

The card features a decorative border with two snakes at the top. In the center is a skull icon with wings. The title "The Information Broker" is in large, bold, serif font. Below it is the subtitle "EASY / STANDARD". There are four numbered steps, each with an associated circular icon:

- 1 for each Corrupted Avatar card in play or in the victory display.
- 2. If you fail, place 1 of your clues on a *Bystander* asset in play.
- 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.

Act 2a

Unscheduled Maintenance

In the next stage of the operation, your role is to help the SYNC operatives scan all the partygoers from within the mansion's Network. You should do what you can to speed it along.

Spend 1 🎭 clues, as a group: Place 1 doom on this act. Max 1 doom on this act for each Partygoer Avatar asset in play. This effect can cause the agenda to advance.

Objective – Aid SYNC in scanning the guests by placing doom on this act.
 (Do not advance until you are instructed.)

Ballroom

LOCATION

Meatspace.

After you perform a parley action in the

Act 1c

On the Lam

Nero will work with you if you aid him.

Objective - If all 4 of the following are true, advance:

- ◆ There are 3 Corrupted Avatar enemy cards exhausted and/or in the victory display.
- ◆ There are no clues on both Partygoer (*(The Monocle)*) and its Partygoer Avatar.
- ◆ The investigators have "forced open a service door".
- ◆ The investigators have "created a backdoor out of the server".

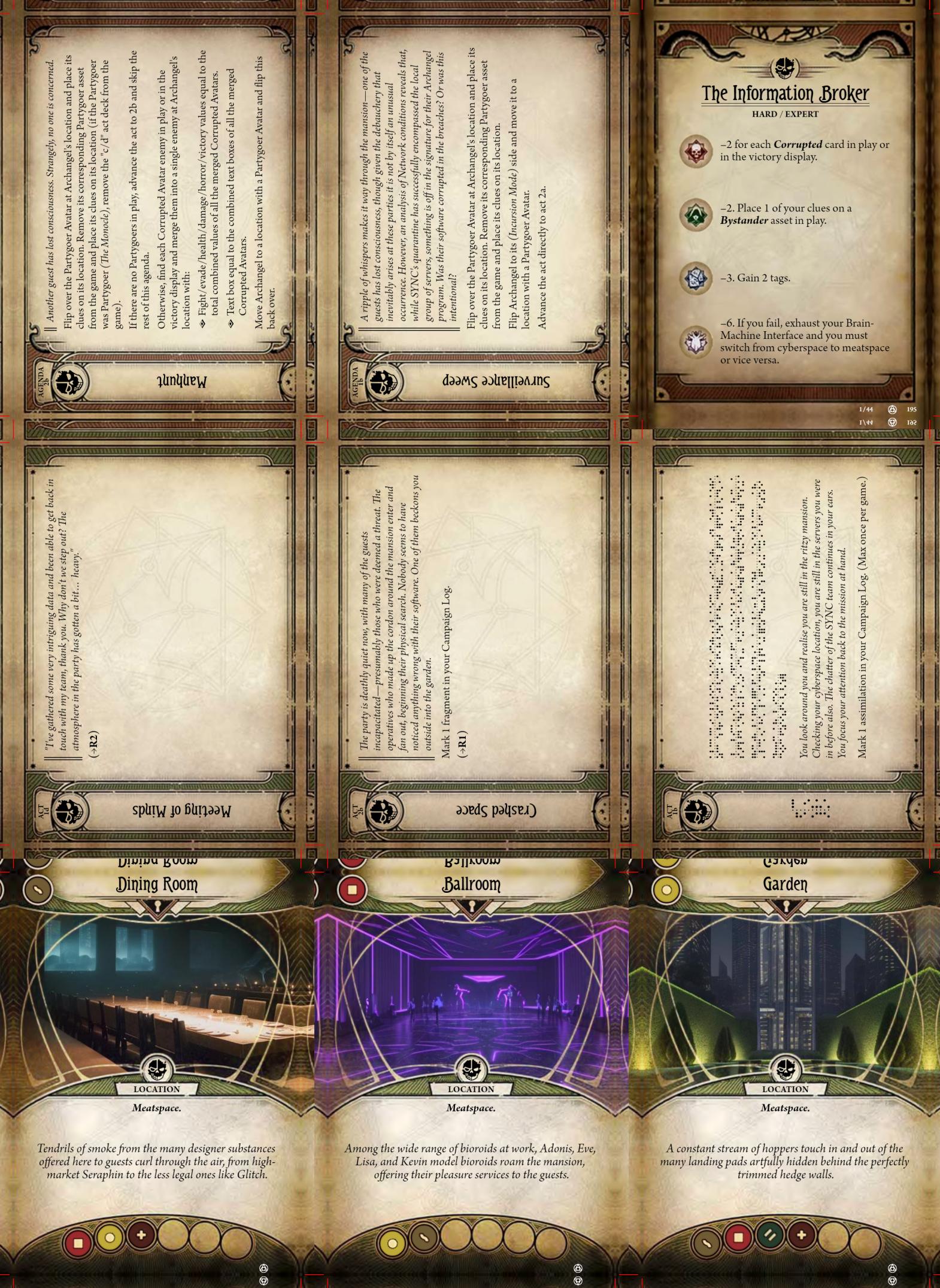
Dining Room

LOCATION

Meatspace.

► You try some of the "menu". Heal 2 damage.

2 **0**



Gallery

Living Room

Gallery

A Service Door

1

LOCATION

0

Meatspace.

Forced – After you enter the Gallery: Discard the top card of the encounter deck. If that card is a treachery, draw it.

3

LOCATION

0

Meatspace.

→ After you perform a parley action in the Living Room: Draw 1 card. (Group limit once per round.)

1

LOCATION

0

Meatspace.

Forced – After you enter the Gallery: Discard the top card of the encounter deck. If that card is a treachery, draw it.

→: Test ♦ or ♦ (4♦). Investigators with their meat body here may spend any number of clues to reduce this test's difficulty by 2 for each clue spent. If you succeed, remember that you 'forced open a service door'.

4

LOCATION

0

Cyberspace.

→ After you perform a parley action in the Cellar: Gain 2 resources. (Group limit once per round.)

3

LOCATION

0

Cyberspace.

→ After you perform a parley action in the Conservatory: Draw 1 card. (Group limit once per round.)

2

LOCATION

0

Cyberspace.

→: You find a sizeable number of unsecured credits, though to the guests it is practically pocket change. Gain 5 resources. (Group limit once per game.)

Victory 1.

Illus. Scott Uminga
Prop. Scott Uminga13/44 ♦ 207
13\44 ♦ 303

Theater

1

LOCATION

0

Cyberspace.

Forced – After you enter the Theater: You must either take 1 damage, take 1 horror, or place 1 of your clues on the Theater.

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Theater

A Backdoor

1

LOCATION

0

Cyberspace.

Forced – After you enter the Theater: You must either take 1 damage, take 1 horror, or place 1 of your clues on the Theater.

→: Test ♦ or ♦ (4♦). Investigators with their cyber avatar here may spend any number of clues to reduce this test's difficulty by 2 for each clue spent. If you succeed, remember that you 'created a backdoor out of the server'.

When it is agenda 2, read the following:

You are approached once more by the information broker. "It truly is as Mr. Li says, the NAPD is much like a crisis—one part danger, one part opportunity." He smirks at his own witticism. "It is clear SYNC's tooling has become corrupted, much like the NBN servers you wanted to question me about. This represents a rather unique opportunity, but of course it's quite difficult to observe from the inside. You were lacking in trade goods before, but perhaps we can reach an agreement now during this crisis? Help me with my observations by opening the birdcage and I'll share what I have discovered. Think about it."

Put the set-aside 'c/d' act deck into play.

Swap the Gallery with the set-aside Gallery (A Service Door) and swap the Theatre with the set-aside Theatre (A Backdoor) (all tokens and cards at each former location are considered to be at the new location).

Place 2♣ clues on meatspace locations, divided as evenly as possible.

Place 2♦ clues on cyberspace locations, divided as evenly as possible.

Remove this card from the game.

STORY

TROTS



LOCATION

Meatspace.

An exhibition of esoteric paintings by renowned Martian artist Zhang Yi Flower line the walls, abstract and eerie. The lights and shapes seem to shimmer and flicker as if they were vids.

LOCATION

Meatspace.

Cloned tropical fish swim in a gigantic tank that makes up one of the walls of this room, their lineage long extinct, their homes long lost to climate change.

LOCATION

Meatspace.

An exhibition of esoteric paintings by renowned Martian artist Zhang Yi Flower line the walls, abstract and eerie. The lights and shapes seem to shimmer and flicker as if they were vids.



LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

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Partygoer

The Monocle

ASSET



Bystander.

►: Parley. They seem quite busy. Take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Partygoer

The Broach

ASSET



Bystander.

► Spend 2 resources: Parley. They seem quite guarded. Take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Partygoer

The Scarf

ASSET



Bystander.

►: Parley. Test (2). Check your Campaign Log. This test gets +2 difficulty if Isabel McGuire has your back. If you succeed, take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Partygoer

The Cigarette Holder

ASSET



Bystander.

►: Parley. Test (2). Check your Campaign Log. This test gets +1 difficulty if the investigators accepted a gift (+2 difficulty instead if the investigators accepted both gifts). If you succeed, take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Partygoer

The Umbrella

ASSET



Bystander.

►: Parley. Test (1). Check your Campaign Log. This test gets +1 difficulty for each entry that has been crossed out. If you succeed, take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Partygoer

The Tie

ASSET



Bystander.

►: Parley. Test (3). If you succeed, take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Partygoer Avatar

Savant

ASSET



Program. Bystander.

►: Parley. Test (5). This test gets -1 difficulty for every 2 resources you have. If you succeed, take control of 1 of the clues on Partygoer Avatar.

"Hmm. That's rather interesting."

Partygoer Avatar

Fenris

ASSET



Program. Bystander.

►: Parley. Test (4). This test gets -1 difficulty for each damage on you. If you succeed, take control of 1 of the clues on Partygoer Avatar.

"There! You think you can top it?"

Partygoer Avatar

Wyrm

ASSET



Program. Bystander.

►: Parley. Test (4). This test gets -1 difficulty for each horror on you. If you succeed, take control of 1 of the clues on Partygoer Avatar.

"Oh? That's quite a tale..."

Dean Lister



Unlike many others at the party, he freely introduces himself immediately as the dean at Levy University, though he speaks so quickly you find it difficult to figure out if his first name is truly also Dean. "It's a pity about Professor Anson, he seemed such a lovely chap. But that's how it is in both academia and business, it's networking or nothing—he probably rubbed noses with the wrong execs." You ask whether he's had any dealings with Nero, and he immediately leaps in, "Ah, yes, him—very knowledgeable chap, he seems to be able to find anything I need, I would highly recommend. Here, let me introduce you, I'm sure he'd appreciate the extra custom." You can't tell if the dean is simply unaware of Nero's illicit dealings, or is putting on an extremely practiced air of naivety.

Remember that you "interviewed Dean Lister".

Take control of 1 of the clues on Partygoer (*The Monocle*) or its cyber avatar. If you cannot, choose an investigator to draw 2 cards.

Flip this card back over.

STORY
SLOTS

Drago Ivanov



The figure appears to be leading a number of others in some sort of eldritch ritual, their arms held in uncomfortable-looking, unnatural poses, the silhouettes of their bodies contorted, melting. A soothing male voice speaks in riddles, though you can occasionally make out a few phrases here or there, "Find your center", "Inhale peace, exhale tension", "Each pose looks different in every body". You spend some time observing and, as the group dissipates, the leader comes up to you and surprises you by his thick, gruff, Russian accent. "You would like a word with Drago. Speak. I have no use for waste." You talk for a while, and he explains that he delivers training in "yoga" to many executives and otherwise high-power individuals, intended to break minds of their comforting illusions of objective reality. You ask about Nero and he snorts, "Pah, him? Talk with him will be a waste of your time until you have something he wants."

Remember that you "interviewed Drago Ivanov".

Take control of 1 of the clues on Partygoer (*The Monocle*) or its cyber avatar. If you cannot, choose an investigator to draw 2 cards.

Flip this card back over.

STORY
SLOTS

Corrupted Avatar



Wyrm
1 1 1
Program. Monster. Corrupted. Elite.
Cyberspace Spawn.

Hunter.

Fire and ichor...

Victory 0.



ENEMY



Andromeda



One partygoer is keeping a distance from the rest, as if on the lookout for danger, fingers idly rubbing the broach hanging from their neck. They stop suddenly, aware of your presence. "What do you want?" they say, matter-of-factly. You exchange some pleasantries, but they are terse, and hard to pry open. Eventually, you steer the conversation towards Nero, your target here, and they continue, "He's hard to miss. The one with the monocle. Whatever you want to find out, he knows it, but it'll cost you. Is that all? Now, if you'll excuse me..." They walk away, and pointedly settle down within your eyeshot, and return to observing the party. You never did find out their name.

Remember that you "interviewed Andromeda".

Take control of 1 of the clues on Partygoer (*The Monocle*) or its cyber avatar. If you cannot, choose an investigator to draw 2 cards.

Flip this card back over.

STORY
SLOTS

Maxwell James



The answers you get from him are brief at first, but he grows more talkative as you express your goals here and your contacts and dealings so far. Evidently somewhat paranoid, he eventually seems satisfied you are unlikely to be a threat and you manage to get a name, Maxi, out of him, though you question the veracity of the name. "Nero introduced himself to me three years ago—here in fact. That's all I'll say on the matter. I would expect him to be here today, he very rarely misses one of these networking opportunities. If he thinks there's something he can offer you, he'll come find you, I'm sure."

Remember that you "interviewed Maxwell James".

Take control of 1 of the clues on Partygoer (*The Monocle*) or its cyber avatar. If you cannot, choose an investigator to draw 2 cards.

Flip this card back over.

STORY
SLOTS

Corrupted Avatar



Fenris
1 1 1
Program. Creature. Corrupted. Elite.
Cyberspace Spawn.

Hunter. Retaliate.

Yip Yip!

Victory 0.



ENEMY

Illus. Liiga Smilshkalne (Edited)

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Nero Severn



One of the figures in the room seems to drift between conversations. While you are observing, he eventually comes up to you and introduces himself as Nero, the man you were looking for! You ask him if he was the one who you saw in NBN's servers, and he cuts you off, "Who wants to know? Only a criminal would be caught trespassing in private servers." He smiles at you. "I trade in information, though of course, you knew that. However, a trade involves something from both parties." You think about what you could possibly offer Nero, and consider threatening him with arrest, when he interrupts again, "It has been a pleasure, but alas, I have other business to attend to, and it seems that you do not have anything to barter with at this time..." He stands back for a moment, apparently lost in thought. "Though I suspect that time might come sooner than you think."

Choose an investigator to draw 2 cards.

Put the set-aside Exclusive Party story card into play next to the agenda deck (do not read it until it is agenda 2).

Flip this card back over.

STORY
SLOTS

Fumiko Yamamori



You exchange pleasantries for entirely too long before you realise it to be a ritual of introduction, a feeling out of each other's social stances. Happy that you are not a danger to her this moment, she introduces herself as Fumiko, though you are alarmed when you learn that she is here looking to expand the yakusa's network. "Does dealing with the yakusa truly seem so strange? We are honorable businessmen and women just like the rest of the people here." She carefully observes you for a moment before continuing, "And this is a meeting room, like any other. A place to exchange thoughts, services... The usual information merchant is here today also, though it can be difficult to attract his attention unless you are quite... exceptional. It was a pleasure talking with you. Please send Dawn my regards."

Remember that you "interviewed Fumiko Yamamori".

Take control of 1 of the clues on Partygoer (*The Monocle*) or its cyber avatar. If you cannot, choose an investigator to draw 2 cards.

Flip this card back over.

STORY
SLOTS

Corrupted Avatar



Savant
1 1 1
Program. Humanoid. Corrupted. Elite.
Cyberspace Spawn.

Alert. Hunter.

Δεν υπάρχει τίποτα μόνιμο, εκτός από την αλλαγή.

Victory 0.



ENEMY

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Partygoer Avatar

Gingerbread

ASSET



Program. Bystander.

► Parley. Test ♦ (6). This test gets -1 difficulty for each tag you have. If you succeed, take control of 1 of the clues on Partygoer Avatar.

"Ha! I can respect that."

Partygoer Avatar

Gambler

ASSET



Program. Bystander.

► Spend 3 resources: Parley. Flip a coin and call "heads" or "tails". If you win, gain 6 resources. If you lose, take control of 1 of the clues on Partygoer Avatar.

"So... Why don't we play a game?"

Partygoer Avatar

Leprechaun

ASSET



Program. Bystander.

► Corrupt a non-weakness card in your hand: Parley. Take control of 1 of the clues on Partygoer Avatar.

"Well? What do you think?"

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Иллюстрация Адама С. Дойла

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222

0

Modded PAD

ASSET



Upgrade. Illicit.

Modded PAD starts in play.

► At the start of your turn: Gain 1 resource.

Forced – After the agenda or act advances: Remove Modded PAD from the game.

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Иллюстрация Адама С. Дойла

29/44

39/44

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223

0

Modded PAD

ASSET



Upgrade. Illicit.

Modded PAD starts in play.

► At the start of your turn: Gain 1 resource.

Forced – After the agenda or act advances: Remove Modded PAD from the game.

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Иллюстрация Лиига Смилшхалне

30/44

40/44

224

224

0

Modded PAD

ASSET



Upgrade. Illicit.

Modded PAD starts in play.

► At the start of your turn: Gain 1 resource.

Forced – After the agenda or act advances: Remove Modded PAD from the game.

Illus. Caravan Studio

Иллюстрация Караван Студио

31/44

31/44

225

225

0

Modded PAD

ASSET



Upgrade. Illicit.

Modded PAD starts in play.

► At the start of your turn: Gain 1 resource.

Forced – After the agenda or act advances: Remove Modded PAD from the game.

Illus. Caravan Studio

Иллюстрация Караван Студио

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31/44

225

225

0

Mirror

ASSET



Item. Console.

Permanent. Uses (2 cycles).

► During an investigator's turn, except during an action, exhaust Mirror and spend 1 cycle: That investigator switches from meatspace to cyberspace or vice versa.

Illus. Caravan Studio

Иллюстрация Караван Студио

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Archangel

Sentinel Mode

Cyberspace Spawn.

Massive.

Archangel does not attack and is immune to investigator actions and player card effects.

ENEMY



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Иллюстрация Караван Студио

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Illus. Kathryn Steele

Иллюстрация Кэтрин Стилл

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Иллюстрация Лиига Смилшхалне

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Corrupted Avatar

Leprechaun

1 1 2

Program. Humanoid. Corrupted. Elite.

Cyberspace Spawn.

Hunter.

His eyes were the color of dreams and disasters.

Victory 0.



ENEMY



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Призраки Сапиенса (Редакция)

30/44

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224

224

Corrupted Avatar

Gambler

0 2 0

Program. Monster. Corrupted. Elite.

Cyberspace Spawn.

Hunter.

Want to win a coinflip? Use a coin with two heads.

Victory 0.



ENEMY



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Призраки Сапиенса (Редакция)

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Corrupted Avatar

Gingerbread

2 1 1

Program. Humanoid. Corrupted. Elite.

Cyberspace Spawn.

Hunter.

Catch me if you can!

Victory 0.



ENEMY



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Призраки Сапиенса (Редакция)

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Archangel

Incursion Mode

3 - 1

Program. Monster. Corrupted. Elite.

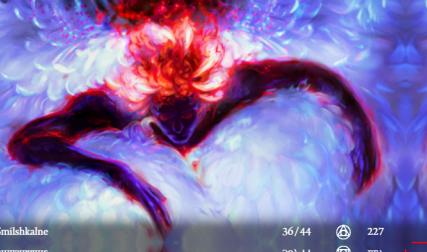
Cyberspace Spawn.

Massive. Archangel does not make attacks of opportunity.

Forced – When Archangel has 4 \clubsuit damage on it: Heal all damage from it and exhaust it. It does not ready during the upkeep phase this round. Place 1 resource (from the token pool) in the victory display with **Victory 1.** (Max twice per game.)



ENEMY



Illus. Liiga Smitskalne

Призраки Сапиенса

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