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## Shadowrunning

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Shadowrunning is the act of breaking into a secure building. Locations that you can shadowrun will be large packets on the wall and be labeled “Shadowrun”. Anyone may attempt a shadowrun.

### 1 Entering a Shadowrun

Before entering a shadowrun, agree on a leader. Everybody entering the Shadowrun should tap the sign and open the wall packet. Stay within a few ZoC of the sign. If there is an available empty in-game room nearby, you may choose to virtual the shadowrun there. In that case, you must stay inside the room.

You cannot enter a shadowrun while dragging anything or while wearing a mob headband (unless you have Access; see below).

Passersby can see and hear you, but cannot physically interact with you—you should make it clear that you are in a shadowrun (“You see me running across a roof”, etc.). Anyone who sees you in a shadowrun can choose to alert the guards; if they do so, you must leave immediately (see below).

Each shadowrun contains a partial deck of playing cards, a number of reward packets, and possibly some obstacle packets. Each reward packet has a letter and number on the outside. Shuffle the deck of cards and deal a number of cards, face down, to each reward packet equal to its number. If there are more than three people entering the shadowrun together, add one card per extra person to each pile. (If there aren’t enough cards, rewards with too-few cards are inaccessible; deal cards to earlier-lettered packets first.) You may have some cards left over; set these aside face down. Turn over the top card in each reward stack.

Each card corresponds to a specific obstacle. You may only look at or interact with the cards on the top of the stacks. Running a shadowrun involves choosing which card to deal with, dealing with its effect, and then discarding it and turning over the card underneath it. The goal is to get to the bottom of stacks to get the corresponding reward (see below). If you get stuck and can’t deal with any of the face-up cards, you have to leave (see below).

Each time you enter a shadowrun, you encounter a similar set of obstacles, but in a different order. This represents different doors being unlocked, differing guard placement, and other changing factors that affect your possible routes.

Control of Shadowruns is not democratic: the Leader has final say over which card to handle next, but the Leader may hand off his role to somebody else. If a card requires someone to pay a cost or undergo an effect, that person must be willing.

The letters and numbers of reward packets and which cards are in a shadowrun are in-game information.

### 2 Shadowrun Rewards

Rewards live at the bottom of stacks, and are labeled with a letter. To open a reward packet, you must clear all the cards in its stack. Some rewards have a ‘prereq’ line of the form ‘prereq: ABC’. In order to claim such a reward, you must clear the stacks above the indicated prerequisite reward packets as well.

When you access a reward packet, you may remove any item from the packet that you can carry. You may also leave items in the reward packet. Unstashable items may be left in reward packets. Some reward packets may also have abilities you may use by accessing them.

### 3 Shadowrun Obstacles by Card

Cards of the same number and color are the same obstacle. The suit within the color only affects what special abilities may be used on a given card.

The various obstacles are as follows:

#### Red

- Ace: Watchful guard. Deal an additional card to each other stack.
- 2: Overgrown shrubbery. You need a sharp sword.
- 3: Ward of salt. No member of the group may be polluted.
- 4: Intoxicating scent. One person loses two hands of carrying capacity for an hour.
- 5: Armed guard. Make a CR 5 attack to take him out.
- 6: Choking dust. Spend a different herb for every two people in your group to make tea to clear your throats.
- 7: Impressed guard. Need someone with influence at least 3.
- 8: Bluff your way past. One of you must have the Actor ability.
- 9: Poison dart. One person loses 2 CR for an hour.
- 10: Stone cover. You can pry it up with any sword, but the sword breaks.
- J: Samurai guard. One of you must use a “Duel Ability” that does at least 2 damage; assume you make any prerequisite shots.
- Q: Hide in a trash pile. Each of you becomes polluted.
- K: This is some special obstacle unique to this shadowrun. Open the appropriately marked obstacle packet.

#### Black

- Ace: Alert guard. Deal an additional card to each stack, including this one.
- 2: Friendly musketeer. You need a gun to pass.
- 3: Thirsty observer. Give him some saké or whisky.
- 4: Thoughtful observer. Spend an inspiration.
- 5: Veteran guard. Make a CR 7 attack to take him out.
- 6: Smoking observer. Give him a Tobacco Leaf.
- 7: Artistic observer. Show him an item with an item number and he’ll let you pass.
- 8: Nearly drown. One person coughs instead of talking for 30 minutes.
- 9: Determined guard. One person becomes knocked out.
- 10: Curious musketeer. Give him a gun to pass.
- J: Violent musketeer. Shoot a gun.
- Q: Fierce guard. One person becomes wounded.
- K: This is some special obstacle unique to this shadowrun. Open the appropriately marked obstacle packet.

### 4 Leaving the Shadowrun

There are two ways to leave a shadowrun.

When you reach the bottom of any stack, you may leave. This represents finding a convenient exit.

Alternately, if you have not reached the bottom of any stack, you may leave by crawling through the sewers. Leaving this way takes one minute and pollutes everyone in the group. You may not attempt any shadowrun for 30 minutes after you get out.

When you leave a shadowrun, reform the deck of cards and place everything back in the packet. You may not modify a

shadowrun unless you know otherwise.

## 5 Shadowrun Access

Some shadowruns have an ‘Access’ line that names characters and bluesheets. These characters may enter the shadowrun, look at the cards, and access any reward packets freely, bringing anyone they wish along. They may remove items from and add items to reward packets, and interact with mechanics in the award packets freely. They may also bring mobs into the shadowrun, and thus remove macro items from reward packets. They may also leave macro items in reward packets marked “Macro Storage”.

## 6 Invading Shadowruns

If you command a military unit, you can attempt to take over a shadowrun by force. To do this, the combined strength of the military units invading must be greater than the combined strength of units stationed in the shadowrun plus any Fortifications stat the shadowrun has. Upon invading, tape the invading units to the wall above the shadowrun packet. You must immediately inform a GM (you may go Not Here to do this if your character would otherwise be avoiding other characters); the GM will ensure that the invasion becomes publicly known.

Generally, invasions take 30 minutes, though a GM will resolve any invasion. All defending units disperse. Most invading units become disorganized and start looting after a successful invasion, causing any non-macro items in the shadowrun to be lost (give them to the GMs). The card number for each reward packet is reduced by 1, and the Access for the shadowrun is changed to the Loyalty of the invading units. (If the invading units don’t share a loyalty, choose one of the loyalties when the invasion begins, and place a unit with that loyalty highest.) The Fortifications stat of the shadowrun is reduced by 1, but cannot go negative.

While an invasion is in progress, the shadowrun and defending units are inaccessible unless all invading units are commanded to let someone through. Additional units may be added to counterattack (assisting the defenders); place these below the sign. If the invaders no longer have sufficient strength at the end of the invasion, the invasion fails and they disperse.



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## Influence and Popular Opinion

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*“Last year at a great conference there was a certain man who explained his dissenting opinion and said that he was resolved to kill the conference leader if it was not accepted. His motion was passed.”*

*Yamamoto Tsunetomo, Hagakure*

## 1 Influence

Each character has an influence score that represents to what extent lesser nobles and commoners in Edo and Japan as a whole respect and listen to them. Some characters have 0 influence. Influence can change over the course of the game. Influence is used in two ways: to influence popular opinion, and to influence votes of the Shōgun’s Council.

At the end of each cycle, write your name and current influence on a piece of paper and put it in the box folder for your house’s council representative; they will use this for voting in council. If you end the cycle polluted, write down half your influence (round down) instead.

### 1.1 Inheriting Influence

Normally, when someone dies, their influence is divided among the surviving members of their clan. If, however, the person who died was tainted, their influence is simply lost. The GMs will put a note for you in the box if you inherit any influence this way.

You may put someone’s head on a post in the Nihonbashi Market (34-303) within an hour of their death, publicly ridiculing them. If you do, their influence does not distribute until the head is removed and receives a funeral. (Touching a severed head is polluting.)

## 2 Popular Opinion

Popular opinion consists of a number of categories, either issues or organizations, each of which has a ‘pro’ and a ‘con’ side. These categories are represented by signs in the Kanagawa Council Chambers (34-301) with spaces for stars. Various mechanics allow people to add stars to these signs. The most relevant thing here is the ‘margin of support’, the number of stars on the pro side minus the number on the con side for each category.

The color of a star reflects the clan that placed the star there: gold for Tokugawa, blue for Ito, red for Yagami, silver for Nagare, green for the Americans. There are also orange circles; these represent support generated by people in none of these groups and mysterious or unknown sources. Always put up a star for the color of your clan unless you know otherwise. Someone seeing you put up a star hears a rumor that you have been advocating that position; i.e., watching to see who puts stars where is a valid tactic.

### 2.1 Influencing Popular Opinion

Each cycle, you may place a number of stars equal to your influence at the start of the cycle in any side of any category. If you start the cycle polluted, your influence is halved (round down). (Gaining or losing influence during a cycle doesn’t affect this mechanic until the next cycle.)

There are other ways to put up stars.

## 2.2 Categories

The categories are:

- The Shogunate/House Tokugawa
- House Ito
- House Nagare
- House Yagami
- The Americans
- Empress Chikako
- Firearms
- Whiskey
- Shintō
- Buddhism
- Christianity

## 3 Shōgun's Council

The Council meets one hour after the start of each cycle in Kanagawa Council Chambers (34-301). The council consists of a large number of NPC nobles and one representative from each PC clan (normally the leader). No representative may be polluted.

There are two ways to obtain NPC noble support (effectively votes). The NPC nobles are easily swayed, giving each representative votes equal to their total clan influence as of the start of the cycle (i.e., the sum of the slips their clan members put in their box folder at the end of the last cycle) plus or minus their one third their margin of support in popular opinion, rounded down. Secondly, if the issue being voted on relates to a category of popular opinion, votes equal to the margin of support of the popular opinion category go to the appropriate side.

Of primary concern to the council is the treaty demanded by Commodore Matthew C. Perry. This treaty consists of a number of possible articles, as shown in the “Preparing the Treaty of American Friendship” greensheet. During a council meeting, a vote can be called to accept a version of an article. This requires a simple majority. An article that has already been accepted can be revisited in a later meeting, though revising an article requires a two-thirds vote.

Once each article has been accepted or rejected, the treaty as a whole can be passed. This requires a two-thirds vote. Note that regardless of the vote, this is only useful if Perry also agrees to the treaty.

The council can also pass laws unrelated to the treaty. This requires a majority vote. Laws are only affected by popular opinion of a category when there's a clear and obvious relationship to the category.

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## Preparing the Treaty of American Friendship

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*“THE UNITED STATES of America and the Empire of Japan, desiring to establish firm, lasting, and sincere friendship between the two nations, have resolved to fix, in a manner clear and positive, by means of a treaty or general convention of peace and amity...”*

*—Treaty of Kanagawa*

Commodore Perry has come to Edo seeking a formal treaty between the United States and the Empire of Japan. If he does not get one he considers acceptable, it is all but guaranteed that the warships in the harbor will resume shelling the city, and that bombardment will all but level Edo. Note that if the Commodore and his landing party should be killed, this will make it impossible to return the signed treaty, and will also result in the Black Ships shelling the city.

The treaty has a number of factors that must be decided. For the enumerated items in this greensheet, a limited number of legal options are listed. The final treaty must address all these issues, and may only select from the listed options. The Commodore is not empowered to negotiate for the United States on other issues.

**Article I:** Peace. “There shall be a perfect, permanent, and universal peace, and a sincere and cordial amity between the United States of America on the one part, and the Empire of Japan on the other part, and between their people respectively, without exception of persons or places.” This article also requires that the United States be granted most favored nation trading status, requiring any trade rights given to other nations by Japan in the future be automatically given to the United States as well.

This article may be accepted or rejected. If rejected, it obviates the rest of the treaty, and will effectively mean war between the United States and Japan. Popular support of Americans works towards this.

**Article II:** Ports. This article covers the ports that will be open to American trade. At least one port must be selected. For each port chosen, the treaty must also enumerate when it becomes open to American ships: immediately, in one year, or in ten years.

There are five possible ports, which are controlled by the clans as follows:

**Edo** House Tokugawa

**Osaka** House Ito

**Hakodate** House Nagare

**Shizuoka** House Yagami

**Nagasaki** Neutral (shared control among multiple weaker clans)

Popular support for a house supports that house’s port being included.

**Article III:** Americans will be confined to a small section of the ports, or Americans will be allowed anywhere in the open cities. Popular support of Americans works against confinement.

**Article IV:** Shipwrecked Sailors. The Japanese must aid shipwrecked American sailors. This article must be accepted or rejected. If accepted, it must be decided whether or not the Americans will repay costs incurred by the Japanese in rescuing and housing shipwrecked sailors. Popular support of Americans works towards acceptance and is neutral on costs.

**Article V:** Tariffs. The Japanese government has the right to enact tariffs as they see fit, or no tariffs are permitted. If Japan can collect tariffs, it must be decided if the Shogun collects all tariffs, or if tariffs are collected by the House that controls each port.

**Article VI:** Banned imports/exports. Potentially bannable imports: firearms, whisky, western literature. Potentially bannable exports: Japanese cultural artifacts. The final version of this article may select all, none, or any subset of potential items from the export/import ban lists. Popular support of an import favors allowing its import, and popular support of Shintō and Buddhism supports banning the export of cultural items.

**Article VII:** American Consulate. The Americans will set up a consulate on Japanese soil. This must be accepted or rejected. If accepted, the location must be defined and chosen from the list of ports in Article II.

**Article VIII:** Missionaries. American missionaries are permitted to operate in Japan. This article must be accepted as is or rejected entirely. Popular support of Christianity works towards this.



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## Research and Investigation

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Japan holds many secrets that have been forgotten except for faint traces on dusty scrolls. The arrival of the Americans provides a unique opportunity for new discoveries. Whether from the wisdom of the ancients or the cleverness of the young, there is much of interest to be learned.

### 1 Structure

Many characters in game have notebooks. Notebooks represent a combined store of knowledge, insight, understanding, or personal development; they are not in-game items and may not be transferred or shown to other players. The amount of background required to progress in research is more than can be taught in-game without a special ability.

Notebooks consist of a series of pages. Start with the first page open. Each page will describe how to advance to the next page. Some pages have additional effects.

Notebooks have a title on the cover. You may share your research progress with someone else who has the same notebook by giving them a slip of paper labeled “Research Notes” and specifying the notebook title and the number of any open page. If you receive such a slip and have the appropriate notebook, you may open pages up through the specified page. You can discuss notebook titles as in-game information, but you can’t actually show the notebook as proof that you’re doing the same research.

### 2 Research Steps

There are a variety of steps that may be required to advance through a notebook. Some common ones are explained here. Before someone can help you with one of these research step, you must tell them the name of the notebook. This doesn’t apply to research steps that require you to simply converse with someone or similar.

#### 2.1 Inspiration

Sometimes things just click. Each character starts each cycle with one inspiration; inspiration not spent during a cycle is lost. Some steps require a character to spend an inspiration. Anyone can spend the inspiration, even if they don’t have access to the notebook, but you must tell them the title of the notebook.

There are ways to get additional inspiration; however, you can’t spend more than one inspiration on the same notebook per cycle.

Sometimes spending inspiration is an alternative to another way of advancing.

#### 2.2 Gossip

When investigation, rumors or witnesses can be invaluable. You may have to look for a character who has seen or heard something in particular. They will be able to provide you with information that allows you to progress.

## 2.3 Riddles

Riddles are clues in the form of haiku that may refer to specific real-world locations or objects in gamespace in addition to in-game knowledge. Riddles are in-game information and can be discussed freely. At the location described, there will be a colored dot on the wall with a code written on it that matches a code given in the notebook. These codes are not in-game information: you may not tell other players what code you're looking for, and if you stumble upon a dot that doesn't correspond to a riddle you have access to, you can't write this information down or tell other players about it.

All dots will be on floors 1 through 4 of buildings in gamespace. Dots will often be hidden under, next to, or behind whatever the clue refers to or a nearby object. Finding dots will not require opening doors, climbing, or moving objects.

### 2.3.1 Example

A haiku might read:

Hustle and bustle,  
Can thoughts fit within these walls?  
Two birds taking flight.

This would refer to the strobe photo of two birds in 34-3.

## 2.4 Herbalism

In some cases, you may need to create herbal potions. A potion is made by combining a number of herbs specified by the notebook; the same herb may be used more than once in a potion, and order matters. Mix together the herbs you want to combine, consuming them, and then feed the resulting potion to a subject. (Because knowledge of the research biases the results, the subject cannot be someone who has the relevant notebook.) Tell the subject the first letter of each herb you mixed, in order. The subject looks at the next page in your notebook without showing you; she tells you how many of the herbs were correct and in the right place in the sequence, and how many are correct but out of sequence.<sup>1</sup> If all the herbs are correct and in order, you may read that next page and continue with your research; otherwise, you must try again. There may be side effects on the subject.

Subjects must be conscious and willing or restrained. Potions are ruined if hidden in food or drink. Subjects may not give advice on what herbs to try after seeing the solution, or convey other information on the result page other than roleplaying side effects. The same subject may try any number of combinations, but must wait an hour after each trial to allow their system to clear.

## 2.5 Archives

Various locations in game have archives of books and scrolls; Kanda Shintō Shrine (38-166) and Sensōji Buddhist Temple (24-307) have public archives, and it's expected that the various clans have private collections of their own. First, get access to the archives, which may require sneaking in if you don't have access (see the Shadowrunning greensheet). Then, you can begin to track down scrolls.

Each archive contains a number of named scrolls. These scrolls can only be read while in the archive, and cannot be removed. You must visit the archive each time you want to read a scroll, even if you have read it before. You will often have to read a specific scroll to advance your research. Scroll names are in-game information, and you may copy down scroll names freely.

<sup>1</sup>Think Mastermind.

## 2.6 Sudoku

Complete the given sudoku. Anyone can help you (but you must tell them the notebook title, as usual), but obviously no computer-aided solving. You may show the helpers just this page of the notebook, or you may copy the sudoku if you wish.

## 2.7 Word Search

Find the specified number of words length 5 or greater in the given word search. A word entirely contained in another word does not count separately. Anyone can help you if you tell them the notebook title. You may show helpers just this page of the notebook, or you may copy the word search if you wish.

## 2.8 Zendo

The notebook will specify a rule that identifies certain four-letter strings. Get someone who does not have this notebook to figure out the rule, communicating only by indicating strings that match the rule and strings that don't. Guessers may ask whether specific strings match or propose possible rules. You may also volunteer examples.

## 2.9 Taboo

Get someone who does not have this notebook to guess a specified word or phrase without using the word or phrase itself or any of the words indicated as forbidden. Don't use forms or parts of any of the words, either. If you accidentally use a forbidden word, everyone currently listening becomes ineligible to guess.

You can't describe the word's spelling, pronunciation, number of syllables, or similar.

## 2.10 Charades

Get someone who does not have this notebook to guess a specified word or phrase without speaking, using only gestures. There are standard gestures traditionally used with Charades; you can discuss these with other players ahead of time, but don't give anything away while doing so.

## 3 Inheritance

In many cases, you will be working on a notebook with a group of other people who do not have the notebook. If you die and your death is either publically known or they have seen your corpse, any member of such a group can recover your research by spending an inspiration. If they do so, they can get your notebook. If you don't want this to be possible, you can, while alive, tell the GMs that you're obfuscating your notes; this prevents anyone from recovering your notebook after death. Research requires a lot more background than can be conveyed in-game, so there's no way for you to enable someone who wasn't working with you pregame to recover your notebook.

