













## Act 2m



### Street Magic

Freedom Khumalo has planted what he calls a Friday Chip somewhere in the Baobab Centre. It should be on a mobile structure, like a trolley, a vehicle, or even a bioroid.

**Objective** – If there are 1 ♦ clues on Friday Chip, advance.

"Chaos Theory's such a kind soul at heart. As much as she's a prodigy in runner circles, she's still just a child, you know? I've dangled a different new and shiny server in front of her now, so hopefully she won't delve too deeply into this... Anyway, I've gotten what I can out of the analysis. Sending a summary over now."

The supposed alien transmission is coming from Luna, as expected. However, the encryption protocols are old military ones, but updated to modern standards. The contents are series of instructions, but figuring out what those instructions are would need much more time. A signature analysis shows that the source is probably a general AI.

Add this card to the victory display.  
Discard 1 ♦ clues from each Transmission Dish.  
An investigator takes control of the set-aside Borrowed Satellite story asset.  
If another act card is in play, continue playing. Otherwise, proceed to ( $\rightarrow$ R1).

#### Victory 1.

Illus. Martin de Diego Sádaba  
III Illus. Martin de Diego Sádaba

28/126 ④ 308  
38\132 ④ 308

### Out of the Ashes

## Act 3k



### False Echo

She gives you the servers her connection to the final dish goes through. What is blocking it?

**Forced** – When Masvingo is revealed: Spawn the set-aside Cybertrooper Talut enemy there.

**Forced** – When Cybertrooper Talut leaves play: Add him to the victory display.

**Objective** – If Cybertrooper Talut is in the victory display, advance. He can be found at a cyberspace location with the following connection symbol:

## Act 4t



### Net Celebrity

<cha05.Tr30ry> that's weird. i thought me and talut were friends! why did he do that?

<&T1\_μ7 HAS ENTERED THE CHATSPACE>

<&T1\_μ7 HAS LEFT THE CHATSPACE>

< Nasir> I don't think he's quite the same any more... I'll look into this, this is dangerous stuff. Promise me you won't be reckless here, and wait for me before you go diving in. In the meantime, can we finish the triangulation of the signal?

<cha05.Tr30ry> omg you're such a worrier ok. ill find where the last dish is. i think its in kampala somewhere...

Put a set-aside Transmission Dish story asset into play at Kampala.

## Act 1m



### The Crypto-Aharchist



## Act 1n



A friend of Nasir, a man who goes by Freedom Khumalo, has had some of his viruses stop responding to requests. Freedom is a somewhat reclusive runner, and Nasir has only ever interacted with him in meatspace. An in-person meeting has been arranged at Freedom's hometown, Kampala.

**Objective** – Only investigators with their meat body in Kampala can spend the requisite number of clues, as a group, to advance.

## Act 3m



### The Noble Path

You track it down to a bus, and eventually to a bioroid member of the serving staff, who you are able to convince to let you remove the chip from its back.

With possession of the Friday Chip you look through the local logs and start following connections... looks like Freedom was almost entirely concentrating on monitoring NBN's activity in the city. There is no sign of service interruptions here—it must be somewhere along the data's path.

Add this card to the victory display.

The investigator nearest to Friday Chip takes control of it. Discard all clues from it.

Shuffle the set-aside Echo Chamber location into the exploration deck, if able.

Shuffle 1 set-aside copy of the Scythe enemy into the encounter deck.

## Act 3n



### The Noble Path

Victory 1.

## Act 4n



### Coalescence

The corrupted program was concerning, but you now have the last available location of the final transmission dish.

If you are at a Transmission Dish's location: Place 1 of your clues on it.

**Objective** – If there are 3 Transmission Dishes in play, each with 1 ♦ clues on it, you may advance.

## Act 4t



### Hijacked Router

Freedom explains that he has been surveilling Azmari's operations in the area, but that the a small portion of the viruses that he uses for that purpose have been intermittently disconnecting or streaming malformed data.

He usually loads his viruses onto chips that he then attaches to mobile structures like trolleys, vehicles, or bioroids. This lets them switch between physical networks over time, observing a wider range and also reducing the likelihood of being traced, both in cyberspace and meatspace.

Put the set-aside Baobab Centre location into play. Put the set-aside Friday Chip story asset into play there.

## Act 5n



### Data Leak Reversal

Azmari EdTech is ostensibly a division of NBN focusing on education, from children's shows to higher education programs. But what the public don't know is the subliminal messaging they hide but ever deny.

**Objective** – Only investigators with their cyber avatar at Echo Chamber can spend the requisite number of clues, as a group, to advance. Its connection symbol is:

## Act 5t



### False Echo

She gives you the servers her connection to the final dish goes through. What is blocking it?

**Forced** – When Masvingo is revealed: Spawn the set-aside Cybertrooper Talut enemy there.

**Forced** – When Cybertrooper Talut leaves play: Add him to the victory display.

**Objective** – If Cybertrooper Talut is in the victory display, advance. He can be found at a cyberspace location with the following connection symbol:

## Act 5n



### False Echo

<cha05.Tr30ry> that's weird. i thought me and talut were friends! why did he do that?

<&T1\_μ7 HAS ENTERED THE CHATSPACE>

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< Nasir> I don't think he's quite the same any more... I'll look into this, this is dangerous stuff. Promise me you won't be reckless here, and wait for me before you go diving in. In the meantime, can we finish the triangulation of the signal?

<cha05.Tr30ry> omg you're such a worrier ok. ill find where the last dish is. i think its in kampala somewhere...

Put a set-aside Transmission Dish story asset into play at Kampala.

With Freedom's help, you follow the trail of viruses and data through multiple servers, many of them NBN-controlled. "It's not them. Those lazy corp-rolled sysops only work hard enough for their performance reviews and don't bother looking right under their noses."

Through a seemingly endless and twisting series of connections, you travel through server after server, through the Shadow Net, through more corp-controlled networks, until eventually, you reach a familiar sight. You have seen this before in your investigations. The same emptiness, the falling away of the Network itself, a void that is incomprehensibly barren.

Spawn the set-aside Progenitor enemy at Edge of the Network, exhausted.

ACT 5n

Hemorrhage

New Angeles

4

LOCATION

1

Meatspace, City.

►►: Investigators with their meat body here gain a total of 6 resources, distributed as you wish. (Group limit once per game.)

►: Resign. There's no more time for preparations.

Illus. Kirsten Zirngibl  
III<sup>rd</sup> K<sup>in</sup>g<sup>z</sup> Z<sup>ir</sup>g<sup>i</sup>b<sup>l</sup>

34/126 Ⓛ 314  
34\130 Ⓜ 314

Kampala

Meatspace, City.

The second Earth Station is already under construction as a floating structure on Lake Victoria along the equator. The island base provides the necessary leeway and stress reduction on the structure itself during operations. How long until a tether rises up from this base? Perhaps sooner than we thought.

Act 4m



### Virus Breeding Ground

You see thousands upon thousands of forms—Freedom's disappearing viruses no doubt—continuously knit together strands of data, endlessly and soullessly working.

**Forced** – When Progenitor leaves play:  
Add it to the victory display.

**Objective** – If Progenitor is in the victory display, advance.

**Objective** – If there are no clues on Edge of the Network, advance.

33/126 Ⓛ 313  
33\130 Ⓜ 313

III  
III<sup>rd</sup> M<sup>u</sup>ti<sup>r</sup> de D<sup>ie</sup>go S<sup>a</sup>d<sup>u</sup>ba

ACT 4n



Singularity

Kampala

4

LOCATION

1

Meatspace, City.

►: Search your deck for a skill and draw it. (Group limit once per game.)

"The site of the world's second beanstalk, or I'll die trying."  
—Miria Byanyima, Director of VSEP

Illus. Kirsten Zirngibl  
III<sup>rd</sup> K<sup>in</sup>g<sup>z</sup> Z<sup>ir</sup>g<sup>i</sup>b<sup>l</sup>

35/126 Ⓛ 315  
35\130 Ⓜ 315

Mumbad

Meatspace, City.

The Mumbad metroplex in India is one of the few cities in the world that can rival New Angeles in sheer size. When the cities of Ahmedabad and Mumbai combined after the Troubles, a new political center was created in Surat as a compromise.

Illus. Kirsten Zirngibl  
III<sup>rd</sup> K<sup>in</sup>g<sup>z</sup> Z<sup>ir</sup>g<sup>i</sup>b<sup>l</sup>

36/126 Ⓛ 316  
36\130 Ⓜ 316

Illus. Zach Graves  
III<sup>rd</sup> N<sup>ec</sup>p<sup>z</sup> G<sup>r</sup>a<sup>v</sup>e<sup>s</sup>

Illus. Zach Graves  
III<sup>rd</sup> N<sup>ec</sup>p<sup>z</sup> G<sup>r</sup>a<sup>v</sup>e<sup>s</sup>

Victory 1.



## Argus Server Vault

LOCATION

Meatspace.

*Nothing is impenetrable. The key is to make breaking into it more costly than what it's worth.*

Illus. Henning Ludvigsen  
Illustration by Henning Ludvigsen

## Baobab Centre

LOCATION

Meatspace.

►: Draw the top card of the encounter deck. Then, place 1 clue on Friday Chip (from the token pool).

*Customers in the bar sip drinks and chat to each other, enjoying the balmy evening. Meanwhile below, neon- and luminescent-suited film buffs buzz in anticipation of the premiere of the newest immersive threedee experience.*

Illus. Yog Joshi  
Illustration by Yog Joshi

43/126 Ⓛ 323  
43/130 Ⓜ 323

## 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  
Illustration by Adam S. Doyle

## Mumba Temple

LOCATION

Meatspace.

**Forced** – After Mumba Temple is revealed: Put a set-aside Transmission Dish story asset into play here.

*The interior of the temple is swarming with visitors and staff going in and out. You slip by and make your way to the roof.*

Illus. Yog Joshi  
Illustration by Yog Joshi

42/126 Ⓛ 322  
42/130 Ⓜ 322

## Baobab Centre

LOCATION

Meatspace.

*Now that Africa is thriving, it has attracted the attention of the megacorps once more as a large and wealthy consumer base. With few androids on the continent and the rise of solar farms in the deserts, Africa boasts near energy-independence and a comparatively prosperous middle class.*

Illus. Yog Joshi  
Illustration by Yog Joshi

44/126 Ⓛ 324  
44/130 Ⓜ 324

## Obscure Trail

LOCATION

Cyberspace. Decoherent.

►: Place 1 of your clues here.

*It is rumored that g0oru himself studied at the temple, applying its teachings to cyberspace. Many runners have followed in his path, but none have reached its end.*

Illus. Yog Joshi  
Illustration by Yog Joshi

## Obscure Trail

LOCATION

Cyberspace. Decoherent.

►: Place 1 of your clues here.

*There are other networks that exist as virtual realms unto themselves; they are undetectable to most hardware and software applications, or they are gated behind exclusive paywalls.*

Illus. Liiga Smilshkalne  
Illustration by Liiga Smilshkalne

45/126 Ⓛ 325  
45/130 Ⓜ 325

## 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  
Illustration by Adam S. Doyle

## Obscure Trail

2 LOCATION 3

Cyberspace. Decoherent.

→ : Place 1 of your clues here.

The rumors surrounding the Shadow Net are so incoherent that most NetSec authorities agree that "Shadow Net" is a broad term for a disparate variety of illicit networks existing in parallel to the legal and public Network provided by SYNC.

Illus. Liiga Smilshkalne  
46/126 326  
Unexplored Server

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  
47/126 327  
Disintegrating Bridge

Cyberspace. Decoherent.

→ After you reveal Disintegrating Bridge: You may place 1 of your clues here.

→ Spend 2 resources: **Explore**. Without looking at the revealed sides, search the exploration deck for a location and choose one to put into play. You may move to it. Shuffle the exploration deck. Remember that the investigators have "surveyed from the bridge."

## Unexplored Server

2 LOCATION 3

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  
48/126 328  
Obscure Trail

Cyberspace.

Some runners speculate that specific networks are spawned or created by rogue AIs, while another camp of crackpots swears that aliens from another galaxy or dimension have established a network of their own right under SYNC's nose.

Illus. Liiga Smilshkalne  
48/126 328  
Unexplored Server

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. Scott Uminga  
49/126 329  
Scabenet

Cyberspace.

→ After you discover the last clue from Scabenet: Choose a card in the encounter discard pile. Remove it from the game. You may shuffle the encounter discard pile into the encounter deck.

## Obscure Trail

2 LOCATION 3

Cyberspace. Decoherent.

→ : Place 1 of your clues here.

Not all hidden networks are illegal or even immoral. Many corps and universities maintain internal networks where their users can share data and ideas free from the fear of government or rival corp surveillance.

Illus. Liiga Smilshkalne  
47/126 327  
Unexplored Server

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  
48/126 330  
Scabenet

Cyberspace.

Illus. Zoe Cohen  
51/126 330  
Scabenet

Cyberspace.