.

4. **Place Starting Leads:** Take the testimony lead markers corresponding to the active suspects and place them at the locations listed by their pictures on the murder sheet. Then, each player takes the physical and the document lead markers referred to on his detective sheet and places them on the listed locations. Each

physical and document lead marker has the color of its starting location shown on it, so make sure to place the correct ones. *For instance, if Raymond is being played, his player places a blue physical lead on the A+ Athletic Club and a green document lead on the Root.*

5. **Prepare Evidence Pool:** Shuffle the evidence markers and place them facedown in a pile near the board as shown in the setup diagram.

6. **Prepare Token Banks:** Place all of the following tokens on or near the following locations on the game map.

Token Type	Location
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)

Note: Locations are normally referred to with game map coordinates in parentheses after their name. By using the map grid along the edge of the game map, players may use these coordinates to easily find a location.

7. **Prepare Puzzle Pieces:** Turn the puzzle pieces facedown, separate them by type, then randomly stack each type. Place the three stacks facedown near the conspiracy portion of the game map, with the shift pieces on the left, the favor pieces in the middle, and the baggage pieces on the right. Place one hero marker for each detective near the pile of shift pieces.

8. **Deal Out Hunches:** Separate the hunch cards into innocent (blue) and guilty (red) hunches. Remove any hunch cards that correspond to suspects not being used this game, then shuffle the remaining guilty hunches and deal one facedown to each player. Repeat with the innocent hunches. Players should be very careful not to let other players see their hunch cards. *Note: It does not matter if a player receives both the guilty and the innocent hunch for the same suspect. That detective is said to be "obsessed" with that suspect. See "Obsession" on page 39 for a complete description.*

9. **Determine Starting Plots:** Each player takes the start cards for each of his three plots and shuffles them, selecting one at random. *(Exceptions: Raymond only has two plots, and Caprice should not include the start card*

for her "Descent into Madness" plot when making the random selection.) The selected plot is that player's plot for week one of the game.

10. **Prepare Twilight Decks:** Each player shuffles his light and dark decks separately, then places his dark deck on the indicated space between the Earth and the Moon on the game map, and his light deck next to his detective sheet. Each player draws two cards from his light deck and one card from the dark deck of the player on his left.

11. **Prepare Event Decks:** Shuffle the general event deck and place it on the indicated space between the Earth and the Moon. Then, select the three murder-specific event cards corresponding to the murder being played, shuffle them, and choose one at random. Without looking at it, place it facedown in the indicated space next to the board and return the other two cards to the box without looking at them, along with the other murder-specific event cards.

12. **Select First Player:** The player who has read the most science fiction books goes first. If the players can't agree who this is, select one player at random to go first. The player chosen to go first places one of his hero markers on the scene of the crime marker and then takes the first player token, the time sheet, and the time marker.

13. **Hero Specific Setup:** Each player performs the following actions, according to which detective he has selected.

- **Caprice Nisei:** Place one warrant token on Jinteki. Place Caprice's Sanity card in play with one of her hero markers at the "+0" mark.

- **Floyd 2X3A7C:** Place one warrant token on Haas-Bioroid. Floyd gains one Director Haas favor. Place Floyd's three Directive cards in play.

- **Louis Blaine:** Louis gains two Mr. Li favors and one Sara favor. Place Louis's Mood card in play with the "Louis is in a Bad Mood" side up.

- **Rachel Beckmann:** Draw two extra twilight cards. They may be from Rachel's light deck or any other player's dark deck, in any combination. Place Rachel's Money card in play with one of Rachel's hero markers at the $2,000 mark.

- **Raymond Flint:** Raymond gains one dropship pass token. Place Raymond's "Wrapped Up in Himself" card in play. Shuffle his four *Memory* cards and deal one out to each other player, returning any extra *Memory* cards to the box without looking at them.

The game is now ready to begin.

The Game Round

Android is played over a series of GAME ROUNDS, or simply "rounds." Each round represents the passing of one day. During each round, each player receives a TURN in which to perform actions. The first player is the one who takes his turn first. After each player has had a turn, the day ends and any end of day events occur. The game round is in this way divided into two phases:

1. **Daytime**
2. **End of Day**

During the *Daytime Phase*, each player receives a certain amount of TIME to spend following up leads, moving around the game map, and otherwise pursuing their goals. Once a player has spent all of his Time, his turn immediately ends. Once every player has had a turn, the phase ends.

Important Terms

While reading this rulebook, it will be helpful to know the precise mechanical definitions of the following terms:

(A1)–(L8): Map coordinates listed for locations on the game map. Using the grid along the edge of the map, players can more easily find specific locations.

Beanstalk: A space elevator in the city of New Angeles. On the game map, it is represented by five linked locations and is the only way to travel from the Earth to the Moon, other than with a dropship pass.

Cancel: When an action is CANCELED, the action does not occur, and any cost that was paid to perform it is lost.

Climax: The last two days of the case. During this time, leads that are followed up are discarded rather than moved.

Dark Shift: Moving a detective's twilight marker to the right by one space, usually to pay for a light card. 'Completely dark shifting' moves the twilight marker all the way to the right.

District: Large areas of the map indicated by the color of the map grid along the edge.

File: Spaces on the suspect sheets where evidence is placed. There are three files per sheet – one for each type of evidence (document, physical, and testimony).

Game Round: During a game round, each player receives a turn (this is called the Daytime Phase), and then the End of Day Phase is carried out.

Happy Ending: Any plot ending with a VP value of 1 or more.

Light Shift: Moving a detective's twilight marker to the left by one space, usually to pay for a dark card. 'Completely light shifting' moves the twilight marker all the way to the left.

Location Quality: Indicated by the shape of a location's symbol. Locations can be ritzy (diamond), normal (circle), or seedy (triangle).

Location Type: Indicated by the color of the location's symbol and border. Locations can be business (blue), civic (green), nightlife (purple), religious (yellow), or residential (red).

Major Location: A location on the game map that is identified with a picture as well as a name, such as the NAPD (I3). Each major location has a special location ability that detectives at that location can use.

Minor Location: A location on the game map that is identified with only a name, such as Tony's Flophouse (J3).

NPC: A non-player character. A member of the game's supporting cast, usually connected to a specific detective.

Sacrifice: When something is SACRIFICED, it is discarded without its normal effect taking place. A given item may only be sacrificed towards one effect.

Sad Ending: Any plot ending with a VP value of –1 or less.

Time: The smallest amount of time an action can take a detective to perform. A detective normally receives 6 Time per turn.

Trait: Bold, italicized words on cards that have no inherent game effects, but which may be referenced by other cards.

Turn: Each player receives one turn per game round.

Twilight Cost: The amount that a detective must light or dark shift to pay for playing a twilight card.

During the *End of Day Phase*, the players advance the day marker, then consult the calendar to see what end of day events are performed. Finally, the first player marker is passed, if necessary. Afterwards, a new round begins.

Once the players finish the final day of week two, the game ends, the murderer is determined, and final scoring is done. See "Closing the Case" on page 36 for a complete description.

The sections that follow describe each phase in detail, giving an overview of the game flow and describing how different sections of the game work together. Detailed rules for certain mechanics, such as movement and following up leads, follow afterwards.

Daytime Phase

During the Daytime Phase, each player receives a certain amount of Time (usually six) to spend in pursuit of his goals.

The first player begins by placing the time marker on the "6" mark on the time sheet. This indicates the amount of Time he has to spend this round. *(Exception: Floyd receives 1 extra Time if his "Third Directive" card is in play. Other detectives may also receive more or less Time depending on circumstances and cards in play.)* The first player spends his Time, performing one action at a time, until it is all gone or he does not wish to spend any more. He then passes the time sheet and time marker clockwise to the player to his left, who takes his own turn.

The actions a player may take are described below. A player may take a given action as many times as he desires during his turn unless otherwise noted.

Move to a New Location
(1 Time)

For 1 Time, a player may move his detective to a new LO-CATION on the game map. A detective is limited in how far he can move by his vehicle ruler, as described in "Movement" on page 15. Entering either a ritzy or seedy location allows a player to draw a free twilight card. See "Entering Seedy and Ritzy Locations" on page 17.

Follow up a Lead

(1 Time)

If a player's detective is in the same location as a testimony, physical, or document lead, he may spend 1 Time to follow up that lead, as described under "Following Up Leads" on page 18. Following up a lead lets a player either place a piece of evidence on a suspect or uncover a piece of the conspiracy.

Draw or Discard a Twilight Card

(1 Time)

By spending 1 Time, a player with *fewer than six twilight cards* in his hand (or fewer than *seven*, 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 (although not from the dark decks of detectives who are not playing). Although light and dark cards can be drawn for free when entering ritzy and seedy locations, sometimes it is inconvenient or unwise to do so.

Alternatively, a player may spend 1 Time to discard a light or dark card from his hand without playing it. The card is then discarded *faceup* to the bottom of the deck it came from. Although this is never a desirable course of action, it is sometimes necessary, since a player cannot draw any more cards if his hand is full.

If a player draws the last card in a given deck (revealing the faceup discarded cards that have been placed on the bottom of that deck), he immediately turns the discarded cards facedown and shuffles them to create a new deck.

Important Note: Raymond's **Memory** cards are not part of a player's hand and 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

(1 Time)

By spending 1 Time, a player may play a light card from his hand, although he must still pay the usual twilight cost, as described in "Playing Twilight Cards" on page 25.

Note that dark cards do not cost Time to play, since they are played during another player's turn.

Get a Jump on the Case
(1 Time)

If a player's detective is in the same location as the scene of the crime marker, he may pay 1 Time to get a jump on the other detectives on the case. To do so, he removes the hero marker that is currently on the scene of the crime marker and replaces it with one of his own. If his hero marker is still in place at the end of the phase, he then becomes the new first player, as described in "Changing the First Player" on page 15.

Use a Location Ability

(Varies)

If a player's detective is in a MAJOR LOCATION, he may use that location's ability. However, sometimes a detective must do more than simply spend time to use a location's ability. *All* costs listed on a location must be paid to use that location's ability.

Important: A player may only use a given location's ability *once per round*.

Example 1: *Floyd is at City Hall, so he spends 2 Time to gain one political favor. Because he cannot use City Hall's ability more than once a round, he must wait until next round if he wishes to purchase another political favor.*

Example 2: *Floyd is at Wyldside, so he spends one society favor and 1 Time to purchase one good baggage, which he places on his plot.*

In addition to the graphical depiction of each location's ability on the game map, each major location's ability is described in full on the back of this rulebook.

Event-Based Actions

(Varies)

In addition to the actions listed above, some event cards grant temporary abilities to certain places on the map. Often, these abilities are only available to the first player to use them, after which they expire. See "Events" on page 32 for complete details.

Example: *The "Kate says she wants to testify" general event allows the first player who spends 3 Time at the Old War Memorial to place an alibi on any one suspect.*

End of Day Phase

During the End of Day Phase, the players first advance the day marker by one day. Once this is done, any end of day events shown on the previous day are carried out. Once the end of day events are resolved, a new first player is determined. Finally, a new round begins.

Note: The final two days of the game are known as the climax, and are treated specially (see "Climax" below).

End of Day Events

The various end of day events that may appear on the calendar are listed below.

General Event

The top card of the general event deck is drawn and resolved as described under "Events" on page 32.

Specific Event

The card chosen from the murder-specific event deck is turned faceup and resolved as described under "Events" on page 32.

Plot Resolution

Plots are resolved as described under "Resolving Plots" on page 30.

Changing the First Player

After the end of day events are resolved, the players look at the scene of the crime, and the detective whose hero marker was last placed there becomes the new first player. The first player marker is passed to that player immediately. A player may place his detective's hero marker on the scene of the crime by going to the scene of the crime and getting a jump on the other detectives, as described under "Get a Jump on the Case" on page 13.
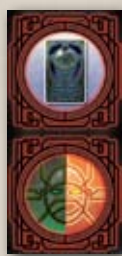
Climax

The final two days of the game are the CLI-MAX. During these two days, leads that are followed up are not moved to a new location (see page 18). Instead, they are removed from the game map entirely and returned to the box. This represents the increasing scarcity of new evidence for the investigation.

Starting a New Round

Once all End of Day Phase steps are finished, if the second week has not ended, the time sheet and marker are passed to the first player and a new round begins, starting with the Daytime Phase.

If, on the other hand, the second week *has* ended, the game is over. See "Closing the Case" on page 36 for a complete description of how to determine the winner.

Movement

A player may move his detective from one location to another during his turn by spending 1 Time and moving his detective to any new location within reach of his vehicle. To see if a location is in reach of the detective's vehicle, place one end of the detective's vehicle ruler in the colored shape that represents the detective's current location. If the other end of the vehicle ruler reaches, or reaches past, the colored shape that represents the location the player wishes to move to, then the move is legal. The diagram and example on page 16 demonstrate.

Note again that the destination end of the vehicle ruler does not have to fall exactly on the destination location – the detective may move less than the ruler's full reach. However, if the ruler cannot reach a given location, the de-

Example of Movement

In this example, Floyd and Caprice are at the Old War Memorial (B1) and wish to move to Weyland Real Estate (B3).

Measuring, Floyd finds that his vehicle ruler doesn't quite reach Weyland Real Estate, so he is unable to move directly there by spending 1 Time. He will have to stop somewhere else (such as City Hall) on the way.
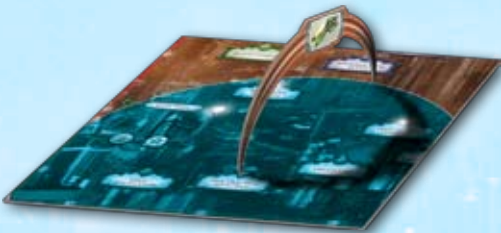
Caprice, on the other hand, is just able to reach Weyland Real Estate with her vehicle ruler, as it is slightly faster than Floyd's. Because her ruler reaches, she can move to Weyland Real Estate from the Old War Memorial for 1 Time.

Looking at a comparison of Floyd and Caprice's vehicle rulers from above the board, their respective reaches look like this.

The Beanstalk opened in '35 after ten years of grueling construction. It was a feat of engineering similar in scope to building the Hoover dam. Officially named "the New Angeles Space Elevator," it gained its nickname almost before the blueprints were dry, mostly due to the workers' efforts to tease the designer, Jack Weyland. "Jack's Beanstalk" now generates approximately 30% of New Angeles' economy.

tective cannot move there. He will have to stop somewhere closer to his original location on the way to his ultimate destination.

Detectives must always move to and stop on locations. They cannot simply "float" on the board in the space between the various locations.

Detectives cannot move between the Earth and the Moon except by using the Beanstalk (see page 17) or through the use of a dropship pass (see page 18).

Important: When moving, players must always pause after each movement between a pair of locations, to give other players a chance to react to the move with cards or other effects.

The Beanstalk, the Earth, and the Moon

Although the detectives possess vehicles that are flight-capable, they are not equipped for travel in space. Detectives cannot move directly from the Earth to the Moon using their vehicle ruler, even if the ruler can reach across the gap shown on the map. The distance from the Earth to the Moon is not to scale with the rest of the map, and is actually far greater than it appears.

In order to travel from the Earth to the Moon (or vice versa), detectives must use the **Beanstalk**, the space elevator that serves as the focus for trade between Earth and other bodies in the solar system.

The Beanstalk consists of five locations stretching between the Earth and the Moon. They are the Root, the Midway, Castle Club, the Challenger Memorial Ferry, and Starport Kaguya. The two ends of the Beanstalk are the Root (on the Earth) and Starport Kaguya (on the Moon).

To move using the Beanstalk, a detective must enter at one of its ends. If the detective is on Earth, he must move to the Root. If the detective is on the Moon, he must move to Starport Kaguya. Once he has entered the Beanstalk, a detective may move along its length by paying 1 Time to travel to each successive location along the line on the game map that defines the Root's path. For instance, while at Starport Kaguya, a detective could spend 1 Time to move to the Challenger Memorial Ferry. A detective may freely reverse direction while moving along the Beanstalk, but may only leave the Beanstalk from one of its ends. For example, a detective at Castle Club may spend 1 Time to move to either the Challenger Memorial Ferry or the Midway, regardless of which direction he originally moved from, but may not move directly to any other location, because he can only leave the Beanstalk via one of its endpoints.

Entering Seedy and Ritzy Locations

A detective's mental state can be influenced by his surroundings. A location's quality is indicated by the shape of the symbol on it. There are three levels of quality: ritzy (diamond), normal (circle), and seedy (triangle). When a detective enters a RITZY LOCATION, that detective's player may draw one light card from his light deck for free, assuming his hand isn't full. Similarly, when a detective enters a SEEDY LOCATION, that detective's player may draw one dark card from any other player's dark deck for free, assuming his hand isn't full. These free draws are allowed once each time a detective enters a seedy or ritzy location, even if he has already traveled through that location earlier in the round.

Ritzy Location

A detective entering this location may draw a light card.

Seedy Location

A detective entering this location may draw a dark card.

If a player draws the last card in a given deck (revealing faceup discards previously placed on the bottom of that deck), he immediately turns the discarded cards facedown and shuffles them to create a new deck.

Location Types

Different types of locations on the game map are indicated by different colors. There are five types of locations: Religious (yellow), Civic (green), Residential (red), Business (blue), and Nightlife (purple). When leads move, they must be moved to a new location of the same type, and some twilight cards reference a location's type, but location types do not otherwise affect a detective's movement. A location's quality is unrelated to its type.

Restricted Locations

Some locations require a warrant to enter without stirring up trouble. If a detective enters a restricted location that he does not have a warrant placed on, he must spend 3 Time instead of 1.

Using Dropship Passes

A player who possesses a dropship pass token may spend it when moving his detective to a new location in order to ignore the normal limitations of his vehicle. The detective signals a dropship, which picks up both him and his vehicle, and moves them to any location in either city, anywhere on the map, including any location on the Beanstalk. Doing this still requires the player to spend 1 Time to move, and is otherwise considered to be a normal move. The spent dropship pass is returned to the pile at the NAPD (I3).

Example: *Floyd is at Adams Garden, but really needs to get back to Haas-Bioroid in a hurry, so he spends one of his dropship passes (returning it to the stockpile near the NAPD) and uses 1 Time. This allows him to move anywhere on the board, regardless of distance, so he moves directly to Haas-Bioroid.*

Following Up Leads

By spending 1 Time while his detective is in the same location as a testimony lead, physical lead, or document lead, a player may follow up that lead, investigating the location, trying to figure out what new clues might be there. This process works the same for testimony, physical, and document leads.

Example of Moving a Lead

In this example, Floyd has just followed up a document lead at the Old War Memorial (B1). Caprice, as the player to his right, must now move the lead to a new location of the same type (i.e. another green location).

Caprice cannot move the lead to any location in her current district, so the two civic (green) locations in the yellow district are out. She also cannot move the lead anywhere that already has a lead, so she cannot move it to Thurgun's Free Clinic (F2).

Looking at the map, Caprice sees that she has the following options available, and decides to move the lead to the NAPD (I3), since she wants to go there to get a dropship pass anyhow.

When a player follows up a lead, he hands the lead token from the location to the player on his right, who moves it to a new location (see "Moving Leads," below). Then the lead-following player decides whether to use the lead to place evidence on a suspect, or to uncover a piece of the conspiracy (see "Placing Evidence" on page 19 and "Uncovering the Conspiracy" on page 21).

Note: Although the lead can normally be moved simultaneously with placing evidence or uncovering the conspiracy, sometimes the order can make a difference. In such cases, the lead is moved before anything else occurs.

Moving Leads

Once a lead is followed up, the trail of clues points to a new location, to which the lead marker is moved. The new location is chosen by the player to the right – that is, counter-clockwise around the table – of the player whose detective followed up the lead. That player who moves the lead marker may place it on any new location of his choice, but with following restrictions.

1. The lead marker must move to a new location. It cannot remain where it is.

2. The lead marker must move to a new location *of the same type* as its previous location. A location's type is represented by its color on the map, so if a lead marker was on a yellow (religious) location, it must be moved to a new yellow (religious) location. The lead's new location does not have to be of the same quality (ritzy, seedy, or normal) as the previous location.

3. The lead marker cannot be placed on any location that already has a lead marker on it.

4. The lead marker cannot be placed on any location that is in the same DISTRICT as the detective whose player is placing the lead *unless there are no other legal locations where it can be placed*. That is, the player placing the lead in a new location can't put it too close to his own detective.

Note: Remember that the Beanstalk is its own district.

Following Up Leads During the Climax

The final two days of the game are known as the CLIMAX, and represent the time when the case is coming to a close. When a lead is followed up during the climax, it is not moved. Instead, it is returned to the box and is out of the game. This represents trails of evidence going cold as the case comes to a close. Although it is unlikely, it is possible

for the players to follow up all the leads on the game map during the climax, leaving none left on the board. If this happens, the players continue with the game; they simply need to find other activities to keep their detectives busy for the rest of the game.

Placing Evidence

Placing evidence is one of the two actions a player can take when following up a lead. Placing evidence allows a player to put an evidence token on a suspect in order to help prove that suspect's guilt or innocence. Most evidence tokens bear a number ranging from 5 (particularly damning evidence) to –4 (particularly exonerating evidence). When the game ends, the suspect with the highest postive total of evidence is the murderer. (see "Determining the Murderer" on page 36).

To place evidence, a player who has just followed up a lead simply announces that he is doing so, and draws an evidence token from the pile of evidence tokens near the board.

He then looks at the evidence token in secret and decides which suspect he wants to place it on. By placing evidence on a suspect, the player hopes to eventually prove that suspect either guilty or innocent, as directed by his hunch cards.

An evidence token may be placed on any suspect in play that the player chooses. *(Exception: Suspects who have been killed may not have evidence placed on them.)* Each suspect sheet has three areas, each known as a FILE, which correspond to the three different types of leads. Each evidence token must be placed on the file type that corresponds to the lead that generated it. In other words, a player who follows up a physical lead (represented by a thumbprint) must place any evidence from that lead in some suspect's physical evidence file (which is marked with a thumbprint as well). A player cannot, for instance, follow up a testimony lead and place evidence in a suspect's document file.

An evidence token is normally placed facedown, but a player may choose to reveal it by placing it faceup. Once revealed, a piece of evidence always stays revealed unless

a card or other game effect says otherwise. Revealing evidence is usually a bad move, but it can be useful in bluffs, deals, and other strategies.

Tip: Players should be very cautious when placing evidence to avoid giving away what's on their hunch cards. If the other players figure out which suspect a player is trying to make guilty, they can arrange for that suspect to be killed using hits (see "Hits" on page 33), or simply gang up to ensure a different suspect winds up guilty instead.

Strong and Weak Evidence

Different types of evidence are more or less effective against the various suspects. For example, no one wants to testify against Vinnie the Strangler, so his testimony evidence file is found at the bottom of his suspect sheet and is labeled "weak." On the other hand, Vinnie doesn't understand the intricacies of legalese and paperwork, so his document evidence file is found at the top of his suspect sheet and is labeled "strong." Obviously, evidence that is strong against a suspect has the greatest effect at the end of the game, while evidence that is weak against a suspect has the least effect at the end of the game. The highest-value evidence (i.e., the most positive evidence token) in a suspect's weak evidence file is discarded when the case is closed. Similarly, the lowest-value evidence (i.e., the most negative evidence token) in a suspect's strong evidence file is discarded when the case is closed. This process is described in more detail in "Closing the Case" on page 36.

Unusual Evidence

In addition to normal evidence, there are two types of special evidence that a detective may uncover – surprise witnesses and perjuries. Both are placed on suspect sheets facedown, like normal evidence, and both may be revealed when placed if the player wishes to do so.

A surprise witness serves as a –5 (very innocent) piece of evidence.

Perjury tokens are more unusual. For each perjury token on a suspect, one alibi or surprise witness on that suspect has its value changed from –5 (very innocent) to +5 (very guilty), as the witness is caught in a damaging lie. Alibis, surprise witnesses, and perjuries are explained in more depth on page 34.

PUZZLE AREA

THE CONSPIRACY
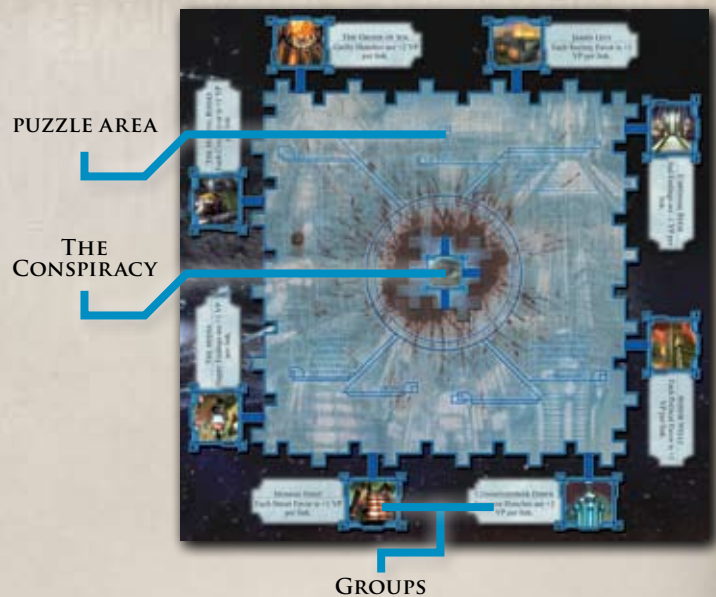
GROUPS

Uncovering the Conspiracy

Investigating which groups conspired in the murder is the second of the two options a player can choose when following up a lead. This is done by placing puzzle pieces (or simply, pieces) on the board to create links between prominent groups in the Greater New Angeles area and the CONSPIRACY responsible for the murder.

There are three different piles of puzzle pieces found on the game board. In order of least valuable to most valuable, they are the shift piece pile, favor piece pile, and baggage piece pile. As puzzle pieces are turned up and assembled in the puzzle area of the game board, the lines on the pieces create contiguous lines between the groups located around the outside of the area and the conspiracy itself, found at the center of the area. Each unbroken line from a group to the conspiracy links that group to the murder plot.

To investigate the conspiracy, the player announces that he is doing so, then chooses one of the two options described below.

Reveal Information: The player draws and adds a piece to the puzzle, in the attempt to create links between groups and the conspiracy.

Dig Deeper: The player lays groundwork, in hopes of uncovering even more valuable pieces – and links – later on. (See "Digging Deeper" on page 25).

In this example, Raymond has just followed up a lead and decided to reveal information. His hero marker is next to the pile of favor pieces, so he draws the top puzzle piece from that pile, then moves his hero marker next to the least valuable pile of puzzle pieces, which in this case is the shift piece pile.

After his hero marker is adjusted, he claims the benefit of the puzzle piece he drew, which is a normal favor of his choice. He chooses to gain a political favor.

Next, he looks at the back of his puzzle piece to see if he gains any bonuses. Sadly, it is an ordinary piece, so he does not.

Raymond must now add the puzzle piece to the puzzle, growing out from the pieces that are already there and extending at least one line in the process.

Looking at the puzzle, he finds that he can add his piece to the puzzle in any of four places, one of which has two legal positions it can be in. However, since he has a number of political favors, he chooses to place his piece in the lower right position, hoping to link Mayor Wells to the conspiracy later on, which would make his political favors worth VPs at the end of the game.

A S THE TERRAFORMING OF MARS HAS PROGRESSED, THE SETTLERS HAVE SPLIT INTO DIFFERENT CLANS, EACH LAYING CLAIM TO ONE OF THE MAJOR HABITATION DOMES ON THE PLANET. THE CLANS IDENTIFY THEIR MEMBERS BY MEANS OF SMALL TATTOOS NEAR THE EYES, AND ARE CURRENTLY LOCKED IN A CIVIL WAR FOR CONTROL OF THE PLANET.

Revealing Information

When a player reveals information, he draws the top puzzle piece from the pile of puzzle pieces that his hero marker is beside.

After drawing his puzzle piece, he adjusts the hero markers near the puzzle pieces – sometimes even those of other players – according to the following rules.

The player moves his own hero marker so that it is next to the least valuable pile with puzzle pieces remaining in it. Remember that shift pieces are the least valuable, favor pieces are more valuable than that, and baggage pieces are the most valuable.

If the player's draw exhausted a given pile, any hero markers that were next to that pile (other than his own) are advanced 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 hero markers that were next to the piles of puzzle pieces are returned to the box, and players may not uncover any more information about the conspiracy.

After adjusting the hero markers, the player immediately gains a benefit based on which type of puzzle piece he drew, as listed below.

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

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

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

After gaining his benefit, the player may add the puzzle piece to the conspiracy puzzle, observing the rules below. Alternately, the player may simply discard the piece.

1. A new puzzle piece must be attached to an already-placed piece of the puzzle. The center piece is glued to the board, so is considered "in place" at the start of the game. That is, as pieces are placed, the puzzle grows outward from the conspiracy at the center of the puzzle area, toward the groups at the outside.

2. A new puzzle piece must extend at least one linkage line from at least one already-placed puzzle piece. It is permissible for a new piece to dead-end one or more lines from already-placed pieces, as long as at least one line is extended.

3. A new puzzle piece may not be placed outside the puzzle area on the game map.

If a puzzle piece cannot be placed legally on the board, it must be discarded instead of placed.

Some puzzle pieces have bonuses shown on them. After placing or discarding a puzzle piece, the player gains any and all bonuses shown on it, as described below.

Move a Lead: The player may (but is not required to) immediately select one lead of the type shown and move it as though it had just been followed up by the player to his left, as described under "Moving Leads" on page 19.

Place a Hit: The player may (but is not required to) immediately place a hit on one suspect of his choice, as described under "Hits" on page 33.

Place a Bonus Puzzle Piece: The player may (but is not required to) immediately draw one puzzle piece of the type shown and add it to the puzzle according to the normal rules for doing so. The player receives the basic benefits and bonuses from that piece as normal.

Jinteki Link or Haas Link: These two pieces may be used to create links from the conspiracy to Haas-Bioroid and Jinteki, or not, depending on how they are placed. 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. Links are described in more detail below.

Finally, if when revealing information a player adds the last puzzle piece to a row, a column, or one of the diagonals passing through the center of the puzzle (see diagram), the player gains one conspiracy token for each row, column, or diagonal completed. Conspiracy tokens are worth 4 VP each at the end of the game. Note that because of the way pieces are placed, it is possible that some rows, columns, and diagonals may become impossible to complete over the course of the game. This is perfectly legal and does not interfere with the game, although it may mean that some later puzzle pieces are less desirable to take, since they will have to be discarded when drawn instead of being added to the puzzle.

Any player who completes a row, column, or diagonal composed of five puzzle pieces gains a conspiracy token.

Links to the Conspiracy

A link is a continuous line connecting one of the groups around the outside of the puzzle (or Haas or Jinteki, if their special puzzle pieces come up) to the conspiracy at the center of the puzzle area of the board.

Separate connections to each of the four sides of the conspiracy are considered different links, so it is possible to create up to four links between the conspiracy and a given group. Additional lines from a given group to the *same* side of the conspiracy are *not* considered to be additional links, only lines connecting to different sides of the conspiracy.

For example, in the diagram below, there is one link to Human First (along the yellow line), while there are two links to Jinteki) along the green and red paths).

The VP value of various tokens and cards are adjusted upwards or downwards at the end of the game as a result of links made on the puzzle. This is explained fully in "Closing the Case" on page 36.

Digging Deeper

When revealing information, a player draws a puzzle piece from the pile that his hero marker is adjacent to. However, if he wishes to reveal more valuable pieces of the puzzle (which are more likely to offer extra benefits for the detective), he must either wait until the least valuable pile of puzzle pieces is exhausted (which advances all of the hero markers up to the next-most valuable pile), or he must dig deeper.

Upon digging deeper, the player advances his hero marker so it is next to the next-most valuable pile of puzzle pieces. For example, a player whose hero marker was next to the shift piece pile could dig deeper to move his hero marker to be next to the favor piece pile. Obviously, this has no effect if the player's hero marker is already next to the most valuable pile of puzzle pieces, the baggage piece pile.

Tip: Digging deeper is useful for gaining powerful puzzle pieces and benefits early in the game, but it comes at a cost. Since a player's hero marker resets to the least valuable pile of puzzle pieces every time he reveals information, this effectively makes a favor piece cost the same amount of effort as placing two shift pieces at the start of the game, while a baggage piece costs as much effort as three shift pieces. Sometimes it's better to wait until the shift pieces are exhausted before going after the more powerful pieces.

In the diagram below, Louis spends 1 Time to dig deeper and moves his hero marker from the shift pieces to the favor pieces. If there had been no favor pieces left, he would have jumped directly to the baggage pieces.

PLAYING TWILIGHT CARDS

Each player has a light deck and a dark deck devoted exclusively to his detective. Normally, a given detective's twilight cards are only played during his turn, although there are a few exceptions, which are described on the cards themselves.

A player may pay 1 Time in order to play a light card from his hand. In order to do so, he must pay the card's twilight cost (as described below) and meet any conditions listed on the card itself. Afterwards, he performs the actions listed on the card and then discards it faceup to the bottom of his light deck. Note that any additional costs listed on a card (such as spending one or more favors) must be paid in order for the card to take effect.

Example: *Raymond's player plays his "I owe you one, Ray" light card. He pays 1 Time, along with the card's twilight cost of 2 dark shifts. The card has no other conditions that need to be met, so he gains one Kate favor and discards the card faceup to the bottom of his light deck.*

Other players may also play a given detective's dark cards during that player's turn. It costs a player 0 Time to play a dark card, but the card's twilight cost must still be paid, and any conditions listed on the card must still be met. Afterwards, 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.

Dark cards do not cost Time to play because they are played on another player's turn, and they may only be played in response to the actions of that player (for example, that player starting his turn, that player moving his detective to a major location, etc.).

Example: *During Caprice's turn, she enters a location. Raymond's player then plays her "Report, Caprice" dark card. He pays 0 Time, since this takes place on her turn, then plays the the card's twilight cost of 2 light shifts. Caprice has a warrant on Jinteki, so the card takes effect and she loses 2 Time. Raymond then discards the card faceup to the bottom of Caprice's dark deck.*

Important Note: Any time a card contradicts the general rules (such as light cards that say they cost 0 Time to play), the card takes precedence.

DARK SHIFT TO THE RIGHT TO PLAY A LIGHT CARD.

LIGHT SHIFT TO THE LEFT TO PLAY A DARK CARD.

PAYING TWILIGHT COSTS

Light and dark cards represent good and bad things that happen to the detectives. In the world of *Android*, a certain balance of good and bad events is maintained, and this balance is represented by twilight costs.

A detective's twilight level is tracked on his detective sheet using a twilight marker. If the marker is all the way to the left side of the sheet (in the lightest space of the twilight track), the detective is said to be COMPLETELY LIGHT SHIFTED. If the marker is all the way to the right side of the sheet (in the darkest space of the twilight track), the detective is said to be COMPLETELY DARK SHIFTED. In a similar vein, moving leftward along the twilight track (towards the lighter end) is called LIGHT SHIFTING, while moving rightward along the twilight track (towards the darker end) is called DARK SHIFTING. *Whenever a detective must light or dark shift, he only moves one space along the twilight track unless otherwise stated.*

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

Remember: To play light cards, a detective must dark shift to the right. To play dark cards, a detective must light shift to the left.

Although it may seem confusing that a player must dark shift to play a light card and light shift to play a dark card, players should find it easy to learn if they remember that
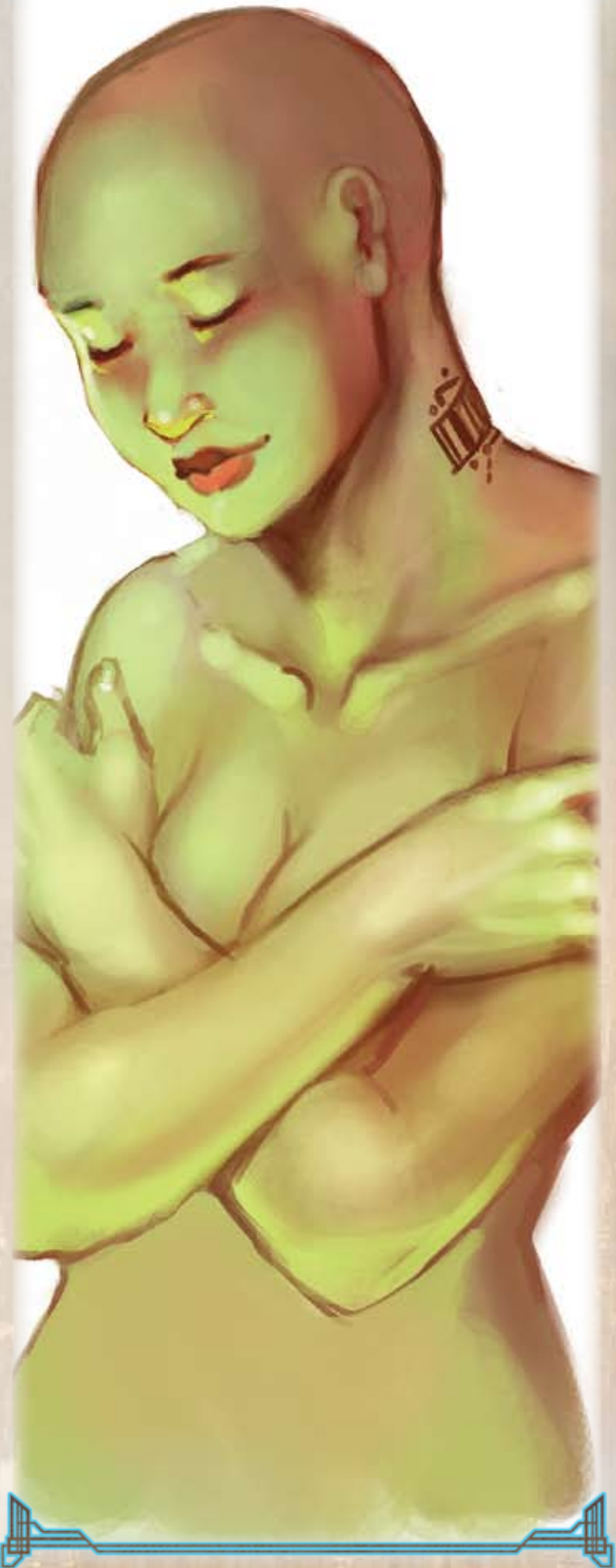
a detective wants to be completely dark shifted in order to play dark cards, and he wants to be completely light shifted in order to play light cards.

Tip: Effective card play requires a player to play both light and dark cards. Playing dark cards on other players "recharges the batteries," allowing more light cards to be played on the player's own turn. Ideally, a player should play at least one light card and one dark card each round.

Discarding Cards for Discounts

Sometimes a player may want to play a card from his hand that he cannot quite pay the twilight cost for. Other times a player may simply want to get rid of excess cards in his hand. In either case, a player may discard twilight cards from his hand when playing a twilight card in order to reduce the card's twilight cost. For every card that is discarded in this way, the played card's cost is reduced by one. Once a card's cost has been reduced to 0, that player cannot discard any further cards to reduce its cost. The discarded cards do not have to match the type of card they are reducing the cost for. It is permissible for a player to discard light cards to reduce the cost of a dark card and vice versa. However, players may not discard cards to reduce the cost of a card being played by another player.

Matching the Current Plot

When a light or dark card whose color matches the target detective's current plot is played, the player playing the card may choose to either increase or decrease its twilight cost by one (see "Plots" on page 29). A player might want to decrease a card's cost to make it easier to play. On the other hand, a player might want to increase a card's cost to shift further along his twilight track in preparation for playing other cards later on.

Example: *Louis's "Krausey Case" plot is in play. Krausey Case plot cards have a blue border. Another player plays "I want you in my office now, Blaine!," which is one of Louis's dark cards. It has a blue border, so it matches Louis's current plot. The player that played it may increase its twilight cost to 4, reduce it to 2, or even choose to leave it at 3.*

Cardplay Priority

Often, more than one player will want to play a twilight card in response to the same event. However, only one dark card and one light card may be played in response to a single event. First, determine which player gets to play a dark card. If there is a disagreement, the first player has priority to play a card. If he chooses not to play a card, priority passes clockwise from him. After the dark card has been played and resolved, the active player may then play his light card, assuming that he can still fulfill its requirements.

Important Note: 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.

Card Traits

Many cards have bolded, italicized words on them. These words are called TRAITS. Normally, traits do not have any effect on their own. Instead, they are used to categorize cards into groups that may be affected by other cards. For example, Caprice Nisei's "The Liberty Society has filed a suit" plot card causes her *Human First* cards to cost 0 twilight to play.

Fights

Some light and dark cards are identified with the *Fight* trait. When a *Fight* card is played on a player (either by himself or by another player), that player must respond by choosing either light tactics or dark tactics for the fight. Light tactics represent the detective fighting like a good guy, shooting to injure instead of kill, and so on. Dark tactics represent the detective 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 of the card. Note that 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 (*exception: each of Raymond's plots takes two weeks to resolve*), and the VP gained or lost from plots can tip the outcome of the game.

Each plot is comprised of a start card (single-sided), a crossroads card (double-sided), and two ending cards (double-sided with VP on them). All of a detective's start cards have the same image on the back to make them easy to shuffle and select from randomly. At the start of each week, a random plot is selected for each detective, and its start card is put into play.

Start

Crossroad (front) Crossroad (back)

Ending 1 (front) Ending 2 (back) Ending 3 (front) Ending 4 (back)
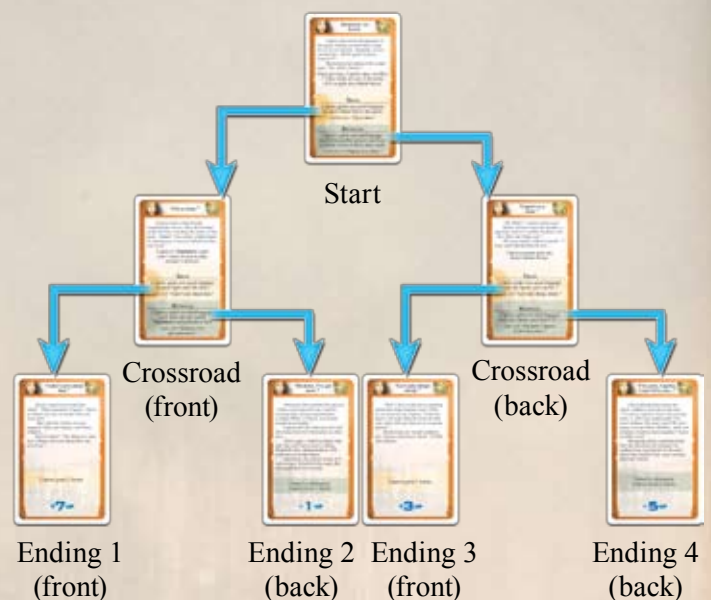
Plots accumulate emotional baggage over the course of the week, and this baggage determines how they resolve. Each start and/or crossroads card has a "good baggage" section and a "bad baggage" section. The good baggage section (in

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, until the creation of bioroids. The key to strong AI proved to be brainmapping, a technology originally developed to diagnose and study brain disorders.

orange) explains how the plot can accumulate good baggage, while the bad baggage section (in grey) explains how the plot can accumulate bad baggage. 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. Generally, a player wants his plots to accumulate more good baggage than bad baggage, but this may be difficult, particularly if the other players decide to gang up on him.

Example: *Louis Blaine's "The Krausey Case" plot gains good baggage each time he follows up a lead and sacrifices the evidence from it, while it gains bad baggage each time another player sacrifices 2 Time.*

Baggage, both good and bad, keeps building on each player's start card until the end of the third day of the week, when the start card resolves (as described below) and one of the two 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 whether it was resolved with more good baggage than bad (a positive result), or less good baggage than bad (a negative result). If good and bad baggage are equal, the negative result transpires.

When the crossroads card comes into play, the start card is discarded, along with all of the baggage on it. Baggage then accumulates anew on the crossroads card until the end of the sixth day of the week, when the crossroads card, and the entire plot, resolves. This time, similar to the resolution of the start card, the crossroads card indicates, depending on the accumulated baggage, the ending for the plot. The ending card is then put into play with the appropriate side faceup, and then, if the game isn't over, a new plot is chosen at random for the detective for the next week.

Example: *For the first three days of the week, Louis's "Krausey Case" plot goes well, and its start card resolves positively, so his player discards that card and its baggage, putting the "I finally caught a break" side of Louis's crossroads card into play. Unfortunately, for the next three days of the week, this plot goes poorly, and the crossroads card resolves negatively, so the player discards it and its baggage, putting Louis's "I found him too late" ending card into play. At the end of the game, this ending card will cost the player 1 VP.*

Resolving Plots

At the end of the third and sixth days of each week, the players resolve their plots. 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. The player looks through his plot cards for the card named in the good baggage (orange) section of his card and puts it into play. He 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, it resolves negatively. The player looks through his plot cards for the card named in the bad baggage (grey) section of his card and puts it into play. He then discards the old card, along with all of the baggage on it.

Note that if a card has no baggage on it at all when it resolves, this is a tie, and in the case of a tie, the plot resolves negatively.

Example 1: *At the end of the third day of the week, Louis's "Krausey Case" start card has three good baggage and two bad baggage on it; therefore, it resolves positively. In the good baggage section of the card, it says the plot continues to "I finally caught a break," so the player finds and puts into play that side of the "Krausey Case" crossroads card, discarding the "Krausey Case" start card along with the five baggage tokens on it.*

Example 2: *At the end of the sixth day of the week, Louis's "I finally caught a break" crossroads card has no good baggage and no bad baggage. Ties resolve negatively, so the player looks in the bad baggage section of the card, where it says that the plot ends with "I found him too late." Then, the player finds and puts into play that side of one of the plot's two ending cards , discarding the "I finally caught a break" crossroads card.*

Special Effects

Some plots have special rules associated with them. If these mechanics are listed on a start card or a crossroads card, they only remain in effect as long as that card is in play. However, once a plot has ended, its ending card remains in play for the rest of the game, so any mechanics listed on ending cards last for the rest of the game as well.

Example: *Louis's "The trail went cold" crossroads card says that he cannot gain political favors at City Hall. This effect only lasts until the card is discarded in favor of one of its endings. However, his "The two murders are linked" ending card says that if Louis's guilty hunch is correct, it's worth an extra 5 VP. Since this ending remains in play for the rest of the game, this effect lasts for the rest of the game as well.*

Conditional Baggage from Twilight Cards

Often, twilight cards give a player baggage. Sometimes the card simply says that the player gains a good or bad baggage, but in other cases the card might say something like "Louis gains one *duty*." *Duty* is an example of conditional baggage. Conditional baggage is always italicized and is normally named after a positive or negative personality

characteristic of some sort, such as *greed*, *guilt*, *love*, or *courage*. If a player gains conditional baggage, he 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 the good baggage nor the bad baggage section, he gains neither good nor bad baggage.

Example: *Louis gains one duty and one loyalty while his "Krausey Case" plot card is in play. Looking at it, he sees that duty is listed in its good baggage section, but loyalty is not listed on the card at all. Therefore, he gains one good baggage.*

EVENTS

At the end of the second, fourth, and fifth day of each week, a general event is drawn from the general event deck and resolved. At the end of the first day of the second week, the specific event chosen at the start of the game is revealed and resolved.
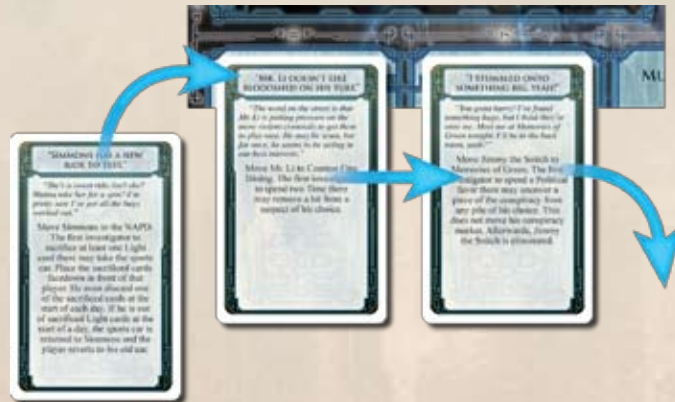
RESOLVING GENERAL EVENTS

When a general event is drawn from the general event deck, it is placed in the first general event space by the board, moving any event already there to the second general event space (which in turn knocks any event in the second general event space entirely off the track).

Often, general events move an NPC to a specific location on the map and give that location a temporary location ability. When this happens, move the NPC's status marker

onto the map to show the NPC's location. If an event that affects and NPC is drawn and that NPC has already been eliminated from the game, that event's effect ends (see below) immediately.

An event's effect can end in three different ways: the NPC associated with it can be eliminated or redirected to a new event, the event effect can end as described on the card, or the event can fall off the event track. When an event's effect ends, turn the event facedown in its general event space and do not resolve it. It continues to occupy a space on the event track, but no longer has any mechanical impact on the game past that. Any NPCs associated with an event whose effect has ended are removed from the map and returned to their owners.

Resolving Specific Events

Specific events are similar to general events, except that they often involve suspects, and always move the testimony leads.

When a game's specific event is revealed, first move the testimony leads corresponding to all suspects in play to the locations listed on the event. If any of those locations already contain a lead, the two leads in question switch locations.

Once the testimony leads have been moved, the event's other effects are resolved as described on the card.

If a suspect mentioned in the event's game text (as opposed to its italicized flavor text) has been killed, or is killed during the event, the event immediately ends. Return it to the box.

Some specific events, such as *"Thomas Haas is holed up with Human First"* in the *Last Call at Roxie's* deck, involve moving a suspect to a specific location and then requiring players to pay Time to move him to another location. In these cases, the testimony lead corresponding to that suspect cannot be followed up until the event has ended.

Favors

Favors are the main currency for the detectives of New Angeles. They are gained at various locations on the map and are spent for any number of effects. Favors do not have any abilities on their own; they 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. That is, if a given type of favor runs out, no more can be acquired until some are spent and thus returned to the stock.

It is possible that, due to links created on the puzzle, some favors will be worth VP at the end of the game (see "Closing the Case" on page 36).

Haas and Jinteki Tokens

Haas tokens are gained through the use of Haas-Bioroid's (D7) location ability. Jinteki tokens are gained through the use of Jinteki's (D3) location ability. In each case, the tokens represent leverage that can be used against the company they are associated with, and each token is worth 3 VP at the end of the game. Players are limited to the tokens included with the game. Once they run out, no more can be gained.

Warrants

Warrants are normally placed by using the location ability of Monroe and Associates (H3), and 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 two warrants in play at a time, but may move one of his warrants instead of placing one.

Hits

Although there are several suspects in the murder, only one of them actually committed the crime. The other suspects, however, are important witnesses – witnesses

Heinlein was originally established as a starport and mining facility. The moon's soil proved to contain Helium–3, an isotope particularly suited as fuel for modern fusion reactors. Competition for this mineral was one of the major contributing factors that led to the War.

that the real murderer wouldn't mind seeing dead. The amount of danger a given suspect is in of being killed is represented by hit tokens. The more a suspect accumulates, the closer he is to being silenced.

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 (H1) location ability.

When a player is instructed to place a hit token on a suspect, he chooses one of the active suspects and places a hit token on that suspect's sheet. If a suspect ever has three hits on his sheet, that suspect is immediately killed. When a suspect is killed, return all of the evidence, hit, and alibi tokens on his suspect sheet to their respective piles, and then turn the suspect sheet facedown.

After a suspect is killed, hit tokens may not be removed from that suspect (although some game effects do allow hit tokens to be removed from a suspect before he dies).

At the end of the game, neither guilty nor innocent hunches indicating dead suspects pay off. The suspect clearly wasn't the murderer, and he may have been innocent, but he's dead now, so who cares?

Alibis, Surprise Witnesses, and Perjuries

Alibi tokens represent reliable witnesses willing to vouch for the innocence of a suspect. Normally, alibis are placed as a result of the Order of Sol's (F8) location ability, although they can be placed in other ways as well.

Alibi

When a player places an alibi, he chooses an active suspect and places an alibi token on that suspect's sheet. Each alibi is worth –5 guilt for that suspect when the case closes, but placing an alibi can tip a player's hand dangerously.

Surprise witnesses are special evidence tokens that act just like alibis except that they can be placed in secret. Like alibis, they are worth –5 guilt for the suspect they have been placed on when the case closes.

Surprise Witness

Perjury tokens are special evidence tokens that can turn an alibi or a surprise witness into a detriment instead of an advantage. When the case closes, for each perjury token on a suspect, one alibi or surprise witness on that suspect is worth +5 guilt instead of –5 guilt.

Perjury

Lily Lockwell, the Reporter

Lily Lockwell is a roving reporter who is trying to write a story about the murder that the detectives are investigating. She can be both a help and a hindrance for the detectives.

When a detective enters Lily's location, he *must* spend 1 Time if he has any left, as Lily questions him. If the Time is spent, she slips the detective some info in return, since she knows that it's best to keep her contacts happy. As a result, the player *may* choose one piece of evidence on any suspect sheet and reveal it, turning it faceup. After talking to Lily, the player moves her. Lily must be moved to a location of the same type (color) in a different district, just like a lead that is being moved. Lily *may* be moved to a location that already contains a lead, but can *not* be moved to Jimmy the Snitch's location.

Jimmy the Snitch

Jimmy the Snitch is one of the most infamous informants in New Angeles. Cops and criminals come to him for the latest news all the time. Of course, his dangerous lifestyle means he's always on the move.

A player whose detective is in the same location as Jimmy *may* spend 1 Time to talk to him. That player may then either look at any one other player's hand of cards, or he may peek at all of the facedown evidence on a single suspect sheet. Whatever the player chooses, the information he learns may not be shared with the other players. After the player gets done looking, he moves Jimmy to another location of the same type (color) in a different district. Just like Lily, Jimmy may be moved to a location containing a lead, but he cannot be moved to Lily Lockwell's location.

Keene Troubled (Start)

Keene At Peace

Parsons Missing (Start)

Parsons Found

NPCs and Elimination

NPCs are important characters in the lives of the detectives. A given NPC's care and welfare (usually) means a lot to the detective associated with them. It is possible, over the course of the game, for NPCs to be eliminated. Elimination might signify the NPC's death, or simply that he has left the life of the detective he was associated with for good.

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

Two of Raymond's NPCs are unusual in that they don't have an eliminated side. They are shown as follows.

NPC Favors

Certain NPCs can grant favors to the detective they are associated with. These favors can be spent just like any other favor, with one difference. NPC favors may be spent as though they were one of two 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.

Example: *A Mr. Li favor can be spent as a corp, political, society, or street favor. It still only counts as one favor, however.*

Closing the Case

After the end of the sixth day of week two, the game comes to an end. At this point, the players determine which suspect is the murderer, tally up their VP, and determine a winner.

Determining the Murderer

For each suspect, do the following.

1. Turn all of the facedown evidence tokens on the suspect's sheet faceup.

2. Look for the lowest-value evidence token in the suspect's *strong* evidence file (even if it has a positive value), and then discard all pieces of evidence of that numerical value from that file. For instance, if Vinnie the Strangler has five pieces of evidence in his document evidence file, valued at –1, –1, 2, 3, and 5, the players would discard the two –1 tokens, since they share the lowest value on that file.

3. Look for the highest-value evidence in the suspect's *weak* evidence file (even if it has a negative value), and then discard all pieces of evidence of that numerical value from that file. For instance, if Vinnie the Strangler had four pieces of evidence in his testimony

EXAMPLE OF DETERMINING THE MURDERER

The diagram at right depicts four suspects at the end of a three player game.

First, the lowest-value evidence is removed from each suspect's *strong* evidence file, and the highest-value evidence is removed from each suspect's *weak* evidence file.

Next, the surprise witness on Thomas Haas subtracts 5 from his total, while the alibi combined with the perjury token on Mark Henry adds 5 to his total, giving the final total shown below (numbers in parentheses are the totals of each of the suspect's evidence files):

Eve 5VA3TC: 4 Guilt (4–1+1)

Noise: –1 Guilt (3–1–3)

Mark Henry: 14 Guilt (4+5+0, +5 for perjured alibi)

Thomas Haas: –5 Guilt (5–2–3, –5 for surprise witness)

Therefore, **Mark Henry** is *guilty*, while the other three suspects are *innocent*.

Example of Scoring

The diagram below shows the puzzle at the end of the game. Mark Henry was guilty of the murder.

Tallying up the links, Jinteki and Cardinal Reese have 2 each, and Human First and Haas-Bioroid have 1 apiece. This means that street favors and Haas tokens are worth +1 VP each, Jinteki tokens are worth +2 each, and "sad endings" (endings worth –1 VP or less) are worth an extra –2 VP each.

Raymond is the first to score. First, he has two Haas tokens worth 4 VP each (normally they're worth 3 VP, but the puzzle has boosted their value). He also has a conspiracy token (4 VP) and two street favors (1 VP each, again due to the puzzle). Lastly, he has 4 trauma (–4 VP). Therefore, from just his tokens, Raymond has 10 VP.

Next, he adds in 14 VP from his plot, bringing him to 24 VP. His guity hunch are wrong, so he gets only 5 VP from his innocent hunch, bringing his final tally to 29 VP. If Eve had been the murderer, he would've received an extra 18 VP (15, plus 3 more for being obsessed).

Caprice scores next. Tallying her tokens, she has two Jinteki tokens (5 VP each, gaining +2 each from the puzzle), 1 street favor (1 VP), and two trauma (–2 VP). This brings her to 9 VP so far.

Both of Caprice's hunches were correct, so she receives 20 VP for that (29 VP total).

Finally, Caprice has one happy ending (7 VP) and one sad ending (–1, reduced to –3 VP because of the puzzle). That brings her final tally to 33 VP.

Rachel scores last. Adding up her tokens, she has one Jinteki token (5 VP), two Haas tokens (4 VP each), one conspiracy token (4 VP), two street favors (2 VP), and one trauma (–1 VP). She also has two Captain Beckmann favors, which count as street favors, giving her another 2 VP, for a total of 20 VP.

She receives no VP for her incorrect hunches, but she receives 3 VP for her leftover money, bringing her to 23 VP.

Finally, looking at her plots, she receives 13 VP for her two happy endings, and 2 final VP for her two unspent Captain Beckmann favors, giving her 38 VP total. Even though she didn't solve the murder, Rachel is the winner!

evidence file, valued at –1, 2, 4, and 4, the players would discard the two 4 tokens, since they share the highest value on that file.

4. Add up all of the values remaining evidence on the suspect, across all three files.

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 without effect. 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.

Note: When matching perjury tokens with surprise witnesses and alibis, it doesn't matter what file the tokens are placed in on the suspect sheet.

The suspect with the highest total is the murderer (even if that total is lower than zero). The player with that suspect's guilty hunch is correct, and every player with any *other* suspect's innocent hunch is correct. *(Exception: Hunches for suspects who have been killed are never correct.)*

Obsession

A player who has both the guilty and an innocent hunch for the same suspect is said to be obsessed with that suspect. He is out to prove that the suspect is guilty beyond the shadow of a doubt.

An obsessed detective's hunches pay off normally, with the innocent hunch paying off if the suspect is innocent and the guilty hunch paying off if the suspect is guilty. However, if the suspect has a total guilt that is at least 5 higher than every other suspect's total, *both* of the obsessed detective's hunches are considered to be correct, and, furthermore, he receives an additional bonus of 3 VP.

The Puzzle

When tallying up points at the end of the game, remember that some point values may be modified by the links that have been made on the puzzle.

For each link (see "Links to the Conspiracy" on page 24) made between the conspiracy and a group, one of the VP values scored at the end of the game is adjusted.

Tallying the Points

After the murderer has been determined, the players add up all of their VP, as listed below. Whichever player has the highest total wins. In the event of a tie for highest total, if only one of the tied players had a correct guilty hunch, that player wins. Otherwise, the tied players share the victory.

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 of 1 or higher are "happy" endings, while endings with a value of –1 or less are "sad."

**Although favors are not normally worth points, the conspiracy puzzle may cause them to be worth points. Note that NPC favors gain all VP bonuses for each type of favor they show on their token (e.g., a Mr. Li favor gains the VP bonuses for all four types of normal favors).

Designer's Notes

I don't usually do designer's notes, but *Android* is very near and dear to my heart, so I'm making an exception this time.

First off, I want to thank my family for supporting me over the years. I know it's been hard to watch me screw up sometimes, but thanks for always sticking by me regardless.

I'd also like to thank Dan Clark and Andrew Navaro for their tireless work on this game. Dan was helping me design the setting from the very start, when it was just a gleam in my eye. We spent many hours on the trip to and from the Origins game convention designing the characters and their stories, and he wrote many excellent story snippets and pieces of flavor text to get just the right feel. Andrew, for his part, really stepped up to bat on the graphic design and went above and beyond the call of duty to make the game gorgeous.

I shouldn't forget to thank Zoë Robinson, our art director, who worked relentlessly and found some truly phenomenal artists, even when I had trouble explaining the look I was after. Thanks also to Jeff, Mark, Gabe, and everyone else at FFG who touched this game in some way. Everyone put in a lot of work and it shows.

Finally, I want to thank Christian for letting me do *Android* in the first place. He's given me a place to work and learn, and he gave me a lot of free reign on this game. I hope it lives up to his expectations.

Android (at least my part of it) was inspired by a lot of things. Growing up, I spent a lot of time reading. Seriously, a *lot* of time. I did too well in school and too poorly at sports to really be popular with the other kids, as you might expect. But any problems I was having could be banished with a good book, at least for a while. I tore through the works of David Eddings, the two Roberts (Heinlein and Howard), Peter Beagle, and a host of other talented writers. To this day, the books I read as a child form the foundation of what I do (and here's the happy ending), which is designing games for a living. Without that prior exposure to all those brilliant minds and imaginations, I certainly wouldn't be where I am now.

But there's one other major inspiration for *Android* that I would be terribly remiss in leaving out – NASA. We lived in Cocoa, Florida, which is about ten miles from Cape Canaveral, one of the main sites for the U.S. space program. My dad worked at the Cape, and as a result, I got to see and experience a lot of things not readily available to the general public.

One of my strongest memories is getting in the old powder blue van with the family and driving down to the Cape, where we got out lawn chairs and watched the very first shuttle launch. It was something out of my science fiction books as the *Columbia* shot up into the sky on a bright spark of flame, and I remember cheering with all my heart. At that moment, to a little boy, it felt like we were just a step away from colonizing the stars. Of course, we've still got a long way to go, and I did not at that time suspect the raw hurt I would later feel as I watched *Challenger* explode from the little playground of my school.

They usually let us go outside to watch the launches, and everyone was very excited because a teacher was being sent into space. All was well at first, but then the candle-like flame was obscured by a puff of smoke. I figured something had gone wrong, but I stood there, hoping the shuttle would emerge and be okay. Then the booster rockets came out of the cloud, flying in different directions, and I started crying. There was no way the shuttle had survived. The rest of the day was a tearful blur spent in the school auditorium watching the news. It's hard for anyone who didn't live in that area to understand, but lots of us had parents working at the Cape and we felt like we were somehow a part of the space program – if not as contributing members, then at least as the cheering section.

That day kicked the heart out of the entire area, and you could see the grief in everyone's faces for days to come. I remember being so disappointed as the country pulled back from the space program after that. I guess we weren't racing the Russians anymore, so it wasn't worth the loss of any lives to most people, or perhaps we simply couldn't forgive them that one failure. It was, and still is, hard for me to understand.

Android, while gritty and grim at times, depicts a hopeful future. One in which we've colonized the inner planets of the Solar System and have avoided polluting or overpopulating ourselves to death. There are still wars, the divide between rich and poor, and a fresh ethical dilemma in the form of the androids, but it is a future that I feel is worth working towards. It's not perfect, but then, nothing is. It's a future like the one that the men and women of NASA work towards every day, and I dedicate *Android* to them and others like them, who have given their labor and their lives towards a brighter future. Hopefully someday, we'll all get our flying cars, our sleek spaceships, and our robot butlers.

Here's to the future!

Kevin Wilson

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Publisher: Christian T. Petersen

Game Map Breakdown

Moon Colony Heinlein

Calendar and Event Area

Puzzle Area

The Beanstalk

City of New Angeles

Districts

Each district of the board is shown above in a different color. Note that the Beanstalk is its own district. In addition, there are coordinates along the edge of the map to help players find specific locations.

Minor Locations

WEYLAND REAL ESTATE

Nomal Location

A detective entering this location receives no benefit.

GILA HIGHLANDS

Ritzy Location

A detective entering this location may draw a light card.

THE OLD WAR MEMORIAL

Seedy Location

A detective entering this location may draw a dark card.

Major Location

CITY HALL

A detective in this location may use its location ability.

Restricted Location

JINTEKI HEADQUARTER

A detective must pay 3 Time to enter a restricted location unless he has a warrant on it.

Puzzle Area

The puzzle area tracks the detectives' progress in uncovering the conspiracy behind the murder. By linking the groups around the edge of the board to the conspiracy in the center, the players may greatly affect the final score.

Calendar

WEEK 1 | **WEEK 2**

The calendar tracks the progress of the case and determines what events, if any, occur each day. When the final day ends, the game is over and the case is closed.

Murder Sheet Breakdown

Name: This is the name of the case.

Murder Scene: This picture depicts where the murder took place. At the start of the game, the scene of the crime marker is placed here.

Lineup: This area shows the suspects for the murder and their locations at the start of the game. The suspects are arranged from top to bottom in order of most likely to least likely suspect. In the event of two suspects being tied for guilt at the end of the game, the suspect higher up on the murder sheet is the murderer.

Schedule: This area shows where Lily Lockwell and Jimmy the Snitch begin the game. In addition, it also shows where they move at the start of week 2.

Special Rules: This area lists any unusual rules pertaining to the case. These rules are in effect all game long unless otherwise stated.
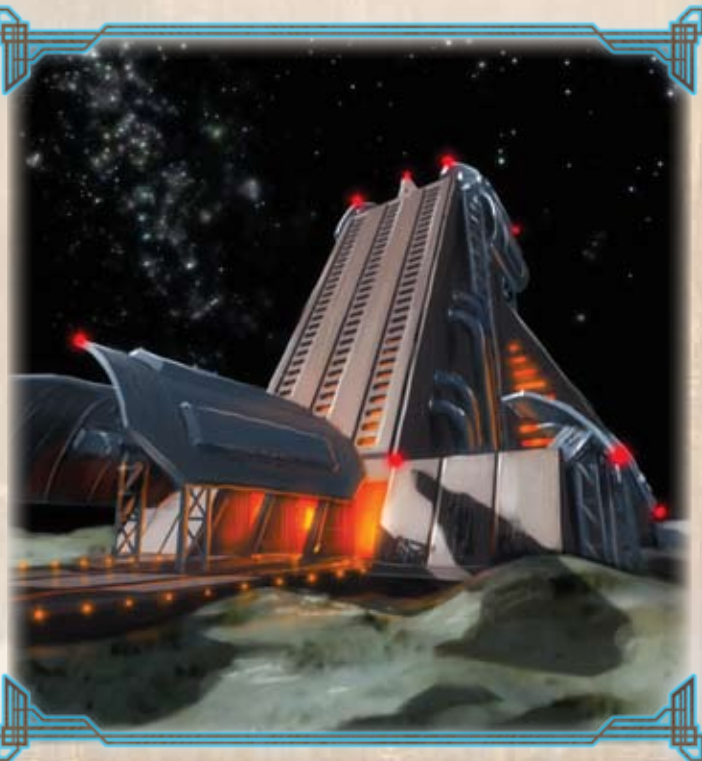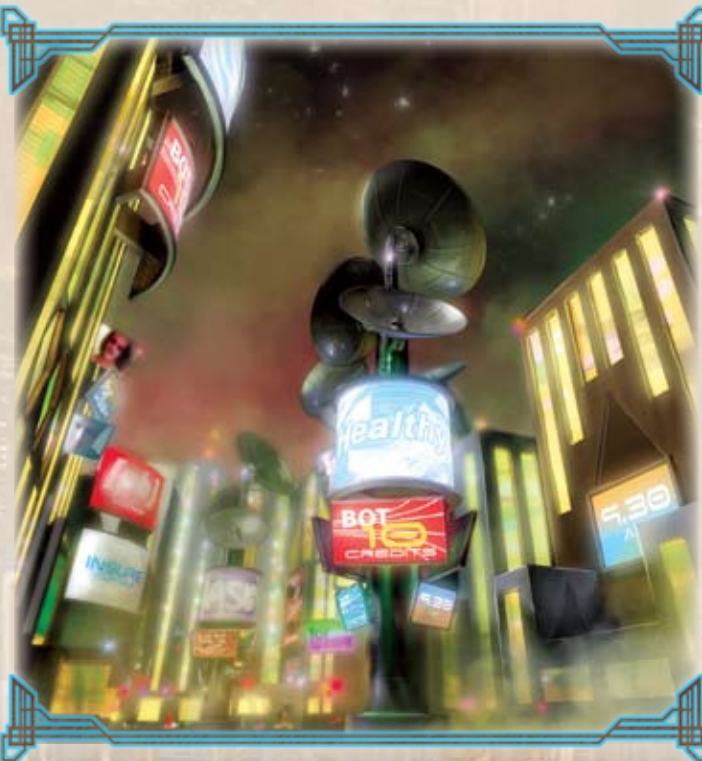
Major Locations

Important Note: Remember that a player may only use a given location's ability once per turn.

Broadcast Square (E3): Spend 1 Time and one normal favor of any type to place a puzzle piece (see "Revealing Information" on page 23). The puzzle piece may be drawn from any of the three piles, and the player's hero marker does not move when using this ability.

Castle Club (F4): Spend 1 Time and one street favor to place one good or bad baggage on any player's current plot card, even your own.

City Hall (A2): Spend 2 Time to gain one political favor.

Eastside Tenements (L3): Spend 2 Time to gain one street favor.

Eliza's Toybox (D7): Spend 1 Time to exchange any one of your favors for any one normal favor from the pool.

Haas-Bioroid (D7) (Restricted): Spend 2 Time, one street favor, one society favor, and discard any two twilight cards from your hand to gain one Haas token.

Humanity Labor (H1) (Restricted): Spend 2 Time, one of each type of normal favor, and discard any two twilight cards from your hand to place a hit on a suspect of your choice.

Jinteki (D3) (Restricted): Spend 2 Time, one political favor, one corp favor, and discard any two twilight cards from your hand to gain one Jinteki token.

Levy University (E1): Spend 2 Time to gain one society favor.

Melange Mining (G7): Spend 2 Time to gain one corp favor.

Memories of Green (K1): Spend 1 Time and one corp favor to place one good or bad baggage on any player's current plot card, even your own.

Monroe & Associates (H3): Spend 1 Time and one political favor to place one of your warrants on any restricted location on the board that doesn't have one of your warrants on it already. You may enter that location for 1 Time instead of 3. Once placed, a warrant stays in play for the rest of the game.

NAPD (I3): Spend 1 Time and any two normal favors to gain a dropship pass from the pool.

Order of Sol (F8) (Restricted): Spend 2 Time and any two normal favors to place an alibi on a suspect of your choice.

Starlight Crusade (D1): Spend 2 Time and any one normal favor to discard one point of trauma from your character.

Wyldside (G8): Spend 1 Time and one society favor to place one good or bad baggage on any player's current plot card, even your own.

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