





## 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  
Иллюстрация Кирстен Зирнгиль10/63 Ⓛ 413  
10\Q3 Ⓛ 413

Earth Megacity

## New Angeles

LOCATION

4

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  
Иллюстрация Кирстен Зирнгиль

Ⓐ Ⓛ

SanSan

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.

Illus. Adam Schumpert  
Иллюстрация Адам Шумпарт

Ⓐ Ⓛ

Bio

Rio

Illus. Ed Mattinian (edited)  
Иллюстрация Эд Маттиниан (редактировано)12/63 Ⓛ 415  
12\Q3 Ⓛ 415

Earth Megacity

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  
Иллюстрация Кира Л. Нгуен13/63 Ⓛ 416  
13\Q3 Ⓛ 416

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.

## BosWash

LOCATION

4

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  
Иллюстрация Эмилио Родригес11/63 Ⓛ 414  
11\Q3 Ⓛ 414

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  
Иллюстрация Адам Шумпарт

Ⓐ Ⓛ

Bio

Shanghai

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.



## Hearbeat

2

LOCATION

0

Cyberspace. Luna. Extradimensional.

Hearbeat cannot be disconnected.

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

## Hearbeat

LOCATION

Cyberspace. Luna. Extradimensional.

"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

Illus. Thomas Williams (edited)

19/63 422

Illus. Thomas Williams (edited)

18/63 423

## Edge of the Network

LOCATION

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.

## Edge of the Network

2

LOCATION

0

Cyberspace. Void.

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.

## Hades

Illus. Thomas Williams (edited)

423

Illus. Thomas Williams (edited)

423

## Hades

3

LOCATION

1 ⚡

Cyberspace. 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."

## Garden of Eden

Illus. Scott Uminga

423

Illus. Scott Uminga

423

## 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

21/63 426

Illus. Seage

## Edge of the Network

LOCATION

0

Cyberspace. Void.

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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.

## Unexplored Server

Illus. Scott Uminga

20/63 423

Illus. Scott Uminga

20/63 423

## 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.

## Unexplored Server

Illus. Seage

424

Illus. Seage

424

## Unexplored Server

LOCATION

Cyberspace.

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## Avalon

Illus. Adam S. Doyle

425

Illus. Adam S. Doyle

425

## Avalon

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."

## Unexplored Server

LOCATION

Cyberspace.

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## Prison of Memories

LOCATION

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

25/63 Ⓛ 428

25/63 Ⓛ 428

## Unexplored Server

LOCATION

Cyberspace.

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## 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

24/63 Ⓛ 427

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Cyberspace.

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LOCATION

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## 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

LOCATION

Cyberspace.

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Illus. Adam S. Doyle

26/63 Ⓛ 429

26/63 Ⓛ 429

## 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

27/63 Ⓛ 430

27/63 Ⓛ 430

Illus. Adam S. Doyle

26/63 Ⓛ 429

26/63 Ⓛ 429