

Architects of Tomorrow

EASY / STANDARD



-1. This token gets an additional -2 for each token on the scenario reference card.



-2. If you fail, your maximum hand size is reduced by 1 this game.
(Place a horror token on your deck as a reminder.)



-3. If you fail, gain 2 tags.



-4. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

1/30

④ 1

4/30

④ 4

Illus. Aaron Firen

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Act 1a

Big Deal

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

Cyberspace locations are connected to each location adjacent to it.

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

2

Illus. Aaron Firen

Agenda 1a

Security Through Vigilance

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

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Illus. Aaron Firen

Peak Efficiency

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

1/30

④ 1

4/30

④ 4

Illus. Aaron Firen

Act 1a

Sprint

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

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

5/30

④ 5

Act 2a

Friends in High Places

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

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

6/30

④ 6

Illus. Smirouille

Archived Memories 1.0

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

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

Reveal 3 tokens for a calibration test.

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

7/30

④ 7

Illus. Smirouille

Act 4a

Archived Memories 2.0

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

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

Reveal 6 tokens for a calibration test.
Objective – Reveal at least , , during a calibration test.

8/30

④ 8

Act 5a

Archived Memories 3.0

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

Player effects cannot damage or cause Fairchild 3.0 to leave play.

Reveal 9 tokens for a calibration test.

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

9/30

④ 9

Illus. Smirouille

She sighs. "This is beyond me now. Still, with what we have figured out, I think I have a picture of what's going on; I expect you do too. Before we wrap up though, let me just see one last thing."

"There are those clusters that I keep seeing. At first I figured it was just us Getting It Wrong—I leave this stuff to the nerds for a reason—but now I'm not so sure. Doesn't look like noise, it seems a lot more intentional, and it's very consistently everywhere."

"Well anyway, I'd suggest—" her eyes flicker to her PAD, "—you get out of here sooner rather than later. Happy to have worked with you, I'll be sure to pass on a good word to Dawn." She stands up, winks at you, and leaves—back to the golf, you assume.

Add this card to the victory display.

Each investigator gains 1 tag.

Victory 1.

"FORE!" A virtual ball flies through the virtual sky, following its trajectory towards a virtual hole. A figure passes her golf club to a bioroid and strides across the room to you, a satisfied grin on her face.

"Detectives! Welcome. These are busy times so I'll get to the point. The nerds in Bits and Brains—or you could just call it engineering—are complaining about the alterations they've been told to make to bioroid braintapes, and even I don't have clearance to know what! Now I didn't get here by blindly following orders, even if the Director puts on a dictatorial face."

"Unfortunately, all my Getting Things Done people are busy, but I hear from a little bird that you're Dawn's Getting Things Done people. I really ought to know what's up, and I figure you would like to know as well. How about we work together on this?"

Add this card to the victory display.

Each investigator gains 1 tag.

Put the set-aside calibration bag into play.

An investigator takes control of the set-aside Isabel McGuire story asset. Spawn the set-aside Fairchild 1.0 at any cyberspace location, exhausted and unengaged.

Victory 1.

Encryption Protocol

Encryption Protocol

Accelerated Diagnostics

Accelerated Diagnostics

Blue Level Clearance

Blue Level Clearance

Green Level Clearance

Green Level Clearance

Red Level Clearance

Red Level Clearance

Domestic Sleepers

Domestic Sleepers

Aggressive Secretary

Aggressive Secretary

Send a Message

Send a Message

Victory 1.



Neuromedical Lab

Corridor

LOCATION

Meatspace.

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

LOCATION

Meatspace.

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

Illus. Emilio Rodriguez

Hologolf Course

LOCATION

Meatspace.

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

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

Rapid Prototyping Lab

LOCATION

Meatspace.

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

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

Illus. Emilio Rodriguez

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.

Unexplored Server

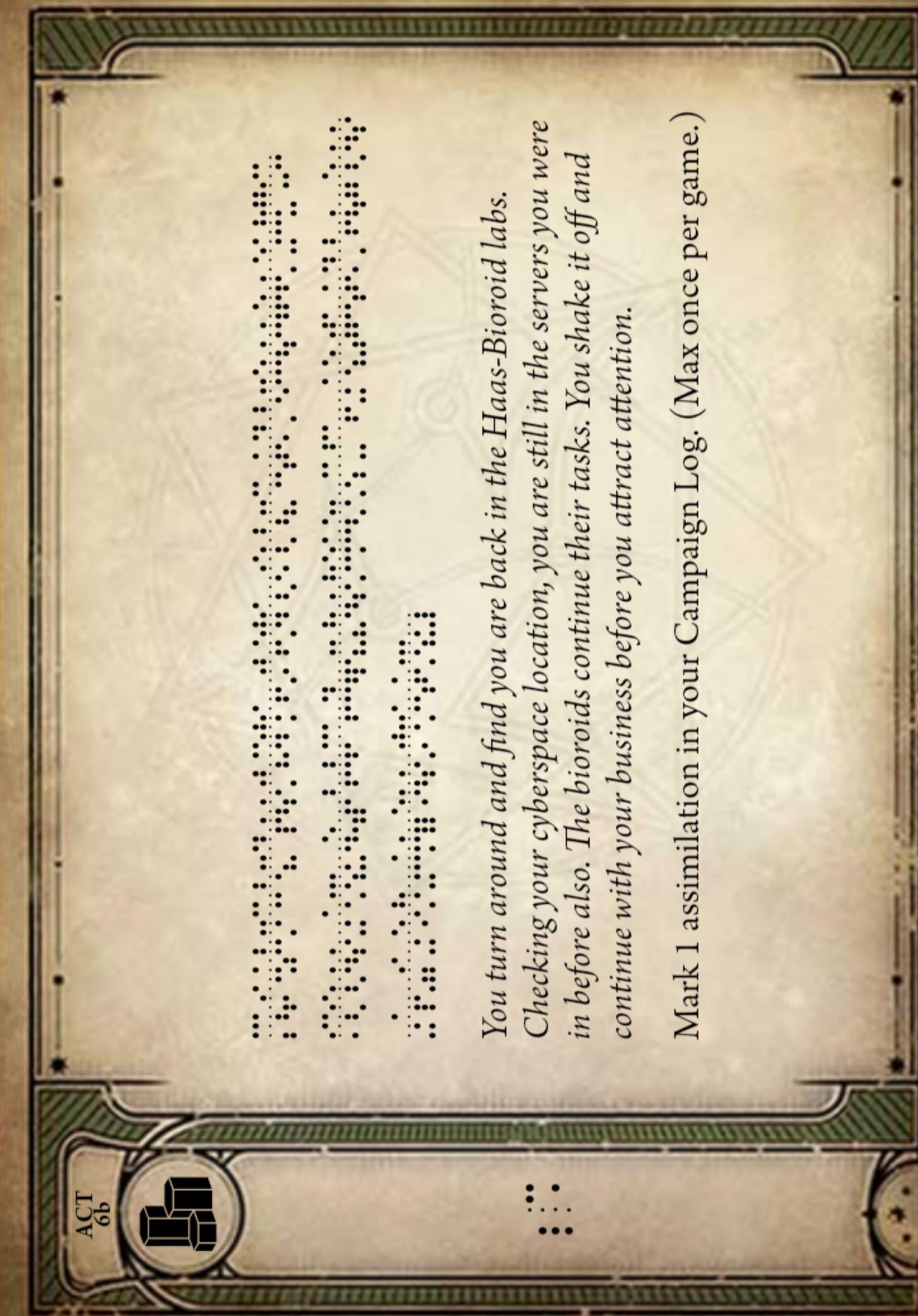
LOCATION

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.

You turn around and find you are back in the Haas-Bioroid labs. Checking your cyberspace location, you are still in the servers you were in before also. The bioroids continue their tasks. You shake it off and continue with your business before you attract attention.

Mark 1 assimilation in your Campaign Log. (Max once per game.)



Manta Meeting Room

LOCATION

Meatspace.

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

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



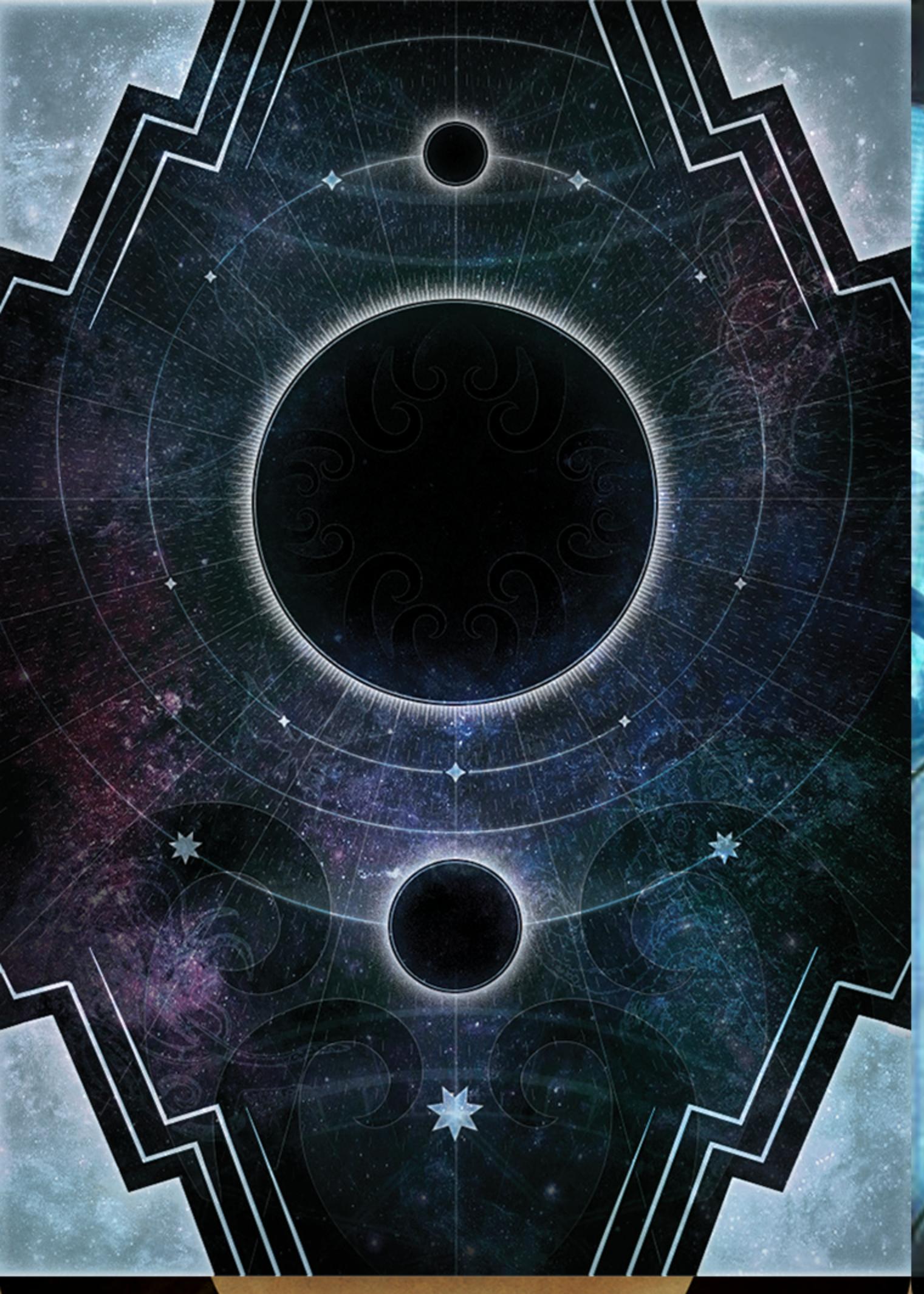
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Unexplored Server



Unexplored Server





Power.

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

Strength in the palm of your hand.

TREACHERY

Tyr's Hand

Power.

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

Strength in the palm of your hand.

TREACHERY

Tyr's Hand

Power.

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

Strength in the palm of your hand.

Illus. John Derek Murphy

28/30

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Illus. John Derek Murphy

28/30

27

Illus. John Derek Murphy

28/30

27

