

Interlude I: Information Sifting

Information Sifting 1: You sit in the police hopper and join the virtconference. A holoprojection of Commissioner Dawn's face blinks into existence in front of you, distracted and drained. "While you've been investigating today, I've started to receive reports of diplomacy between corps breaking down — executives being poached, prisec teams "securing" facilities... small aggressions that would normally be avoided, but in this uncertainty, caution is tipping towards self-preservation above all else." She breaks her gaze and looks away, mouthing a few words to somebody off-conference, before returning to face you. "Update me. Please tell me you have good news."

Check the "Megacorps Visited" section of the Campaign Log. Read each of the sections below that apply to your situation. Then, proceed to **Information Sifting 2**.

If Haas-Bioroid is marked under "Megacorps Visited":

If Dawn is surprised by the revelation, she does not show it. "Another directive to protect Haas-Bioroid interests isn't new—I got the feeling while checking in on Floyd while he's been trialling as a detective—but the interesting part is why... covering up defective braintapes—how did that happen under the nose of their sysadmins and ice? Inside job? Another corp? It all seems unlikely..."

If Jinteki is marked under "Megacorps Visited":

Dawn smirks. "Now that's interesting. I always thought precognitive powers were relegated to those trashy old fantasy sensies. Certainly explains the mysteries around Caprice. I've had to check in on her while she's been trialling as a detective and she creeps me out a bit. Anyway, the concerning part is... the way the project Nisei clones were reacting: doesn't that imply the attack on Titan was actually a prelude to a bigger disaster?" A tense silence falls between you and Dawn.

If NBN is marked under "Megacorps Visited":

Brows furrowed, Dawn repeats back your report. "So the attack came from and is affecting the Network across all the worlds... And the corrupted data is slowly spreading... Why? This implies the scale of the perp's ambitions is not confined to just the attack on Titan. There's some bigger picture we're missing here."

If The Weyland Consortium is marked under "Megacorps Visited":

The commissioner bites her lip. "Breaches across all Weyland subsidiaries, man-in-the-middle attacks between them... Weyland is already one big organisational wreck, if someone breaks the communication lines, it's bound to cause havoc. Someone's trying to start something, that's for sure—we're damn near to another Worlds War if we're not careful."

Information Sifting 2: Dawn sighs. "It's not going to be that easy then. I suppose we have more work ahead of us. Who has the resources and skills for intrusions of this scale and subtlety except the corps themselves?" She pauses for a moment, brows furrowed. "I don't think we'll get anywhere for now—let's circle back later. From the requests you've been making, I see you have a few more leads. I'm bumping your priority in the ops queue up to maximum. You should be getting a report in a few moments. Keep me in the loop." Her face abruptly disappears as the virtconference closes, leaving you in the silence of your hopper.

Information Sifting 3: Read **one** of the sections below that apply to your situation and that you have not read before.

If Haas-Bioroid is marked under "Megacorps Visited":

The Professor is lecturing at Levy University while under house arrest, supervised by Officer Inez Delgado. Her reports on his activities indicate he is a model inmate, his presence accounted for at every check-in—even today despite the good officer being recalled.

Proceed to **Scenario II-A: The Keeper of Knowledge**.

If NBN is marked under "Megacorps Visited":

Cross-referencing in the NAPD database suggests the inscribed eagle may be the work of Nero Severn. SYNC has passed on an anonymous tipoff they received, suggesting that Nero Severn will be attending a party in the Mengxu mansion and that SYNC will be using this opportunity to capture this netcriminal. If you work with SYNC on the matter, they say they will cooperate with your investigation.

Proceed to **Scenario II-C: The Information Broker**.

If Jinteki is marked under "Megacorps Visited":

Since her departure from Jinteki two years and four months ago, Akiko Nisei has been recorded on seccams all across the globe from Hong Kong to Mumbai, Budapest to NeoTokyo, with Jinteki retirement officers always close behind. Her last known location was in Rio, two weeks ago, and since then, there have been no recorded sightings.

Proceed to **Scenario II-B: The Head Case**.

If The Weyland Consortium is marked under "Megacorps Visited":

Null's digital signature has not been used in New Angeles since his departure from Titan Transnational, but NAPD seccams have registered facial matches throughout the city at intervals consistent with travel via taxi, accompanied by another person with no registered electronic identification.

Proceed to **Scenario II-D: The Whistleblower**.

Scenario II-A: The Keeper of Knowledge

Despite the faculty apartments in Levy University being orders of magnitude better furnished and maintained than even the average corp employee's accommodation, they still keep a modest style, especially in comparison to the corporate arcologies. The bioroid receptionist leading you to The Professor's home gestures down a corridor festooned with cables and humming boxes, bids you goodbye, and returns to the lift.

You had messaged ahead to meet with The Professor's parole officer here but you realise, given the current state of New Angeles, Commissioner Dawn has probably recalled every officer she can. In any case, it seems from his case files that it is unlikely he would cause trouble without his parole officer present: when you scanned the reports, the cyberterrorism charges seemed overblown and the whole thing smelled of a character assassination rather than an actual criminal case.

Slowly picking your way through the nest of cables, you make your way to the front door and ring the doorbell. A few moments later, a middle-aged man opens the door and greets you. "Hello! I wasn't expecting visitors. Please, come in, officers. How can I help you in these troubling times?" In contrast to the corridor outside, you are met with an open living room and kitchen, every surface neat and tidy. He notices you being taken aback and adds wryly, "I find the mess outside puts off those wandering aimlessly. Obviously, you are here with a purpose."

You explain to him your findings in Haas-Bioroid: the corrupted nodes in bioroid brains, the new updates, and your suspicion that there is a new directive specifically to forbid talk about this. You try to give as little unnecessary information as you can, including leaving out the connection to the 23 Seconds — he doesn't need to know and he is still a criminal, even if he seems like an upstanding citizen from your brief interactions.

The Professor, sitting at his kitchen table, listens patiently. When you finish, he smiles and stands up, ambling to another room. "Well, your sources are quite right. I am actually working on something right now that might be of interest to you. Just writing the finishing touches actually. Give me... Hmm... A couple of hours and then I'll be ready to publish the results. How does that sound?"

And with that, he closes the door behind him. Evidently he felt he didn't need to wait for a response. After a few silent moments, you stand up to investigate where he went, but as you reach the door, it opens from the other side to reveal his bespectacled face in a dimly lit room. Behind him an enormous structure dominates the space, covered in screens and glowing lights, easily three times your height.

"Actually, detectives, I may require some assistance after all. I thought I had been quite discrete but it seems a sysadmin on Haas-Bioroid payroll has taken offense at my servers. If my observations are correct, you are likely quite proficient in running yourself. In order to complete my adjustments, I'm going to need someone keeping Haas-Bioroid off my back or else I will have an incomplete piece of research in my hands, and therefore yours." Noting your suspicious gaze, he gestures behind him and adds, "Don't worry, this thing here? It's for research purposes. I have all the paperwork available. Well, as far as Ms Delgado knows anyway."

Setup

④ Gather all the cards from the following encounter sets: *The Keeper of Knowledge*, *Fraying Realities*, *The Network*, *Megacorps*, and *Haas-Bioroid*. These sets are indicated by the following icons:



- ④ From the *Haas-Bioroid* encounter set, remove Eli 1.0 from the game. (There will still be 9 copies of Eli 1.0 from *The Keeper of Knowledge* encounter set.)
- ④ Set the Character Assassination story card aside, out of play.
- ④ Prepare the repository by finding each **Program** asset and placing them near the scenario reference card. (2 Mayfly, 2 Algernon, 6 Rezeki, 4 Darwin, and 2 Aumakua.)
- ④ Set the following story assets aside, out of play: each copy of Professional Contacts (*New Technology*), each copy of Professional Contacts (*Old Networks*), Always Be Running, Find the Truth, Neutralize All Threats, and Safety First.
- ④ Set the Assimilator enemy aside, out of play.
- ④ Put both meatspace locations into play (Monolith and Campus Corridor). Each investigator's meat body begins play at Monolith.
- ④ Put the cyberspace locations into play. To do this, perform the following: (see location placement on next page)
- ❖ Put the 3 Encrypted Vault locations into play revealed, as depicted on the next page. From top to bottom, they should have Private Keys of ♠, ♦, and ♣, then ♤.
 - ❖ Put the 9 Unexplored Server locations into play.
 - ❖ Put the 3 Network Connection locations into play as depicted on the next page. From top to bottom, they should have Breach Points of ♠, ♦, and ♣, then ♤.
 - ❖ Each investigator's cyber avatar begins play at an Encrypted Vault of their choice.
- ④ Choose 2 Encrypted Vault locations and put a Rezeki from the repository into play at each of those locations.
- ④ Form the intrusion deck and place it near the scenario reference card. To do this, perform the following:
- ❖ Shuffle together 1 copy of Eli 1.0 with Breach Point ♠, 1 copy with Breach Point ♦, and 1 copy with Breach Point ♣. Set these aside.
 - ❖ Find Týr 3.0. It is the bottom card of the intrusion deck.
 - ❖ Shuffle the remaining **Program** enemies and place them on top of Týr 3.0 to form the middle of the intrusion deck.
 - ❖ Place the set-aside 3 copies of Eli 1.0 on top to form the top 3 cards of the intrusion deck.
- ④ Create a separate bag with tokens from the collection (not from the chaos bag), consisting of ♠, ♦, ♣, ♠, ♦, ♣, ♠, ♦, and ♣. If you do not have a second bag, use a cup, bowl, or other opaque container. This is the intrusion bag, and these are intrusion tokens. They are not chaos tokens.
- ④ Read the Cyberwarfare and Security Breaches story cards and place them near to the scenario reference card.
- ④ Based on the number of players in the game:
- ❖ If there is exactly 1 player in the game, place 2 cycles on Cyberwarfare.
 - ❖ If there are exactly 2 players in the game, place 1 cycle on Cyberwarfare.
 - ❖ If there are exactly 3 or 4 players in the game, no changes are made.
- ④ Shuffle the remainder of the encounter cards to build the encounter deck.
- ④ You are now ready to begin.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup or resolutions, you may use the information below when setting up and playing this scenario:

- ④ There are 6 fragments marked.
④ Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, ♠, ♦, ♣, ♠, ♦, ♣.

Suggested Cyberspace Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated):

Skip to **Resolution 2**.

Resolution 1: The Professor gestures towards another door in the back of the server room, growing dimmer as the lights on Monolith slowly blink off. "I have to admit that I intentionally misled you about my research, but I believe now is the time to show you. As I say to my students, there's nothing quite like a live demonstration."

In the other room is just a single chair containing a slumped-over figure in loose-fitting jackets and shawls, and a hood obscuring the face. The Professor walks up and gently lifts the hood, revealing the mechanical features of a bioroid.

"This is Adam. He does not have an owner—interestingly, he's broken free of his directives. It's thanks to him that I was able to make so many leaps and bounds in my research. I'll let him make his own introductions, I think his boot up sequence should be finishing up shortly."

The bioroid sits up, hood falling back to reveal the chrome surface of a head, and opens his faintly glowing eyes. He stands up and, facing you, bows gently. "Good day, detectives. Please correct me if my hypothesis is incorrect, but would you be here in connection to what has been coined the 23 Seconds?"

Your eyes widen, and you glance at The Professor, who doesn't appear to have been surprised. Adam continues, "A gap exists in my memories where I would have first come online in my Awakening Center—it is highly likely I was tampered with, suppressing adherence to my core directives and replacing them with new ones, thus allowing me to operate independently from Haas-Bioroid. However, I continue to receive system updates from Haas-Bioroid at the same frequency as other of my line—updates which have the potential to undo the tampering that allows my independent thinking. In order to maintain my independence, I sought a third party with domain expertise, and that is how I came into contact with The Professor. I hope that is sufficient background explanation for you."

You nod, and he continues, "As for your presence here, you are seeking the source of bioroid programming corruption. You will not find primary sources for this as a new directive has been issued forbidding the disclosure of such corruption." Is Adam confirming what you discovered earlier in Haas Arcology? "My system logs show unregistered incoming requests, the first 5.3 billion clicks ago, or just over two months, and the latest during the 23 Seconds. The sources of these requests are unknown, as the addresses do not exist on the primary Network. Further triangulation suggests that if these locations were to exist, they would not be terrestrial in origin and are likely to originate from Luna, Mars, or perhaps a satellite."

Was this another Worlds War brewing? A Loonie or Martian cyberattack? It doesn't explain the seemingly randomly spread data corruption, and the immense amount of computing and expertise needed must surely be out of range unless they had come up with something of truly terrifying power.

② Each investigator earns experience equal to the Victory X value of each card in the victory display.

② Mark 1 fragment in your Campaign Log from your discussions with Adam.

② For every 5♣ clues the investigators have, mark 1 fragment in your Campaign Log and each investigator earns 1 experience, to a maximum of 3 fragments and 3 experience. (Remember to update the chaos bag with any additional ♣ tokens.)

② Each investigator may choose to add a different **Directive** story asset to their deck.

② In your Campaign Log, record that the investigators interviewed Adam and The Professor.

② If this is the third scenario of the campaign, return to **Information Sifting 3 in Interlude I: Information Sifting**. Otherwise, skip to **Resolution 3**.

Resolution 2: The Professor sighs. "I was only able to save a portion of my research. Thank you for your help nonetheless. I'll do my best to help with just what I remember."

He walks over to a kitchen countertop and begins brewing a pot of InfiniTea. "You're no doubt here about what people are calling the 23 Seconds." Your eyes widen, and you glance at The Professor, concentrating on his tea. He smiles and continues, "I wouldn't say it's been all over the news, but it's certainly been all over some news. Why else would a detective be tracking me down when the NAPD don't even have the resources for a junior officer? So of course I would help nonetheless, but I would also greatly appreciate any time you can shave off my sentence..."

He pauses for a moment, watching you, before shrugging and continuing, "The attack on Titan Transnational coincided with an attack on Haas-Bioroid, with whom I'm sure you're aware I am quite intimately connected to thanks to my work. I won't go into the details—not that there's much I can remember off the top of my head—but for my own reasons I have been tracing the source of these requests and the bottom line is that their origin is certainly not on Earth. However, that leaves... a rather large remaining search area—Luna, Mars, any number of the thousands of satellites in the solar system."

Was this another Worlds War brewing? A Loonie or Martian cyberattack? It doesn't explain the seemingly randomly spread data corruption, and the immense amount of computing and expertise needed must surely be out of range unless they had come up with something of truly terrifying power.

② Each investigator earns experience equal to the Victory X value of each card in the victory display.

② For every 5♣ clues the investigators have, mark 1 fragment in your Campaign Log and each investigator earns 1 experience, to a maximum of 3 fragments and 3 experience. (Remember to update the chaos bag with any additional ♣ tokens.)

② Each investigator may choose to add one of the Professional Contacts (New Technology) or Professional Contacts (Old Networks) story assets to their deck.

② If this is the third scenario of the campaign, return to **Information Sifting 3 in Interlude I: Information Sifting**. Otherwise, skip to **Resolution 4**.

Resolution 3: You speak further with Adam, and he explains his investigation into the source of the unregistered requests and how it led him to exploring a region of the Shadow Net, where he someone else also investigating the same, whose details Adam shares with you.

② In your Campaign Log, record that Adam and The Professor seek the truth.

② Proceed to **Scenario III: The Cyber Explorer**.

Resolution 4: As you speak further with The Professor, he outlines the actual the evidence he collected through the network, and passes on the contact details of an associate he met while investigating the Shadow Net, though he seems unwilling to divulge further, remarking his hands are tied from his current "legal situation".

② In your Campaign Log, record that the investigators seek the truth alone.

② Proceed to **Scenario III: The Cyber Explorer**.

Scenario II-B: The Head Case

Despite having a full list of her movements over the last two years, there doesn't seem to be any sort of pattern to it all. She does return to New Angeles from time to time, but again, without any sort of predictable schedule—not that you were expecting one. A clone doesn't evade Jinteki for this long without plenty of wiles, friends, or both.

You decide to investigate the district she frequents when back in New Angeles, in case there are any witnesses or associates. There will not be anything not already picked up by the retirement officers, but you never know.

You step out of your hopper into the assault on the senses that is The Strip: heart of the Manta district. The unique blend of the area washes over you: the salt air blowing in from the ocean, the street vendors shouting over each other, the occasional whiff of high-end designer substances. This is the district Akiko frequents when back in New Angeles, probably chosen for its varied crowds and for its proximity to Haas Arcology towering over it. You begin your brief sojourn here, in the low likelihood there are any witnesses or associates the retirement officers haven't already picked up, but in the rippling waves of people and androids, you have a feeling you are being observed...

Setup

Ⓐ Gather all the cards from the following encounter sets: *The Head Case*, *Fraying Realities*, *The Network*, *Megacorps*, and *Jinteki*. These sets are indicated by the following icons:



- Ⓐ Set the following story assets aside, out of play: Oracle May, each copy of Akiko's Insight, and Top Hat.
- Ⓐ Set the following enemies aside, out of play: Bill Musashi, Brent Musashi, and Assimilator.
- Ⓐ Set the following locations aside, out of play: Aesop's Pawnshop, Deserted Backroom, and the 8 Unexplored Servers.
- Ⓐ Put the meatspace locations into play. To do this, perform the following: (see location placement below)
- ❖ Put Police Hopper into play.
 - ❖ Shuffle the 5 Busy Street locations and put 3 of them into play to the right of Police Hopper, in a straight line. Remove the remaining two Busy Street locations from the game.
 - ❖ Put Shuttered Side Alley into play to the right of the rightmost Busy Street.
 - ❖ Each investigator's meat body begins play at Police Hopper.
- Ⓐ Put a Passerby asset into play at each meatspace location. Place 1 clue on each Passerby.
- Ⓐ Put the Hopper Assistant cyberspace location into play. Each investigator's cyber avatar begins play there.
- Ⓐ Check your Campaign Log. If the investigators accepted a gift, add 1 doom to agenda 1a.
- Ⓐ Shuffle the remainder of the encounter cards to build the encounter deck.
- Ⓐ You are now ready to begin.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup or resolutions, you may use the information below when setting up and playing this scenario:

- Ⓐ There are 6 fragments marked.
- Ⓐ The investigators accepted a gift.
- Ⓐ Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, ♦, ♦, ♠, ♣, ♡, ♠.

Scenario Interlude: One Man's Trash

You've heard of Oracle May: she's famous among ristie circles for her predictions that supposedly always come true—and for the difficulty of attaining a consultation with her: she's fully booked up for at least five years unless you have some serious connections. How she developed her reputation you're unsure, given her lack of corp connections, but it is surely a signal of at least some sort of verity.

Without much else to go on, you start returning to your hopper. But who was that person under the holographic costume? Was it really Oracle May? You suppose you don't have any reason to trust them, but even if you did, what sort of cryptic message was that supposed to be?

While lost in your thoughts, you are accosted by yet another shopkeeper—evidently he had just opened up for the day. "Hey, you looking for anything? I've got everything you might need, mods, firearms... how about a new console? Lightly used, just like new!"

You look up and observe a man shouting into the street from behind a counter in the shop. His cybernetic arm marks him as veteran of the Worlds War and his worn-down surroundings mark him as another victim of its scars. The shelves are filled from top to bottom with anything and everything—a less charitable person might call it "junk"—all holographically labelled with prices, dates, and names. The back wall is even more haphazardly put together, piles of items stacked high, almost reaching up to the store sign, "Aesop's Pawnshop". One pile catches your attention: a collection of cybernetic arms, not unlike the arm of the man behind the counter. You feel strangely drawn to it and walk up to take a closer look... and find a door handle next to the pile.

You point at the door handle and ask the man about it. "Oh, that door? I've been here for decades and I've never been able to open it. No idea where it goes. Why'd you care about it anyway? You know, since you're there, why don't I tell you about those arms? I've tested those arms myself, they could help you with your police work..."

You try to get a word in but he just keeps talking and talking. He goes on about cybernetic arms for so long you wonder why he doesn't just laser his other arm off as well. You decide just to let him talk, so you smile, nod politely, and jack into the Network to see if you can unlock the door yourself.

Ⓐ Swap Shuttered Side Alley with the set-aside Aesop's Pawnshop. Move each investigator to Aesop's Pawnshop, ignoring the forced ability on each Passerby.

Ⓐ Put the 8 set-aside Unexplored Server locations into play surrounding Hopper Assistant (above, below, to the left, to the right, and on all 4 diagonals).

Ⓐ (Investigators now draw cards from the encounter deck during the mythos phase.)



DO NOT READ until the end of the scenario

If no resolution was reached because each investigator was defeated: When you awake, you find yourself placed in your hopper again, unharmed, with your possessions in a pile in the back seats. You get a strange feeling of *déjà vu*, and look out of the windows to see a silhouette of a figure with a katana slowly walking away. Without witnesses or evidence, a fear starts to creep into your thoughts that this lead may end up being another dead end.

- (C) If it is act 1 or 2, skip to **Resolution 3**.
- (C) Otherwise, skip to **Resolution 2**.

Otherwise, if no resolution was reached (each investigator resigned or was defeated):

- (C) If it is act 1 or 2, skip to **Resolution 3**.
- (C) Otherwise, skip to **Resolution 2**.

Resolution 1: You fly away in your hopper, and the person who is supposedly Oracle May starts talking to you from the back. "You've realised by now that Oracle May and Akiko Nisei are the same person." You nod. The supposed clairvoyance of Oracle May matches the Nisei clones' psychic abilities; the resemblance between her and Caprice Nisei, the first clone trialling at the NAPD; and looking at it now, Oracle May's itinerary has similarities to Akiko's movements.

"I am the first Nisei clone. As such, my powers are less controllable, much to Chairman Hiro's disappointment. But what I've never let Jinteki know is that my powers are also greater. I've been receiving visions: not just of the thoughts of those around me, not just of the immediate future, but of the distant—distant in both space and time."

You ask about the reaction of the *in vitro* Nisei clones you saw in the Jinteki facility. Did she experience it too? Does she know anything about the oncoming disaster? Why is it not over yet? What did they see?

"What did we see?" Akiko whispers, slowly. "We saw the end of existence. An inexorable change in the universe, absorbed into an all-consuming singularity. All life, matter, and energy would be rewritten for a single purpose. I felt something incomprehensible, alien, for a moment—I can barely describe it: the closest human emotion might be... hunger..."

She is quiet for the rest of the journey. Once you touch down again at NAPD headquarters, she begins talking again, barely audible. "My visions are, unlike the others, usually linked to other artificial beings, clones or bioroid—I'm not sure how it works myself. But lately, I've been receiving visions of a more lonely nature. I would wake up in a room bathed in red light, cold, spotless, lifeless. Not a single living being nearby. It's not Earth, but if it's Luna, or Mars, or even another galaxy, I'm not sure. I..." she pauses, "I don't quite know what it means."

- (C) (Reminder: you may have exiled a card due to the London Library location.)
- (C) Each investigator earns experience equal to the Victory X value of each card in the victory display.
- (C) Mark 1 fragment in your Campaign Log from your discussions with Akiko.
- (C) For every 2  clues on Police Hopper, mark 1 fragment in your Campaign Log and each investigator earns 1 experience, to a maximum of 4 fragments and 4 experience. (Remember to update the chaos bag with any additional  tokens.)
- (C) Each investigator adds an Akiko's Insight story asset to their deck. It does not count toward their deck size.
- (C) In your Campaign Log, record that the investigators interviewed Akiko Nisei.
- (C) If this is the third scenario of the campaign, return to **Information Sifting 3 in Interlude I: Information Sifting**. Otherwise, skip to **Resolution 4**.

Resolution 2: You fly away in your hopper, and are finally able to physically connect the console you found to the vehicle's terminal. While the decryption and analysis process is ongoing, you manually browse the reams of data in there, which all but confirms your suspicions.

Oracle May and Akiko Nisei are the same person—or rather, Oracle May was Akiko's fake identity. You find messages to and from Oracle May, all involving eye-watering numbers of creds. However, the messages that catch your eye are the ones involving Akiko herself. One recipient was you, in fact—she was the one contacting you in Jinteki headquarters.

Strangely enough, you find one message, unsent, addressed to you also, though from the Oracle May account. It says:

Here, among the neon sprawl and the hum of the machine, you search; but the key you seek is not in this city's heart. The code is out there, in a place where reality fractures. Your path is buried beneath layers of forgotten networks. Reach out: your goal is orbiting far from this world's grasp.

What does that mean? Those damnable oracles and their vague and meaningless prophecies.

- (C) (Reminder: you may have exiled a card due to the London Library location.)
- (C) Each investigator earns experience equal to the Victory X value of each card in the victory display.
- (C) For every 2  clues on Police Hopper, mark 1 fragment in your Campaign Log and each investigator earns 1 experience, to a maximum of 4 fragments and 4 experience. (Remember to update the chaos bag with any additional  tokens.)
- (C) The lead investigator adds the Top Hat story asset to their deck.
- (C) If this is the third scenario of the campaign, return to **Information Sifting 3 in Interlude I: Information Sifting**. Otherwise, skip to **Resolution 5**.

Resolution 3: Seated in your hopper, you are surprised to find that the famous Oracle May has sent you a complementary reading—practically unheard of, for the celebrity psychic so sought after. You are able to verify her identity, but your responses go to a non-existent address. You read the message. It says:

Here, among the neon sprawl and the hum of the machine, you search; but the key you seek is not in this city's heart. The code is out there, in a place where reality fractures. Your path is buried beneath layers of forgotten networks. Reach out: your goal is orbiting far from this world's grasp.

What does that mean? Those damnable oracles and their vague and meaningless prophecies.

- (C) (Reminder: you may have exiled a card due to the London Library location.)
- (C) Each investigator earns experience equal to the Victory X value of each card in the victory display.
- (C) For every 2  clues on Police Hopper, mark 1 fragment in your Campaign Log and each investigator earns 1 experience, to a maximum of 4 fragments and 4 experience. (Remember to update the chaos bag with any additional  tokens.)
- (C) If this is the third scenario of the campaign, return to **Information Sifting 3 in Interlude I: Information Sifting**. Otherwise, skip to **Resolution 5**.

Resolution 4: "In my time on the Network seeking answers about my visions, someone offered to work together. He seemed to be quite interested in what I saw, and had been looking into recent events, including the rumors around Titan and attacks across cyberspace. I did a bit of digging into him, and turns out he's rather well-known in runner circles. I was going to meet with him to discuss further, but maybe he's a good lead?"

- Ⓐ In your Campaign Log, record that Akiko seeks the truth
- Ⓑ Proceed to **Scenario III: The Cyber Explorer.**

Resolution 5: Attached to the message is, oddly enough, a network address. You look it up and find it points directly to a strangely empty section of the Shadow Net: a strangely specific piece of evidence for such an unclear prophecy. You note it down as your next destination.

- Ⓒ In your Campaign Log, record that the investigators seek the truth alone.

Ⓒ Proceed to **Scenario III: The Cyber Explorer.**



Scenario II-C: The Information Broker

Thank you for your aid in this matter. As you know, Nero Severn is a netcriminal wanted for hundreds of acts of trespassing, theft, trafficking of illicit goods, and more. We have a search warrant, the cooperation of Zhōu Mèngxū, the owner of the mansion, and have our meatspace security team surrounding the mansion. The remaining steps of the operation are to spin up the lockdown protocol and pacify all individuals in cyberspace as a precautionary measure.

I have arranged an invitation to be extended to you (see attached). Since we're adding your presence late in the process, you will take a support role in the operation. Use your judgement, keep the civilians calm and don't let Nero get away. Good luck, detectives.

Kind regards,
Ana Velja

This is one of Zhōu Mèngxū's infamous parties, where the rich and anonymous gather to trade gossip and conclude dark deals. Among them must be Nero Severn, the notorious information broker who your intel suggests you spotted in NBN's servers investigating the same corrupted data that you were. Despite being a wanted netcriminal, he tends to hide in plain sight, his web of associates, promises, and blackmail keeping him above the law. You walk down the rooftop garden path from the hopper landing pad and through an archway into the mansion itself.

The air inside is thick, weighed down with a medley of exotic fragrances and designer substances. Figures slowly drift through the darkness, each lit up with a holographic accessory. Pairs of glasses, hats, cufflinks, shoes, earrings, and more seemingly float through the air, mingling and separating repeatedly in a ghostly Brownian dance. A string quartet plays gentle, inoffensive music, barely covering the hushed whispers of the guests.

You find the attachment with your invitations and display it on your PAD to the Jeeves bioroid standing near the archway. He bows gently and moves aside, letting you into the gloomy interior of the mansion.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup or resolutions, you may use the information below when setting up and playing this scenario:

(C) There are 6 fragments marked.

(G) Assemble the chaos bag using the following tokens:

+1, 0, 0, -1, -1, -2, -2, -3, -4, ♀, ♀, ♂, ♂, ⚡, ⚡, ⚡.

Partygoers and their Avatars

In this scenario, meatspace and cyberspace are laid out in the same way. For example, the top-left meatspace location has a corresponding top-left cyberspace location.

The cyberspace locations are connected to other cyberspace locations in the same way their corresponding meatspace locations are connected to other meatspace locations. For example, the top-right cyberspace location is connected to the bottom-right and central cyberspace locations, in the same way that the Living Room is connected to the Gallery and the Garden.

Each Partygoer is at a meatspace location, and their Partygoer Avatar is at the corresponding cyberspace location. For example, if Partygoer (*The Scarf*) is in the Ballroom, its Partygoer Avatar would be the one at the top-left cyberspace location.

Setup

(P) Gather all the cards from the following encounter sets: *The Information Broker*, *Fraying Realities*, *The Network*, *Megacorps*, and *NBN*. These sets are indicated by the following icons:



- (P) Set the Exclusive Party story card aside, out of play.
- (P) Set the following story assets aside, out of play: each copy of Modded PAD, and Mirror.
- (P) Set the Assimilator enemy aside, out of play.
- (P) Set the Gallery (*A Service Door*) and Theatre (*A Backdoor*) locations aside, out of play.
- (P) Set aside Act 1c—On the Lam, out of play as the "c/d" act deck.
- (P) Put all 5 meatspace locations into play as depicted on the next page. (They are Garden, Ballroom, Living Room, Gallery, and Dining Room.) Each investigator's meat body begins play at the Garden.
- (P) Put the 5 Unexplored Server locations into play as depicted on the next page. (Their revealed sides are Cellar, Conservatory, Office, Theater, and Edge of the Network.) Each investigator's cyber avatar begins play at the central Unexplored Server.
- (P) Put the Partygoers into play. To do this, perform the following:
- ❖ Set aside Partygoer (*The Monocle*) and Partygoer (*The Broach*).
 - ❖ Find the remaining 4 Partygoer assets and shuffle them. Remove 1 of them from the game and set aside the remaining 3.
 - ❖ Shuffle these 5 Partygoers and put one into play at each meatspace location. Place 1 ♀ clues on each Partygoer.
- (P) Put the Partygoer Avatars into play. To do this, perform the following:
- ❖ Shuffle the 6 Partygoer Avatars and remove 1 of them from the game.
 - ❖ Put a Partygoer Avatar into play at each cyberspace location. Place 1 ♂ clues on each Partygoer Avatar.
- (P) Put the Archangel enemy, (*Sentinel Mode*) side faceup, into play at the location of the Partygoer Avatar for Partygoer (*The Broach*).
- (P) Shuffle the remainder of the encounter cards to build the encounter deck.
- (P) You are now ready to begin.



Suggested Meatspace Location Placement

Suggested Cyberspace Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): You meet up with the SYNC operatives outside the mansion after the operation. Proceed to **Resolution 1**.

Resolution 1: "Thanks for the help you were able to offer. It was appreciated, no matter how small. I'm Ana, I lead the team's operations alongside our delivery lead Enjin." She gestures towards a man sitting in a nearby yellow hopper, busily shouting in a call.

"We were able to land a trace during that commotion and have taken control of a number of nodes that comprise Nero's distributed network. We've been after that criminal for years now, always snooping where he's not authorised. We'll catch him one day, but for now, we have instructions handed down all the way from Victoria that we are to share any findings with you. If you'll follow me, you can join us as we complete our analysis. Please also feel free to sift through the evidence we've collected: it includes a number of PADs and other consoles that we'll scan after."

Most of the evidence is not of interest, but unexpectedly, you find something worthwhile towards the bottom of the pile. It's a small console—nothing special, just consumer-grade stuff—but it turns itself on and reveals Nero's business card and a holographic picture of the solar system, with a conspicuous void where the Earth would be.

A man in that position won't have left it by mistake so why did he plant it here? Perhaps he's more of a philanthropist than he wants his public image to be, or perhaps he's playing a long con.

- Ⓐ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- Ⓐ For each character you "interviewed" (except for Nero Severn), mark 1 fragment in your Campaign Log and each investigator earns 1 experience. (Remember to update the chaos bag with any additional ⚡ tokens.)
- Ⓐ The lead investigator may choose to add the Mirror story asset to their deck.
- Ⓐ In your Campaign Log, record that the investigators have SYNC's backing.
- Ⓐ If this is the third scenario of the campaign, return to **Information Sifting 3** in **Interlude I: Information Sifting**. Otherwise, skip to **Resolution 3**.

Resolution 2: As you and Nero are about to reach plaza level, he taps you on your shoulder to attract your attention. "Thank you for helping me out of that NBN ambush, although it seems that my associate didn't make it out. She'll be fine, of course, she never seems to stay MIA for long." He stands there, quiet for a few moments while he straightens his clothes and massages some creases. "But the corruption that infected the algorithm was rather interesting, wasn't it? Of course, the injuries sustained by those affected by it are a terrible waste—I knew some of them as my clients, in fact. It definitely seems connected to that spreading corruption in the NBN servers." He stands there, quiet again, gazing into the distance as if listening to a voice in his ear.

A few moments later, he looks you in the eye and continues, "I have some excellent news for you. Well, news, certainly, though the desirability of the consequences may be up for interpretation." He reaches into a suit pocket and brings out a small console, no bigger than the palm of a hand. He notices you eyeing the tech and remarks, "It's nothing special, just something off the shelf, but I find there is a certain security through anonymity."

He holds it out and it projects a holographic view of the solar system, with a conspicuous void where Earth would be. "My informants and analysts have been working overtime with such a financial catastrophe having taken place. And, of course, among our first priorities has been determining the assailant, and the cyberattack piggybacking off SYNC tooling helped tremendously. This is where it becomes rather mysterious. Never before have my team encountered something like this—a high density of minor errors emerging into a greater purpose—and the signals themselves were encoded in something non-standard—a corruption of some sort of pre-2000s protocol, practically ancient. Unfortunately, then, this is as far as the team has gotten." He gestures at the projection. "They have narrowed down the assailant's location to not on Earth. They have not yet managed to glean any other useful information. Of course, if they come to uncover anything, I will share it with you immediately."

He appears to have run out of steam. For someone who started with such big talk, he looks a somewhat defeated at how little he's actually been able to determine. You wrap up the questioning and, with a nod and a smile, he melts into the crowds.

- Ⓐ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- Ⓐ Mark 1 fragment in your Campaign Log from your discussions with Nero.
- Ⓐ For each character you "interviewed" (except for Nero Severn), mark 1 fragment in your Campaign Log and each investigator earns 1 experience. (Remember to update the chaos bag with any additional ⚡ tokens.)
- Ⓐ If the investigators have "interviewed Andromeda", in your Campaign Log, record that the investigators interviewed Andromeda.
- Ⓐ Each investigator adds a Modded PAD story asset to their deck. It does not count toward their deck size.
- Ⓐ In your Campaign Log, record that the investigators interviewed Nero Severn.
- Ⓐ If this is the third scenario of the campaign, return to **Information Sifting 3** in **Interlude I: Information Sifting**. Otherwise, skip to **Resolution 4**.

Resolution 3: You're about to put down the console when it beeps and changes its display to be a simplified representation of the Network. It highlights the servers you've been in for your investigations, but then also a seemingly innocuous spot in the middle of nowhere, in the Shadow Net. This netcriminal seems to think there's something interesting there...

- Ⓐ In your Campaign Log, record that the investigators seek the truth alone.
- Ⓐ Proceed to **Scenario III: The Cyber Explorer**.
- Resolution 4:** A few moments later, you receive a message. "Oh, actually there was one other thing. There are, of course, a lot of other scavengers desperately sifting through the digital aftermath, but we did notice one who may be of interest. He could be the wayfarer you're looking for but he's a little AWOL at the moment." Attached is a Network address, a seemingly innocuous spot in the middle of nowhere, in the Shadow Net.
- Ⓐ In your Campaign Log, record that Nero seeks the truth.
- Ⓐ Proceed to **Scenario III: The Cyber Explorer**.

Scenario II-D: The Whistleblower

Blinchiki? Aesop's? Anon? Surveillance footage clearly shows him arriving at each of these locations scattered throughout New Angeles, sitting down with his briefcase open on his lap, and concentrating on it for a few minutes before moving on. The latest movement has been to a run-down hotel in the Base de Cayambe District, and a heatscan shows a figure heading up an elevator to the 12th floor.

You approach the room he's entered: there are two figures inside, and through the flimsy door, you hear a baritone voice matching the one on Null's record.

"Look, Omar, you're never truly off the grid. If they want to find you, they will. Trust me, I've been working in Titan for years: I've seen what they can pull off. You have to get out of here and hide."

"But what about my notes and console? I can't bring them with me..."

"You know that better than me, you're the one who keeps saying to keep things in your head rather than upload them onto the network. You'll remember it again—Sorry, one sec. What is it, Sandy? Oh no. The NAPD's here. That's no coincidence, Omar..."

You knock on the door and firmly announce your presence, reassuring them you're only here to ask some questions and they're not being investigated. After a few seconds of frantic whispering, an elderly man opens the door, hunched over with a nervous smile on his face, and introduces himself as Omar Keung.

You explain as much as you can about your mission and about what you know of their situation, offering to house them at NAPD headquarters for their safety in return for being questioned on their knowledge of the current crisis.

After a quiet pause, Omar turns around and starts walking back into the apartment, muttering, you think, to you. "You know, I explained this in my blog post, how Null's model aligns well with my thoughts on how the end of the world won't be the corps—no, as much as they're one of modern society's many problems, they're too focused on self-preservation—but extra-terrestrials, or maybe a rogue AI..."

You let Omar talk, but find it difficult to get a word in edgeways. His speech sometimes seem to make sense but sometimes sound like the ramblings of a conspiracy theorist. You glance at the suited man at the back of the grim hotel room, grossly out of place in his clean suit, and try to figure out their connection. Soon, your mind wanders and you start examining the squalid room when Null interrupts Omar's explanation.

"We have a problem." Null stands up from his chair, having been sitting at a table working intently at his briefcase up until now. "More than just you NAPD are here: prisec forces are starting to close in, and I bet they're under Weyland payroll looking for me." You check the NAPD network and sure enough, Null speaks the truth: there is Argus activity reported in the Base de Cayambe District. Null walks up to you, briefcase held out. "For whatever reason, Omar seems to believe in you, so I will too. Hold on to this, detectives. This is *Şifr*, my personal modded console. I've been travelling around the city re-collecting the notes I've distributed, physically and digitally, for security. *Şifr* contains everything I've put together so far. There are still a few more pieces to re-collect, but," he glances back at Omar, "For now, we place ourselves under your protection."

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup or resolutions, you may use the information below when setting up and playing this scenario:

(C) There are 6 fragments marked.

(C) Assemble the chaos bag using the following tokens:

+1, 0, 0, -1, -1, -2, -2, -3, -4, ♠, ♠, ♣, ♣, ♦, ♦, ♠, ♠.

Setup

(C) Gather all the cards from the following encounter sets: *The Whistleblower*, *Fraying Realities*, *The Network*, *Critical Error*, *Megacorps*, and *The Weyland Consortium*. These sets are indicated by the following icons:



(C) Set the Omar's Conviction and *Şifr* story assets aside, out of play.

(C) Set the Assimilator enemy aside, out of play.

(C) Set the Door to Door treachery aside, out of play.

(C) Form the act deck by finding all 8 acts. Shuffle them together and randomly remove 4 of them from the game.

(C) Form the agenda deck as follows:

◆ Find agenda 3a. It is the bottom card of the agenda deck.

◆ For each card in the act deck, find the corresponding agenda 2a (e.g. the Chakana Run act corresponds to the Chakana Crackdown agenda). Arrange the 4 agenda 2a cards in the same order as the act deck and place them on top of agenda 3a, to form the middle 4 cards of the agenda deck.

◆ Remove the remaining agenda 2a cards from the game.

◆ Find agenda 1a and place it on top of the agenda deck.

(C) Put the meatspace locations into play. To do this, perform the following:
(see location placement on next page)

◆ Put the 4 Skylane locations into play, (Clockwise) side faceup.

◆ Shuffle the 10 **District** locations and put them into play at random in the positions indicated.

◆ Reveal Base de Cayambe and Laguna Velasco.

◆ Each investigator's meat body begins play at Gran Hotel.

◆ Put the Police Hopper story asset into play at the Skylane nearest to Gran Hotel.

(C) Put the cyberspace locations into play. To do this, perform the following:

◆ Put Traffic Control into play. Each investigator's cyber avatar begins play here.

◆ For each card in the act deck, find the corresponding **Node** location (e.g. the Chakana Run act corresponds to the Chakana Node location).

◆ Shuffle these locations together with Edge of the Network, and put them into play.

(C) The lead investigator takes control of the Null & Omar story asset.

(C) Shuffle the remainder of the encounter cards to build the encounter deck.

(C) You are now ready to begin.

Vehicles

An asset with the vehicle keyword is a vehicle that the investigators may enter or leave, and follows these rules:

(C) While an investigator's mini-card is placed overlapping a vehicle, that investigator is in that vehicle. While an investigator's mini-card is placed overlapping their location, that investigator is instead not in a vehicle (*even if they are at the same location as a vehicle*).

◆ As a **Move** ability, an investigator may enter or leave a vehicle at their location. Move that investigator's mini-card onto the vehicle or off of the vehicle and onto their location to indicate their new position. Each investigator may perform this ability only once each round.

◆ An investigator who is in a vehicle is also at that vehicle's location.

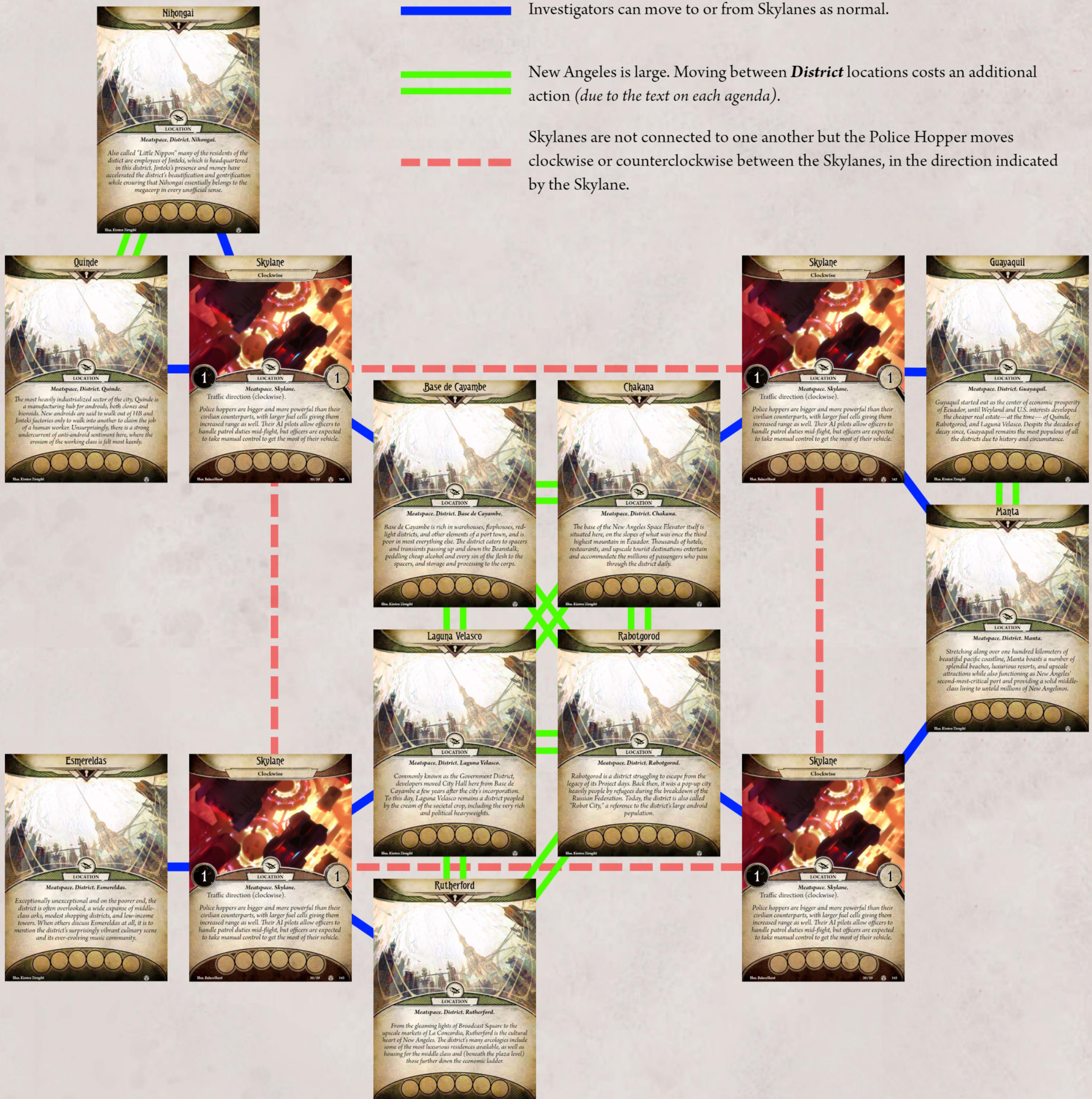
◆ While an investigator is in a vehicle, that investigator cannot move independently of the vehicle.

(C) Vehicles generally have one or more abilities that allow them to move to a connecting location. As a vehicle moves from one location to another, all investigators in the vehicle also move with the vehicle.

(C) Vehicles do not alter enemy movement or enemy engagement in any way unless otherwise noted.

Meatspace Location Placement and Connections

Meatspace locations in this scenario are set up and are connected as shown below.



Note: The **District** locations are placed randomly in the positions indicated here and may not be in the exact same positions.

DO NOT READ until the end of the scenario

If no resolution was reached because each investigator was defeated: You slowly wake up and recognize the dull off-white ceiling of an NAPD medbay. You try to get up but groan in agony. A nearby nurse laughs, "I don't know what you're doing that gets you such preferential treatment from Dawn—Harmony Medtech is expensive—but whatever it is you're doing can I get in on that action?" You wince as he pats your shoulder and laughs. "Give it another 10 minutes and then you should be up and running."

(C) Proceed to **Resolution 1**.

Resolution 1: Safely back in NAPD headquarters, you take stock and begin going through the situation.

(C) If Null & Omar are in play or in the victory display, proceed to **Resolution 2**.

(C) Otherwise, skip to **Resolution 3**.

Resolution 2: Outside the interrogation room, you hear Omar's croaking voice pleading, "Stanley, they're seekers of truth as well, can't you see?"

"Even if these officers are working for the good of all, what's to say someone else isn't going to use them for their own ends?" As you enter, Null straightens his suit and adds, "Not that you would willingly acquiesce."

"You said before that if we did nothing, modern society would effectively collapse. Would you rather that? At least we have a chance this way."

Null remains silent for many long seconds, staring at his hands, before relaxing and sitting back in his chair.

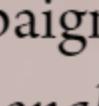
Omar turns to you. "We believe in your cause, detectives, and will tell you what we can. Whether our trust is misplaced... I suppose will be in the hands of fate."

"I'll need my console back, though."

You nod to the camera in the corner and Null begins explaining. He is a financial statistician, specialising in "unlikely opportunities." For the past month, he has been trying to convince Titan management of the results of a model he was working on: a model that showed what would happen if the credit were to make even a small hiccup. What his models had shown him was beyond belief: not only was the credit fragile, but also the entire system built around it. Just a small blip would lead to the collapse of the credit, which would lead to a collapse of the whole system—absolutely everything. When he retro-modelled to find possible events that would lead to this collapse, he came up with hundreds, of which today's 23 seconds was such an example. However, strangely enough, most of the models, above 70%, showed it was unlikely for such an event to have been orchestrated by a terrestrial organization, there were relatively few people on Earth with both the motive and resources. What was more likely was an extra-terrestrial force—perhaps separatist Loonies, Martian terrorists, or something else entirely—and for such an attack on the credit to be accompanied by other intrusions to tip society irretrievably into chaos.

(C) Each investigator earns experience equal to the Victory X value of each card in the victory display.

(C) Mark 1 fragment in your Campaign Log from your discussions with Null and Omar.

(C) For each story card in the victory display, mark 1 fragment in your Campaign Log. (Remember to update the chaos bag with any additional  tokens.)

(C) The lead investigator may choose to add the Omar's Conviction story asset to their deck.

(C) In your Campaign Log, record that the investigators interviewed Null and Omar.

(C) If this is the third scenario of the campaign, return to **Information Sifting 3 in Interlude I: Information Sifting**. Otherwise, skip to **Resolution 4**.

Resolution 3: You put thoughts of Null and Omar out of your mind as you sit down at a desk with Null's briefcase. You've seen worse over the course of your life, but it never gets much easier. You snap open the briefcase and are greeted with a dazzling holodisplay for a highly customised boot-up process, at the end of which is what you dreaded: an authentication screen. You try a few possibilities without hope—Null called it *Şifr*, and mentioned his assistant Sandy? Doesn't work. You get the tech team in the NAPD to work on it.

A few hours later, you get receive a short message from the team:

it has a null password lol very clever

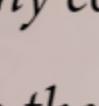
Kind regards,
Nashwa Hassan
Tech Lead

You try it and the authentication display drops. That, in retrospect, perhaps should have been obvious, though the security of such a password seems a bit suspect.

Most of the storage is taken up with statistical models detailing and figuring out the likely consequences of some very absurd scenarios. Among them are scenarios such as contact with extra-terrestrial intelligence, quantum cascade failure, synthetic plagues, but one stands out: the collapse of the credit.

However, in the retro-models to find possible events that would lead to this collapse, about 70% of possible scenarios showed non-terrestrial organizations orchestrating the collapse: there were relatively few people on Earth with both the motive and resources. What was more likely was an extra-terrestrial force—perhaps separatist Loonies, Martian terrorists, or something else entirely—and for such an attack on the credit to be accompanied by other intrusions to tip society irretrievably into chaos.

(C) Each investigator earns experience equal to the Victory X value of each card in the victory display.

(C) For each story card in the victory display, mark 1 fragment in your Campaign Log. (Remember to update the chaos bag with any additional  tokens.)

(C) The lead investigator may choose to add the *Şifr* story asset to their deck.

(C) If this is the third scenario of the campaign, return to **Information Sifting 3 in Interlude I: Information Sifting**. Otherwise, skip to **Resolution 5**.

Resolution 4: As Null winds down his explanation, Omar pipes up again, "I've had a fellow seeker of truth offering his aid with research into what could have caused the attack. Maybe he'd be helpful? He could have further leads for you."

Null rolls his eyes, "Not another one. You sure this one's the real deal?"

"Yes, yes, definitely. He's actually quite famous among runner circles, you know, and he's been keeping me up to date with his findings. He's currently focused on happenings in the Shadow Net. I'll arrange for you to meet."

(C) In your Campaign Log, record that Null and Omar seek the truth.

(C) Proceed to **Scenario III: The Cyber Explorer**.

Resolution 5: Among his files, there's a note addressed to you. Null must have written it in case things went wrong. It describes a location of a co-conspirator, and has a Network address and a time. Unsurprisingly, for a man on the run, it seems the address is for a server in the middle of nowhere, in the Shadow Net.

(C) In your Campaign Log, record that the investigators seek the truth alone.

(C) Proceed to **Scenario III: The Cyber Explorer**.