

## The Cyber Explorer

EASY / STANDARD

- 1 for each act in the victory display.
- 2. If you fail, place 1 damage or horror on a current act.
- 3. If you fail, discard a clue from your cyberspace location.
- 4. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

1/126 281  
1/139 381

Your vision in cyberspace clouds, filtered through static. The colors that were once vibrant are speckled with dead cells.  
*You jack out of the Net and peer at physical reality once more. You touch the back of your head, just behind your ear, and feel the port to your brain-machine interface, burning hot.*  
For each damage on the current acts, each investigator takes 1 damage. For each horror on the current acts, each investigator takes 1 horror.  
Place 1 damage or horror on each current act.

Wall of Static

AGENDA 1b

## The Cyber Explorer

HARD / EXPERT

- 2 for each act in the victory display.
- 2. Place 1 damage or horror on a current act.
- 3. Discard a clue from your cyberspace location.
- 6. If you fail, exhaust your Brain-Machine Interface and you must switch cyberspace to meatspace or vice versa.

1/126 281  
1/139 381

Agenda 2a

## Endless Exploration

Hours pass. Day, night, day, night.  
Cyberspace. Meatspace. Virtual. Physical.  
Enemies can move between **City** locations as if they were connected.  
**Forced** – At the end of the round:  
Remove 1 clue from each **Decoherent** location. Shuffle each **Decoherent** location with no clues on it into the exploration deck, and each enemy and investigator there moves to Edge of the Network.

3

Illus. Kristen Zinggibl  
Jinne Kneissl

3/126 283  
3/139 383

You gaze out of a window, at the skyscrapers and arcologies that pierce the skylines like knives threatening the heavens. Your mind wanders. What was it that you were thinking about again?  
*A ping from a subroutine jolts you from your reverie. You jack into the Net. Your bones start to ache.*  
Bones? In cyberspace?

For each damage on the current acts, each investigator takes 1 damage. For each horror on the current acts, each investigator takes 1 horror.  
Place 1 damage or horror on each current act.

Neurostasis

AGENDA 2b

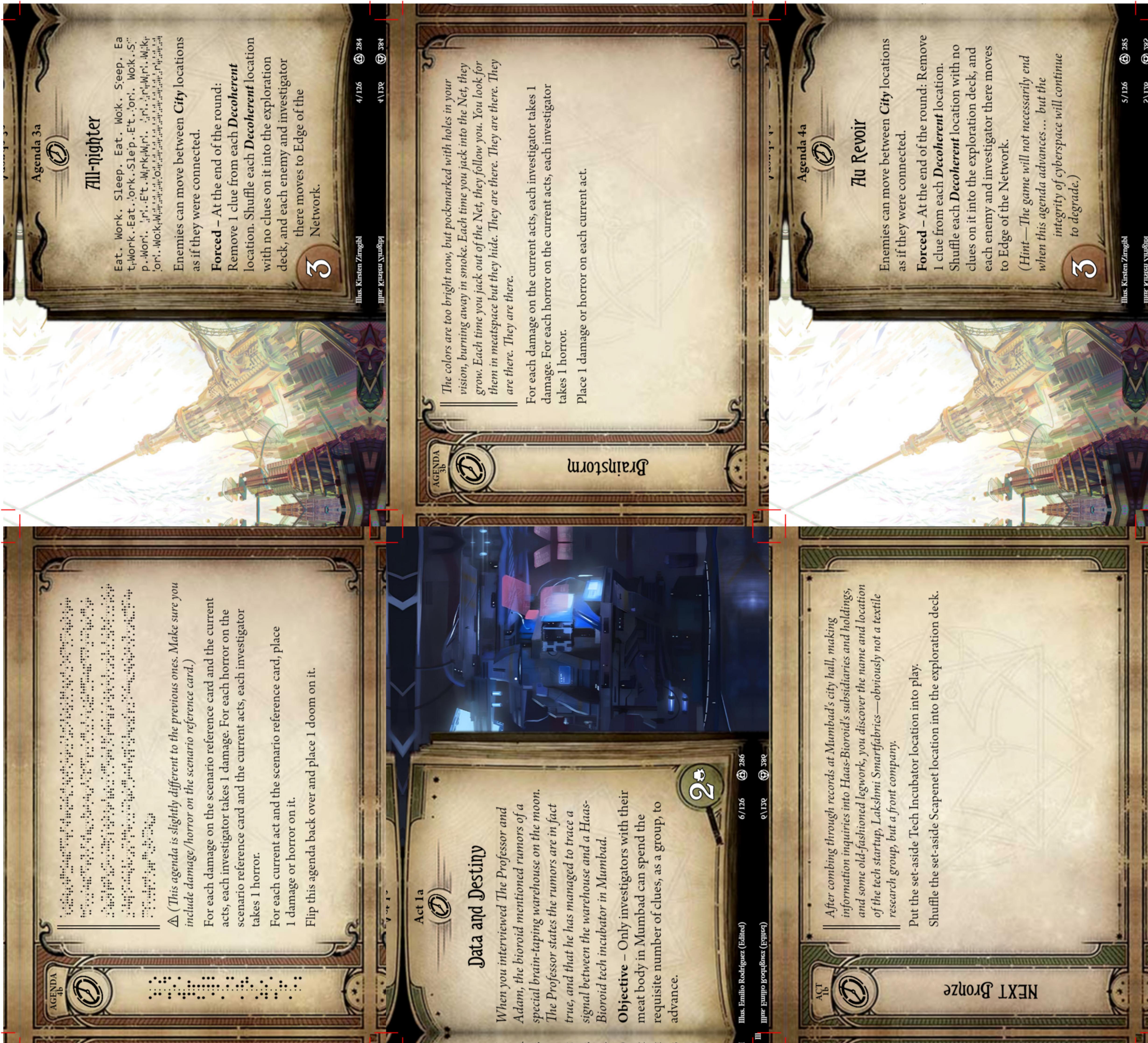
**Cyber Threat**  
*Everything continues, unaware: the corps to extract; the public, to consume.*  
Enemies can move between **City** locations as if they were connected.

**Forced** – At the end of the round:  
Remove 1 clue from each **Decoherent** location. Shuffle each **Decoherent** location with no clues on it into the exploration deck, and each enemy and investigator there moves to Edge of the Network.

4

Illus. Kristen Zinggibl  
Jinne Kneissl

2/126 282  
3/139 383





ACT  
2d

### Liberated Mind

Act 1c

If you advanced by defeating Sister Janaina:  
|| You knock her out and record the serial number tattooed on her neck.

If you advanced by spending clues:

Most organisations in Brazil keep records of android serial numbers, just in case the political climate changes. After some surreptitious digging, you are able to find Sister Janaina's serial number.

Either way, also read the following:

Using the serial number and your NAPD clearance, you track the storage location of her conditioning script to a Saraswati Memnonites server, hidden in the Shadow Net by wily sysops.

Add this card to the victory display.

Add Sister Janaina to the victory display, if able.

Shuffle 2 set-aside copies of the Scythe enemy into the encounter deck.

Shuffle the set-aside Chakana location into the exploration deck.

### Victory 1.

2\*

Act 3c

### Mindscaping

There may be clues left behind in the Jinteki server to tell you more about the mystery on the moon.

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

1

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

ACT  
1d

Illus. John Ariosa

III Illust. John Ariosa

10/126 ④ 290

10/130 ④ 290

### Check your Campaign Log. If Null and Omar seek the truth, read the following:

The posts look familiar enough that you share them with Omar. His response fills you with vindication. "Hey, someone's recorded a conversation I had! It was private! Wait, if it's here, does that mean..." You read through some of the posts, detailing his reasons why he's convinced a military AI is after him.

You ask him about his sources. "I started my research from a chat with Princess Space Kitten. She's not the easiest to talk to though..."

Shuffle the set-aside Rumor Mill into the exploration deck.

### Otherwise, read the following:

You read a bit and it's about some madman who's convinced a military AI is after him. Eventually, after a lot of sifting, his source comes out—wanted cybercriminal, Princess Space Kitten.

Shuffle the set-aside Rumor Mill into the exploration deck.

### Act 4c

#### Reverse Infection

The data being consumed must go somewhere. The answers will be in the source code of this alien program. You will need to disable it before you can study it.

**Forced** – When Datasucker leaves play:

- A Add it to the victory display.
- D Objective – If Datasucker is in the victory display, advance.



### Networking

Princess Space Kitten is a notorious cybercriminal, noteworthy for her seemingly random acts of vandalism. She has never been very far up the priority list for the NAPD, but if she has hidden sources, she would be worth tracking down this time.

**Objective** – If there are 1 ♡ clues on Princess Space Kitten, advance. She can be found at a cyberspace location with the following connection symbol:



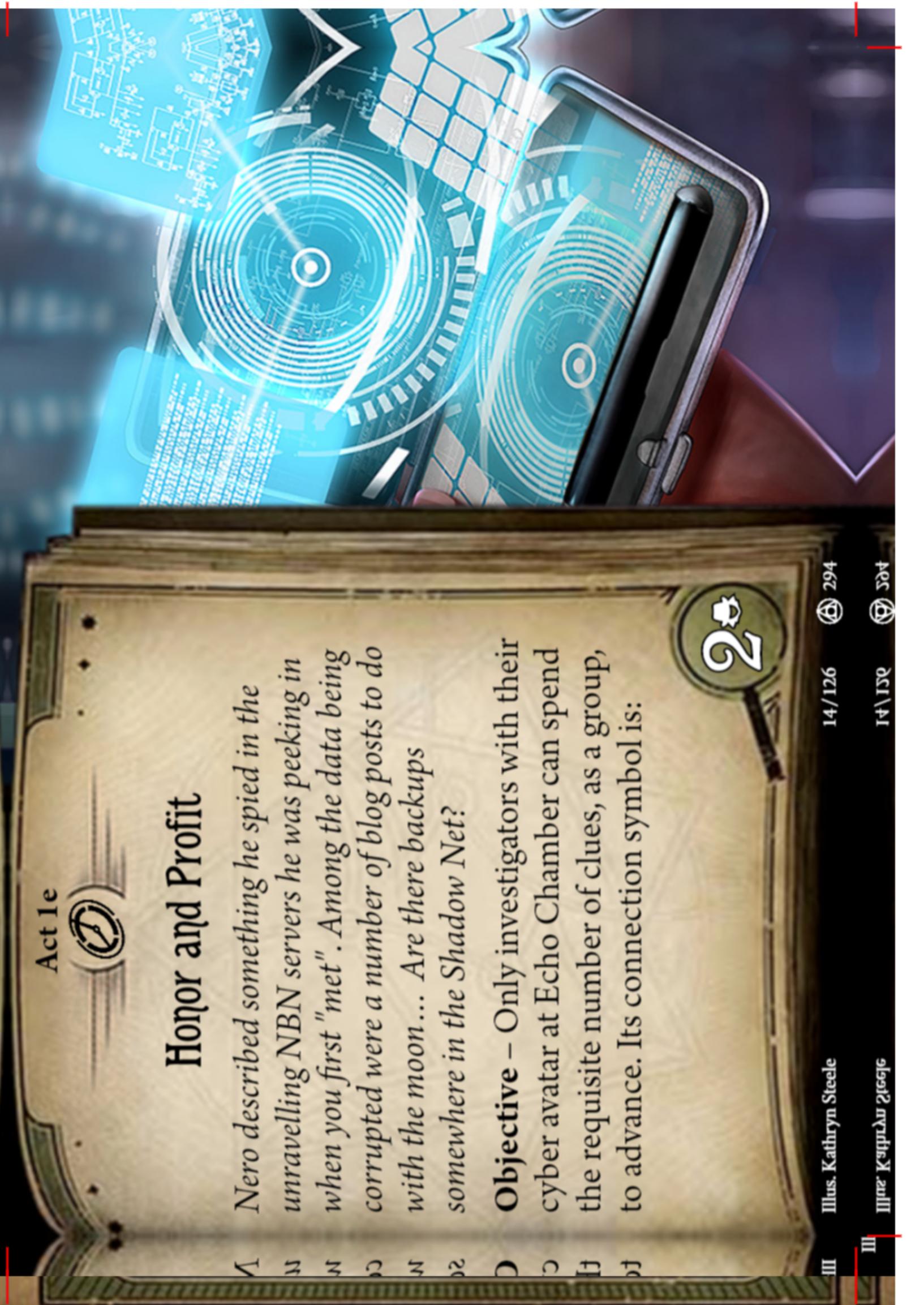
### Act 2e

With Nasir's help, you trap the entity in its own sealed container and begin to examine the source code. You strain to decipher the code, its writing goes in loops and tangles, as if never intended for human eyes, idiomatic of programs created by an AI. It takes another handful of hours following the maze of logic before you are able to verify that the entity was in contact with Luna, and then a few more hours to scout where on Luna. The location leaves you concerned—a military base, long abandoned.

Add this card to the victory display.

If another act card is in play, continue playing. Otherwise, proceed to (→R1).

### Victory 1.



### Act 1e

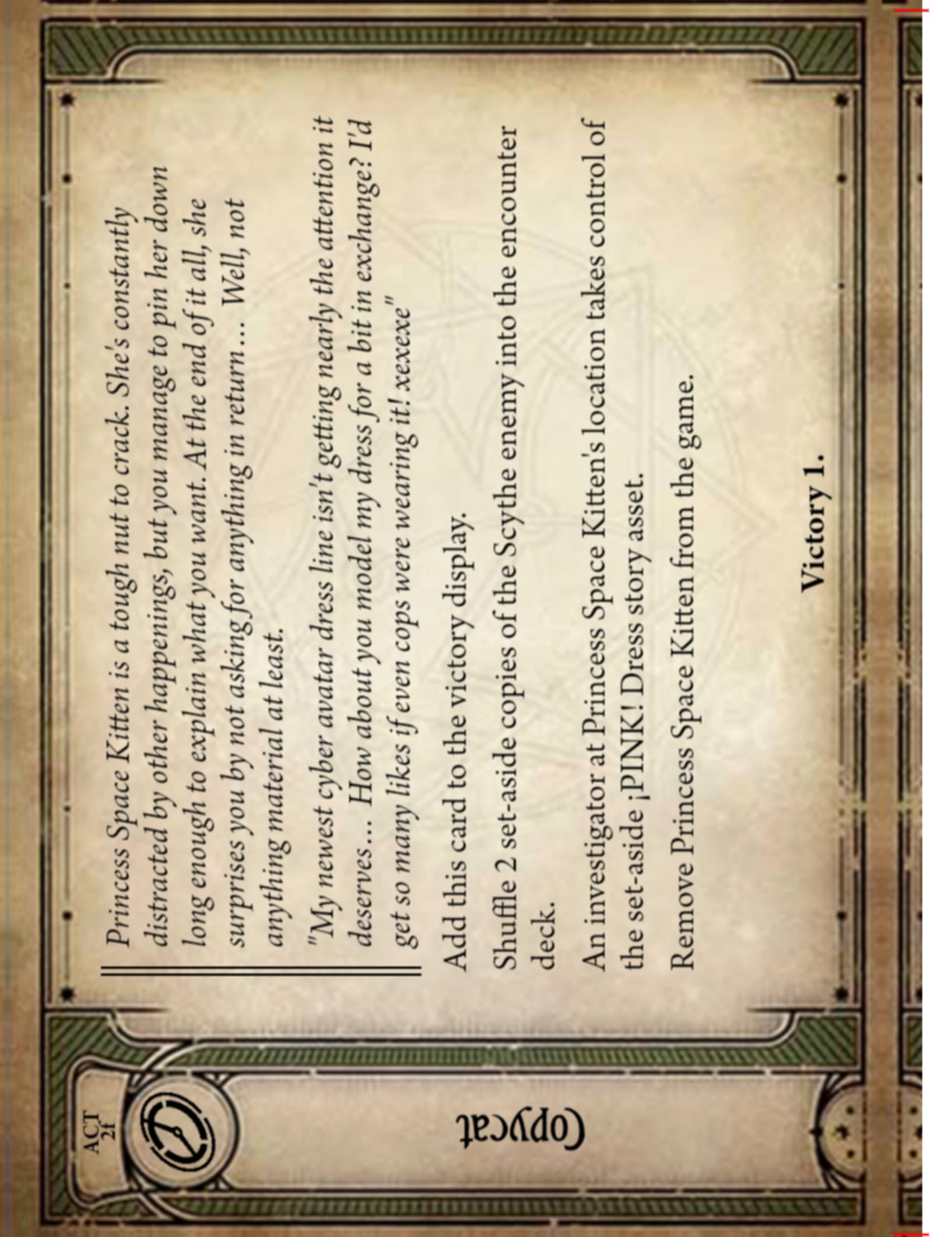
#### Honor and Profit

Nero described something he spied in the unravelling NBN servers he was peeking in when you first "met". Among the data being corrupted were a number of blog posts to do with the moon... Are there backups somewhere in the Shadow Net?

**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:

### 2

14/126 ♠ 294  
Illus. Kathryn Steele  
III Illust. Kathryn Steele



### Act 2f

Princess Space Kitten is a tough nut to crack. She's constantly distracted by other happenings, but you manage to pin her down long enough to explain what you want. At the end of it all, she surprises you by not asking for anything in return... Well, not anything material at least.

"My newest cyber avatar dress line isn't getting nearly the attention it deserves... How about you model my dress for a bit in exchange? I'd get so many likes if even cops were wearing it! xexexe"

Add this card to the victory display.

Shuffle 2 set-aside copies of the Scythe enemy into the encounter deck.

An investigator at Princess Space Kitten's location takes control of the set-aside ♡PINK! Dress story asset.

Remove Princess Space Kitten from the game.

### COPYCAT

### Victory 1.

14/126 ♠ 294  
Illus. Kathryn Steele  
III Illust. Kathryn Steele



## Act 2g

### If Anson Rose is in the victory display:

You smoothly knocked out Anson and jack into the intranet, but his vitals monitor has drawn security to your location.  
Spawn the set-aside Dedicated Response Team enemy at New Angeles.

### Either way, also read the following:

A grid of simple technical writer programs are busily processing streams of events across a variety of topics. Just by looking at the backlog, it must be rommabytes long, there is no way you would be able to find the data you want yourself.

Add Anson Rose to the victory display, if able.

Put the set-aside Technical Writer story asset into play at Solitude.

- Counter Surveillance**
- A At times when the trail goes cold in cyberspace, some physical legwork has often been productive. The Argus Security headquarters in New Angeles may hold people to interview or clues as to where the secret data is kept.
- D **Objective** – Only investigators with their meat body in New Angeles can spend the requisite number of clues, as a group, to advance.

1



## Act 4g

### Hard at Work

The technical writers seem frazzled somehow, despite them being programs. Their configuration must have been slowly tweaked over time to be less rigorous and more "productive". If one disappeared it wouldn't be missed...

- If you are at Technical Writer's location: **Parley**. Test ♠ or ♦ (3). If you succeed, place 1 clue on Technical Writer (*from the token pool*).
- D **Objective** – If there are 1 ♦ clues on Technical Writer, advance.

21/126 ♠ 301  
21/126 ♦ 301

## Act 3g

### Demolition Run

Loose lips and failure to abide by clear desk policies lead you to think that they may keep meeting minutes in their own segregated intranet, only accessible from within Argus's server vault.

- Add this card to the victory display.  
Put the set-aside Argus Server Vault and Solitude locations into play. Spawn the set-aside Anson Rose enemy at Argus Server Vault.  
Shuffle 2 set-aside copies of the Scythe enemy into the encounter deck.

Victory 1.

## Act 3g

### Monkeywrench

Anson Rose has a reputation for his nonsense management style, who is up to date on every happening under his management tree. You might be able to convince or fool other staff to let you investigate, but he would almost certainly kick you out.

- H **Forced** – When Anson Rose leaves play:

Add him to the victory display.

- D **Objective** – If there are no clues on Solitude, investigators with their cyber avatar there may spend 1 ♦ clues, as a group, advance.

Victory 1.

## By Any Means

## Act 3h

### Emptied Mind

You hijack one of the technical writers and set it to work scanning for details on this moon invasion. Hours pass as if frantically, "productively", works its way through the backlog, but eventually you receive a message.

Displayed in front of you are the minutes of a confidential Weyland multi-corporate roadmap planning session, and among the agenda was a discussion about timelines for an invasion of a military base on the moon housing a general AI that Skorpions Defense Systems was interested in.

- Add this card to the victory display.  
The investigator nearest to Technical Writer takes control of it.  
Discard all clues from it.  
If another act card is in play, continue playing. Otherwise, proceed to (→R1).

Illus. Martin de Diego Skidata  
III. Ilustr. Martin de Diego Skidata

20/126

300

Illus. Martin de Diego Skidata  
III. Ilustr. Martin de Diego Skidata

20/126

300

**Act 1i**

**The Dispossessed Ristic**

You have only just set up a surface-level search subroutine to look for the escaped avatar when a shape decrypts itself from its hiding place and flits away. It makes a distorted version of a cackle, crackling and mixed with noise.

Add this card to the victory display.

Spawn the set-aside Corrupted Avatar at Scapenet, exhausted.

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

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

**Victory 1.**

**1**

Nasir forwards you a posting on a Shadow Net contracts board about someone seeking a pair of hands looking into the recent incident at the Zhōu Mèngxū mansion, where a high-security gathering was somehow breached and left multiple guests suffering neuroinjuries.

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

**Act 3i**

**Hot Pursuit**

The corrupted avatar moves erratically, leaving a trail of disintegrating data behind it like smoke.

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

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

**ACT 2j**

**Spot the Prey**

You have only just set up a surface-level search subroutine to look for the escaped avatar when a shape decrypts itself from its hiding place and flits away. It makes a distorted version of a cackle, crackling and mixed with noise.

Add this card to the victory display.

Spawn the set-aside Corrupted Avatar at Scapenet, exhausted.

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

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

**Victory 1.**

**1**

You have just made contact with this anonymous poster when Nasir jumps into the conversation, inviting himself along, and explains who he is and negotiates terms for the contract to include sharing of information found. He has left out who you are: Nasir just smiles at you.

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

**Data Dealer**

**ACT 1j**

**Blockade Runner**

There is a short pause before you receive a reply. "I've been tracking one of the corrupted avatars that escaped the party, and I could use some parallel processing. It's hiding in a Haa-Bioroid server. I'll send details over now."

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

**Act 2i**

**The Class Act**

Check your Campaign Log. If the investigators interviewed Andromeda, read the following:

You are unexpectedly invited to a chatspace with Nero and the poster of the bounty. Nero looks pleased. "I put some twoos together, and it appears, detectives, you're working with my highly capable colleague, Andromeda. You've met before, I believe. Andy, I'm glad to see you escaped the party unscathed."

She smiles. "You know me, Nero. I never overstay a welcome."

Put the set-aside Andromeda story asset into play at New Angeles.

Either way, also read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.



## ACT 4I Out of the Thxes

"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 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 (→R1).

### Victory 1.



## Act 1m

### The Crypto-Anarchist

A friend of Nasir, a man who goes by Freedom Knumalo, 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.

30/126 310  
30/126 310

Illus. Martin de Diego Skdaha  
III Illust. Martin de Diego Skdaha

Freedom explains that he has been surveilling Azmar'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.

## 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:

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 (→R1).

## Act 3k

**Net Celebrity**

SUBNET 000.101.034.77X PORT:35021  
<ChA05.Th30ry> 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.Th30ry> 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 4k

### Coalescence

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

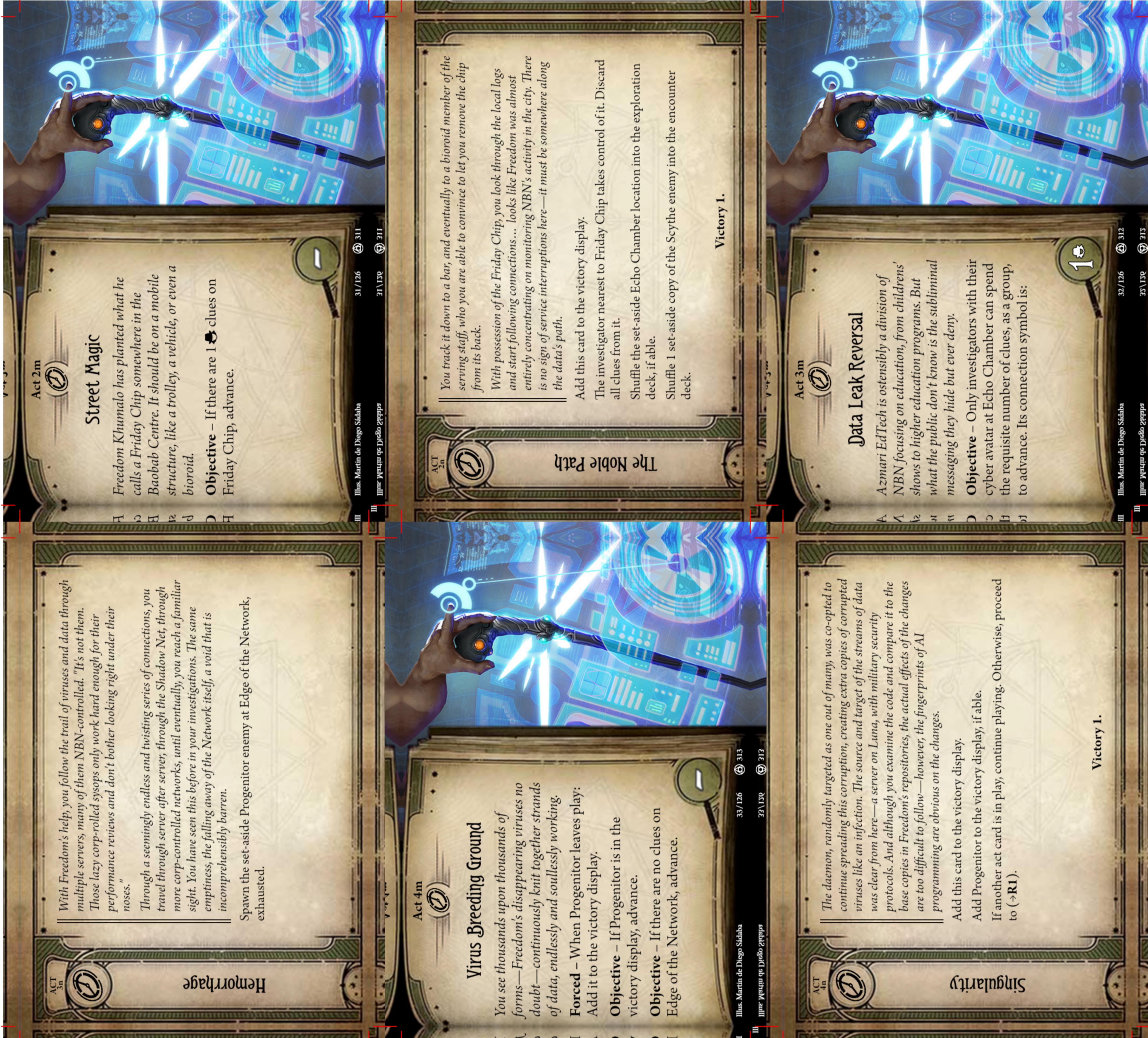
**Forced** – If you are at a Transmission Dish's location: Place 1 of your clues on it.

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

## Hijacked Router

29/126 309  
30/126 309

Illus. Matt Zeilinger  
III Illust. Matt Zeilinger



## 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.

## New Angeles

Meatspace. City.

*There's nothing inherently special about New Angeles. It's not that much bigger than Mumbai, not that much richer than SanSan, not even necessarily more important than BosWash. Nothing in the location or resources of New Angeles makes it important—except the Space Elevator.*

## Kampala

Illus. Kirsten Zirngibl

Impressions XtraMigri

34/126

34/130

Illus. Kirsten Zirngibl

Impressions XtraMigri

## Mumbad

LOCATION

LOCATION

1

Meatspace. City.

→: Search your deck for an **Item** asset and draw it. (Group limit once per game.)

*In these days of digital full-sim browsing and widely available nano-assembly, it takes a special kind of crazy person to go shopping in meatspace. There are millions of them.*

## Kampala

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

## Mumbad

Illus. Kirsten Zirngibl

Impressions XtraMigri

35/126

32/130

315

312

LOCATION

LOCATION

1

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.*

*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.*

Illus. Kirsten Zirngibl

Impressions XtraMigri

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⊖

Illus. Zach Graves

Impressions Zach Graves

36/126

36/130

316

Illus. Zach Graves

Impressions Zach Graves

⊕

⊖

B!0  
Rio

B!0  
Rio

1 2 3 4 5 6 7 8 9 10  
Lakshmi Data Center

4

LOCATION

1\*

Meatspace. City.

→: Search your deck for an event and draw it.  
(Group limit once per game.)

The megacorps deny that android immigration is a problem; their products undergo extensive quality assurance that minimizes obedience issues. Nevertheless, corporate private security forces are sometimes spotted along the border.

The Order of Sol possesses an unprecedented level of power in Brazil, and its mission to protect human rights extends even to androids, whom it holds to be human beings. Jinteki and Haas-Bioroid are prohibited from selling clones and bioroids within the country's borders, and androids are emancipated upon crossing the border.

3

LOCATION

1\*

Meatspace.

**Forced** – When you investigate Lakshmi Data Center: It gets +1 shroud for this investigation for each action you have remaining (not including this one).

Employees roam the corridors, mostly ignoring you, but the bioroid workers register curiosity at your presence.

Illus. Kira L. Nguyen

IIIlus. Kira L. Nguyen

37 / 126

38 / 138

Illus. Kira L. Nguyen

IIIlus. Kira L. Nguyen

317

318

Illus. Ed Mattinian

IIIlus. Ed Mattinian

38 / 126

38 / 138

Tech Incubator

Order of Sol General Assembly

Order of Sol Hall

LOCATION

Meatspace.

The gates are secure to intruders. You cannot enter Tech Incubator.

High walls and constant security patrols protect the secrets that lay within the Haas-Bioroid tech incubator, keeping the public out, and the money in.

LOCATION

Meatspace.

**Forced** – After you reveal a chaos token while investigating Order of Sol General Assembly, if your modified skill value for this test is 0: Ready Sister Janaína. She attacks you (regardless of location).

Illus. Greg Semkow

IIIlus. Greg Semkow

Ⓐ

Ⓑ

Illus. Henning Ludvigsen

IIIlus. Henning Ludvigsen

39 / 126

38 / 138

Illus. Henning Ludvigsen

IIIlus. Henning Ludvigsen

Ⓐ

Ⓑ

There have been several attempts to create a "world church," uniting all human faiths into a single, harmonious whole. The irony, of course, is that each new "world church" is another schism in humanity's shared religious experience.

## Dorm Room

### Meatspace.

While an investigator in Dorm Room is performing a skill test, spend 1 clue: That investigator gets +2 skill value for this test.

Plastic cups and leftover food litter the dorm. One of the public terminals is still left logged in, with a hot cup of YucaBean next to it.

## Argus Server Vault

### Meatspace.

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

## Dorm Room

### Meatspace.

"Universities are just factories, making corporate drones for the machine. Some CS departments are cool though."

—g0oru

## Argus Server Vault

### Meatspace.

- Move your cyber avatar to Solitude.
- If your cyber avatar is in Solitude: Move your cyber avatar to Edge of the Network.

The Argus employees mostly keep to themselves and few interrupt their work to bother you.

## Mumba Temple

### 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. Henning Ludvigsen  
Illustration: Henning Ludvigsen



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Illus. Yog Joshi  
Illustration: Yog Joshi





### Obscure Trail

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.

### 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.

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### Obscure Trail

Cyberspace. Decoherent.

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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.

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Illus. Adam S. Doyle

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Illus. Liiga Smilshkalne

48/126 326

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Illus. Adam S. Doyle

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