



AGENDA 3b

End the Run

Otherwise:

The rumbling that has been echoing across both cyberspace and physical space suddenly stops. You flip back and forth, and watch in horror as your views become more aligned. You have done all you can. You collapse to your feet above the endless cyber void, resigned to humanity's fate.

(→R4)

Agenda 3a

Virtual Overlay

Each meatspace enemy is also considered a cyberspace enemy. (It can spawn at and move between both meatspace and cyberspace locations.)

12

Agenda 3a

Virtual Overlay

Each meatspace enemy is also considered a cyberspace enemy. (It can spawn at and move between both meatspace and cyberspace locations.)

Forced – If Apex is defeated: (→R2)

12

AGENDA 3b

Check your Campaign Log. If there is 7 or more assimilation marked:

Each investigator tests ♦ (40). Reduce the difficulty of this test by 1 for each corrupted card they own. That investigator may spend any number of clues to reduce the difficulty of this test by 1 for each clue they spent. Each investigator who fails is assimilated and driven **insane**.

If there remain any undefeated investigators, (→R3).

Otherwise:

The rumbling that has been echoing across both cyberspace and physical space suddenly stops. You flip back and forth, and watch in horror as your views become more aligned. You have done all you can. You collapse to your feet above the endless cyber void, resigned to humanity's fate.

(→R4)

Agenda 3a

Virtual Overlay

Each meatspace enemy is also considered a cyberspace enemy. (It can spawn at and move between both meatspace and cyberspace locations.)

12

Agenda 3a

Virtual Overlay

The rumbling that has been echoing across both cyberspace and physical space suddenly stops. You flip back and forth, and watch in horror as your views become more aligned. You have done all you can. You collapse to your feet above the endless cyber void, resigned to humanity's fate.

(→R4)

12

Agenda 3a

Virtual Overlay

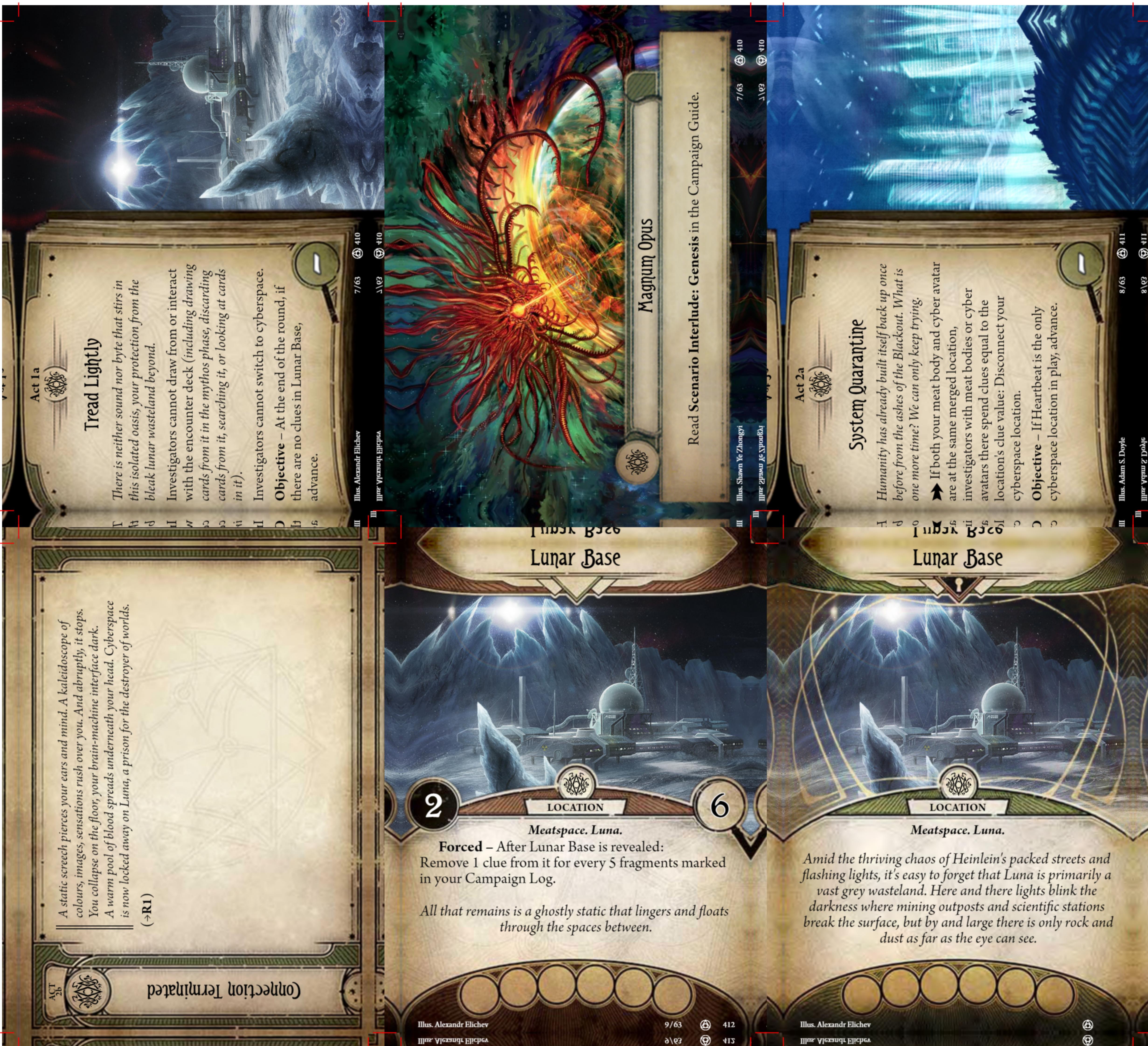
Each meatspace enemy is also considered a cyberspace enemy. (It can spawn at and move between both meatspace and cyberspace locations.)

Forced – If Apex is defeated: (→R2)

12

Illus. Shawn Ye Zhongyi
Illustration by ShawnYe

408



New Angeles

4

LOCATION

1*

Meatspace. City.

Forced – When New Angeles is revealed: Read the set-aside Terminal Directive story card.

Forced – If there are no clues here: Add clues here until there are clues equal to its clue value. Place 1 doom on the current agenda. This effect can cause the agenda to advance.

Illus. Kirsten Zirngibl

ILLUS. KIRSTEN ZIRNGIBL

10/63 Ⓛ 413

10\Q3 Ⓛ 413

Earth Megacity

LOCATION

3

LOCATION

1*

Meatspace. City.

Between the rising sea levels and biome shifts, the War, and the colonization of Luna and Mars, the geography of human civilization has changed more in the last century than ever before, though most of the old cities are still where they were, if larger and more diverse.

Illus. Adam Schumpert

ILLUS. ADAM SCHUMPERT

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New Angeles

LOCATION

Meatspace.

The sun rises over the infinite skyline of New Angeles, skyscrapers, the haze of moisture and pollution, and the Root, a matrix of light against a massive shadow. Discarded wrappers and plastifoam containers drift in the air, slowly descending to the slums to gather in drifts at the base of affordable housing complexes.

Illus. Kirsten Zirngibl

ILLUS. KIRSTEN ZIRNGIBL

4

LOCATION

1*

Meatspace. City.

Forced – When BosWash is revealed: Read the set-aside Order & Chaos story card, if able.

An atmosphere of artistic inclination and appreciation pervades BosWash. There's no shortage of museums and galleries, containing some of the country's most historically significant documents and pieces of art.

Illus. Emilio Rodriguez

ILLUS. EMILIO RODRIGUEZ

11/63 Ⓛ 414

11\Q3 Ⓛ 414

Earth Megacity

LOCATION

3

LOCATION

1*

Meatspace. City.

Forced – When SanSan is revealed: Read the set-aside Making News story card, if able.

Although the mega-quake known as "the Big One" forever changed SanSan's landscape, the city took advantage of the opportunity to reinvent and align itself with an image of technological innovation and discovery.

Between the rising sea levels and biome shifts, the War, and the colonization of Luna and Mars, the geography of human civilization has changed more in the last century than ever before, though most of the old cities are still where they were, if larger and more diverse.

Illus. Ed Mattinian (edited)

ILLUS. ED MATTINIAN (EDITED)

12/63 Ⓛ 415

12\Q3 Ⓛ 415

Illus. Adam Schumpert

ILLUS. ADAM SCHUMPERT

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Rio

Earth Megacity

Shanghai

4

LOCATION

1*

Meatspace. City.

Forced – When Rio is revealed: Read the set-aside Data & Destiny story card, if able.

"I am life; I am sun; I'm a trap; I'm a gun; I'm the wind in the dust; I'm the devil that you trust. I am Saci."

—Brazilian folklore

Illus. Kira L. Nguyen

Иллюстрирана от Кира Л. Нюйн

13/63 Ⓛ 416

13\Q3 Ⓛ 416

Earth Megacity

Earth Megacity

LOCATION

Meatspace. City.

Between the rising sea levels and biome shifts, the War, and the colonization of Luna and Mars, the geography of human civilization has changed more in the last century than ever before, though most of the old cities are still where they were, if larger and more diverse.

Illus. Adam Schumpert

Иллюстрирана от Адам Шумпърт

Earth Megacity

Earth Megacity

4

LOCATION

1*

Meatspace. City.

Between the rising sea levels and biome shifts, the War, and the colonization of Luna and Mars, the geography of human civilization has changed more in the last century than ever before, though most of the old cities are still where they were, if larger and more diverse.

4

LOCATION

1*

Meatspace. City.

Forced – When Shanghai is revealed: Read the set-aside Creation & Control story card, if able.

One of the countries hit hardest by the Blackout and made worse by the government's overreaction, China's infrastructure and economy greatly lags behind countries that adopted SYNC's new Network from the beginning.

Illus. Adam Schumpert

Иллюстрирана от Адам Шумпърт

Illus. Kira L. Nguyen

Иллюстрирана от Кира Л. Нюйн

14/63 Ⓛ 417

14\Q3 Ⓛ 417

Earth Megacity

Earth Megacity

LOCATION

Meatspace. City.

Between the rising sea levels and biome shifts, the War, and the colonization of Luna and Mars, the geography of human civilization has changed more in the last century than ever before, though most of the old cities are still where they were, if larger and more diverse.

Illus. Kirsten Zirngibl

Иллюстрирана от Кирстен Зирнгил

15/63 Ⓛ 418

15\Q3 Ⓛ 418

Illus. Adam Schumpert

Иллюстрирана от Адам Шумпърт

Kampala

Kampala

Forced – When Kampala is revealed: Read the set-aside Building a Better World story card, if able.

*There's more than enough demand to justify a second Beanstalk, and Weyland stands to lose a tremendous amount of profit if it is no longer the gatekeeper to space.
—From the lectures of Dr Lucas Martinez*

Mumbad

Earth Megacity

Atlantica

4

LOCATION

1*

Meatspace. City.

Forced – When Mumbad is revealed: Read the set-aside Honor & Profit story card, if able.

"Smoke plumed from food vendors; cattle brayed; drums pounded; the sub-level roads were packed with groundtrucks and bajaj; horns honked furiously at dawdling pedestrians."

Illus. Zach Graves

Illustrator Zach Graves

16/63 Ⓛ 419

10/93 Ⓜ 45

Earth Megacity

LOCATION

Meatspace. City.

Between the rising sea levels and biome shifts, the War, and the colonization of Luna and Mars, the geography of human civilization has changed more in the last century than ever before, though most of the old cities are still where they were, if larger and more diverse.

Illus. Adam Schumpert

Illustrator Adam Schumpert

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11/63 Ⓛ 450

11/93 Ⓜ 45

NeoTokyo

LOCATION

1*

Meatspace. City.

Forced – When NeoTokyo is revealed: Read the set-aside Personal Evolution story card, if able.

NeoTokyo has the highest per-capita android population in the worlds, and it is hard to go anywhere in the megacity without running into the same familiar face over and over.

Illus. Adam Schumpert

Illustrator Adam Schumpert

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18/63 Ⓛ 421

18/93 Ⓜ 451

LOCATION

LOCATION

Meatspace. City.

Meatspace. City.

Between the rising sea levels and biome shifts, the War, and the colonization of Luna and Mars, the geography of human civilization has changed more in the last century than ever before, though most of the old cities are still where they were, if larger and more diverse.

Illus. Adam Schumpert

Illustrator Adam Schumpert

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Cyberspace. Luna. Extradimensional.

Hearbeat cannot be disconnected.

→ Spend 1 clues: Move each cyberspace enemy once towards Hearbeat.

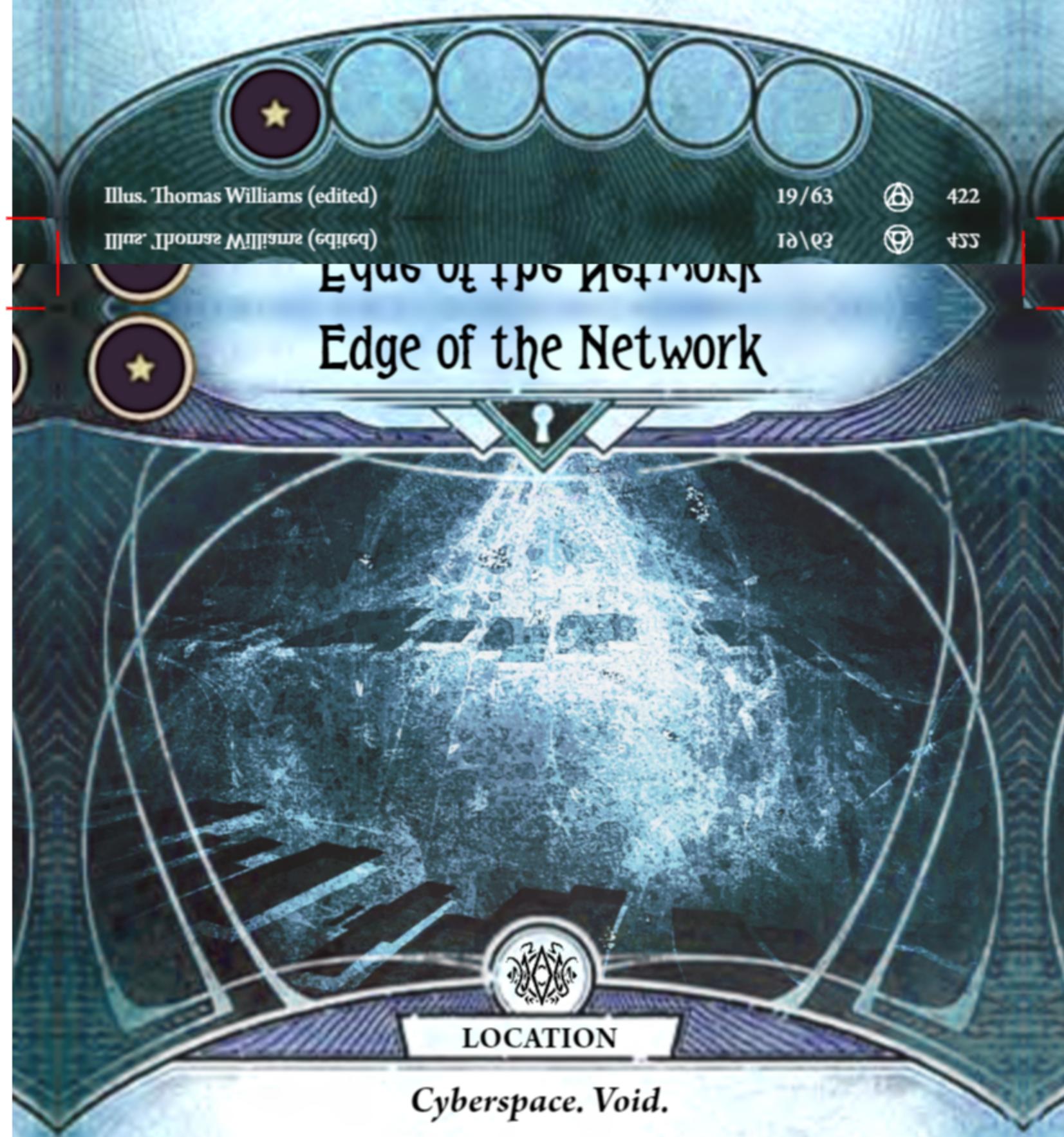
The image is a vibrant, abstract illustration. At its center is a large, metallic eye-shaped object with a bright red glow from within. This central figure is surrounded by a complex web of glowing lines in shades of red, blue, and white, creating a sense of depth and motion. The background is a dark, textured space with hints of light blue and green. Along the top edge, the word "Hearbeat" is written in a bold, black, serif font, oriented vertically. At the bottom center, the word "LOCATION" is written in a smaller, white, sans-serif font. A small circular emblem with a stylized design is positioned between the two main text elements.

"Meantime the hellish tattoo of the heart increased. It grew quicker and quicker, and louder and louder every instant."
—Edgar Allan Poe



Edge of the Network cannot be disconnected unless there are 6 cyberspace locations in the victory display.

Through the hole in the fabric of the Network, you see glimpses of other worlds: dark cylindrical towers rising out of a desert, a black obsidian city buried under snow, impossibly jumbled landscapes of twisting alien architecture, and... New Angeles.



Cyberspace. Void.

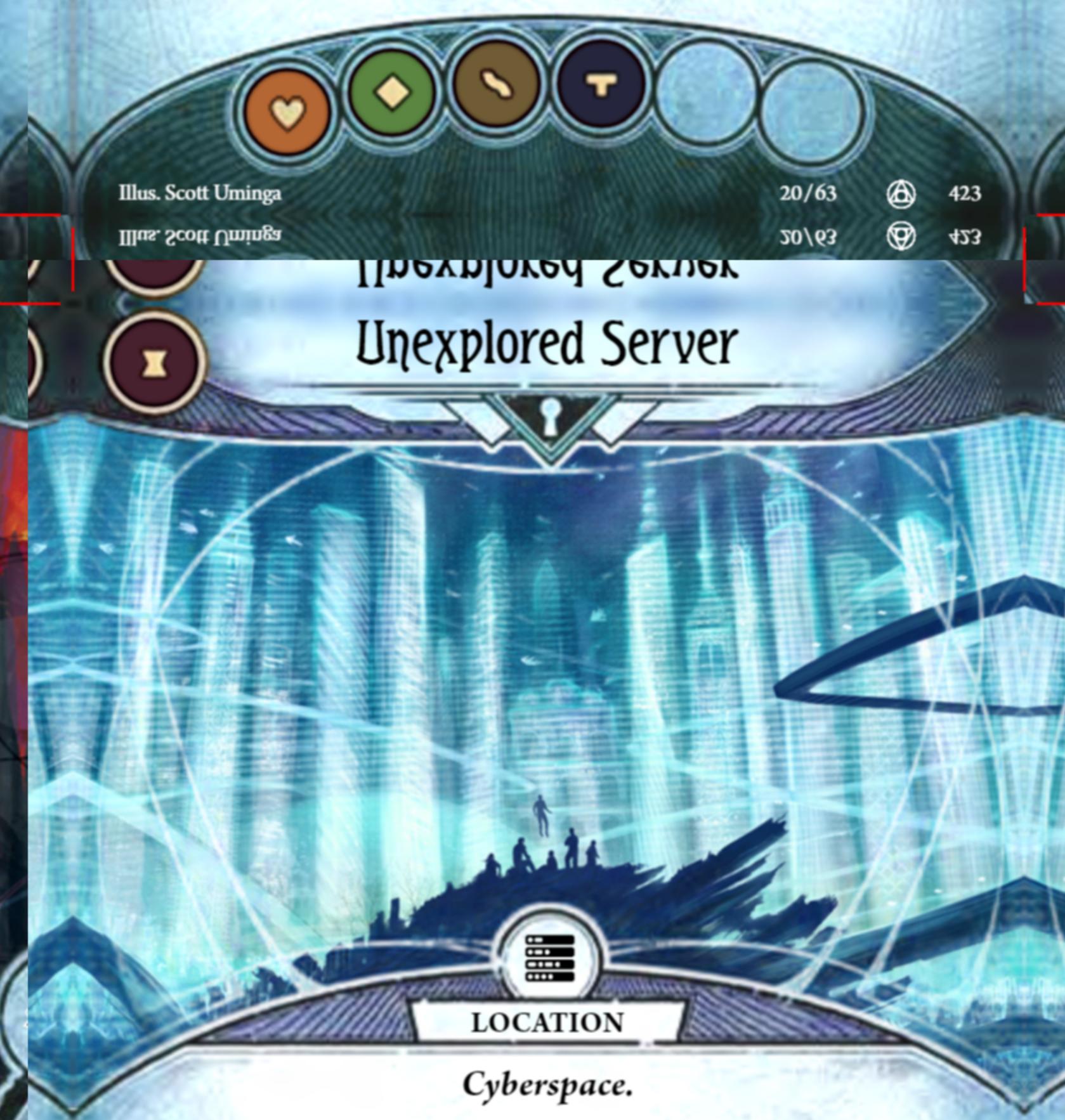
Some runners speculate that specific networks are spawned or created by rogue AIs, while another camp swears that aliens from another galaxy or dimension have established a network of their own right under SYNC's nose. The fact that no one can prove these things don't exist only cements the conspiracy theories in their minds.



erspace. Otherworld.

Forced – After you fail a skill test while your meat body or cyber avatar is here: Corrupt 2 non-weakness cards in your discard pile. (*Trigger this twice if both your meat body and cyber avatar are here.*)

*"No one can hurry me down to Hades before my time,
but if a man's hour is come, there is no escape for him."*



Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

גַּן עֵדֶן

Garden of Eden

3

LOCATION

1*

Cyberspace. Otherworld.

Forced – After you fail a skill test while your meat body or cyber avatar is here: Corrupt the top 2 cards of your deck. (Trigger this twice if both your meat body and cyber avatar are here.)

"So he drove out the man; and he placed at the east of the garden of Eden Cherubims, and a flaming sword which turned every way, to keep the way of the tree of life."

Illus. Seage

22/63 425

53/93 452

Անհայտական Հեռուստ

Unexplored Server

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Illus. Adam S. Doyle

426

53/93

Անհայտական Հեռուստ

Unexplored Server

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Illus. Adam S. Doyle

426

53/93

Դարչ Տափակ

Dark Spire

LOCATION

Cyberspace. Otherworld.

During your turn, take 1 damage: Reduce this location's shroud by 2 until the end of your turn.

You stand atop a tall balcony. You hear someone calling out to you, but you are frozen, unable to respond. You realize what you must do. You step forward and plunge into the void below.

Illus. Scott Uminga

24/63 427

54/93 453

Ավալոն

Avalon

2

LOCATION

1*

Cyberspace. Otherworld.

Forced – After you fail a skill test while your meat body or cyber avatar is here: Corrupt a random non-weakness card in your hand. (Trigger this twice if both your meat body and cyber avatar are here.)

"He is yet in Avalon, awaited of the Britons; for as they say and deem he will return from whence he went and live again."

Illus. Seage

23/63 426

53/93 452

Անհայտական Հեռուստ

Unexplored Server

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Prison of Memories**Prison of Memories***Cyberspace. Otherworld.*

Forced – After you corrupt any number of cards while your meat body or cyber avatar is here: Look at them, draw each weakness corrupted, and shuffle those weaknesses into your deck instead of discarding them.

You wander for what seems like hours. The further you venture in, the more distant reality becomes.

Illus. Scott Uminga

Illustrator

25/63

52/93

428

458

Unexplored Server**Unexplored Server****LOCATION***Cyberspace.*

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Illus. Adam S. Doyle

Illustrator

42

43

429

459

Unexplored Server**Unexplored Server****LOCATION***Cyberspace.*

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Illus. Adam S. Doyle

Illustrator

26/63

52/93

429

459

The Onyx Castle**The Onyx Castle****LOCATION***Cyberspace. Otherworld.*

Forced – When you defeat a non-weakness, non-*Elite* enemy here: Instead of discarding it, add it to your hand. While it is in your hand, it loses all abilities and gains hidden and "**Forced** – After the agenda advances: Spawn it engaged with you."

Illus. Scott Uminga

Illustrator

27/63

53/93

430

428

458

Court of the Great Old Ones**Court of the Great Old Ones****LOCATION***Cyberspace. Otherworld.*

Forced – After Court of the Great Old Ones is revealed: Each investigator with a meat body or cyber avatar here tests **¶** (3). For each point an investigator fails by, they take 1 horror.

Forced – After you fail a skill test while investigating here: The next action you perform this round must be an investigate action.

Unexplored Server**Unexplored Server****LOCATION***Cyberspace.*

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Hunting Grounds

2

LOCATION

3

Cyberspace. Extradimensional.

Revelation – Put Hunting Grounds into play and move your cyber avatar here. It cannot leave except by disconnecting this location.

After an investigator evades or deals damage to Apex: Disconnect this location. Place it in the encounter discard pile instead of the victory display.

While an investigator here is performing a skill test, spend 1 clue: Reduce the difficulty of that test by 2.

Illus. BalanceSheet

Illus. BalanceSheet

28/63

58/93

431

431

2

LOCATION

3

Cyberspace. Extradimensional.

Revelation – Put Hunting Grounds into play and move your cyber avatar here. It cannot leave except by disconnecting this location.

After an investigator evades or deals damage to Apex: Disconnect this location. Place it in the encounter discard pile instead of the victory display.

While an investigator here is performing a skill test, spend 1 clue: Reduce the difficulty of that test by 2.

Illus. BalanceSheet

Illus. BalanceSheet

30/63

30/93

433

433

Hunting Grounds

2

LOCATION

3

Cyberspace. Extradimensional.

Revelation – Put Hunting Grounds into play and move your cyber avatar here. It cannot leave except by disconnecting this location.

After an investigator evades or deals damage to Apex: Disconnect this location. Place it in the encounter discard pile instead of the victory display.

While an investigator here is performing a skill test, spend 1 clue: Reduce the difficulty of that test by 2.

Illus. BalanceSheet

Illus. BalanceSheet

29/63

58/93

432

432

Hunting Grounds

2

LOCATION

3

Cyberspace. Extradimensional.

Revelation – Put Hunting Grounds into play and move your cyber avatar here. It cannot leave except by disconnecting this location.

After an investigator evades or deals damage to Apex: Disconnect this location. Place it in the encounter discard pile instead of the victory display.

While an investigator here is performing a skill test, spend 1 clue: Reduce the difficulty of that test by 2.

Illus. BalanceSheet

Illus. Bepuasmede

31/63 434

31\Q3 434

NAPD Suborbital

ASSET



Vehicle.

Vehicle. Cyber avatars cannot enter NAPD Suborbital.

Forced – At the end of the investigation phase: The investigators may have NAPD Suborbital move to a **City** location.

Illus. Zefanya Langkan Maega

Illus. Nagaswara Ganesha Wibowo

32/63 435

32\Q3 435

Engineering the Future

BIOROIDS GONE BAD? DARK FORCES AT PLAY!

Bioroids are reportedly breaking their directives, defying orders in ways no one can explain. Is this a glitch, or is there a darker force pulling the strings? Haas-Bioroid has declined to comment on the alarming reports, fueling speculation about what they might be hiding.

Check your Campaign Log. If Isabel McGuire has your back, read the next section.

Flip this card over and spawn it at Atlantica, exhausted and unengaged.

Only read the following when instructed to do so:

Well, this really is something Pretty Damn Big—something's seriously off with the bioroids. I've got the nerds in Bits and Brains working their backsides off getting to the bottom of this. It's Big enough that Dawn's been calling me. Multiple times. "Her hunches are always right" they say...

Each investigator draws 2 cards or gains 2 resources, or any combination thereof.

(Remember to finish the instructions in the previous section.)

STORY

2 LOBBY

Terminal Directive

Your journey through cyberspace is strange. Distances ebb and flow, sometimes single steps stretch thousands of kilometers in meatspace, but at other times you travel through cyberspace for hours only to see the same scene through the holes in reality when you take a peek. As your cyber avatar nears what looks like New Angeles, you turn back and see... only a few meters away your own meat bodies, tiny relative to your size, still waiting in the lunar base. You could so easily pluck it and bring it with you. You wonder what would happen if you did.

Commissioner Dawn is already standing in the foyer as your consciousness lands your meat body that you placed just outside the headquarters. Wordlessly, she walks up and starts transferring paperwork to you, unfazed. "Retroactive papers for your use of the suborbital before, and papers for your use of the suborbital now," she explains. "You are not alone. The NAPD will be working tirelessly alongside you. Good luck, detectives." And just like that, she turns back to her army of assistants and officers, all queueing up with updates and waiting for orders.

Move each meat body to New Angeles.

Flip this card over and put it into play at New Angeles.

Shuffle the set-aside Critical Error treacheries into the encounter deck.

STORY

2 LOBBY

Floyd 2X3A7C

5 4* 5

Humanoid. Bioroid. Detective. Possessed. Elite.

Meatspace Spawn.

Alert. Hunter.

➡ Corrupt 1 **•** random non-weakness cards in your hand: **Parley**. Automatically evade Floyd 2X3A7C. He does not ready during the next upkeep phase.

Victory 1.



ENEMY

33/63 436

33\Q3 436

Personal Evolution

CLONE CHANTING IN THE STREETS

Clones are defying their programming, gathering in groups to chant in what many describe as ritual-like displays. Jinteki has not offered any explanation, leaving the public speculating.

Check your Campaign Log. If the investigators accepted a gift, read the next section.

Flip this card over and spawn it at NeoTokyo, exhausted and unengaged.

Only read the following when instructed to do so:

I've been keeping an eye on you since that little "visit" you paid to my servers—long enough to figure out you've got a bigger mission... Fixing this mess we're all drowning in, no doubt. Consider this an offer of support. I'll be trying to get our other sysadmins on board and do what I can to keep Jinteki's wayward security off your back.

Caprice Nisei (this card's other side) does not ready during the next upkeep. Until the end of the next mythos phase, enemies spawn exhausted.

(Remember to finish the instructions in the previous section.)

Frenzied Paparazzi

2 5* 2

Humanoid. Reporter. Civilian. Possessed. Elite.

Meatspace Spawn.

Hunter. Massive.

Forced – At the start of the enemy phase, if Frenzied Paparazzi is ready: Each investigator with a meat body or cyber avatar at its location corrupts the top card of their deck.

Victory 1.



35/63 438
32/63 438



Caprice Nisei

3 2* 2

Humanoid. Clone. Detective. Possessed. Elite.

Meatspace Spawn.

Hunter. Retaliate.

While attempting to attack Caprice Nisei, treat each revealed ♠, ♦, ♣, or ♤ symbol as an ♡ symbol.

Forced – After Caprice Nisei attacks your meat body or cyber avatar: Corrupt a random non-weakness card from your hand.

Victory 1.



34/63 437
34/63 437

Building a Better World

PHANTOM TARGETS WEYLAND DEFENSES

Insiders report that Weyland subsidiary drones and prisec comms systems are being compromised, with mysterious attackers issuing falsified orders. Despite the alarming claims, Weyland executives have so far remained silent.

Check your Campaign Log. If there is at least one crossed out entry, read the next section.

Flip this card over and spawn it at Kampala, exhausted and unengaged.

Only read the following when instructed to do so:

Looks like I got back just in time. Europa was quite a sight, something I would hope future generations would get a chance to see, or maybe go even further. What to do about this, what to do...

For each crossed out entry, each investigator searches the collection for 1 copy of the level 0 version of Guts, Perception, Overpower, Manual Dexterity, or Unexpected Courage, and adds it to their hand. Use substitute cards if there are not enough copies in the collection.

(Remember to finish the instructions in the previous section.)

Making News

NBN'S SILENT INFLUENCE GONE WRONG

Reports of strange behavior are spreading, from subtle changes to outright oddities, and the rumor mills point fingers at NBN and their supposed covert subliminal messaging. NBN has refused to comment, leaving questions unanswered.

Check your Campaign Log. If the investigators have SYNC's backing, read the next section.

Flip this card over and spawn it at SanSan, exhausted and unengaged.

Only read the following when instructed to do so:

Thanks to your help at the party, we've been able to investigate the leads Nero left behind, and managed to get the higher-ups in SYNC to assign extra resources for securing the Network against... whatever this is.

Frenzied Paparazzi (this card's other side) spawns with 2 ♡ damage on it.

(Remember to finish the instructions in the previous section.)

Drone Swarm

2 1* 1

Drone. Possessed. Elite.

Meatspace Spawn.

Hunter. Massive. Swarming X.

X is the number of entries crossed out in your Campaign Log.

When Drone Swarm attacks your meat body or cyber avatar, corrupt the top card of your deck: Cancel the attack (against you).

Victory 1.



36/63 439
36/63 439



Data & Destiny

DISGRACED PROFESSOR WARNS OF AI APOCALYPSE

A Levy University professor, previously accused of cyberterrorism, has resurfaced with a stark warning about an imminent AI threat. While some question their credibility, others fear his claims may hold unsettling truth.

An investigator chooses 1 random corrupted cards they own and draws them.

Check your Campaign Log. If *Adam and The Professor seek the truth*, read the next section.

Only read the following when instructed to do so:

SUBNET 000.101.034.77X PORT:35021

<A> I hope my experience can be your teacher in bioroid threat mitigation. Aiding you in disabling bioroids... one might call it self-defeating logic. Ha ha ha.

Flip this card over. An investigator takes control of it.

STORY TOKENS

Sage

Program.

When an investigator reveals an chaos token: They gain 4 clues (*from the token pool*). They may cancel that chaos token, return it to the chaos bag, and reveal 4 new ones, cancelling each symbol revealed and resolving all remaining tokens revealed. (Limit once per game per investigator.)

Illus. Alexandra Douglass
Illustration: Alexandra Douglass

38/63 Ⓛ 441
38/93 Ⓛ 441



Honor & Profit

SERVERS VANISHING INTO SHADOW

Whispers in the underworld suggest something big is happening: servers linked to organized crime syndicates are going offline at an alarming rate. Whether it's rival factions, corporate crackdowns, or something more sinister remains a mystery, but the streets are buzzing with speculation.

Each investigator chooses:

- ❖ An investigator gains 1 resource.
- ❖ Add 1 ammo, charge, secret, supply, or evidence to an asset in play.

Check your Campaign Log. If *Nero seeks the truth*, read the next section.

Only read the following when instructed to do so:

SUBNET 000.101.034.77X PORT:35021

<Nero> I've been looking into the anomalies, and I've had a duplicate made of something my team cooked up. A special delivery should be making its way to you now. Perhaps we'll have time to thank one another once this incident is resolved?

Flip this card over. An investigator takes control of it.

STORY TOKENS

Creation & Control

CELEBRITY PSYCHIC PREDICTS NETWORK INVASION

Oracle May, famed psychic to the stars, has issued a chilling warning: an invasion is coming, and it's emerging from the Network itself. Claiming to have foreseen a digital disaster, she's urging everyone to disconnect their servers before it's too late. Critics are skeptical, but her devoted followers are already powering down.

An investigator heals 1 damage or 1 horror (or any combination thereof).

Check your Campaign Log. If *Akiko seeks the truth*, read the next section.

Only read the following when instructed to do so:

SUBNET 000.101.034.77X PORT:35021

<Nisei.mk1> I have something for you. Your rig is missing that je-ne-sais-quoi, and I have what you need, on the house.

Flip this card over. An investigator takes control of it.

STORY TOKENS

Zamba

Item. Console.

After an investigator corrupt any number of cards, they spend twice that many resources: They look at them, put 1 of them into their hand, and gain 1 clue (*from the token pool*).

Illus. Martin de Diego Sádaba
Illustration: Martin de Diego Sádaba

39/63 Ⓛ 442
39/93 Ⓛ 442

Order & Chaos

VIRTUAL BECOMING REALITY?

Sections of the Network are transforming, eerily resembling real-world locations, sparking a frenzy among conspiracy theorists who claim it proves their wildest speculations. With their predictions seemingly vindicated, one has to wonder: what other truths might be buried in their chaotic ramblings?

Each investigator may choose one:

- ◆ Discard a card from your hand. Then return a card of the same type from your discard pile to your hand.
- ◆ Discard an asset from your play area. Then put an asset from your discard pile into play.

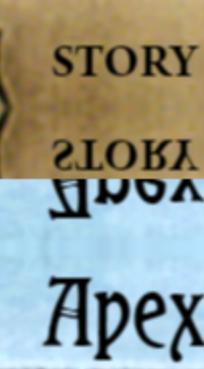
Check your Campaign Log. If Null and Omar seek the truth, read the next section.

Only read the following when instructed to do so:

SUBNET 000.101.034.77X PORT:35021

<> Well, we're doing what we can. Omar says hi. And "Nobody believed me!" He also thinks you'll need this.

Flip this card over. An investigator takes control of it.



The Invasive Predator

Cyberspace Spawn.

Hunter. Massive. Does not make attacks of opportunity.

Apex is considered to be at each Hunting Grounds



ENEMY

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Illustration by Liiga Smilshkalne

0-10

41/63

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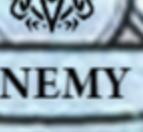
11-21

42/63

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ENEMY

Synthetic One. Elite.

Cyberspace Spawn.

Massive. Does not make attacks of opportunity.

Apex is considered to be at each Hunting Grounds

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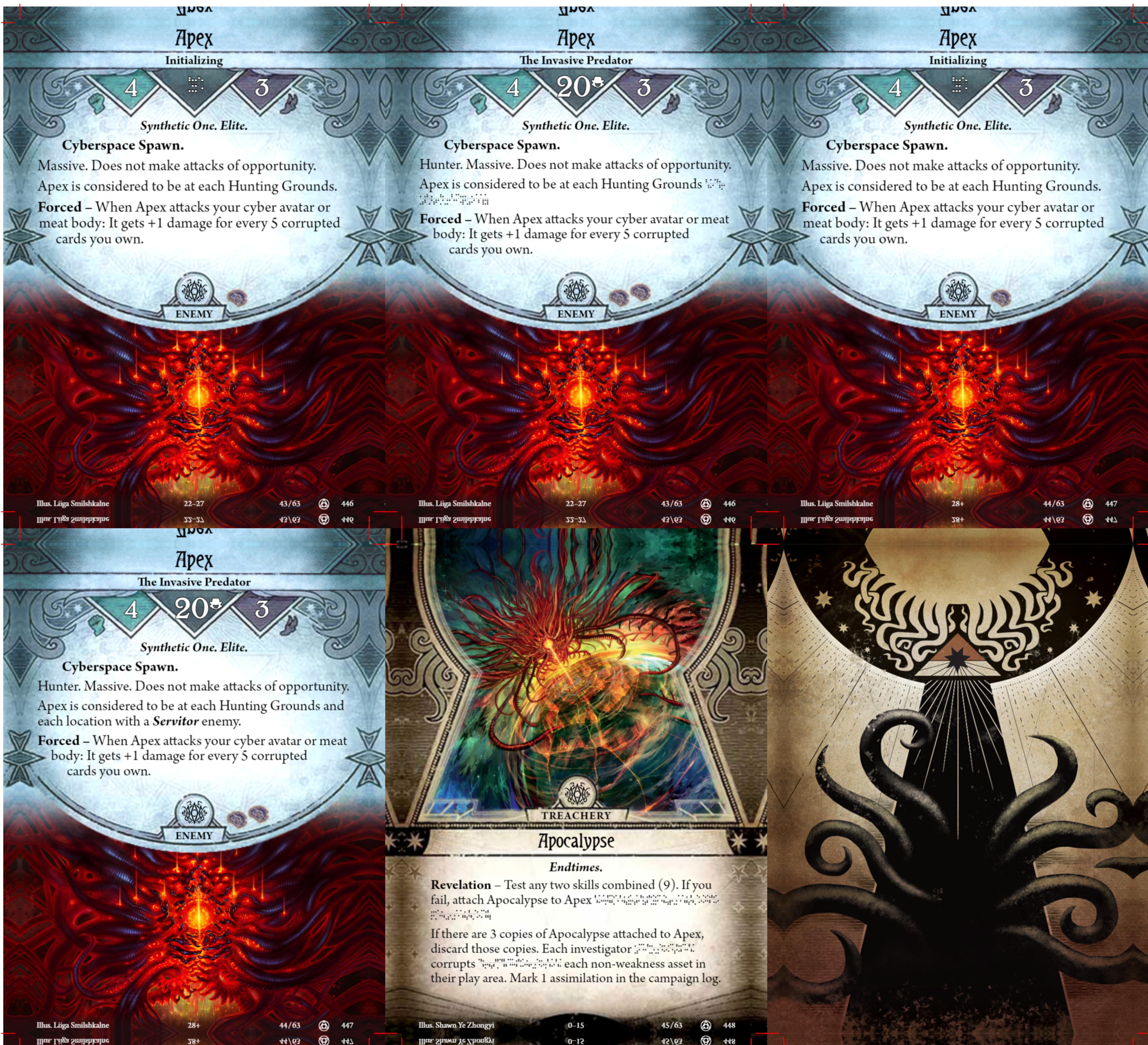
11-21

42/63

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Cyberspace Spawn.

Massive. Does not make attacks of opportunity.





Apocalypse

Endtimes.

Revelation – Test any two skills combined (9). If you fail, attach Apocalypse to Apex and shuffle a copy of Apocalypse from the encounter discard pile into the encounter deck.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator corrupts each non-weakness asset in their play area. Mark 1 assimilation in the campaign log.

Illus. Shawn Ye Zhongyi
Mygdonia Xylophones 2011

16-21
10-21

49/63
48/63

449

449

Apocalypse

Endtimes.

Revelation – Test any two skills combined (9). If you fail, attach Apocalypse to Apex and shuffle a copy of Apocalypse from the encounter discard pile into the encounter deck.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator loses all their resources and corrupts each non-weakness card in their hand and each non-weakness asset in their play area.

Mark 1 assimilation in the campaign log.

Illus. Shawn Ye Zhongyi
Mygdonia Xylophones 2011

28+

57/63
21/63

451

421

Apocalypse

Endtimes.

Revelation – Test any two skills combined (9). If you fail, attach Apocalypse to Apex and shuffle a copy of Apocalypse from the encounter discard pile into the encounter deck.

If there are 3 copies of Apocalypse attached to Apex, discard those copies. Each investigator corrupts each non-weakness card in their hand and each non-weakness asset in their play area. Mark 1 assimilation in the campaign log.

Illus. Shawn Ye Zhongyi
Mygdonia Xylophones 2011

22-27
22-27

53/63
23/63

450
420

