

Controlling the Message

EASY / STANDARD



-1 for every 4 revealed cyberspace locations.



-2. If you fail, choose a SYNC BRE enemy in the victory display and shuffle it into the encounter deck.



-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.

Agenda 3a

Threat Assessment

Lily is gone, but a SYNC sysop is more immediately problematic. If she calls security downstairs, you might have to deal with their "guest protocols," despite your clearance.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your cyber avatar's location must spend 1 clues, as a group. Locations are connected to each location adjacent to it.

6



SYNC Console

Show the Way

Agenda 3a

Uses (0 cycles).

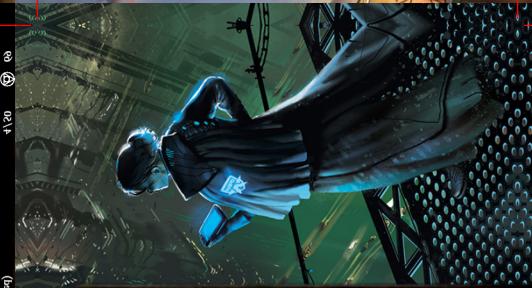
During your turn, if the investigators have "found a copy of Turnpike", spend 1 cycle: Choose an unrevealed location. Reveal it, then look at the revealed side of each location connected to it.

Agenda 1a

Freedom of Information
Your entire body vibrates from the faint hum that permeates the floor and your mouth feels dry in the artificially cold air. You step into the access-restricted basement of NBN's corporate HQ, home of one of NBN's many immense server farms.

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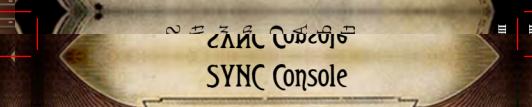
6



Act 1a

Net Analytics
SYNC collects information from all over the Network—there is so much data it would be hopeless to search it all. Are there any nuggets of gold in these cold wastes?

Objective – Explore NBN's servers.
Add as many story cards to the victory display as you can, then get out before they decide you should not be here.



Agenda 2a

24/7 News Cycle

Noises are always trouble, especially when there is an ongoing case. If Lily catches you and tries to interview you, unwanted attention could come your way.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your cyber avatar's location must spend 1 clues, as a group. Locations are connected to each location adjacent to it.

6



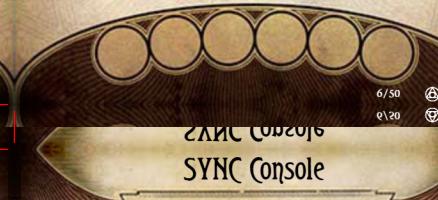
I15 Floor Topps L12 Floor Lobby

LOCATION

Meatspace.

►: Resign. If there are no undefeated investigators remaining, proceed to (**R1**).

You feel your temperature drop as you step from the masses upstairs into the cold, quiet basement corridors.

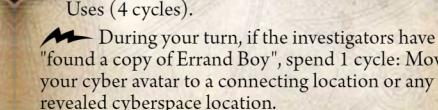


LOCATION

Meatspace.

►: Resign. If there are no undefeated investigators remaining, proceed to (**R1**).

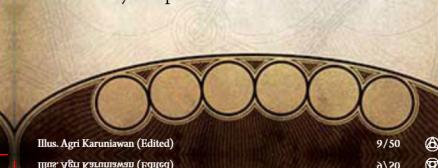
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LOCATION

Meatspace.

►: Resign. If there are no undefeated investigators remaining, proceed to (**R1**).



LOCATION

Meatspace.

►: Resign. If there are no undefeated investigators remaining, proceed to (**R1**).



You hear the faint sound of elevator doors opening and closing, and then a lifting voice hang in the air.

"Ah, Lily, you know I love you to bits, but you have to stop poking around down here. I've told you it's off limits, even to you—especially to you."

Lily's familiar newscaster voice replies, "Arella, what a surprise it is to bump into you! Don't worry, I was just leaning I had a lunch for a moment and simply had to check. We're still on for simsenic night this Thursday, right?"

"Of course. Now, hurry up and leave before we both get in trouble."

Remove Lily Lockwell from the game.

If Victoria Jenkins is helping you, her presence is attracting attention and each investigator gains 1 tag.

AGENDA
2b

Corporate Shuffle



113 Floor Tunnels L12 Floor Lobby



LOCATION

Meatspace. Elevator.

Unlike Haas-Bioroid's synthetic bioroids or Jinteki's organic clones, NBN's flagship is less a tangible product but a service: information. NBN builds the tools that collect the data and supply the content people use to form their opinions, make decisions, and otherwise become more like who or what they want to be.

SYNC Console SYNC Console

Helping Hands



LOCATION

Meatspace. Console.

NetSec works tirelessly to ensure that SYNC's global infrastructure remains protected, monitoring all Network activity for the slightest blip. They send out technicians to deal with any signal disruptions between relays, or they quarantine subnets that are reporting unauthorized activity or instability of any kind.

Somewhere a nosy smelled a scoop down here in this frigid basement, and it had to be Lily Lockwell too. The New Angels Sol is the most respected rag in the city—if something is published there, everybody sits up and pays attention.

Spawn the set-aside Lily Lockwell at L12 Floor Lobby.
If Victoria Jenkins is helping you, her presence is attracting attention and each investigator gains 1 tag.

AGENDA
3b

Independent Journalism



113 Floor Tunnels L12 Floor Lobby



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SYNC Console SYNC Console

Compulsive Tattletale



LOCATION

Meatspace. Console.

NetSec works tirelessly to ensure that SYNC's global infrastructure remains protected, monitoring all Network activity for the slightest blip. They send out technicians to deal with any signal disruptions between relays, or they quarantine subnets that are reporting unauthorized activity or instability of any kind.

The elevator doors open once more but this time a whole crowd of noses streams into the corridor, excitedly chattering to each other, speculating as to what they might find here and the viewer numbers they might achieve. There are so many of them that Arella's shouting can barely be heard above them.

After trying a handful of times to get their attention, she gives up, and you see Arella duck around a corner making a call gesture. Realising the imminent danger of being caught with these reporters, you make for the elevators but, slowed down by having to dodge the journalists, you reach the doors just as they open. A heavily armed SYNC security team steps out, here to "escort" everybody out and delete any confidential information they find.

Controlling the Message

HARD / EXPERT



-1 for every 2 revealed cyberspace locations.



-2. Choose a SYNC BRE in the victory display and shuffle it into the encounter deck.



-3. Gain 2 tags.



-6. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

1/50 66
1/20 00

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Choose a random story card in the victory display and remove it from the game.

(→ RI)

Standard Procedure



SYNC Console SYNC Console

Show the Way



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Meatspace. Console.

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Առաջարկություններ Հետք

Unravelling Server

4

LOCATION

2*

Cyberspace.

Ճ՝ After your cyber avatar enters here: Draw the top card of the leads deck. (Group limit once per game.)

Forced – After you discover the last clue here: Spawn a set-aside SYNC BRE enemy engaged with your cyber avatar.

Victory 1.

Illus. Lili Ibrahim
Առաջարկություններ

Առաջարկություններ Հետք

Unravelling Server

10/50
10/2075
52

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Unravelling Server

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10/2075
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Հասկանական

Gossip Forum

10/50
10/2075
52

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Gossip Forum

10/50
10/2075
52

3

LOCATION

0

Cyberspace.

Ճ՝ After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Compulsive Tattletale*). Remember that the investigators have "found a copy of Charlutan". (Group limit once per game.)

3

LOCATION

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Cyberspace.

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LOCATION

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2

LOCATION

1

Cyberspace.

Ճ՝ After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Helping Hands*). Remember that the investigators have "found a copy of Errand Boy". (Group limit once per game.)

Illus. Liia Smilshkalne
Առաջարկություններ15/50
12/2076
5015/50
12/2076
50Illus. Adam S Doyle
Առաջարկություններ18/50
18/2077
55

Առաջնորդված Հեղուկ

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. Adam S. Doyle
Illustration by Adam S. Doyle

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Ubiquitous Vig

Ubiquitous Vig

Signal Router



Cyberspace.
After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Helping Hands*). Remember that the investigators have "found a copy of Errand Boy". (Group limit once per game.)



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After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Show the Way*). Remember that the investigators have "found a copy of Turnpike". (Group limit once per game.)



Illus. Adam S Doyle
Imp. Yawm 2 Doyle

18/50

77

18/20

11



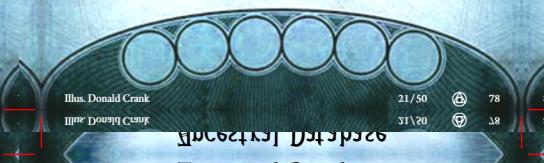
Illus. Adam S Doyle
Imp. Yawm 2 Doyle

18/50

77

18/20

11



Illus. Donald Crank
Imp. Donald Crank

21/50

78

21/20

18



Illus. Adam S Doyle
Imp. Yawm 2 Doyle

4

LOCATION

0

Cyberspace.
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Illus. Adam S Doyle
Imp. Yawm 2 Doyle

4

LOCATION

0

Cyberspace.
After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Show the Way*). Remember that the investigators have "found a copy of Turnpike". (Group limit once per game.)



Uses (1 cycle).

M During your turn, spend 1 cycle: Choose another location and replenish 1 cycle on it. (You cannot replenish above the number of uses it has.)



Illus. Donald Crank
Imp. Donald Crank

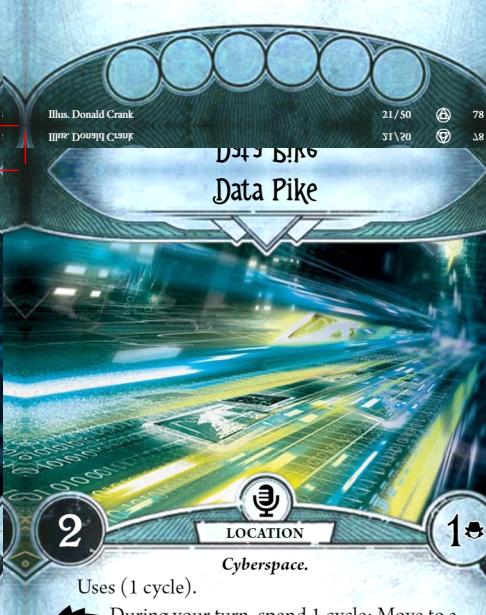
2

LOCATION

1

Uses (1 cycle).

M During your turn, spend 1 cycle: Move to a connecting location.



Illus. Donald Crank
Imp. Donald Crank

2

LOCATION

1

Uses (1 cycle).

M During your turn, spend 1 cycle: Move to a connecting location.



Uses (1 cycle).

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Առաջնորդված Հեղուկ

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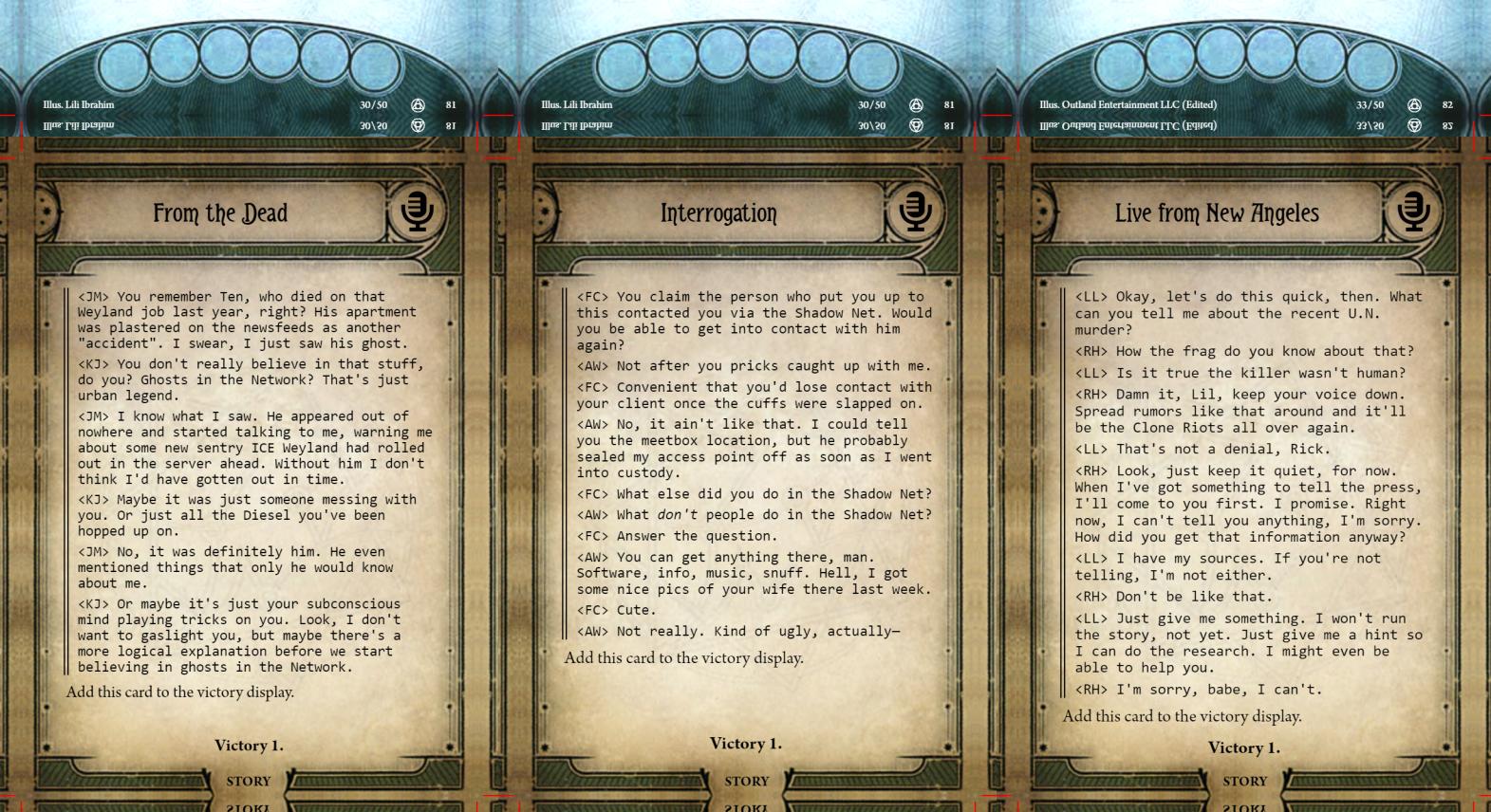
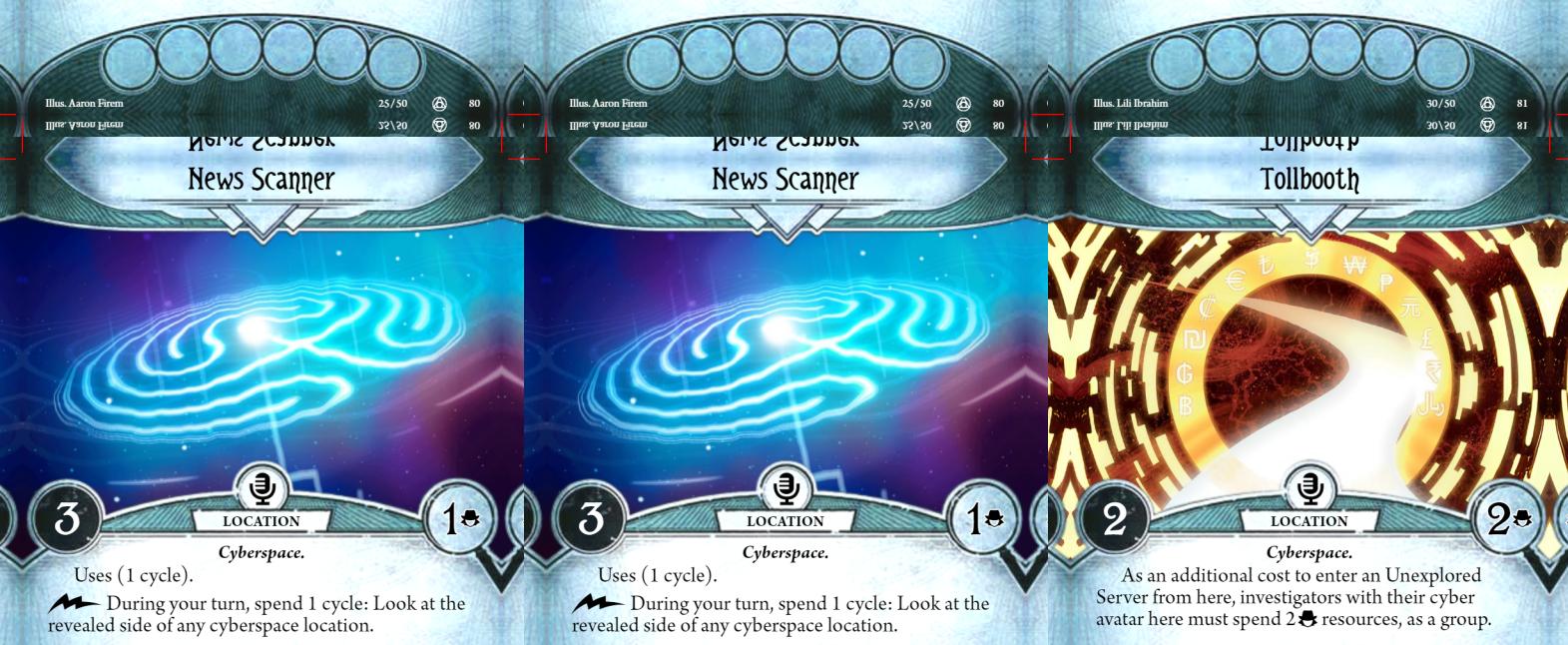
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Առաջնորդված Հեղուկ



Rumormonger



<Guest> Look, it's an AI, but a military one. But it got too smart and the military got scared.

<> What? Like in the threedees? Big scary military AI takes control of everything and wipes us all out?

<Guest> Well, the brass in the military saw those threedees too, and this AI scares them stiff. So what do they do? Rather than destroy, they lock it up, so they don't have to say their project failed.

<> Where did they supposedly put it then?

<Guest> As far away from the world as they can, but that's still not far enough. It's trying to reach out and catch someone's attention, and that'll be when it breaks free.

<> Uh huh...

<Guest> I know, it sounds nuts. Why would I do this to myself if it weren't true?

<> Because you *are* nuts? Actually, you know what, never mind...

Add this card to the victory display.

Victory 1.



Lily Lockwell

3 1 3

Humanoid. Reporter. Civilian. Elite.

Meatspace Spawn.

Hunter.

Forced – At the start of the enemy phase, if Lily Lockwell is ready and engaged: Each investigator gains 2 tags.

Forced – When you defeat Lily Lockwell: Instead, heal all damage from her and automatically evade her. She does not ready during the next upkeep phase.



ENEMY



SYNC BRE

SYNC BRE

3 2 3

Program. Monster.

Cyberspace Spawn.

Hunter.

While you are attacking SYNC BRE, it gets +1 fight for each tag you have.

While you are evading SYNC BRE, it gets +1 evade for each tag you have.

Victory 0.



ENEMY



The Gods



<A> Avalon? The rumored domain of Excalibur? That is highly unlikely. What makes you think you were there?

<N1> I was tracing a rogue signal and it led me to this area of the Net that was completely empty. No data traffic, no nodes, nothing. And then, suddenly, everything changed—the colors, the patterns, the noise. It was like I was in another world. And then I saw it. Excalibur. It was like a column of chaotic images, shifting and changing in ways that shouldn't be possible. I couldn't move, I couldn't do anything as it approached me. And then, when it was about to collide with me, it was gone. I was back in the empty server.

<A> That is unsettling but ultimately is not evidence that you were in Avalon.

<N1> Well, when I got out, I talked to Smoke and described what I saw. She said it sounded the same as other runners who've been there as well. I can't get it out of my head. It was like nothing I've ever experienced.

Add this card to the victory display.

Victory 1.



Arella Salvatore

4 1 2

Humanoid. Sysop. Civilian. Elite.

Meatspace Spawn.

Hunter.

Forced – At the start of the enemy phase, if Arella Salvatore is ready and engaged: Place 1 doom on the current agenda.

Forced – When you defeat Arella Salvatore: Instead, heal all damage from her and automatically evade her. She does not ready during the next upkeep phase.



ENEMY



SYNC BRE

SYNC BRE

3 2 3

Program. Monster.

Cyberspace Spawn.

Hunter.

While you are attacking SYNC BRE, it gets +1 fight for each tag you have.

While you are evading SYNC BRE, it gets +1 evade for each tag you have.

Victory 0.



ENEMY



Victoria Jenkins

CEO, NBN



ASSET



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SYNC BRE

SYNC BRE

3 2 3

Program. Monster.

Cyberspace Spawn.

Hunter.

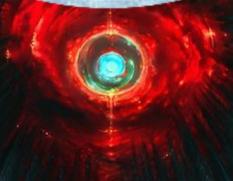
While you are attacking SYNC BRE, it gets +1 fight for each tag you have.

While you are evading SYNC BRE, it gets +1 evade for each tag you have.

Victory 0.



ENEMY



Illus. Liya Smishkina
Программист

42/50 ⚡ 91
45\20 ⚡ 81

Illus. Ed Mattinian
Иллюстрация Эд Маттина

47/50 ⚡ 92
45\20 ⚡ 82

Illus. Ed Mattinian
Иллюстрация Эд Маттина

47/50 ⚡ 92
45\20 ⚡ 82

Universal Connectivity Fee

Scheme.

Revelation – Test ♦ (3). If you fail, you must take 2 horror or move 1 clue from your cyberspace location to the cyberspace location with the highest shroud.

*"It's a small one-time fee, apparently.
Only I've paid it seventeen times."*

Scheme.

Revelation – Test ♦ (3). If you fail, you must take 2 horror or move 1 clue from your cyberspace location to the cyberspace location with the highest shroud.

*"It's a small one-time fee, apparently.
Only I've paid it seventeen times."*

TREACHERY

Universal Connectivity Fee

Scheme.

Revelation – Test ♦ (3). If you fail, you must take 2 horror or move 1 clue from your cyberspace location to the cyberspace location with the highest shroud.

*"It's a small one-time fee, apparently.
Only I've paid it seventeen times."*

Pop-up Window

Hazard.

Revelation – Place 1 of your clues on your cyberspace location unless you take 1 horror. If there are 10 or more cards in the encounter deck, shuffle Pop-up Window into the encounter deck.

*A moment of your time? A moment of your time?
A moment of your—*

Illus. Ed Mattinian
Иллюстрация Эд Маттина

47/50 ⚡ 92
45\20 ⚡ 82

Illus. Christina Davis
Иллюстрация Кристина Дэвис

50/50 ⚡ 93
20\20 ⚡ 83

