

Victory 1.



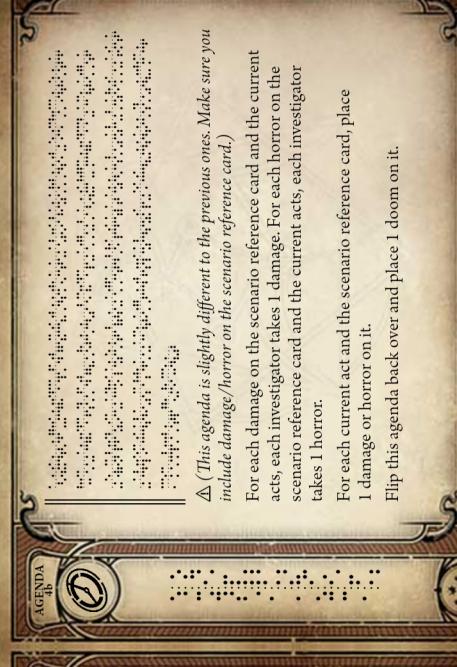
Victory 1.



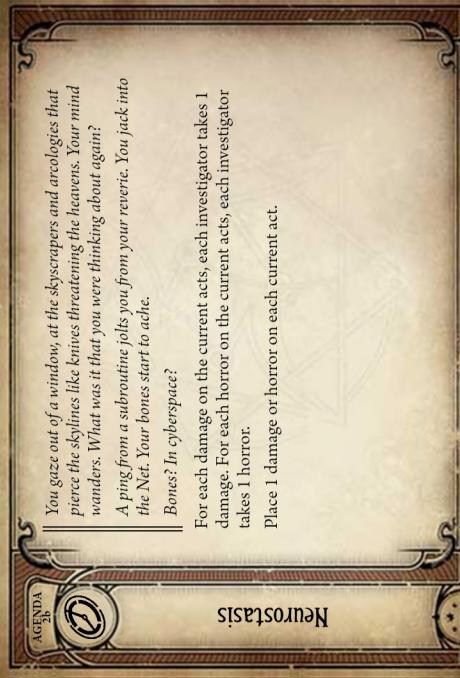
Victory 1.



NEXT Bronze



- 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.





ACT_{th}
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_{2h}
Copycat

ACT_{3d}
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 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.

ACT_{4h}
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 Hus-Bioroid brain-taping 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 (→R1).

Victory 1.

ACT_{1h}
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..."

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.

If you advanced by defeating Sister Janaina:

|| You knock her out and record the serial number tattooed on her neck.

If you advanced by spending clues:

|| Most organisations in Brazil keep records of android serial numbers, just in case the political climate changes. After some surreptitious digging, you are able to find Sister Janaina's serial number.

Either way, also read the following:

|| Using the serial number and your NAPD clearance, you track the strange location of her conditioning script to a Sarawati Memonics server, hidden in the Shadow Net by wily sysops.
Add this card to the victory display.
Add Sister Janaina to the victory display if able.
Shuffle 2 set-aside copies of the Scythe enemy into the encounter deck.
Shuffle the set-aside Chakana location into the exploration deck.

Victory 1.

ACT_{1d}
Liberated Mind

|| 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.

ACT_{3d}
No One Home

|| 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 newsgears 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.

Add this card to the victory display.
If another act card is in play, continue playing. Otherwise, proceed to (→R1).

Victory 1.

ACT_{2d}
Rebirth

|| When you scan the server, what you see can only be described as a gaping hole in the Network. Inhaling threads from the server then exhaling millions of mishapen forms, it slowly beats like an arrhythmic alien heart, unlike the neatly written programs written by people and androids. Your thoughts slowly start to swim in time with the data... in... out... in... out...

An investigator at Chakana takes control of the set-aside Muslin no Shin story asset.
Spawn set-aside Datasucker enemy at Chakana, exhausted.

Victory 1.

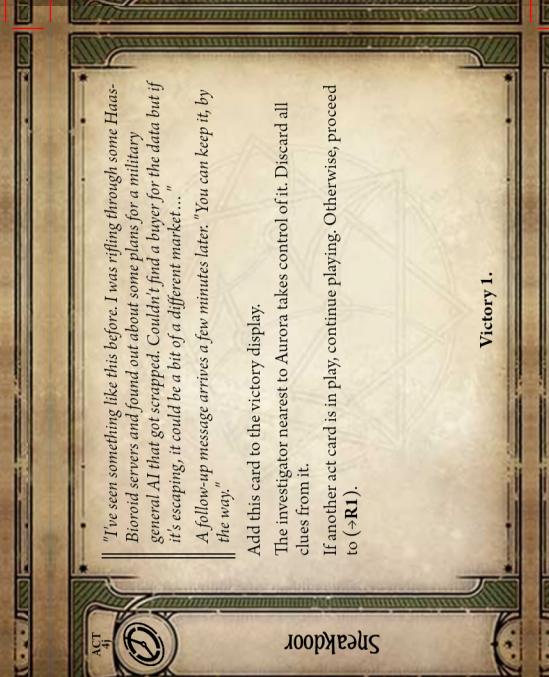
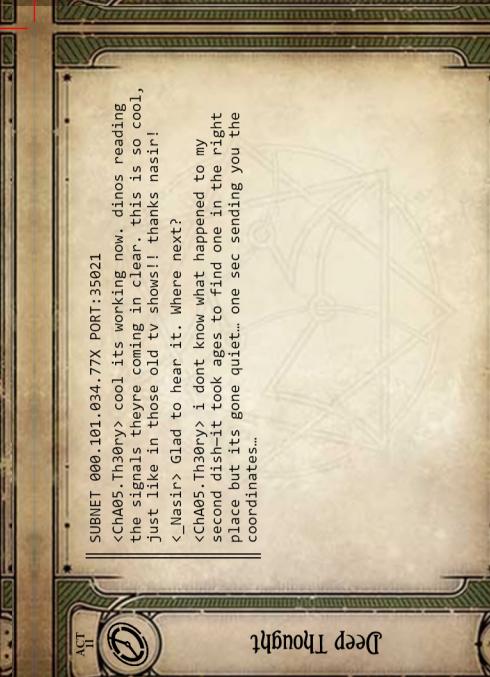
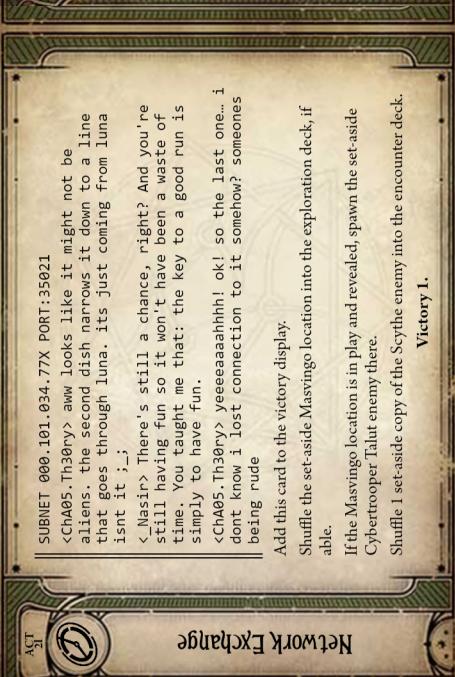
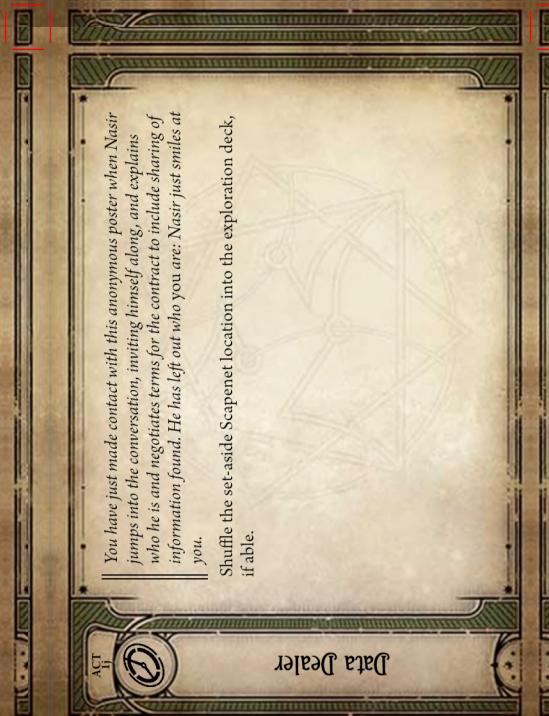
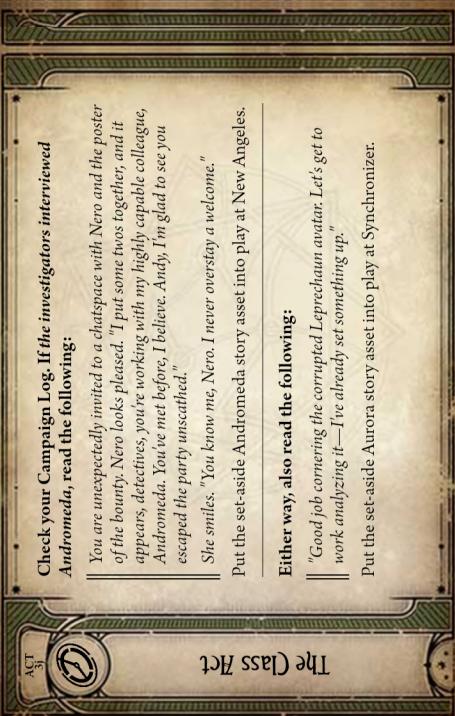
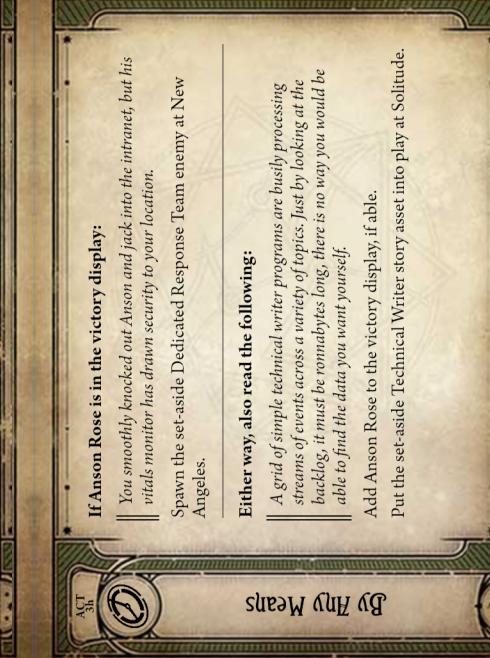
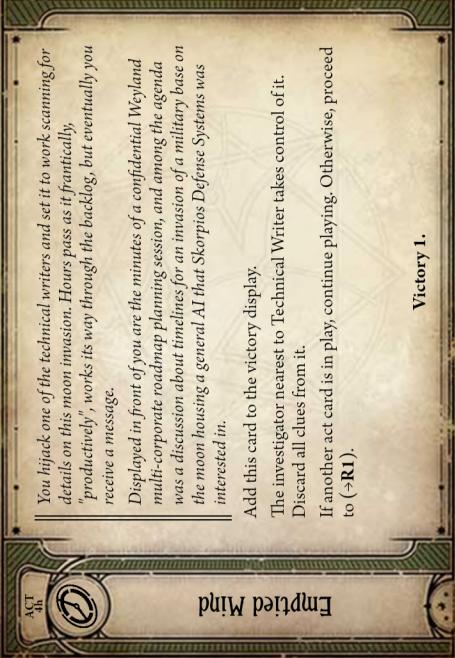
ACT_{3d}
The Price of Freedom

|| 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 newsgears 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.







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 Zeitlinger
NBN: New Sephirot



Galectance

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 Zeitlinger
NBN: New Sephirot



The Crypto-Anarchist

A friend of Nasir, a man who goes by Freedom Kuumalo, has had some of his viruses stop responding to requests. Freedom is a somewhat reclusive trumper, 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 Satabha
NBN: New Sephirot



Street Magic

Freedom Khamalo 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 a Friday Chip, advance.



Data Leak Reversal

Azmaria 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 Satabha
NBN: New Sephirot



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.



Illus. Martin de Diego Satabha
NBN: New Sephirot



Kampala

Azmaria 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 Satabha
NBN: New Sephirot

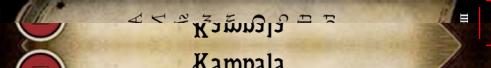
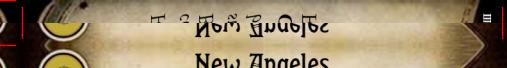


Mumbad

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.



Illus. Martin de Diego Satabha
NBN: New Sephirot

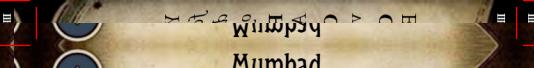


Meatspace. City.

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



Illus. Zach Graves



: Investigators with their meat body here gain a total of 6 resources, distributed as you wish. (Group limit once per game.)

4

LOCATION

1

: Resign. There's no more time for preparations.

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

4

LOCATION

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

: 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.

Illus. Kirsten Zirngibl

34/126

314

314

Illus. Kirsten Zirngibl

35/126

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315

Illus. Zach Graves

36/126

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Freedom explains that he has been surveilling Azmari'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

ACT In

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 (→RI).

Singularity

ACT 4n

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.

Mumbad

ACT 3n

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

ACT 3n

Kampala

ACT 3n

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.

The Noble Path

ACT 3n

New Angeles

ACT 3n

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.

Illus. Zach Graves

Illustration by Zach Graves

Illus. Kirsten Zirngibl

Illustration by Kirsten Zirngibl

Illus. Kirsten Zirngibl

Illustration by Kirsten Zirngibl

"Chaos Theory's such a kind soul at heart. As much as she's a prodigy in turner 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 so 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.

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

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 (→RI).

Victory 1.

ACT 3n

Net Celebrity

ACT 3n

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.

Victory 1.

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. Kira L. Nguyen

Illustration by Kira L. Nguyen

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Dorm Room**Dorm Room**

Illus. Ed Mattiain

Illustration by Ed Mattiain

38 / 126

318

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Illus. Henning Ludvigsen

Illustration by Henning Ludvigsen

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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.

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.

4 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.

Illus. Lucas Durham

Illustration by Lucas Durham

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Baobab Centre**Baobab Centre**

Illus. Henning Ludvigsen

Illustration by Henning Ludvigsen

41 / 126

321

41 / 139

321

Illus. Yog Yoshi

Illustration by Yog Yoshi

42 / 126

322

42 / 139

322

3

LOCATION

1*

Meespace.

→: 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

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.

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. Yog Yoshi

Illustration by Yog Yoshi

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Illus. Liiga Smilshkalne

Illustration by Liiga Smilshkalne

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Illus. Liiga Smilshkalne

Illustration by Liiga Smilshkalne

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325

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.

LOCATION

Meatspace.

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 Kudvigen
Illustration by Henning Kudvigen

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
Illustration by 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
Illustration by 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
Illustration by 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
Illustration by Henning Ludvigsen

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Illus. Lucas Durham
Illustration by 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.



Առաջայուղ Հենք
Unexplored Server

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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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Unexplored Server

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Illus. Adam S. Doyle
Illustration by Adam S. Doyle

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Illus. Adam S. Doyle
Illustration by Adam S. Doyle

Առաջայուղ Հենք
Unexplored Server

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

Solitude

Illus. Donald Crank
Illustration by Donald Crank

55/126 Ⓛ 334
22/139 Ⓜ 334

3

LOCATION

1*

Cyberspace.

You cannot discover clues from Solitude unless your meat body is in Argus Server Vault. Enemies cannot spawn here.

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

Synchronizer

Illus. Mariusz Siergiejew
Illustration by Mariusz Siergiejew

56/126 Ⓛ 335
20/139 Ⓜ 332

3

LOCATION

1*

Cyberspace.

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

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

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.

Brain-Machine Interface

Restoring Integrity

Illus. Scott Uminga
Illustration by Scott Uminga

57/126 Ⓛ 336
21/139 Ⓜ 330

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.

Brain-Machine Interface

Brain-Machine Interface

Brain-Machine Interface

ASSET

Restoring Integrity

ASSET

Restoring Integrity

ASSET

Restoring Integrity

Console.

Permanent.

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➡ ➡ ➡ : Look at your corrupted cards and shuffle one of them into your deck.

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Unexplored Server

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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
Արտ Ամաս Շ Դոյլ

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Տպինչ
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
Արտ Ամաս Շ Դոյլ

Illus. Zoe Cohen
Արտ Զօ Կոհեն