

# 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.

**All-nighter**  
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

1/126  
1/139  
281  
④ ⑤

Agenda 3a



Agenda 4a



Hu Revoir

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.

(Hint—The game will not necessarily end when this agenda advances... but the integrity of cyberspace will continue to degrade.)

3

1/126  
1/139  
285  
④ ⑤

Act 1a



Data and Destiny

When you interviewed The Professor and Adam, the bioroid mentioned rumors of a special brain-tearing warehouse on the moon. The Professor states the rumors are in fact true, and that he has managed to trace a signal between the warehouse and a Hause-Bioroid tech incubator in Mumbai.

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

2\*



6/126  
6/139  
286  
④ ⑤

Agenda 1a



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

1/126  
1/139  
282  
④ ⑤

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

3/126  
3/139  
283  
④ ⑤

Illus. Kirsten Zengelbl

Illus. Kristen Zengelbl

Illus. Kristen Zengelbl

ACT 1<sup>th</sup>  
NEXT Bronze  
After combing through records at Mumbad's city hall, making information inquiries into Haas-Bioroid's subsidiaries and holdings, and some old-fashioned legwork, you discover the name and location of the tech startup, Lakshmi Smartfabrics—obviously not a textile research group, but a font company.

Put the set-aside Tech Incubator location into play.

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

AGENDA 2<sup>th</sup>  
Neurostasis

You gaze out of a window, at the skyscrapers and arcologies that pierce the skyline like knives threatening the heavens. Your mind wonders. 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.

AGENDA 3<sup>th</sup>  
Wall of Static  
The colors are too bright now, but pockmarked with holes in your vision, burning away in smoke. Each time you jack into the Net, they grow. Each time you jack out of the Net, they follow you. You look for them in meatspace but they hide. They are there. They are there. They are there. They are there.

△ (This agenda is slightly different to the previous ones. Make sure you include damage/horror on the scenario reference card.)

For each damage on the scenario reference card and the current acts, each investigator takes 1 damage. For each horror on the scenario reference card and the current acts, each investigator takes 1 horror.

For each current act and the scenario reference card, place 1 damage or horror on it.

Flip this agenda back over and place 1 doom on it.

AGENDA 4<sup>th</sup>  
Brainstorm  
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.

AGENDA 5<sup>th</sup>  
The Cyber Explorer  
HARD / EXPERT

The colors are too bright now, but pockmarked with holes in your vision, burning away in smoke. Each time you jack into the Net, they grow. Each time you jack out of the Net, they follow you. You look for them in meatspace but they hide. They are there. They are there. They are there. They are there.

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.

Brainstorm

- 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.

## Creation and Control

Akiko spoke of the psychic connection she has to all other clones, and explained what she sensed from the liberated clones in Brazil—of their freedom being corrupted through whispers in their original programming.

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

2\*

## Social Engineering

The rumors of cult activity all swirl around Sister Janaina. She won't know the source herself, but uncovering which clone she is from and her conditioning script would be the next steps in the trail.

**Forced** – When Sister Janaina leaves play: Add her to the victory display.

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

**Objective** – If there are no clues on Order of Sol General Assembly, investigators with their meat body there may spend 1\* clues, as a group, to advance.

## Activation Command

Without jurisdiction here, your credentials will not let you pass through. Although the way forward is blocked for now, nothing is truly inaccessible.

**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:

1\*

Act 2a



Act 2c



Act 3a



Act 4a



Act 3c



Act 4c



Act 5a



Act 5c



Act 6a



Act 6c



Act 7a



Act 7c



Act 8a



Act 8c



Act 9a



Act 9c



Act 10a



Act 10c



Act 11a



Act 11c



Act 12a



Act 12c



Act 13a



Act 13c



Act 14a



Act 14c



Act 15a



Act 15c



Act 16a



Act 16c



Act 17a



Act 17c



Act 18a



Act 18c



Act 19a



Act 19c



Act 20a



Act 20c



Act 21a



Act 21c



Act 22a



Act 22c



Act 23a



Act 23c



Act 24a



Act 24c



Act 25a



Act 25c



Act 26a



Act 26c



Act 27a



Act 27c



Act 28a



Act 28c



Act 29a



Act 29c



Act 30a



Act 30c



Act 31a



Act 31c



Act 32a



Act 32c



Act 33a



Act 33c



Act 34a



Act 34c



Act 35a



Act 35c



Act 36a



Act 36c



Act 37a



Act 37c



Act 38a



Act 38c



Act 39a



Act 39c



Act 40a



Act 40c



Act 41a



Act 41c



Act 42a



Act 42c



Act 43a



Act 43c



Act 44a



Act 44c



Act 45a



Act 45c



Act 46a



Act 46c



Act 47a



Act 47c



Act 48a



Act 48c



Act 49a



Act 49c



Act 50a



Act 50c



Act 51a



Act 51c



Act 52a



Act 52c



Act 53a



Act 53c



Act 54a



Act 54c



Act 55a



Act 55c



Act 56a



Act 56c



Act 57a



Act 57c



Act 58a



Act 58c



Act 59a



Act 59c



Act 60a



Act 60c



Act 61a



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Act 62a



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Act 73a



Act 73c



Act 74a



Act 74c



Act 75a



Act 75c



Act 76a



Act 76c



Act 77a



Act 77c



Act 78a



Act 78c



Act 79a



Act 79c



Act 80a



Act 80c



Act 81a



Act 81c



Act 82a



## Snitch

She says that her sources were found while trawling through the same NBN servers you were in, but she shares with you the existence of a program she thinks should be capable of reconstructing the posts from the leftover fragments. It's currently in the prototyping stage, being developed by a student in Kampala.

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



## 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: Add it to the victory display.

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



Act 4c



## Crash Space

Inside the dorm, NBN drones are already here, recording and searching for something. Whether or not they are looking for the same thing as you, they will not be happy with your presence.

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

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



Act 4e



## 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:



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Act 1e



## Order and Chaos

Null recounts a memory of a Weyland black ops mission on the moon he was on the planning committee for, and wonders if it is relevant to the current case. It may be a worthy lead.

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



Act 1g



## 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:



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Act 2e



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



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Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



Act 1g



ACT III  
Day Job

There is just too much to sift through on the Network, and after much searching, it is clear that it will be difficult to pin down a location for further details. It is presumably a highly secret agenda and the Weyland Consortium would need to be able to disavow at a moment's notice.

ACT II  
Copycat

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 Seythe enemy into the encounter deck.  
An investigator at Princess Space Kitten's location takes control of the set-aside pPINK! Dress story asset.  
Remove Princess Space Kitten from the game.

### Victory 1.

ACT IV  
Special Order

With the drone gone, you find the student's room and acquire the record reconstructor. Using it, you recover many of the deleted files from NBN's servers.

The source for the blog posts turns out to have been first- and second-hand reports of a research team on Luna. They were brought together by a national military in order to apply experimental Haas-Biomod Braintaping techniques on general AI, but funding was cut before any conclusive results and the base was mothballed and disconnected from the Network.

Add this card to the victory display.  
The investigator nearest to Record Reconstructor takes control of it.

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

ACT II  
Record

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.

### Victory 1.

ACT I  
Deus X

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 (→RI).

ACT I  
No One Home

You see a crowd of students outside the dorm looking around nervously. One of them with pink and purple hair, who you recognise from Princess Space Kitten's description, is being interviewed away from the rest by Azmari staff.

Put the set-aside Dorm Room location into play. Spawn the set-aside Search Drone enemy there, and put the set-aside Record Reconstructor story asset into play there.

### Victory 1.



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

You are unexpectedly invited to a chat-space with Nero and the poster of the bounty. Nero looks pleased. "I put some twoos together, and it appears, detective, 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 uncathed."

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 Synchroizer.

ACT  
3<sup>rd</sup>

## The Glass ACT

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 Skorpions 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.

ACT  
4<sup>th</sup>

## Spot the Prey

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 Skorpions 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).

ACT  
5<sup>th</sup>

## Data Dealer

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 Skorpions 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).

ACT  
6<sup>th</sup>

## Demolition Run

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 Skorpions 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).

ACT  
7<sup>th</sup>

## By Any Means

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.

ACT  
8<sup>th</sup>

## Victory 1.

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 ronnabytes 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.

ACT  
9<sup>th</sup>

## Victory 1.

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.

Add this card to the victory display.

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

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

ACT  
10<sup>th</sup>

## Demolition Run

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.

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.

ACT  
11<sup>th</sup>

## Victory 1.

Loose lips and failure to abide by clear disk 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.

ACT  
12<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
13<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
14<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
15<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
16<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
17<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
18<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
19<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
20<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
21<sup>st</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
22<sup>nd</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
23<sup>rd</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
24<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
25<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
26<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
27<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
28<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
29<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
30<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
31<sup>st</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
32<sup>nd</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
33<sup>rd</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
34<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
35<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
36<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

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).

ACT  
37<sup>th</sup>

## Victory 1.

Technical Writer has been captured and is being held in a secret location. You have to find it.

Find the location and rescue Technical Writer.

Put this card to the victory display.





## Street Magic

A Freedom Klumato 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.

## New Angeles

Act 2m



4

LOCATION

1

: 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

34\126

34\126

314

34\150

314

314

Illus. Kirsten Zirngibl

35\126

315

312

35\126

315

312

312

Illus. Zach Graves

36\126

316

316

36\126

316

316

316

Act 3m



4

LOCATION

1

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

4

LOCATION

Meatspace. City.

1

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

## 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.

## Mumbad

Illus. Martin de Diego Salada

Act 4m



4

LOCATION

1

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.

The daemon, randomly targeted as one out of many, was co-opted to continue spreading this corruption, creating extra copies of corrupted viruses like an infection. The source and target of the streams of data was clear from here—a server on Luna, with military security protocols. And although you examine the code and compare it to the base copies in Freedom's repositories, the actual effects of the changes are too difficult to follow—however, the fingerprints of AI programming are obvious on the changes.

Add this card to the victory display.

Add Progenitor to the victory display, if able.

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

### Victory 1.

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.



### Singularity

Headline  
Mumbad

LOCATION

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.



### Hemorrhage

Headline  
Kampala

LOCATION

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.

You track it down to a bar 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.

### The Noble Path

Headline  
New Angeles

LOCATION

Meatspace, City.



There's nothing inherently special about New Angeles. It's not that much bigger than Mumbad, 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.

Bio

Rio

Lakshmi Data Center

Order of Sol General Assembly

4

LOCATION

1\*

**Meespace. 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.

3

LOCATION

1\*

**Meespace.**

**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.

2

LOCATION

1\*

**Meespace.**

**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 Janaina. She attacks you (*regardless of location*).

Illus. Kirin L. Nguyen  
ILLUSTRATION BY KIRIN L. NGUYEN

37 / 126 Ⓛ 317

21 / 150 Ⓛ 313

**Dorm Room**

Dorm Room



3

LOCATION

2\*

**Meespace.**

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  
ILLUSTRATION BY LUCAS DURHAM

40 / 126 Ⓛ 320

40 / 150 Ⓛ 330

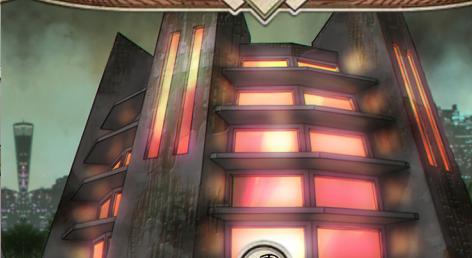
Illus. Ed Mattinian  
ILLUSTRATION BY ED MATTINIAN

38 / 126 Ⓛ 318

21 / 150 Ⓛ 318

**Argus Server Vault**

Argus Server Vault



4

LOCATION

1\*

**Meespace.**

►: 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  
ILLUSTRATION BY HENNING LUDVIGSEN

41 / 126 Ⓛ 321

41 / 150 Ⓛ 331

Illus. Henning Ludvigsen  
ILLUSTRATION BY HENNING LUDVIGSEN

39 / 126 Ⓛ 319

21 / 150 Ⓛ 319

**Mumba Temple**

Mumba Temple



1\*

LOCATION

1\*

**Meespace.**

**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.

# 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 Ludvigsen  
Иллюстрация Геннинг Лудвигсен

ムンバ神殿  
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. Henning Ludvigsen  
Иллюстрация Геннинг Лудвигсен

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.

Illus. Greg Sernikow  
Иллюстрация Грег Серник

アルゴスサーバーライブ  
Argus Server Vault

LOCATION

Meatspace.

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

Illus. Lucas Durham  
Иллюстрация Лукас Дьюрэм

LOCATION

Meatspace. City.

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.

Illus. Kira L. Nguyen  
Иллюстрация Кира Л. Нгуен

ドーム部屋  
Dorm Room

LOCATION

Meatspace.

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

# განვერცხა 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 thredee experience.

Illus. Yog Joshi  
სურათი იოგ ჯოში

43/126 Ⓛ 323  
43\150 Ⓜ 333

## Obscure Trail



**2** LOCATION **3**

►: 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  
სურათი ლიგა სმილშკალნე

46/126 Ⓛ 326  
46\150 Ⓜ 339

# განვერცხა 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  
სურათი ლიგა სმილშკალნე

44/126 Ⓛ 324  
44\150 Ⓜ 334

## Obscure Trail



**2** LOCATION **3**

►: 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  
სურათი ლიგა სმილშკალნე

47/126 Ⓛ 327  
47\150 Ⓜ 331

# განვერცხა 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.

Illus. Liiga Smilshkalne  
სურათი ლიგა სმილშკალნე

45/126 Ⓛ 325  
45\150 Ⓜ 332

## Obscure Trail



**2** LOCATION **3**

►: 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  
სურათი ლიგა სმილშკალნე

48/126 Ⓛ 328  
48\150 Ⓜ 338



## Անհայտապելի շենք Unexplored Server

## Անհայտապելի շենք Unexplored Server

## Բաօբաբ Կենտրոն Baobab Centre

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

## Անհայտապելի շենք Unexplored Server

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ILLUSTRATION BY ADAM S. DOYLE

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ILLUSTRATION BY ADAM S. DOYLE

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Illus. Adam S. Doyle  
ILLUSTRATION BY ADAM S. DOYLE

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. Yoko Yoshi  
ILLUSTRATION BY YOKO YOSHI

## Անհայտապելի շենք Unexplored Server

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Illus. Adam S. Doyle  
ILLUSTRATION BY ADAM S. DOYLE

# Disintegrating Bridge

4

LOCATION

1

## 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  
ILLUSTRATOR

49/126 329  
48/150 330

## Disunity

3

LOCATION

1

## 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?*).

Illus. Liiga Smilshkalne  
ILLUSTRATOR

52/126 331  
23/150 331

# Disintegrating Bridge

4

LOCATION

1

## 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  
ILLUSTRATOR

49/126 329  
48/150 330

## Disunity

3

LOCATION

1

## 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*).

Illus. Liiga Smilshkalne  
ILLUSTRATOR

53/126 332  
23/150 333

# Scabenet

4

LOCATION

2

## 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.

Illus. Zoe Cohen  
ILLUSTRATOR

51/126 330  
21/150 330

## Chakana

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?"  
—Riele "Kit" Peddler

Առաջնային շենք  
Unexplored Server

Առաջնային շենք  
Unexplored Server

Առաջնային շենք  
Unexplored Server

LOCATION

Cyberspace.

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Illus. Adam S. Doyle  
Illustration © 2014 Adam S. Doyle

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Illustration © 2014 Adam S. Doyle

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Illustration © 2014 Adam S. Doyle

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Illustration © 2014 Adam S. Doyle

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Illus. Adam S. Doyle  
Illustration © 2014 Adam S. Doyle

# Էջու Ծրամքէ

## 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  
Illustration by Donald Crank

55 / 126 ⚡ 334  
22 / 150 ⚡ 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  
Illustration by Zoe Cohen

58 / 126 ⚡ 337  
28 / 150 ⚡ 333

# Ցնորտ Ո!լլ

## 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  
Illustration by Mariusz Siergiejew

56 / 126 ⚡ 335  
28 / 150 ⚡ 332

### Synchronizer



3

LOCATION

1\*

Cyberspace.

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

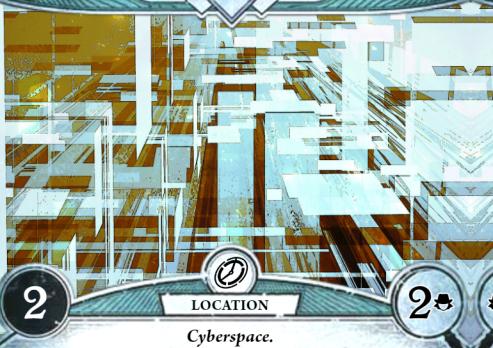
Flooding a system with synchronized request messages makes it unresponsive to legitimate requests.

Illus. Alexandre Elichev  
Illustration by Alexandre Elichev

59 / 126 ⚡ 338  
29 / 150 ⚡ 338

# Մասվինգօ

## 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  
Illustration by Scott Uminga

57 / 126 ⚡ 336  
29 / 150 ⚡ 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.

Առաջայօք Հեղին  
Unexplored Server

Առաջայօք Հեղին  
Unexplored Server

Առաջայօք Հեղին  
Unexplored Server

LOCATION

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Illus. Adam S. Doyle  
ILLUSTRATION BY ADAM S. DOYLE

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ILLUSTRATION BY ADAM S. DOYLE

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Illus. Adam S. Doyle  
ILLUSTRATION BY ADAM S. DOYLE

LOCATION

Solitude

Առաջայօք Հեղին  
Unexplored Server

Cyberspace.

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Illus. Adam S. Doyle  
ILLUSTRATION BY ADAM S. DOYLE

"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

Illus. Zoe Cohen  
ILLUSTRATION BY ZOE COHEN