

Architects of Tomorrow

EASY / STANDARD

- 1. This token gets an additional -2 for each  token on the scenario reference card.
 - 2. If you fail, your maximum hand size is reduced by 1 this game.
(Place a horror token on your deck as a reminder.)
 - 3. If you fail, gain 2 tags.
 - 4. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

Peak Efficiency

Your time here is coming to a close, and despite the efforts of your associates to let you investigate unimpeded, the bioroid staff members are more frequently offering aid or reminders of the end of your visit.

Cyberspace locations are connected to each location adjacent to it.

Archived Memories 1.0

"The nerds won't tell me what the alterations actually are, so we're going to have to do some reverse channelling. There should be brainmapping nodes set up on our internal network—I'll get the nerds to help you with any spare moments they get. Just don't tell them what it's for."

Player effects cannot damage or cause Fairchild 1.0 to leave play.

Reveal 3 tokens for a calibration test.

Objective – Reveal at least one of the , , or  symbols during a calibration test.

Archived Memories 2.0

You have uncovered that Director Haas has issued new directives in the last few weeks. Could this be related to the 23 Seconds? It seems Isabel is convinced of its importance.

Player effects cannot damage or cause
Fairchild 2.0 to leave play.

Objective – Reveal at least , ,  during a calibration test.

Sprint

The floor layout is straightforward like the rest of the Haas Arcology, but because it is a floor dedicated to housing meetings rooms and laboratories, there are many, many unmarked doors. Where is yours?

Objective – Make it to your meeting with Director Haas in time. At the end of the round, if each undefeated investigator is in Manta Meeting Room,

Big Deal

Director Haas has a legendary reputation for expecting nothing short of absolute precision and perfection, and does not suffer lightly fools who fall short. It would not put you in good light if you were late.

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Forced – When this agenda advances: Many all doom on it to the point where

Forced – When this agenda advances:
Move all doom on it to the next agenda.

Security Through Vigilance

You notice next to no security personnel on this floor, despite its apparent importance to Haas-Bioroid. However, as you investigate, you feel the familiar sensation of being observed at all times. Every time a bioroid walks past, you swear it slows down and watches you when your back is turned.

Cyberspace locations are connected to each location adjacent to it.

Friends in High Places

Isabel McGuire is a faintly familiar name: a part of the higher levels of Haas-Bioroid management. What does she want to talk about? It seems on the surface that she has intentions contrary to kicking you out.

Objective – If each undefeated investigator is at the Hologolf Course, advance.

Archived Memories 3.0

You were investigating the murder of three Human First members when you met Floyd 2X3A7C, a bioroid trialling as a detective at the NAPD. It was the first time you have ever noticed a bioroid obviously dodging questions—notably when the possibility was raised of a bioroid being the murderer.



Neuromedical Lab



LOCATION

Meatspace.

During the neural conditioning phase, each bioroid AI is programmed with a set of descending directives that prescribe and proscribe its behaviour at the most fundamental level. These directives are present in all models and are unable to be changed.

Corridor



LOCATION

Meatspace.

The company that would become Haas-Bioroid was founded by Jürgen Haas and his brothers over a hundred years ago as Haas-Industrie, a robotics and heavy manufacturing business supplying numerous EU nations with heavy-duty construction equipment.

You turn around and find you are back in the Haas-Bioroid labs. Checking your cyberspace location, you are still in the servers you were in before also. The bioroids continue their tasks. You shake it off and continue with your business before you attract attention.
Mark 1 assimilation in your Campaign Log. (Max once per game.)

Illus. Emilio Rodriguez
Illustration by Emilio Rodriguez

Hologolf Course

Hologolf Course

LOCATION

Meatspace.

As an additional cost to enter Hologolf Course, investigators at your meatspace location must spend 1 ⚡ clues, as a group.

The most commonly played games are not played on a virt screen or in a VR rig but instead are usually holographic projections or digital overlays

Rapid Prototyping Lab

Rapid Prototyping Lab

LOCATION

Meatspace.

The actual construction of a bioroid begins with a series of braintapes, or digital models of the human mind.

Each braintape is unique, and Haas-Bioroid's computational neuroscientists distill and synthesize the desired skill sets and personalities from each in a process called neural channelling.

Manta Meeting Room

Manta Meeting Room

LOCATION

Meatspace.

As an additional cost to enter Manta Meeting Room, investigators at your meatspace location must spend 1 ⚡ clues, as a group.

Close to the coast, Manta is dominated by the luxury tourism of its beaches and resorts.

Unexplored Server

Unexplored Server

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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.

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היכל מוירטואלי Helheim Image



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TREACHERY

Tyr's Hand

Power.

Revelation – Test (4). If you fail, move your meat body to the revealed meatspace location with the fewest clues and move your cyber avatar to the revealed cyberspace location with the fewest clues.

Strength in the palm of your hand.

Illus. John Derek Murphy
Иллюстрация Джон Дерек Мурфи

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