

## The Cyber Explorer

HARD / EXPERT



-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.

AGENDA  
2ND

### Neurostasis

You gaze out of a window, at the skyscrapers and arcologies that pierce the skyline like knives threatening the heavens. Your mind wanders. 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  
3RD

### Next Groze

After combing through records at Mumbai'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 front company.

Put the set-aside Tech Incubator location into play.

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

Discard all clues from the copy of Randolph Carter with 1 ♦ clues on him. The investigator nearest to him takes control of him.

If another copy of Randolph Carter is in play, remove that copy from the game.

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

Add this card to the victory display.

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If another copy of Randolph Carter is in play, remove that copy from the game.

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

### Victory 1.

AGENDA  
4TH

### Next Diamond

The bioroid manifests itself in cyberspace as a blond young man, and calls himself Randolph Carter. He explains about his origins on Luna, and of the experiments that he was subject to. It was a part of a program to model certain neural patterns unique to him, as part of a larger effort to improve a strategic command general AI. He tries to remember more details; in an effort to be helpful, but complains of a blankness like half of his memories are just missing.

Add this card to the victory display.

Discard all clues from the copy of Randolph Carter with 1 ♦ clues on him. The investigator nearest to him takes control of him.

If another copy of Randolph Carter is in play, remove that copy from the game.

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

AGENDA  
5TH

### Next Gold

With a false identity as a Haas-Bioroid executive, the employees spill the details. Their moon warehouse suffered a security breach two weeks ago, and some of the sysops have started copying some of the brain tapes into isolated servers hidden in the Shadow Net, for safekeeping.

Shuffle the two set-aside Disunity locations into the exploration deck.

For each damage on the current acts, each investigator takes 1 damage. For each horror on the current acts, each investigator takes 1 horror.

(Δ) 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.

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

AGENDA  
6TH

### Next Silver

You find the incubator's security servers, fabricate some passes, and walk past security with your newly minted clearance. You have done this enough times while on the NAID's payroll that the powers-that-be must be turning a blind eye. The results clearly speak for themselves.

Add this card to the victory display.

Reveal Tech Incubator. Spawn the set-aside Bioroid Workers enemy there.

Shuffle 2 set-aside copies of the Scythe enemy into the encounter deck.

Victory 1.





There is just too much to sift through on the Network, and after much searching, it's 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.

"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 cos were wearing it! xexexe"

Add this card to the victory display.

Shuffle 2 set-aside copies of the Scythe enemy into the encounter deck.

An investigator at Princess Space Kitten's location takes control of the set-aside !PINK! Dress story asset.

Remove Princess Space Kitten from the game.

### Victory 1.

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 sources 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-Bioroid brainwashing 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 ( $\rightarrow$ RI).

### Victory 1.

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.

Add this card to the victory display.  
If another act card is in play, continue playing. Otherwise, proceed to ( $\rightarrow$ RI).

### Copycat

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

### Rebirth

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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 ( $\rightarrow$ RI).

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Add this card to the victory display.  
If another act card is in play, continue playing. Otherwise, proceed to ( $\rightarrow$ RI).

### Special Order

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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.

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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 ( $\rightarrow$ RI).

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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.

Add this card to the victory display.  
If another act card is in play, continue playing. Otherwise, proceed to ( $\rightarrow$ RI).

### Day Job

### Day Job

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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 ( $\rightarrow$ RI).

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Add this card to the victory display.  
If another act card is in play, continue playing. Otherwise, proceed to ( $\rightarrow$ RI).

### No One Home

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There have always been rumors of clones accidentally forming cults around the strange ideas or individuals, or indeed even Jinteki, due to the malleable nature imposed upon them during their conditioning. Jinteki clamps down on any reports of such dissension in the rest of the world, but in Brazil, where they are considered people, gossip is circulating in the newscasts that the Order of Sol is no longer just the humanitarian religion it once was.

Put the set-aside Order of Sol General Assembly location into play. Spawn the set-aside Sister Brunel enemy there.

### Victory 1.



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.

Add 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 ( $\rightarrow$ R1).

### Victory 1.



## Empitled Mind

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 unsathed."

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.



## The Glass Act

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

<cha05.Th3ry> 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.Th3ry> yeeeeaaahhh! ok! so the last one... i dont know i lost connection to it somehow? someone's being rude

Add this card to the victory display.

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

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

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

### Victory 1.



## Network Exchange

SUBNET 000.101.034.77X PORT:35021

<cha05.Th3ry> 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.Th3ry> 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.

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

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

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

### Victory 1.



## Deep Thought

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Add this card to the victory display.

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

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

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

### Victory 1.



## Sneakdoor

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Add this card to the victory display.

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

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

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

### Victory 1.



## Demolition Run

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

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

### Victory 1.



## Data Dealer

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

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

### Victory 1.



## By Any Means

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

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

### Victory 1.



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### False Echo

*She gives you the servers her connection to the final dish goes through. What is blocking it?*

**Forced** – When Mavringo is revealed: Spawn the set-aside Cybertrooper Talut enemy there.

**Forced** – When Cybertrooper Talut leaves play: Add him to the victory display.

**Objective** – If Cybertrooper Talut is in the victory display, advance. He can be found at a cyberspace location with the following connection symbol:



Illus. Matt Zettlinger

26/126 ④ 308

### Act 3k

#### Coalescence

*The corrupted program was concerning, but you now have the last available location of the final transmission dish.*

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

**Objective** – If there are 3 Transmission Dishes in play, each with 1 clue on it, you may advance.

Illus. Matt Zettlinger

26/126 ④ 309

### Act 4k

#### The Crypto-Anarchist

*A friend of Nasir, a man who goes by Freedom Khumalo, has had some of his viruses stop responding to requests. Freedom is a somewhat reclusive runner, and Nasir has only ever interacted with him in meatspace. An in-person meeting has been arranged at Freedom's hometown, Kampala.*

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

Illus. Martin de Diego Scabba

30/126 ④ 310



### Street Magic

*Freedom Khumalo 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

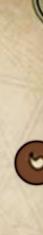
31/126 ④ 311

### Act 2m

#### Data Leak Reversal

*Azmar EdTech is ostensibly a division of NBN focusing on education, from children's shows to higher education programs. But what the public don't know is the subliminal messaging they hide but ever deny.*

**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:



Illus. Martin de Diego Scabba

32/126 ④ 312

### Act 3m

### Kampala

Illus. Martin de Diego Scabba

32/126 ④ 313

### Act 4m

#### 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 Scabba

33/126 ④ 314



4

LOCATION

*Meatspace, City.*

➡ ➡ : 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.

1

LOCATION

*Meatspace, City.*

➡ : 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

1

LOCATION

*Meatspace, City.*

➡ : 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.*

Freedom explains that he has been surveilling Aznari's operations in the area, but that the a small portion of the viruses that he uses for that purpose have been intermittently disconnecting or streaming malformed data.

He usually loads his viruses onto chips that he then attaches to mobile structures, like trolleys, vehicles, or bioroids. This lets them switch between physical networks over time, observing a wider range and also reducing the likelihood of being traced, both in cyberspace and meatspace.

Put the set-aside Baobab Centre location into play. Put the set-aside Friday Chip story asset into play there.



### Hijacked Router

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.



### Singularity

### 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.

Illus. Zach Graves

"Chaos Theory's such a kind soul at heart. As much as she's a prodigy in runner circles, she's still just a child, you know? I've dangled a different new and shiny server in front of her now, so hopefully she won't delve too deeply into this... Anyway, I've gotten what I can out of the analysis. Sending a summary over now."

The supposed alien transmission is coming from Luna, as expected. However, the encryption protocols are old, military ones, but updated to modern standards. The contents are series of instructions, but figuring out what those instructions are would need much more time. A signature analysis shows that the source is probably a general AI.

Add this card to the victory display.

Discard 1 ♦ clues from each Transmission Dish.  
An investigator takes control of the set-aside Borrowed Satellite story asset.

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

### Victory 1.



### Out of the Ashes

With Freedom's help, you follow the trail of viruses and data through multiple servers, many of them NBN-controlled. "It's not the... 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.



### Hemorrhage

### 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.

Illus. Kirsten Zirngibl

SUBNET 001.101.034.77X PORT: 35021  
<CHAOS.Th3ory> that's weird. i thought me and traüt were friends! why did he do that?

<@TL\_H7 HAS ENTERED THE CHATSPACE>  
...  
<@TL\_H7 HAS LEFT THE CHATSPACE>  
<Nasir> I don't think he's quite the same any more... I'll look into this, this is dangerous stuff.

Promise me you won't be reckless here, and wait for me before you go diving in. In the meantime, can we finish the triangulation of the signal?  
<CHAOS.Th3ory> omg you're such a worrier ok ill find where the last dish is. i think its in kampala somewhere...

Put a set-aside Transmission Dish story asset into play at Kampala.



### Net Celebrity



### The Noble Path

### 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.

### Victory 1.



4

LOCATION

1\*

**Meatspace.**

→ : 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

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.



3

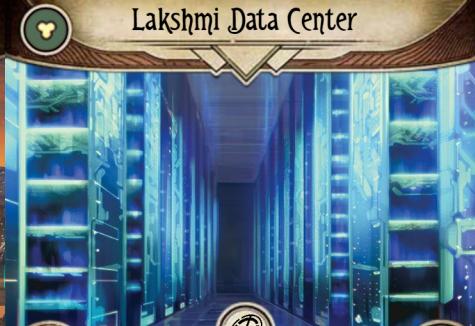
LOCATION

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.



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.

**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.



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.



2

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).

**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.



3

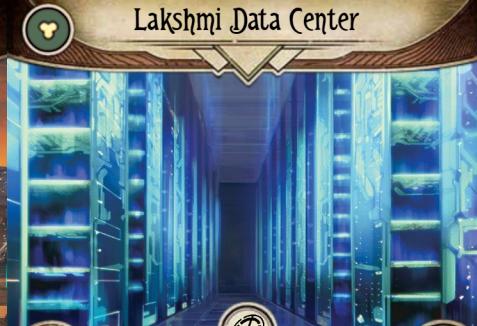
LOCATION

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.

**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.



3

LOCATION

2\*

**Obscure Trail**

2

LOCATION

3

**Cyberspace. Decoherent.**

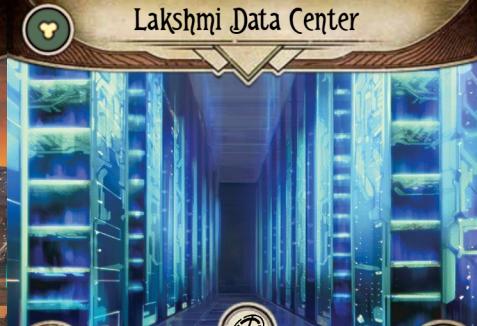
→ : Place 1 of your clues here.

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.



3

LOCATION



# 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.

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.

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. 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

**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.

3

2

LOCATION

**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.

3

2

LOCATION

**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. Liga Smilshkalne

46 / 126 Ⓛ 326

## Disintegrating Bridge

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. Liga Smilshkalne

47 / 126 Ⓛ 327

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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. Liga 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. Scott Uminga

49 / 126 Ⓛ 329

## Disunity

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. 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*).

Illus. Zoe Cohen

51 / 126 Ⓛ 330

## Chakana

LOCATION

2

**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. Liga Smilshkalne

52 / 126 Ⓛ 331

Illus. Liga Smilshkalne

53 / 126 Ⓛ 332

Illus. Eko Putch (Edited)

54 / 126 Ⓛ 333

# Unexplored Server

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Illus. Adam S. Doyle

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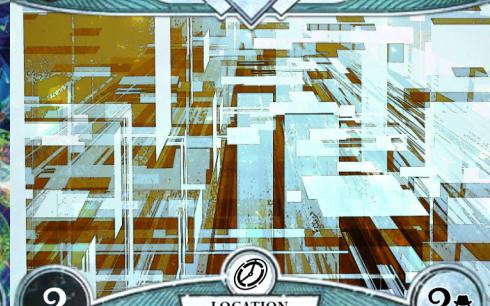
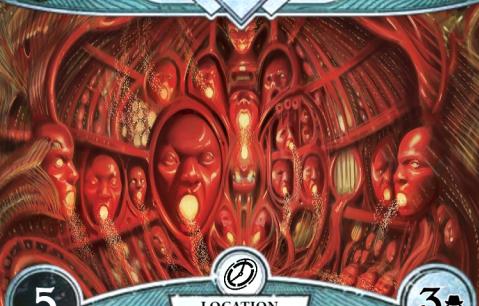
Illus. Adam S. Doyle

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# Echo Chamber

# Rumor Mill

# Masvingo



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

4

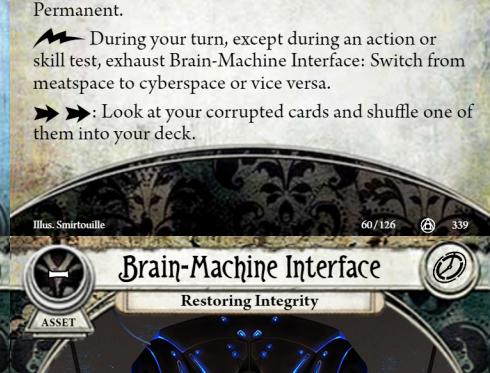
LOCATION

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



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.

Permanent.

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Illus. Adam S. Doyle

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## 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

Illus. Adam S. Doyle

Illus. Zoe Cohen