



## Window of Opportunity

"Our objectives are to find the source of the corruption. Whatever we can learn about its location, creator, method. I smell something dangerous and it's making me nervous."

► If you are at Aurora's location: **Parley**.  
Test **•** or **•** (3). If you succeed, place 1 clue on Aurora (*from the token pool*).  
**Objective** – If there are 1 **•** clues on Aurora, advance.

## The Dispossessed Ristic

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 Zhou Mengxu 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:



## Counter Surveillance

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.

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



## 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 Haas-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:



## The Wunderkind

Someone who runs in Nasir's circles, a fellow runner going by Chaos Theory is looking for some help in meatspace. She claims to be triangulating an alien signal, and Nasir thinks it could be a lead. She says she's "borrowed" some transmission dishes, and all that's left to do is some manual calibration.

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

**Objective** – If Transmission Dish has 1 **•** clues on it, you may advance.

## Rigging Up

The density of Mumbad obscures the actual location of the dish, despite Chaos Theory's coordinates.

Investigators with their meat body at Mumbad spend 1 **•** clues, as a group: Put the set-aside Mumba Temple location into play.

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

**Objective** – If there are 2 Transmission Dishes in play, each with 1 **•** clues on it, you may advance.

SUBNET 000.101.034.77X PORT:35021  
<ChA05.Th30ry> aww looks like it might not be aliens. the second dish narrows it down to a line that goes through luna. its just coming from luna isn't it ;\_;  
< Nasir> There's still a chance, right? And you're still having fun so it won't have been a waste of time. You taught me that: the key to a good run is simply to have fun.  
<ChA05.Th30ry> yeeeeaaaaahhhh! ok! so the last one... i dont know i lost connection to it somehow? someones being rude

Add this card to the victory display.  
Shuffle the set-aside Masvingo location into the exploration deck, if able.

If the Masvingo location is in play and revealed, spawn the set-aside Cybertrooper Talon enemy there.

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

Victory 1.

## The Glass Act

ACT 3j

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 two 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.

Victory 1.

## Empitied Mind

ACT 4h

You hijack one of the technical writers and set it to work scanning for details on this moon invasion. Hours pass as it 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 Skorpios Defense Systems was interested in.

Put 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).

Victory 1.

SUBNET 000.101.034.77X PORT:35021  
<ChA05.Th30ry> cool its working now. dinos reading the signals they're coming in clear. this is so cool, just like in those old tv shows!! thanks nasir!  
< Nasir> Glad to hear it. Where next?  
<ChA05.Th30ry> i dont know what happened to my second dish-it took ages to find one in the right place but its gone quiet... one sec sending you the coordinates...

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.

Victory 1.

## Spot the Prey

ACT 2j

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 flies 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.

Victory 1.

## Network Exchange

ACT 2i

<ChA05.Th30ry> aww looks like it might not be aliens. the second dish narrows it down to a line that goes through luna. its just coming from luna isn't it ;\_;  
< Nasir> There's still a chance, right? And you're still having fun so it won't have been a waste of time. You taught me that: the key to a good run is simply to have fun.  
<ChA05.Th30ry> yeeeeaaaaahhhh! ok! so the last one... i dont know i lost connection to it somehow? someones being rude

Add this card to the victory display.  
Shuffle the set-aside Masvingo location into the exploration deck, if able.

If the Masvingo location is in play and revealed, spawn the set-aside Cybertrooper Talon enemy there.

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

Victory 1.

## Deep Thought

ACT 1i

SUBNET 000.101.034.77X PORT:35021  
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< Nasir> Glad to hear it. Where next?  
<ChA05.Th30ry> i dont know what happened to my second dish-it took ages to find one in the right place but its gone quiet... one sec sending you the coordinates...

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.

Victory 1.

## Sneakdoor

ACT 4j

"I've seen something like this before. I was riffling through some Haas-Bioroid servers and found out about some plans for a military general AI that got scrapped. Couldn't find a buyer for the data but if it's escaping, it could be a bit of a different market...  
A follow-up message arrives a few minutes later. "You can keep it, by the way."

Add this card to the victory display.

The investigator nearest to Aurora takes control of it. Discard all clues from it.  
If another act card is in play, continue playing. Otherwise, proceed to (→R1).

Victory 1.

## Demolition Run

ACT 2h

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.

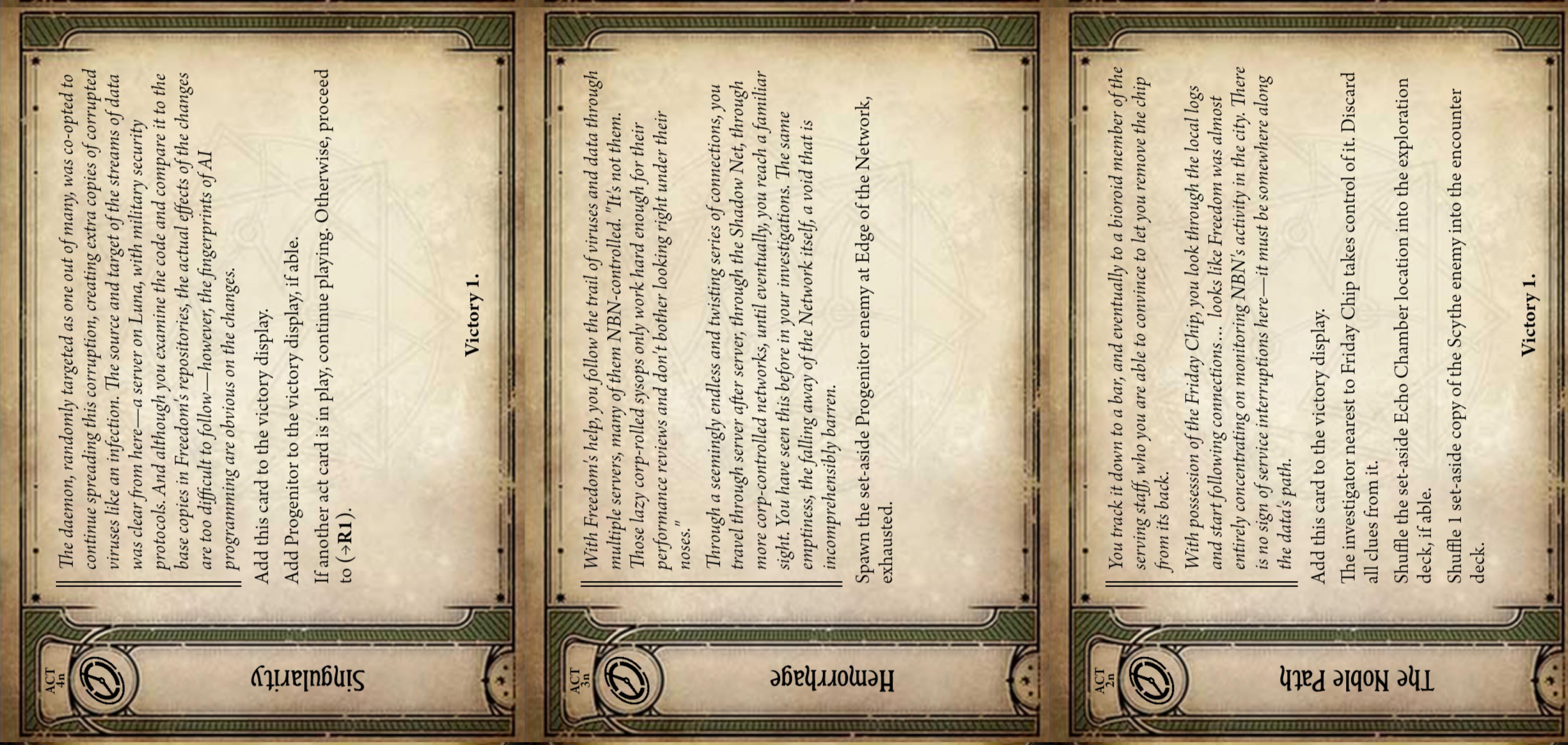
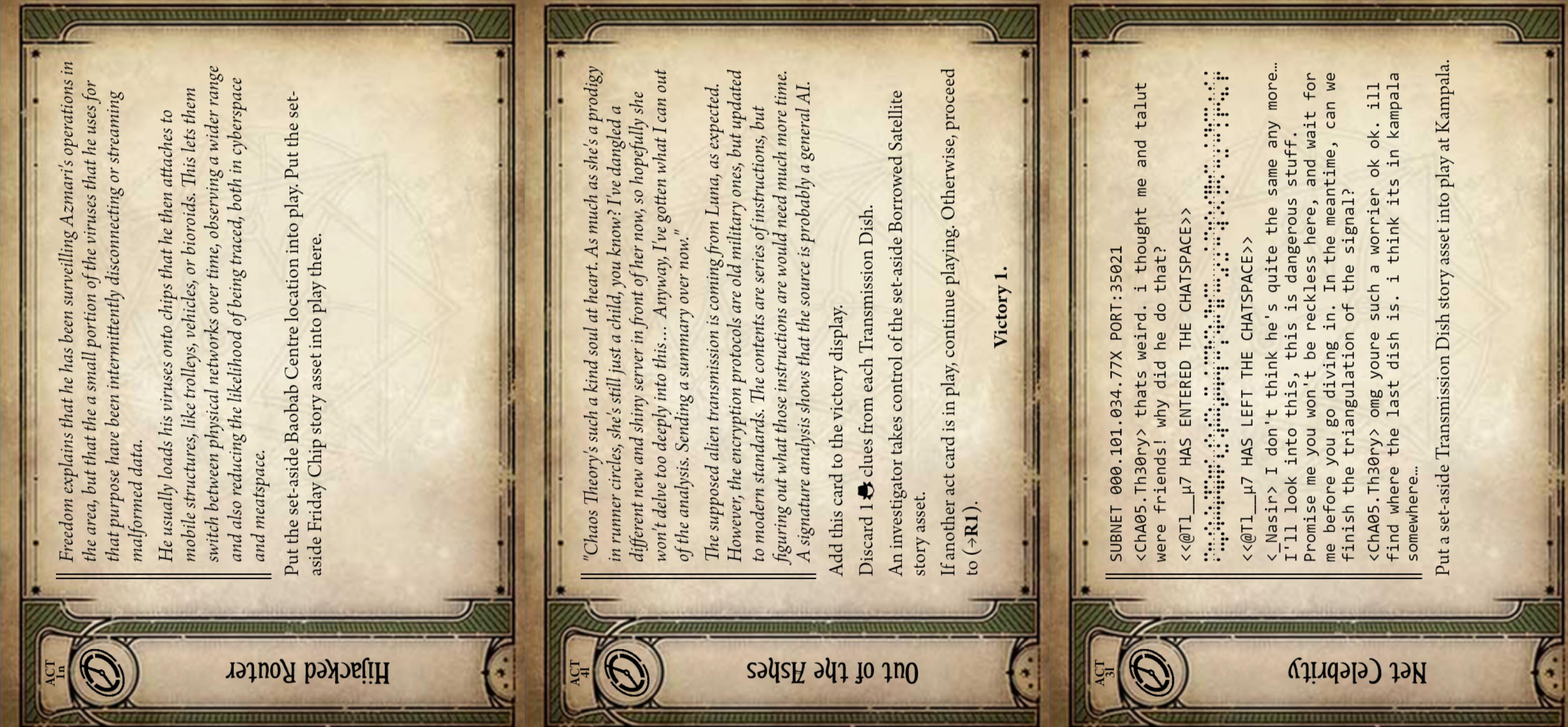
Shuffle the set-aside Scapenet location into the exploration deck, if able.

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.

Victory 1.





Rio



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.

Illus. Kira L. Nguyen

37/126

317

Dorm Room



3

LOCATION

2\*

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.

Illus. Lucas Durham

40/126

320

Baobab Centre



3

LOCATION

1\*

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

43/126

323

Lakshmi Data Center



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. Ed Mattinian

38/126

318

Argus Server Vault



4

LOCATION

1\*

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.

Illus. Henning Ludvigsen

41/126

321

Obscure Trail



2

LOCATION

3

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

44/126

324

Order of Sol General Assembly



1\*

LOCATION

1\*

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. Henning Ludvigsen

39/126

319

Mumba Temple



4

LOCATION

1\*

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

42/126

322

Obscure Trail



2

LOCATION

3

Cyberspace. Decoherent.

⚡: Place 1 of your clues here.

A great many of these networks are corp-controlled and isolated, while others are created by private individuals for both legal and illegal purposes. One such illicit network is the Shadow Net, although its existence is invisible to most of the world's population.

## Order of Sol Hall

## Tech Incubator

## Rio

### LOCATION

**Meatspace.**

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.

Illus. Henning Kudvigsen

### Mumba Temple

### LOCATION

**Meatspace.**

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. Greg Semkow

### Argus Server Vault

### LOCATION

**Meatspace.**

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

Illus. Kira L. Nguyen

### Dorm Room

### LOCATION

**Meatspace.**

"Universities are just factories, making corporate drones for the machine. Some CS departments are cool though."  
—g0oru

Illus. Yog Joshi

### 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. Henning Ludvigsen

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Illus. Lucas Durham

### 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. Adam S. Doyle

Illus. Adam S. Doyle

Illus. Yog Joshi

# Obscure Trail

# Obscure Trail

# 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

Disintegrating Bridge



LOCATION  
4

**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."



Illus. Scott Uminga

49 / 126



329

Disunity



LOCATION  
3

**Cyberspace.**

**Forced** – After Disunity is revealed, if act 4a is in play: Put the set-aside Randolph Carter (*Do Androids Dream?*) into play here.

→ Test ♦ or ♠ (4). If you succeed, place 1 clue (from the token pool) on Randolph Carter (*Do Androids Dream?*).

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.



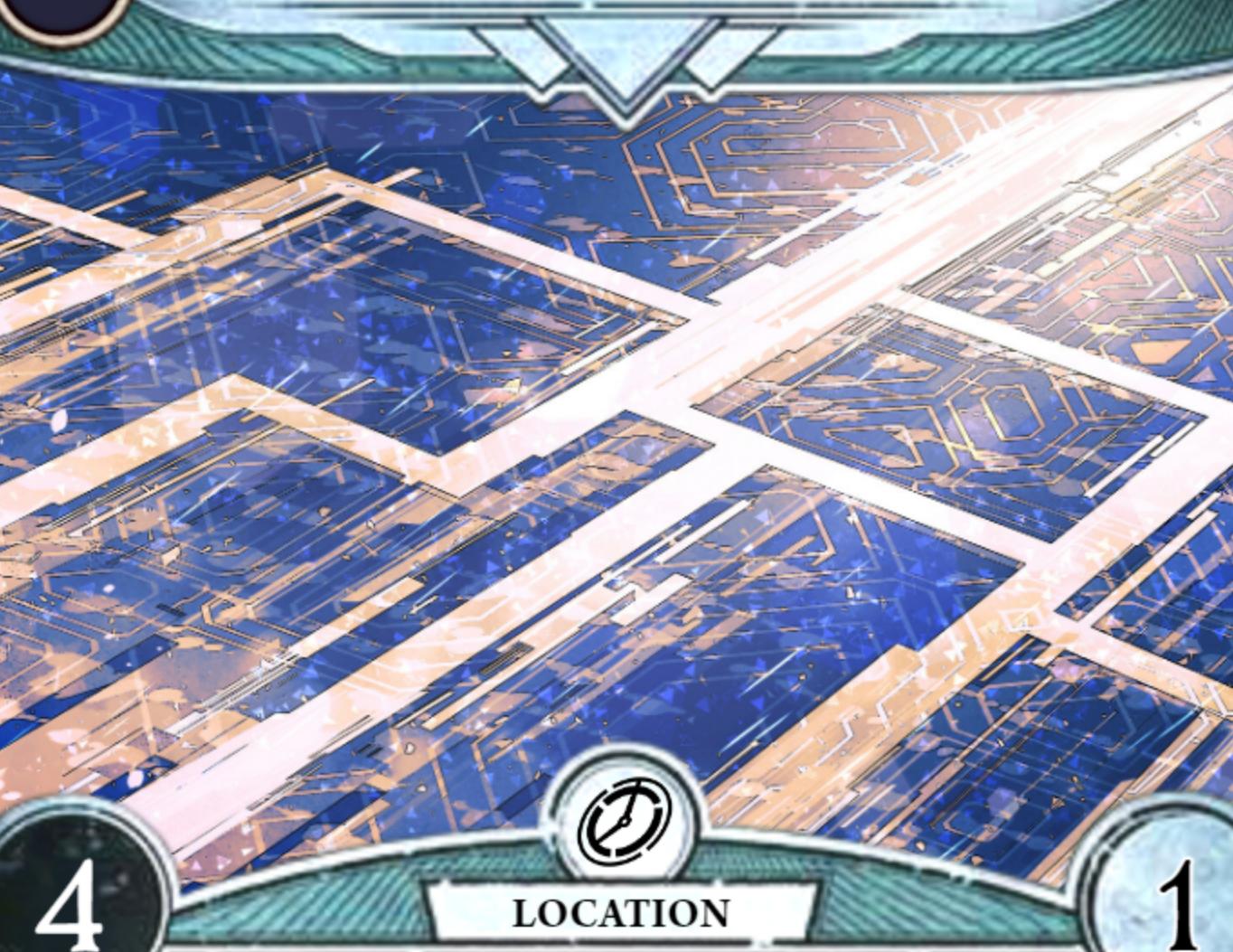
Illus. Liiga Smilshkalne

47 / 126



327

Disintegrating Bridge



LOCATION  
4

**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."



Illus. Scott Uminga

49 / 126



329

Disunity



LOCATION  
3

**Cyberspace.**

**Forced** – After Disunity is revealed, if act 4a is in play: Put the set-aside Randolph Carter (*Awakening Consciousness*) into play here.

→ Test ♦ or ♠ (4). If you succeed, place 1 clue (from the token pool) on Randolph Carter (*Awakening Consciousness*).

2

LOCATION

3

**Cyberspace. Decoherent.**  
⚡: Place 1 of your clues here.

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.



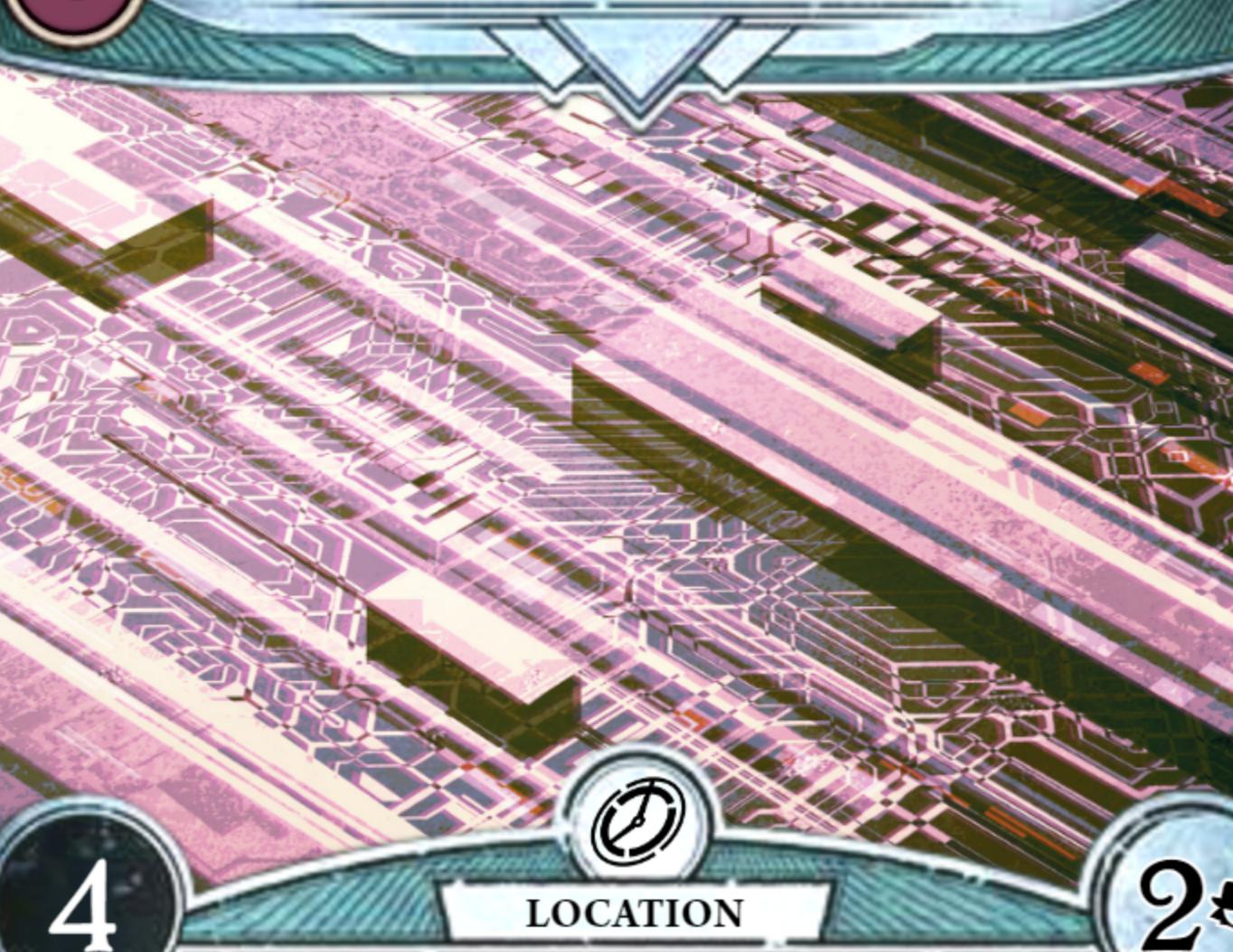
Illus. Liiga Smilshkalne

48 / 126



328

Scapenet



LOCATION  
2

**Cyberspace.**

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



Illus. Zoe Cohen

51 / 126



330

Chakana



LOCATION  
4

**Cyberspace.**

→ After you discover the last clue from Chakana: Each investigator takes 2 damage and 2 horror. Remove 1 doom from the current agenda.

"What if this ice wants to be free?"  
—Rielle "Kit" Peddler

Illus. Liiga Smilshkalne

52 / 126



331



Illus. Liiga Smilshkalne

53 / 126



332

Illus. Eko Puteh (Edited)

54 / 126



333

# Unexplored Server

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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

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## Echo Chamber



5

LOCATION

3\*

Cyberspace.

➡ ➡ ➡ Take 2 horror: Discover 3 clues from Echo Chamber.

"Capitalism runs on two things: amplified arrogance and censored dissent. With those, a corp can create any environment it wants."

—Freedom Khumalo

Illus. Donald Crank

55/126 ⚒ 334

Solitude



3

LOCATION

1\*

Cyberspace.

You cannot discover clues from Solitude unless your meat body is in Argus Server Vault. Enemies cannot spawn here.

Illus. Zoe Cohen

58/126 ⚒ 337

Brain-Machine Interface

Restoring Integrity



Console.

Permanent.

⚡ During your turn, except during an action or skill test, exhaust Brain-Machine Interface: Switch from meatspace to cyberspace or vice versa.

➡ ➡ ➡: Look at your corrupted cards and shuffle one of them into your deck.

## Rumor Mill



4

LOCATION

1\*

Cyberspace.

**Forced** – After Rumor Mill is revealed: Put the set-aside Princess Space Kitten asset into play here.

*"Did you ever notice how everything goes in cycles? The stuff that's cool now was cool before. That's why I keep copies of everything!"*  
—Princess Space Kitten

Illus. Mariusz Siergiejew

56/126 ⚒ 335

Synchronizer



3

LOCATION

1\*

Cyberspace.

**Forced** – After you discover the last clue from Synchronizer: You must either corrupt 2 non-weakness cards in your hand or draw 10 cards.

*Flooding a system with synchronized request messages makes it unresponsive to legitimate requests.*

Illus. Alexandr Elichev

59/126 ⚒ 338

Brain-Machine Interface

Restoring Integrity



Console.

Permanent.

⚡ During your turn, except during an action or skill test, exhaust Brain-Machine Interface: Switch from meatspace to cyberspace or vice versa.

➡ ➡ ➡: Look at your corrupted cards and shuffle one of them into your deck.

## Masvingo



2

LOCATION

2\*

Cyberspace.

**Forced** – After you successfully investigate Masvingo: Place 1 resource on Masvingo (*from the token pool*).

Masvingo gets +1 shroud for each resource on it.

Illus. Scott Uminga

57/126 ⚒ 336

Brain-Machine Interface

Restoring Integrity



Console.

Permanent.

⚡ During your turn, except during an action or skill test, exhaust Brain-Machine Interface: Switch from meatspace to cyberspace or vice versa.

➡ ➡ ➡: Look at your corrupted cards and shuffle one of them into your deck.

Illus. Smirtouille

60/126 ⚒ 339

Brain-Machine Interface

Restoring Integrity



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Illus. Smirtouille

60/126 ⚒ 339

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60/126 ⚒ 339

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Illus. Adam S. Doyle

Illus. Zoe Cohen

## Solitude

LOCATION

Cyberspace.

"I asked for ice as impenetrable as a wall. I can't decide if someone down in R&D has a warped sense of humor or just a very literal mind."

—Liz Campbell, VP Project Security