The Cyber Explorer

EASY / STANDARD

–1 for each act in the victory display.

–2. If you fail, place 1 damage or horror on a current act.

–3. If you fail, discard a clue from your cyberspace location.

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

1/126 281

Act 1/3 Act 1/3

Agenda 3a

All-nighter

Eat. Work. Sleep. Eat. Work. Sleep. Eat. Work. Eat. Work. Sleep. Eat. Work. Sleep. Eat. Work. Eat. Work. Eat. Work. Work. Work

ACT 1b

NEXT Bronze

After combing through records at Mumbad'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.

AGENDA 2b

Neurostasis

You gaze out of a window, at the skyscrapers and arcologies that pierce the skylines 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 4b

[illegible]

[illegible]

⚠ *(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.

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.

AGENDA 1b

Wall of Static

Your vision in cyberspace clouds, filtered through static. The colors that were once vibrant are speckled with dead cells.

You jack out of the Net and peer at physical reality once more. You touch the back of your head, just behind your ear, and feel the port to your brain-machine interface, burning hot.

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 3b

Brainstorm

The colors are too bright now, but pockmarked with holes in your vision, burning away in smoke. Each time you jack into the Net, they grow. Each time you jack out of the Net, they follow you. You look for them in meatspace but they hide. They are there. They are there. They are there. They are there.

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.

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.

Act 1c

Creation and Control

Akiko spoke of the psychic connection she has to all other clones, and explained what she sensed from the liberated clones in Brazil—of their freedom being corrupted through whispers in their original programming.

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

2

Illus. John Ariosa 10/126 290

Act 2a

Activation Command

Without jurisdiction here, your credentials will not let you pass through. Although the way forward is blocked for now, nothing is truly inaccessible.

Objective – Only investigators with their cyber avatar at Scapenet can spend the requisite number of clues, as a group, to advance. Its connection symbol is:

1

Illus. Emilio Rodríguez (Edited) 7/126 287

Act 2c

Social Engineering

The rumors of cult activity all swirl around Sister Janaína. She won't know the source herself, but uncovering which clone line she is from and her conditioning script would be the next steps in the trail.

Forced – When Sister Janaína leaves play: Add her to the victory display.

Objective – If Sister Janaína is in the victory display, advance.

Objective – If there are no clues on Order of Sol General Assembly, investigators with their meat body there may spend 1 clues, as a group, to advance.

Illus. John Ariosa 11/126 291

Act 3a

Guarding the Net

Interviewing employees will probably be more expedient and less dangerous than trying to find details in the servers. However, while you were falsifying credentials, you also noticed irregularities in the bioroid staff here. Are they going to be a help? Or a hindrance?

Objective – If there are no clues on Lakshmi Data Center, investigators with their meat body there may spend 1 clues, as a group, to advance.

Illus. Emilio Rodríguez (Edited) 8/126 288

Act 3c

Mindscaping

There may be clues left behind in the Jinteki server to tell you more about the mystery on the moon.

Objective – Only investigators with their cyber avatar at Chakana can spend the requisite number of clues, as a group, to advance. Its connection symbol is:

1

Illus. John Ariosa 12/126 292

Act 4a

Awakening Center

The sysop gives you directions towards a cluster of nodes in the Shadow Net while mumbling at you about something involving neural quantum decoherence. It is unintelligible to you, but you keep up the appearance and nod your thanks.

Objective – If there are 1 clues on any one copy of Randolph Carter, advance. He can be found at a cyberspace location with the following connection symbol:

Illus. Emilio Rodríguez (Edited) 9/126 289

ACT 3d

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 misshapen 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 Mushin no Shin story asset.

Spawn set-aside Datasucker enemy at Chakana, exhausted.

ACT 4b

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 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 (→**R1**).

Victory 1.

ACT 2d

Liberated Mind

If you advanced by defeating Sister Janaína:

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 Janaína's serial number.

Either way, also read the following:

Using the serial number and your NAPD clearance, you track the storage location of her conditioning script to a Saraswati Mnemonics server, hidden in the Shadow Net by wily sysops.

Add this card to the victory display.

Add Sister Janaína 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 3b

NEXT Gold

With a fake 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 braintapes into isolated servers hidden in the Shadow Net, for safekeeping.

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

ACT 1d

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 newsrags 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.

ACT 2b

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 NAPD'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.

Act 3e

Snitch

She says that her sources were found while trawling through the same NBN servers you were in, but she shares with you the existence of a program she thinks should be capable of reconstructing the posts from the leftover fragments. It's currently in the prototyping stage, being developed by a student in Kampala.

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

1

Illus. Kathryn Steele 16/126 296

Act 4c

Reverse Infection

The data being consumed must go somewhere. The answers will be in the source code of this alien program. You will need to disable it before you can study it.

Forced – When Datasucker leaves play: Add it to the victory display.

Objective – If Datasucker is in the victory display, advance.

–

Illus. John Ariosa 13/126 293

Act 4e

Crash Space

Inside the dorm, NBN drones are already here, recording and searching for something. Whether or not they are looking for the same thing as you, they will not be happy with your presence.

Forced – When Search Drone leaves play: Add it to the victory display.

Objective – If Search Drone is in the victory display, advance.

–

Illus. Kathryn Steele 17/126 297

Act 1e

Honor and Profit

Nero described something he spied in the unravelling NBN servers he was peeking in when you first "met". Among the data being corrupted were a number of blog posts to do with the moon… Are there backups somewhere in the Shadow Net?

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:

2

Illus. Kathryn Steele 14/126 294

Act 1g

Order and Chaos

Null recounts a memory of a Weyland black ops mission on the moon he was on the planning committee for, and wonders if it is relevant to the current case. It may be a worthy lead.

Objective – Only investigators with their cyber avatar in Masvingo can spend the requisite number of clues, as a group, to advance. Its connection symbol is:

2

Illus. Martin de Diego Sádaba 18/126 298

Act 2e

Networking

Princess Space Kitten is a notorious cybercriminal, noteworthy for her seemingly random acts of vandalism. She has never been very far up the priority list for the NAPD, but if she has hidden sources, she would be worth tracking down this time.

Objective – If there are 1 clues on Princess Space Kitten, advance. She can be found at a cyberspace location with the following connection symbol:

–

Illus. Kathryn Steele 15/126 295

ACT 1h

Day Job

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 2f

Copycat

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 4f

Special Order

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 braintaping 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 1f

Recon

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…"

Shuffle the set-aside Rumor Mill into the exploration deck.

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.

ACT 3f

No One Home

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 4d

Deus X

With Nasir's help, you trap the entity in its own sealed container and begin to examine the source code. You strain to decipher the code, its writing goes in loops and tangles, as if never intended for human eyes, idiomatic of programs created by an AI. It takes another handful of hours following the maze of logic before you are able to verify that the entity was in contact with Luna, and then a few more hours to scout where *on Luna. The location leaves you concerned—a military base, long abandoned.*

Add this card to the victory display.

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

Victory 1.

Act 1i

The Dispossessed Ristie

Nasir forwards you a posting on a Shadow Net contracts board about someone seeking a pair of hands looking into the recent incident at the Zhōu Mèngxù mansion, where a high-security gathering was somehow breached and left multiple guests suffering neuroinjuries.

Objective – Only investigators with their cyber avatar at Synchronizer can spend the requisite number of clues, as a group, to advance. Its connection symbol is:

1

Illus. Outland Entertainment LLC 22/126 302

Act 2g

Counter Surveillance

At times when the trail goes cold in cyberspace, some physical legwork has often been productive. The Argus Security headquarters in New Angeles may hold people to interview or clues as to where the secret data is kept.

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

1

Illus. Martin de Diego Sádaba 19/126 299

Act 2i

Blockade Runner

There is a short pause before you receive a reply. "I've been tracking one of the corrupted avatars that escaped the party, and I could use some parallel processing. It's hiding in a Haas-Bioroid server. I'll send details over now."

Objective – Only investigators with their cyber avatar at Scapenet can spend the requisite number of clues, as a group, to advance. Its connection symbol is:

1

Illus. Outland Entertainment LLC 23/126 303

Act 3g

Monkeywrench

Anson Rose has a reputation for his no-nonsense management style, who is up to date on every happening under his management tree. You might be able to convince or fool other staff to let you investigate, but he would almost certainly kick you out.

Forced – When Anson Rose leaves play: Add him to the victory display.

Objective – If there are no clues on Solitude, investigators with their cyber avatar there may spend 1 clues, as a group, advance.

Illus. Martin de Diego Sádaba 20/126 300

Act 3i

Hot Pursuit

The corrupted avatar moves erratically, leaving a trail of disintegrating data behind it like smoke.

Forced – When Corrupted Avatar leaves play: Add it to the victory display.

Objective – If Corrupted Avatar is in the victory display, advance.

Illus. Outland Entertainment LLC 24/126 304

Act 4g

Hard at Work

The technical writers seem frazzled somehow, despite them being programs. Their configuration must have been slowly tweaked over time to be less rigorous and more "productive". If one disappeared it wouldn't be missed…

➤➤ If you are at Technical Writer's location: **Parley.** Test or (3). If you succeed, place 1 clue on Technical Writer *(from the token pool)*.

Objective – If there are 1 clues on Technical Writer, advance.

Illus. Martin de Diego Sádaba 21/126 301

ACT 3j

The Class Act

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 twos 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 unscathed."*
>
> *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.

ACT 4h

Emptied Mind

> *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 Skorpios 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 (→**R1**).

Victory 1.

ACT 2j

Spot the Prey

> *You have only just set up a surface-level search subroutine to look for the escaped avatar when a shape decrypts itself from its hiding place and flits away. It makes a distorted version of a cackle, crackling and mixed with noise.*

Add this card to the victory display.

Spawn the set-aside Corrupted Avatar at Scapenet, exhausted.

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

Victory 1.

ACT 3h

By Any Means

If Anson Rose is in the victory display:

> *You smoothly knocked out Anson and jack into the intranet, but his vitals monitor has drawn security to your location.*

Spawn the set-aside Dedicated Response Team enemy at New Angeles.

Either way, also read the following:

> *A grid of simple technical writer programs are busily processing streams of events across a variety of topics. Just by looking at the backlog, it must be ronnabytes long, there is no way you would be able to find the data you want yourself.*

Add Anson Rose to the victory display, if able.

Put the set-aside Technical Writer story asset into play at Solitude.

ACT 1j

Data Dealer

> *You have just made contact with this anonymous poster when Nasir jumps into the conversation, inviting himself along, and explains who he is and negotiates terms for the contract to include sharing of information found. He has left out who you are: Nasir just smiles at you.*

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

ACT 2h

Demolition Run

> *Loose lips and failure to abide by clear desk policies lead you to think that they may keep meeting minutes in their own segregated intranet, only accessible from within Argus's server vault.*

Add this card to the victory display.

Put the set-aside Argus Server Vault and Solitude locations into play. Spawn the set-aside Anson Rose enemy at Argus Server Vault.

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

Victory 1.

Act 3k

False Echo

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

Forced – When Masvingo 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 Zeilinger 28/126 308

Act 4i

Window of Opportunity

"Our objectives are to find the source of the corruption. Whatever we can learn about its location, creator, method. I smell something dangerous and it's making me nervous."

➤➤ If you are at Aurora's location: **Parley.** Test or (3). If you succeed, place 1 clue on Aurora *(from the token pool)*.

Objective – If there are 1 clues on Aurora, advance.

Illus. Outland Entertainment LLC 25/126 305

Act 4k

Coalescence

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

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 clues on it, you may advance.

Illus. Matt Zeilinger 29/126 309

Act 1k

The Wünderkind

Someone who runs in Nasir's circles, a fellow runner going by Chaos Theory, is looking for some help in meatspace. She claims to be triangulating an alien signal, and Nasir thinks it could be a lead. She says she's "borrowed" some transmission dishes, and all that's left to do is some manual calibration.

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

Objective – If Transmission Dish has 1 clues on it, you may advance.

Illus. Matt Zeilinger 26/126 306

Act 1m

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.

1

Illus. Martin de Diego Sádaba 30/126 310

Act 2k

Rigging Up

The density of Mumbad obscures the actual location of the dish, despite Chaos Theory's coordinates.

Investigators with their meat body at Mumbad spend 1 clues, as a group: Put the set-aside Mumba Temple location into play.

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

Objective – If there are 2 Transmission Dishes in play, each with 1 clues on it, you may advance.

Illus. Matt Zeilinger 27/126 307

ACT 1n

Hijacked Router

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.

ACT 2l

Network Exchange

SUBNET 000.101.034.77X PORT:35021

<ChA05.Th30ry> 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 isnt 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.Th30ry> yeeeeaaaahhhh! ok! so the last one… i dont know i lost connection to it somehow? someones being rude

Add this card to the victory display.

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

If the Masvingo 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.

ACT 4l

Out of the Ashes

"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.

ACT 1l

Deep Thought

SUBNET 000.101.034.77X PORT:35021

<ChA05.Th30ry> cool its working now. dinos reading the signals theyre coming in clear. this is so cool, just like in those old tv shows!! thanks nasir!

<_Nasir> Glad to hear it. Where next?

<ChA05.Th30ry> 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…

ACT 3l

Net Celebrity

SUBNET 000.101.034.77X PORT:35021

<ChA05.Th30ry> thats weird. i thought me and talut were friends! why did he do that?

<<@Tl__µ7 HAS ENTERED THE CHATSPACE>>

<<@Tl__µ7 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?

<ChA05.Th30ry> omg youre such a worrier ok 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.

ACT 4j

Speakdoor

"I've seen something like this before. I was rifling through some Haas-Bioroid servers and found out about some plans for a military general AI that got scrapped. Couldn't find a buyer for the data but if it's escaping, it could be a bit of a different market…"

A follow-up message arrives a few minutes later. "You can keep it, by the way."

Add this card to the victory display.

The investigator nearest to Aurora takes control of it. Discard all clues from it.

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

Victory 1.

Act 2m

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.

Illus. Martin de Diego Sádaba 31/126 311

New Angeles

4 LOCATION 1

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.

Illus. Kirsten Zirngibl 34/126 314

Act 3m

Data Leak Reversal

Azmari EdTech is ostensibly a division of NBN focusing on education, from childrens' 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 Sádaba 32/126 312

Kampala

4 LOCATION 1

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

Illus. Kirsten Zirngibl 35/126 315

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.

Illus. Martin de Diego Sádaba 33/126 313

Mumbad

4 LOCATION 1

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.

Illus. Zach Graves 36/126 316

Singularity

ACT 4n

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.

Hemorrhage

ACT 3n

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.

The Noble Path

ACT 2n

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.

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

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

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.

Illus. Kirsten Zirngibl

Rio

4 LOCATION 1

Meatspace. 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.

Illus. Kira L. Nguyen 37/126 317

Lakshmi Data Center

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.

Illus. Ed Mattinian 38/126 318

Order of Sol General Assembly

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)*.

Illus. Henning Ludvigsen 39/126 319

Dorm Room

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.

Illus. Lucas Durham 40/126 320

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.

Illus. Henning Ludvigsen 41/126 321

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.

Illus. Yog Joshi 42/126 322

Order of Sol Hall

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.

Illus. Henning Kudvigsen

Tech Incubator

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.

Illus. Greg Semkow

Rio

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. Kira L. Nguyen

Mumba Temple

LOCATION

Meatspace.

It is rumored that g00ru himself studied at the temple, applying its teachings to cyberspace. Many runners have followed in his path, but none have reached its end.

Illus. Yog Joshi

Argus Server Vault

LOCATION

Meatspace.

Nothing is impenetrable. The key is to make breaking into it more costly than what it's worth.

Illus. Henning Ludvigsen

Dorm Room

LOCATION

Meatspace.

"Universities are just factories, making corporate drones for the machine. Some CS departments are cool though."
—g00ru

Illus. Lucas Durham

Baobab Centre

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.

Illus. Yog Joshi 43/126 323

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.

Illus. Liiga Smilshkalne 44/126 324

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.

Illus. Liiga Smilshkalne 45/126 325

Obscure Trail

2 | LOCATION | 3

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.

Illus. Liiga Smilshkalne 46/126 326

Obscure Trail

2 | LOCATION | 3

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.

Illus. Liiga Smilshkalne 47/126 327

Obscure Trail

2 | LOCATION | 3

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. Liiga Smilshkalne 48/126 328

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

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Illus. Adam S. Doyle

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. Yog Joshi

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Illus. Adam S. Doyle

Disintegrating Bridge

4 | 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. Scott Uminga 49/126 329

Disintegrating Bridge

4 | 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. Scott Uminga 49/126 329

Scapenet

4 | 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. Zoe Cohen 51/126 330

Disunity

3 | 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. Liiga Smilshkalne 52/126 331

Disunity

3 | LOCATION | 1

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. Liiga Smilshkalne 53/126 332

Chakana

4 | 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. Eko Puteh (Edited) 54/126 333

Unexplored Server

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Illus. Adam S. Doyle

Echo Chamber

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

Illus. Donald Crank 55/126 334

Rumor Mill

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

Illus. Mariusz Siergiejew 56/126 335

Masvingo

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.

Illus. Scott Uminga 57/126 336

Solitude

3 | LOCATION | 1

Cyberspace.

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

Enemies cannot spawn here.

Illus. Zoe Cohen 58/126 337

Synchronizer

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.

Illus. Alexandr Elichev 59/126 338

Brain-Machine Interface

ASSET | Restoring Integrity

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.

Illus. Smirtouille 60/126 339

Unexplored Server
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Illus. Adam S. Doyle

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. Zoe Cohen