

ARKHAM HORROR® THE CARD GAME

Campaign Guide THE WORLDS OF ANDROID

It is the future

"You have been sold a lie of prosperity, growth, and wealth, a phantasm of a happy world that is more fragile than you could believe. All it will take is a single spark, and it will all go up in flames."

— Omar Keung, the Flashpoint

The Worlds of Android is a campaign for *Arkham Horror: The Card Game* for 1–4 players. *The Worlds of Android* contains the following eleven scenarios: "Architects of Tomorrow", "Potential Unleashed", "Controlling the Message", "Builder of Nations", "The Keeper of Knowledge", "The Head Case", "The Information Broker", "The Whistleblower", "The Cyber Explorer", "Boundless Sea", and "Apocalypse." Each of these scenarios may also be played on its own in Standalone Mode.

Expansion Icon

The cards in *The Worlds of Android* campaign expansion can be identified by this symbol before each card's collector number:



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Additional Rules and Clarifications

Meatspace and Cyberspace

My advice is to decide what makes sense to you and stick to it. Trying to spell out "rules as intended" would probably take multiple pages and nobody can be bothered with that. I suggest you at minimum read the numbered paragraphs first, and then fill in the details with the bullet points afterwards. If you really want solid rules, flip to the last page of this campaign guide for a version that isn't "rules as intended", but mostly works for the "rules as written" crowd.

—Frostmaze

1. There are two completely separate realities: Meatspace and Cyberspace.

- ❖ Each location in this campaign is in either in **Meatspace** or **Cyberspace**, and has the appropriate trait.
- ❖ A location that is neither **Meatspace** nor **Cyberspace** (such as Luke Robinson's Dream-Gate) is a meatspace location.
- ❖ A meatspace location and a cyberspace location cannot be connected to one another, even if their connection symbols would let them.

2. You have two bodies—a meat body and a cyber avatar—and your consciousness switches to inhabit only one of them at a time.

- ❖ Your meat body is represented by your normal investigator mini-card. Your cyber avatar is represented by your cyber avatar mini-card.
- ❖ You are at both locations at the same time, but for most card purposes, "your location" is wherever your consciousness currently resides—in short, you are either in meatspace or in cyberspace.
- ❖ Represent this by flipping the meat body's/cyber avatar's mini-card between its grey and colored sides to indicate which reality you are in.
- ❖ You start each scenario in meatspace.
- ❖ If either your meat body or cyber avatar is at an unrevealed location, reveal it.
- ❖ Switching between meatspace and cyberspace isn't moving.
- ❖ Some card effects measure "nearest" or "farthest". These are based on the location(s) of the meat body/cyber avatar, whichever is relevant to the card effect. If it is not specified, it is nearest/farthest from your current location

3. Nothing can travel between realities—investigators or enemies—and actions in one reality cannot affect the other except when specified.

- ❖ Whether an enemy is a meatspace or cyberspace enemy is determined by its **Meatspace Spawn** or **Cyberspace Spawn** instruction.
- ❖ In the absence of further spawn instructions, it will spawn engaged with your meat body or cyber avatar (whichever is relevant for the enemy).
- ❖ An enemy with neither instruction is a meatspace enemy.
- ❖ An enemy with hunter moves towards the nearest meat body or cyber avatar.
- ❖ A meatspace enemy can only be in a meatspace location. The same is true for cyberspace. They cannot move into the wrong reality.
- ❖ Enemies engage the meat body or cyber avatar at their location. This also means they engage that investigator. Represent this by placing the enemy overlapping the mini-card.

4. You can only take active actions in whichever body your consciousness is inhabiting. Your other body is staying still not doing anything.

- ❖ If an enemy is engaged with your cyber avatar, you can continue to take actions in meatspace without triggering attacks of opportunity because your cyber avatar isn't doing anything. The reverse is true also.

5. Your other body is still affected by the environment. Therefore, anything that happens to your other body, such as treacheries, enemy attacks, or location effects, also happens to you.

- ❖ In the enemy phase, enemies will attack the meat body or cyber avatar it's engaged with. The attack happens in the enemy's reality, but the damage/horror is dealt to you, in your current reality. (Relevant for things like Bandages or Shield of Faith).
- ❖ If an investigator fails an attack against an enemy engaged with the meat body of another investigator, the attack's damage is dealt to the meat body, and therefore, the investigator. The same is true for cyberspace.

Corrupted Data

Some effects will instruct investigators to corrupt cards. To do so, its owner sets it aside facedown. If a card is corrupted from a hidden zone such as a player's deck, its owner sets it aside without looking at it. Each investigator keeps their own corrupted cards separate from those of other investigators.

Tags

Some effects will instruct investigators to gain or remove tags. Tags have no game effect by themselves, and are removed between scenarios. Remember you can use your Brain-Machine Interface to remove tags.

Fragmented Signals

Some text will be in a mysterious script. Any text not in plain English has no effect. As the investigators uncover fragments of the greater truth and their understanding of reality increases, they might begin to make sense of it all.

❖ For every 6 fragments marked in the Campaign Log, an additional token is added to the chaos bag, to a maximum of 4 tokens in the chaos bag.
(Add this token after scenario resolution.)

❖ As more fragments are marked in the Campaign Log, certain encounter sets will have cards gathered or not gathered. For these encounter sets, the bottom of the card displays the range of fragments for which it should be gathered. This affects cards in the following encounter sets: *Fraying Realities*, *Synthetic Evils*, *Synthetic Cult*, *The Network*, *Critical Error*, *The Cyber Explorer*, *Boundless Sea*, and *Apocalypse*.

For example: Sunny Lebeau is instructed to gather the Synthetic Evils encounter set. In this encounter set, there are three versions of the Synthetic Evils treachery. At the bottom of the versions are: "0–8", "9–14", and "15+". Because Sunny has 18 fragments marked in her Campaign Log, she removes each copy of the first two versions ("0–8" and "9–14") and only gathers each copy of the version for her fragment total ("15+").

Campaign Setup

To set up *The Worlds of Android* campaign, perform the following steps in order.

1. Choose investigator(s).
2. Choose cyber avatar mini-card(s).
3. Each player assembles their investigator deck.
4. Each player adds a Brain-Machine Interface to their deck. This card can be found in the *Brain-Machine Interface* encounter set.



5. Choose difficulty level.

6. Assemble the campaign chaos bag.

- ❖ Easy (*I want to surf the Network*):
+1, +1, +1, 0, 0, -1, -1, -2, -2, , , , , ,
- ❖ Standard (*I want full immersion*):
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , ,
- ❖ Hard (*I want to see static*):
0, 0, -1, -1, -2, -2, -3, -4, -4, -5, , , , , ,
- ❖ Expert (*I want to be assimilated*):
0, -1, -2, -2, -3, -4, -4, -5, -7, , , , , ,

Beware...

The campaign can be a little harder than you might be used to. Scenarios will push you to hit the ground running and not dawdle. The campaign rewards flexible and consistent decks, and is harsh against fragile decks centred around one or two cards. Achieving the secret ending is going to be all but impossible first try. I have tried to make the campaign as fair as possible—you won't be randomly blindsided... unless your one important combo piece got corrupted from your deck. Don't say I didn't warn you. Do your best!

—Frostmaze

Prologue

Intro 1: Your PAD lights up and your AI secretary tells you in a quiet voice, "Connection to the Network established." You take a sip of YucaBean, settle into your office chair, and jack into the NAPD's local Network to resume writing your last incident report.

Over the next few minutes, you see alert after alert being broadcast to your NAPD feed, although none of it for you. You dutifully continue gesturing your report, ignoring the distractions. But only a few sentences later you are interrupted again, this time by your office door slamming open. You look up in disgust, prepared to admonish whichever rookie decided to barge in without knocking.

"Detective. Drop everything. You have one priority now."

Police Commissioner Dawn, hair uncharacteristically loose, face with a rare frown, strides over to your desk as you hastily prepare to jack out of the Network. You had never met in person, until now.

"No, it's okay, I know about it. In fact, that's why I'm here."

You halt your instinctively initiated logout protocols. She knows about your skulljack—operation mortality rate, 65%; post-op psychosis rate, 35%; highly risky, highly illegal; not that you had a choice back then.

She glances at your expression and her face softens, "I overlooked the deals you cut to get it through screening. Even though it's illegal—and the bribes too, of course—don't worry, it's not going to be prosecuted. It's actually been a convenient asset when assigning cases. You've not noticed how your caseload is different to your colleagues'?"

Her frown returns to her face, "In any case, I have a need for your skills. Looks like you've not noticed what's happened. There's been a cyberattack. Titan servers went dark, all of them—for 23 seconds."

Titan Transnational, the worlds' largest bank and backer of the worlds' most important currency, went dark?

She continues, "There's a 23-second gap in the records, and now no one's fully sure who owns what—they've managed so far to keep it from blowing out of control and have been secretly sending out requests to retransmit transactions, but our estimates, with the average number of transactions that would happen in that length of time, lead to about 40 trillion credits that are now unaccounted for."

You briefly worry about your own credaccount, and then realise the magnitude of the situation goes much, much further. With this much money on the line, if it doesn't get fixed, the corps are going to be out for blood—a repeat of the Worlds War would leave economies, industries, lives to collapse.

Commissioner Dawn watches you work through the ramifications. "Yeah, it's bad. I've recalled all non-emergency units, and I have all senior officers liaising with the corps to hopefully get them talking and prevent corp warfare breaking out. I don't think it's going to be enough but... Don't ask me how or why, but I have a hunch there's someone or something behind this, and it's not a corp or a random criminal."

A notification pops up on your PAD. "I've managed to get you blue level clearance with all of the big four for the next few days. Between them, there's nothing that can't be known. Get in there, drill everyone, scrutinize everything. Get back alive, and don't let me down. If my hunch is right... Well, never mind."

You have no idea who or what the perpetrator is, but Commissioner Dawn's gut has a proven track record. You message the rest of your unit and make preparations.

Intro 2: Where do you go for your investigations?

The investigators must decide (choose one that has not yet been visited):

(C) Haas-Bioroid denies recording everything their bioroids see, but everybody knows the truth. Proceed to **Scenario I-A: Architects of Tomorrow**.

(C) Jinteki has always been mysteriously prepared for disasters in the past. Did they foresee this? Proceed to **Scenario I-B: Potential Unleashed**.

(C) NBN's division, SYNC, is the creator of the Network through which almost all communications travel. Proceed to **Scenario I-C: Controlling the Message**.

(C) The Weyland Consortium is the owner of Titan Transnational, the bank at the center of it all. Proceed to **Scenario I-D: Builder of Nations**.



Scenario I-A: Architects of Tomorrow

A world leader in android design and manufacture, Haas-Bioroid is one of the most powerful and well-known corporations in the world. Its bioroids are a modern feat of engineering and design that seamlessly blends man and machine.

In its early days, Haas Industrie was a robotics, cybernetics, and heavy manufacturing concern based in Europe. When the Rossum Group made its first breakthroughs on what would one day become the technology for neural channelling, Haas Industrie was quick to snap it up. Following this acquisition, the company achieved amazing leaps in computational neuroscience technology that allowed for the creation of the first androids. With the launch of its flagship product, bioroids, the company re-branded itself as Haas-Bioroid.

As businesses capitalize on the efficiency of androids, demand for high-quality and affordable labor solutions has skyrocketed. Whether it is a legion of garbage collection and disposal models for a city government, a sophisticated personal secretary for an international head of state, or simply a loyal housekeeper and companion for a lonely billionaire, Haas-Bioroid can mass-produce or custom-tailor bioroids to suit any need or budget, all while turning a profit.

Under the ruthless leadership of the indomitable Cynthia Haas, better known as Director Haas at her insistence, Haas-Bioroid aggressively competes with rival corps by purchasing controlling shares in smaller businesses and directing their research in Haas-Bioroid's favor. Rumors circulate of kidnapped CEOs who are "rescued" by prsec teams once certain business negotiations are complete.

Haas-Bioroid's success has been seen by many corporations as a threat. Jinteki directly competes with Haas-Bioroid as the provider of the other half of the labor solutions market. Tales of corporate sabotage, espionage, and netwerk run in the screamsheets with regularity despite the efforts of both corporations' PR departments. The fight over new technologies has inflamed tensions, and few believe Haas-Bioroid will let its rivals hold the upper hand for long.

—Excerpt from The Worlds of Android

As your hopper slows down to park, the looming shadow of the Haas Arcology in the Manta district darkens your vision. When you come to a complete stop, your PAD immediately displays to you a message from the Haas Arcology AI containing a meeting it has scheduled for you with Director Haas in 40 minutes' time, a map with directions to the executive offices at the arcology's apex, and an updated visitor pass. They say Haas Arcology houses the most advanced AI ever integrated into a building, and its efficiency certainly lives up to the Haas-Bioroid reputation. You exit your hopper and start the long journey to the top of the arcology.

Setup

Ⓐ Gather all the cards from the following encounter sets: *Architects of Tomorrow*, *Fraying Realities*, *Synthetic Evils*, *The Network*, *Megacorps*, and *Haas-Bioroid*. These sets are indicated by the following icons:



- Ⓐ Set the Isabel McGuire story asset aside, out of play.
- Ⓐ Set the following enemies aside, out of play: Ash 2X3ZB9CY, Fairchild 1.0, Fairchild 2.0, Fairchild 3.0, and Assimilator.
- Ⓐ Put all 5 meatspace locations into play (Corridor, Neuromedical Lab, Manta Meeting Room, Rapid Prototyping Lab, and Hologolf Course). Each investigator's meat body begins play at the Corridor.
- Ⓐ Put the cyberspace locations into play. To do this, perform the following: (see location placement below)
- ❖ Put the 6 Unexplored Server locations into play as depicted below. (Their revealed sides are Cyberdex Image, Ikawah Image, Drafter Image, Helheim Image, Turing Image, and Edge of the Network.)
 - ❖ Each investigator's cyber avatar begins play at the leftmost Unexplored Server.
- Ⓐ Create the calibration bag, as noted under **Calibration Testing**, and set it aside, out of play.
- Ⓐ Set aside the following tokens from the collection (not from the chaos bag): **▲**, **▼**, **◆**, **◆**, **◆**, **◆**, **◆**, **◆**, and **◆**.
- Ⓐ Shuffle the remainder of the encounter cards to build the encounter deck.
- Ⓐ You are now ready to begin.

Calibration Testing

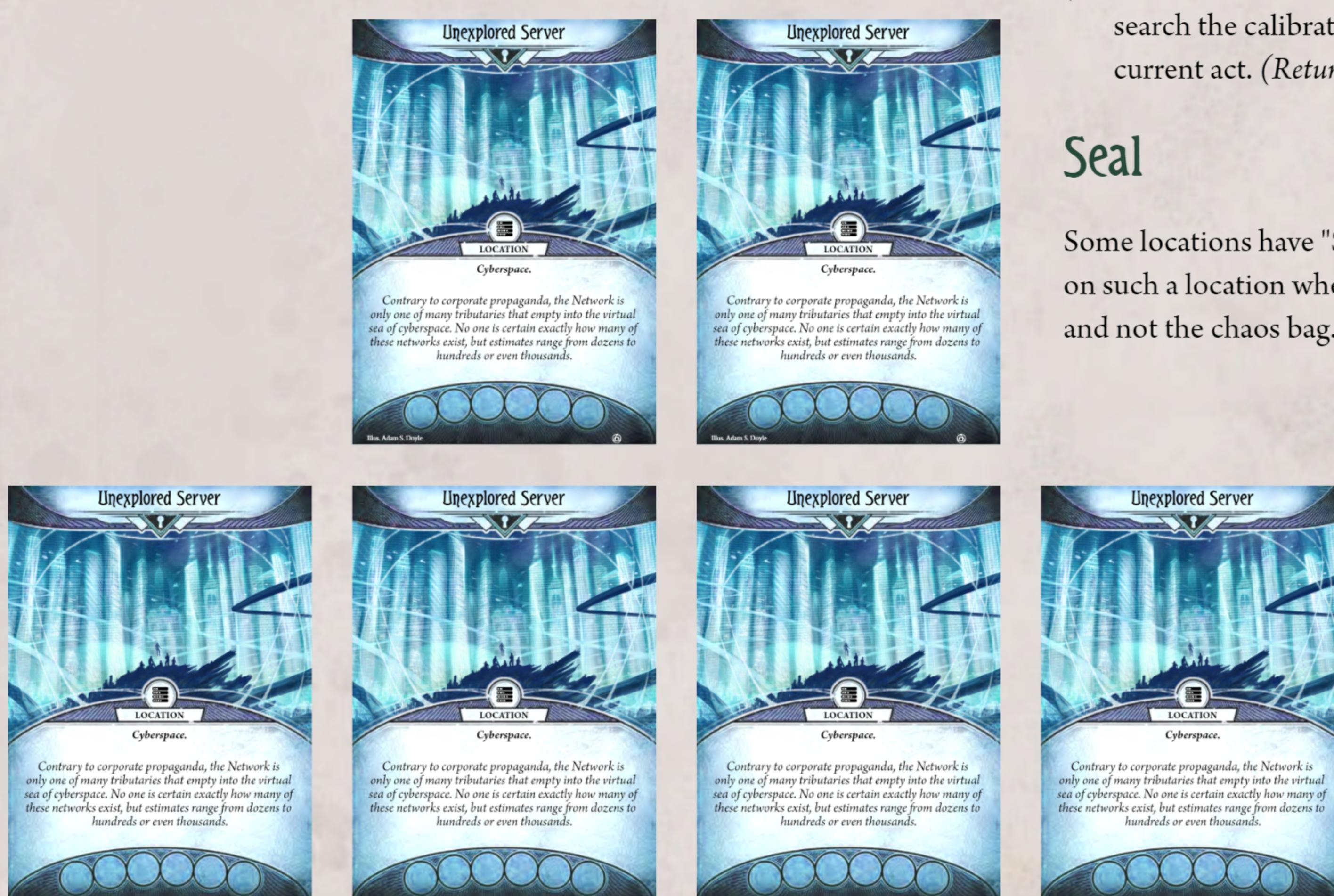
Create a separate bag with tokens from the collection (not from the chaos bag), consisting of **◆**, **◆**, and eight numerical tokens (*it does not matter which numerical tokens you use*). If you do not have a second bag, use a cup, bowl, or other opaque container. This is the calibration bag, and these are calibration tokens. They are not chaos tokens.

Some abilities will instruct the players to make a calibration test. To resolve a calibration test, perform the following:

- Ⓐ Check the current act. An investigator reveals the instructed number of random calibration tokens from the calibration bag. (If the act has no instructions, calibration tests cannot be made.)
- Ⓐ If a **◆** token was revealed, each investigator must gain 2 tags or discard 2 cards from their hand.
- Ⓐ You will be instructed whether or not a calibration test was successful.
- Ⓐ After the calibration test ends, if it was unsuccessful, an investigator may search the calibration bag for a non-**◆** calibration token and seal it on the current act. (Return it to the calibration bag when the act advances.)

Seal

Some locations have "Seal (set-aside **◆**)" or similar. Resolve the seal keyword on such a location when it is revealed, taking the token from the set-aside tokens and not the chaos bag.



Scenario Interlude: Preemptive Action

Director Haas turns her gaze towards you, arms folded. "Detectives. I know why you're here, Dawn has already briefed me on her supposed reasons for her search warrant. In less exceptional times, I might be more willing to comply with such requests but this is a delicate time, liable to turn into a dangerous situation for everybody, whether you realise it or not. Haas-Bioroid has many competitors and, while the NAPD is not one, right now I would not trust company secrets to external agents. Tell Dawn to send someone next week and then perhaps we can talk."

Commissioner Dawn had briefed you on this, that Director Haas, despite her stern and controlling facade, often blusters and prevaricates, sometimes even doing it herself if she thinks it would be the most likely way to succeed. Dawn assured you that Director Haas has no ground to stand on and she knows it—hence why she has given no concrete reason to deny your entry—and to be as polite as possible while insisting on your clearance.

She sighs and tutts quietly to herself. "Fine. I see you're not another one of Dawn's spineless lackeys. In fact I can practically hear Dawn's words rehearsed yours. You can keep your clearance to the facilities. However, corporate secrets remain proprietary as per the terms of the federal agreement and I would strongly advise you against entering our servers. Right now I have more efficient uses for my time. I hope we won't hear from each other again. Pass on my regards to Dawn." She leaves the room and leans in to whisper something to the Ash bioroid waiting patiently outside.

② Spawn the set-aside Ash 2X3ZB9CY at the Manta Meeting Room.

Your shoulders relax as Director Haas's intense presence gradually dissipates from the room. After a few moments to re-balance, you stand up and begin walking to the door, but your PAD chimes with a message.

Detectives,

Before you go anywhere, I think we should meet. Since you're here, why don't we do it in person? I'm taking a break practicing my driving at the moment, come find me at the attached location whenever you like. I've made the necessary arrangements with security—you shouldn't be harassed by them... too much.

Best,
Isabel McGuire



DO NOT READ

until the end of the scenario

If no resolution was reached and at least one investigator resigned: Proceed to **Resolution 1**.

If no resolution was reached because each investigator was defeated: You groggily come to, and find yourself staring at the ceiling of a dark room only a few metres wide, lit with vidscreens and equipment. A voice comes from the figure reclining in a chair, "Glad to see you awake. You were found by an Ash, passed out. He came by and dropped you off." You sit upright and frantically check your pockets and your PAD for the notes you had been making. The figure laughs. "Don't worry, all your stuff's over there on the table. He ran the visitor exit procedures after bringing you here. The usual stuff, you know, making sure you didn't swipe anything, scanning your data for company secrets. I don't think he confiscated anything... Anyway, you should be good to go now. Have a nice day."

② Choose a random act in the victory display and remove it from the game.

② Proceed to **Resolution 1**.

Resolution 1: You sit back in your hopper seat, watching the world hustle onwards. Upload in progress: 50%. Haas-Bioroid moves with a speed of its own, never letting up—and it really takes a lot of energy to keep up. Upload complete: 100%.

You snap back to attention. A report flashes open on your PAD: the hopper's AI has completed its first pass analysis of what you collected. You scan through the report.

In the weeks prior to the 23 Seconds, reports of erratic behaviour have been increasing, corresponding with the corrupted microcomputer nodes on brainmaps you recovered today. Bioroid optical brains are constantly connected to the Network and, since the 23 Seconds, the corrupted areas have been growing in proportion. There is no data for where these corrupted nodes originated.

Cross-referencing the brainmaps with NAPD data, there is a high likelihood that a new directive has been issued. If this is true, there is also a high likelihood that the directive exists to forbid the recognition of this problem.

I have located a former Haas-Bioroid consultant with insight into bioroids' optical brains and braintaping, and therefore may be of use as an expert in the field. Professor Teeling Anson, more commonly known by his cyberspace alias The Professor, convicted with three counts of cyberterrorism, is currently under house arrest, and may be amenable to aiding your investigation at short notice with suitable incentive.

You send a request back to NAPD headquarters for The Professor's address.

② Each investigator earns experience equal to the Victory X value of each card in the victory display.

② For each act in the victory display (*do not count agendas*), mark 1 fragment in your Campaign Log. (Remember to update the chaos bag with any additional tokens.)

② In your Campaign Log, under "Megacorps Visited", mark Haas-Bioroid.

② If this is the first scenario of the campaign, return to **Intro 2** in the **Prologue**. Otherwise, proceed to **Interlude I: Information Sifting**.

Scenario I-B: Potential Unleashed

When you need the human touch, Jinteki is there. In contrast to the stiff, mechanical, and unfeeling bioroids produced by Haas-Bioroid, Jinteki's clones look and feel human while representing the best that humanity has to offer. Clones are Jinteki's answer to the labor solutions market, one that will ultimately lead to the betterment of mankind as a whole.

Jinteki started as a biotechnology firm in NeoTokyo focused on developing life in all its myriad forms. Its earliest products included replacement and augmentative tissues and organs, a mission that is continued at Harmony Medtech branches across the globe today.

Jinteki has undergone more change in the last twenty years than in the last two hundred. Its roots in traditional Japanese management culture and business practices enabled the company to grow and succeed in its first phase of development. The second phase of development is marked by the company's transformation in the hands of Chairman Satoshi Hiro. Now hailed as an irreverent and revolutionary executive, Hiro started as a lab contractor who became head of Jinteki's American operations shortly after he unlocked the Accelerated In Vitro Maturation process, and later surprised everybody when he—an outsider and relatively young man—was named by the board as the company's new chairman.

Since his ascension, Jinteki has undergone a massive corporate restructuring. In an unprecedented move, he relocated Jinteki's headquarters from its historic NeoTokyo offices to the Nihongai District of New Angeles. Many section chiefs were let go, while other departments were consolidated or split up among new managers. The rapidity and extent of these changes came as a shock to everyone, but this reorganization is likely still in progress, further demonstrating Jinteki's status as a dynamic company. With several new key acquisitions and inventions, Jinteki stands poised to shape the android labor market for years to come.

—Excerpt from *The Worlds of Android*

Even as your hopper is approaching the Jinteki HQ, the streets are emptier than the other districts. Looking closely, the demographics of those outside are skewed, with barely any of the usual crowd of Jinteki employees.

Inside the HQ building, the situation is even more extreme. Not even receptionists are around, the lobby a desert save for a skeleton security team who asks for your identification and then returns to ignoring you.

You enter the beautifully manicured gardens that connect the various buildings of Jinteki's sprawling HQ complex and start your investigations. You check common areas, meeting rooms. You check the offices of executives who usually have coteries of helpers and hangers-on hovering around and come up empty-handed. But again, all the office blocks have barely anybody inside, from entry-level to executive.

As you start to question whether you are in the right place, you decide to head towards what is obviously a maintenance shed tucked in a corner of the grounds. That's when it starts—you can hear sounds coming from inside, the sound of... screams? Shouts? Jinteki has a reputation for unorthodox cybersecurity methods—they habitually leave their servers open and requiring no credentials, practically inviting would-be-attackers to enter... and run directly into a sysop's ambush, or a piece of black ice ready to fry the intruder's brain. It should have been no wonder that their physical security is also somewhat enigmatic, although it still does not explain why the whole HQ is seemingly abandoned. You take a deep breath, press yourself against the walls of the shed, and crack the door open.

Setup

(P) Gather all the cards from the following encounter sets: *Potential Unleashed*, *Fraying Realities*, *Synthetic Evils*, *The Network*, *Megacorps*, and *Jinteki*. These sets are indicated by the following icons:



(P) Set the following story cards aside, out of play: Chairman's Concerns, Experiment Notes, Message Log, Observation Data, and Rambling Entry.

(P) Set the Tunnel Vision and Autoscriber story assets aside, out of play.

(P) Set the following enemies aside, out of play: Ben Musashi, Bruce Musashi, Satoshi Hiro, Senshi a7e3, Senshi b0e1, Tori Hanzō, and Assimilator.

(P) Put the meatspace locations into play. To do this, perform the following: (see location placement on next page)

❖ Put the Basement Entrance, Medical Bay, and Mental Health Clinic locations into play.

❖ Put a Basement Door location into play at each Root.

❖ Each investigator's meat body begins play at the Basement Entrance.

(P) Put the cyberspace locations into play. To do this, perform the following: (see location placement on next page)

❖ Put the Lotus Field, Thimblerig (Left Behind), and Thimblerig (Step Right Up) locations into play.

❖ Randomly choose 1 **Cyberspace Ambush** location and remove it from the game. (Each one is the revealed side of an Unexplored Server location.)

❖ Put a remaining Unexplored Server location into play at each Leaf.

❖ Each investigator's cyber avatar begins play at the Lotus Field.

(P) Shuffle the remainder of the encounter cards to build the encounter deck.

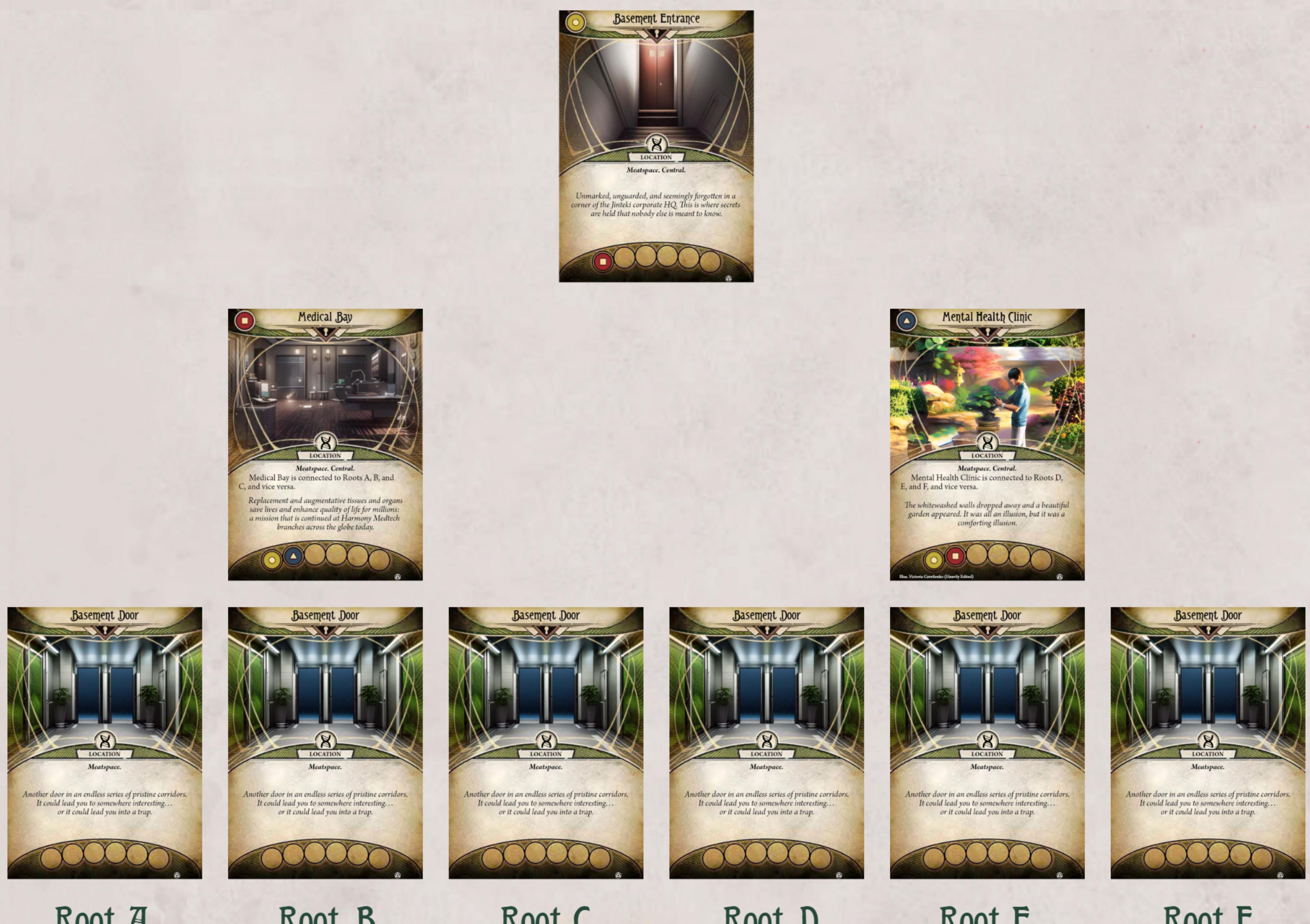
(P) You are now ready to begin.





Suggested Cyberspace Location Placement

Suggested Meatspace Location Placement



Root A

Root B

Root C

Root D

Root E

Root F



DO NOT READ
until the end of the scenario

If no resolution was reached and at least one investigator resigned: Proceed to **Resolution 1**.

If no resolution was reached because each investigator was defeated: You slowly awake in your hopper, struggling to open your eyes. You appear to be unharmed, but all your possessions are in a pile in the back seats. When you go to check if anything is missing, you spy a silhouette of a figure with a katana slowly walking away back into the Jinteki headquarters.

(C) Choose a random story card in the victory display and remove it from the game.

(C) Proceed to **Resolution 1**.

Resolution 1: You let out your held breath and relax in the seat of your hopper. Upload in progress: 50%. Dealing with Jinteki is always fraught with hidden meanings and false smiles, but without the facade, the fangs are clearly visible, lethal upon a single false move. Upload complete: 100%.

You snap back to attention. A report flashes open on your PAD: the hopper's AI has completed its first pass analysis of what you collected. You scan through the report.

The Hyoubu Institute, a lesser-known Jinteki research division, has been primarily focused on the development of advanced psychic abilities and is the group responsible for the highly secretive Nisei line of clones: you are already acquainted with Caprice Nisei, who is currently on trial as a detective at the NAPD. Throughout the development of the Nisei clones, test subjects in vitro and ex vitro displayed strong reactions in the run-up to disasters: reactions which Jinteki makes use of in their forecasting efforts, which led to the evacuation of the Jinteki HQ yesterday evening.

The reactions you have encountered today as noted by the researchers are stronger than for any previous disaster, and also, unlike previous incidents, have not subsided since the 23 Seconds. The cause for this is unknown.

Questioning of Caprice Nisei or of any other clone subjects in the facility is unlikely to yield useful information due to Jinteki's proprietary clone conditioning program which only allows them to share confidential information with senior Jinteki employees. However, the data you uncovered in the servers indicates one Nisei clone unaccounted for. Due to their missing status, they may be free from Jinteki's conditioning and amenable to further questioning.

You send a request back to NAPD headquarters for anything to do with this runaway clone, marking it with the highest confidentiality. What did they see? And what is all this about psychic powers? You will never look at Caprice Nisei the same way again.

(C) Each investigator earns experience equal to the Victory X value of each card in the victory display.

(C) For each story card in the victory display, mark 1 fragment in your Campaign Log. (Remember to update the chaos bag with any additional  tokens.)

(C) In your Campaign Log, under "Megacorps Visited", mark Jinteki.

(C) If this is the first scenario of the campaign, return to **Intro 2** in the **Prologue**. Otherwise, proceed to **Interlude I: Information Sifting**.

Scenario I-C: Controlling the Message

Intro 1: The sheer volume of data streaming through NBN's servers at any given moment is staggering to most users, and this data fuels modern daily life as much as any helium-3 reactor. NBN collects, processes, and delivers the information its customers need straight to their PADs so they can live the most productive, happy lives they can. The content they watch has been carefully curated just for them, and they get custom recommendations based on their location and daily routine. The average citizen is completely oblivious to the number of sensors and seccams and camdrones they pass on a given day, but NBN watches over them all to keep them safe and secure. This future exists because of the innovations made by NBN, but none of their innovations is of greater value to NBN than their custodianship of the Network.

When the Blackout of '12 swept the world, NBN was hit hard like other media corporations, but it had been experimenting with a new communication protocol that was not affected by the cyber attack. The world governments fast-tracked the development of this framework for a new network known simply as the Network. The technology division remained an NBN subsidiary but was rebranded as SYNC, and it catapulted NBN to new heights. Today, as the creators of the secure universal gateway protocols used by almost every device in the world, SYNC is synonymous with the Network itself. Its satellite networks are the largest in the world and are supplemented with millions of miles of fiber-optic cable to grant customers access to the ease and convenience of modern life. Some critics claim NBN collects and uses the massive amounts of data at its disposal to spy on its customers and even sells personal information and activity to repressive regimes. But most people would never trade the customization and personalization of media content and productivity applications only possible thanks to SYNC's ubiquity and NBN's analytics.

—Excerpt from The Worlds of Android

You exit the riotous glow of vidscreens and holographic projections from Broadcast Square and step into the atrium of the NBN headquarters arcology, an open and airy space done entirely in white, the only splash of color coming from a holographic NBN logo rotating slowly in the air. The lobby is a heaving mass of people, from the usual nosies all the way to executives, all of them in a desperate panic to make some sense of the 23 Seconds. A few steps in, a receptionist flags you down and requests you to follow her. She leads you behind the reception desk and shows you to an elevator with just one other destination. After a minutes-long elevator journey, you step out into a sunlit room, decorated in the latest interior design precepts, and are greeted by the model-turned-media mogul CEO Victoria Jenkins. She smiles warmly and makes an immaculate gesture with an immaculately groomed hand and leads you inside.

"Detectives, as you know, NBN has always been there for the citizens of the worlds, connecting us all, helping humanity come together, and it is in these unprecedented times where these ideals are even more important. I, like commissioner Dawn, am fully committed to ensuring the truth behind this incident is brought to light. And so I would like to suggest an exchange of information—temporary exclusive rights to what you learn during your investigations, excepting the NAPD of course, in exchange for unfettered access to the data that runs through NBN's information apparatus."

Of course she would know your particular task. There's nothing NBN hasn't recorded, it's just a matter of finding where it's been saved. She smiles again and continues.

"What do you think?"

The investigators must decide (choose one):

(P) Accept her offer. NBN will probably be the first to find out anyway—take what help you can get. Proceed to **Intro 2**.

(P) She may be the CEO of NBN but this is an NAPD investigation. Insist she gives you the access your clearance level allows. Skip to **Intro 3**.

Intro 2: "Good working with you—I'm sure Commissioner Dawn would applaud your conscientiousness. However, I have to admit, although I am the CEO, I do not have absolute authority over all aspects of the company. Certain divisions and subsidiaries, SYNC in particular, have government regulations that can alter the usual authorization protocols. I can assure you I will do my utmost to aid you in your investigation, but should you come into conflict with NBN operators, I have full confidence in your ability to resolve the situation. With that out of the way, detectives, please, follow me."

(P) Remember that Victoria Jenkins is helping you.

Skip to **Setup**.

Intro 3: "There is more to data than just collecting and storing it, and our expertise in analyzing it is what has brought us to the top. Disappointing. Nonetheless, you are quite correct, and our servers are open to your inquiries. I would still like to warn you, however, that certain divisions and subsidiaries, SYNC in particular, have government regulations that can alter the usual authorization protocols. If you should come into conflict with NBN operators, I have full confidence in your ability to resolve the situation. With that said, the room you're looking for is on L12. Good luck, detectives."

Proceed to **Setup**.

Setup

(P) Gather all the cards from the following encounter sets: *Controlling the Message*, *Fraying Realities*, *Synthetic Evils*, *The Network*, *Megacorps*, and *NBN*. These sets are indicated by the following icons:



(P) Shuffle the 5 story cards together facedown to form the Leads deck. Place this deck near the scenario reference card.

(P) Set the following enemies aside, out of play: Each copy of SYNC BRE, Lily Lockwell, Arella Salvatore, and Assimilator.

(P) Put the meatspace locations into play. To do this, perform the following:

❖ Put L12 Floor Lobby into play.

❖ Put 2 random SYNC Consoles into play, revealed, adjacent to L12 Floor Lobby (but not to one another).

❖ Put the remaining SYNC Console location into play, revealed, adjacent to both of those SYNC Consoles.

❖ Each investigator's meat body begins play at L12 Floor Lobby.

(P) Put the cyberspace locations into play. To do this, perform the following: (see location placement on next page)

❖ The cyberspace locations form a 5 by 5 grid. Put a Data Pike into play in the center of the grid.

❖ Find each copy of Unravelling Server and form 5 piles, each with 1 copy of Unravelling Server.

❖ For each of the first 4 piles, add 3 random remaining Unexplored Servers, shuffle it, and put the locations into play as a 2 by 2 grid, positioned in each of the corners of the overall 5 by 5 grid.

❖ To the fifth pile, add the remaining Unexplored Servers. Shuffle the pile and put the locations into play in the remaining open spots in the overall 5 by 5 grid.

❖ Each investigator's cyber avatar begins play at the central Data Pike.

(P) If Victoria Jenkins is helping you, attach Victoria Jenkins to L12 Floor Lobby. Otherwise, remove her from the game.

(P) Shuffle the remainder of the encounter cards to build the encounter deck.

(P) You are now ready to begin.

Suggested Cyberspace Location Placement

Pile 1



Pile 5



Pile 2



The image shows a card titled "Unexplored Server". The title is at the top center in a serif font. Below it is a decorative keyhole icon. The background features a futuristic city skyline with tall, illuminated skyscrapers set against a dark, glowing blue sky filled with concentric light patterns. In the foreground, there's a circular emblem containing a stylized server tower icon. Below this emblem is the word "LOCATION" in a bold, sans-serif font. At the bottom of the card, the word "Cyberspace." is written in a large, italicized, sans-serif font. The overall aesthetic is cyberpunk and futuristic.



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.



Pile 3



Pile 4

DO NOT READ until the end of the scenario

If no resolution was reached and at least one investigator resigned: Proceed to **Resolution 1**.

If no resolution was reached because each investigator was defeated: *The familiar voice of Victoria Jenkins shortly precedes her silhouette walking around a corner. "Detectives, I think it's about time you should be going now. I hope you found what you needed and that the sentry ice..." She briefly looks you up and down, assessing your dirtied clothing. "... hasn't been too aggressive while you were incapacitated."*

(C) Choose a random story card in the victory display and remove it from the game.

(P) Proceed to **Resolution 1**.

Resolution 1: You breathe a sigh of relief and shut your eyes in the quiet of your hopper. Upload in progress: 50%. The server farm was deathly quiet, but walking in NBN offices is nerve-wracking as a police officer—being cornered by a nosy almost always leads to complications. Upload complete: 100%.

You open your eyes. A report flashes open on your PAD: the hopper's AI has completed its first pass analysis of what you collected. You scan through the report.

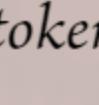
Usage of SYNC's Network has historically never reached above 58% of the maximum capacity but during the 23 seconds, the Network reached 99.9999% load from sustained requests coming from upwards of 60 billion locations across the worlds. SYNC's monitoring subroutines have not discovered any trace of such activity on any of the devices that initiated these requests.

Since the 23 seconds, 0.4% of NBN's servers have been experiencing service interruptions from corruption and data dissipation. Reports from NBN sysops note that the percentage of affected servers is increasing and, if left unchecked, would consume all of their servers by the end of the month.

Recorded data from your skulljack also shows a non-NBN digital signature present at all of the corrupted locations you investigated—that of an inscribed eagle. A preliminary scan shows the snooping algorithm being run has its data destination somewhere in the Shadow Net, but its absolute address is obfuscated.

You send a request back to NAPD headquarters for any information on file for people who use that eagle-shaped avatar. If they are also looking into the fallout, they might be useful to question.

(C) Each investigator earns experience equal to the Victory X value of each card in the victory display.

(C) For each story card in the victory display, mark 1 fragment in your Campaign Log. (Remember to update the chaos bag with any additional  tokens.)

(C) In your Campaign Log, under "Megacorps Visited", mark NBN.

(C) If this is the first scenario of the campaign, return to **Intro 2** in the **Prologue**. Otherwise, proceed to **Interlude I: Information Sifting**.



Scenario I-D: Builder of Nations

In contrast to the other Big Three megacorps, the Weyland Consortium is not chiefly concerned with producing anything. Instead, its business model is predicated on the purchase and sale of other corporations, although it was not always this way. Jack Weyland, the founder of the Consortium, was a man who dreamed big: he intended to build the world's first space elevator. With a hefty loan from his parents, who were wealthy corporate executives in their own right, he acquired a handful of financial and construction firms and began construction. The scale of the project meant the Consortium had an insatiable appetite for capital, and he eventually leveraged his firm to Titan Transnational, selling shares to financial institutions and a coterie of fellow multi-billionaires, who later formed the board of directors for the company. Construction lasted ten years, and many predicted the project would fail, but the New Angeles Space Elevator is now considered the single greatest feat in human engineering. Jack Weyland became synonymous with bold ideas, and he was celebrated across the world. Even the structure's nickname, "the Beanstalk" is a homage to the man who designed it.

The champagne had only begun to flow when Jack Weyland turned his attention even further upwards, to deep space. Yet, the board of directors was hesitant to dive in to development of a new project immediately. A power struggle between Jack Weyland and the board ensued, and ultimately the founder resigned—some say he was forced out—so that he could develop his projects independent of the Consortium's business goals. Today, although Jack Weyland is no longer CEO, he continues to make his presence felt in a number of smaller projects, and thanks to his ongoing love affair with space flight, the Consortium has acquired dozens of aerospace companies from Gagarin Deep Space to Jemison Astronautics.

—Excerpt from *The Worlds of Android*

On the surface, it seems to be business as usual in the central offices of the Weyland Consortium, but as the hidden sensors scan your clearance passes and you walk further in towards the elevators, you begin to notice it: the hushed whispers, the furtive glances, the closed doors. The Consortium is infamous for its preternatural responses to world events - tsunamis, market collapses, inter-world wars: so much so that the screamsheets openly accuse them of engineering the incidents in the first place, not that any evidence or witnesses have ever come to light. However, this time seems different: big moves are already underway - unplanned, instinctive, like an allergic reaction. The employees would have been the first to make the grim realisation: at every level, there would need to be someone for the blame to land on - the best way through the crisis would be either to hide and hope you go by unnoticed, or to find someone else to take the fall.

Setup

(P) Gather all the cards from the following encounter sets: *Builder of Nations*, *Fraying Realities*, *Synthetic Evils*, *The Network*, *Megacorps*, and *The Weyland Consortium*. These sets are indicated by the following icons:



(P) Set the following story assets aside, out of play: The Board, Anson Rose, Elizabeth Mills, Mark Yale, Katriona Lynn, and Medium.

(P) Set the following enemies aside, out of play: Odudwa, each copy of Sapper, Drone "Escort", Veritas, Private Security Force, and Assimilator.

(P) Put the meatspace locations into play. To do this, perform the following:

❖ Put the Ground Floor Lobby, 23rd Floor Lobby, 47th Floor Lobby, 52nd Floor Lobby, and 72nd Floor Lobby into play in a vertical line.

❖ Shuffle Argus Offices, Skorpions Offices, SSO Offices, and Titan Offices and put them into play, one each to the right of 23rd Floor Lobby, 47th Floor Lobby, 52nd Floor Lobby, and 72nd Floor Lobby.

❖ Each investigator's meat body begins play in the Ground Floor Lobby.

(P) Put the cyberspace locations into play. To do this, perform the following: (see location placement below)

❖ Put the Ice Wall and the 4 Unexplored Server locations into play as depicted below.

❖ Each investigator's cyber avatar begins play at the Ice Wall.

(P) Shuffle the remainder of the encounter cards to build the encounter deck.

(P) You are now ready to begin.



DO NOT READ until the end of the scenario

If no resolution was reached and at least one investigator resigned: Proceed to Resolution 1.

If no resolution was reached because each investigator was defeated: A pair of gaunt figures are hunched, sitting at a table pushed against the opposite side of the room, whispering to each other, mugs in hand. As you push yourself up off the floor, the one in a white coat stands up and gives you her hand to help you up. "Uh, hello officers. We, erm, were told by security to look after you until you woke up. Are you alright?"

You ask them what happened, but the one still sitting shakes his head. "We're just interns. Security dropped you off here, scanned your stuff, and then told us to escort you out when you woke up. A break from just getting execs YucaBeans though." He lets out a hollow laugh. "But, erm, seriously, we're supposed to escort you out now. Can you please follow us?"

(C) Choose a random story card in the victory display and remove it from the game.

(C) Proceed to Resolution 1.

Resolution 1: You breathe deeply, filling your lungs with the aroma of a fresh cup of YucaBean. You take a small sip at the almost scalding cup of magic. Upload in progress: 50%. Weyland offices are always prickly affairs at the best of times, but in the current storm, hidden knives are being sharpened, ready to open hostilities. Upload complete: 100%.

You put down your YucaBean in your hopper's cup holder. A report flashes open on your PAD: the hopper's AI has completed its first pass analysis of what you collected. You scan through the report.

Titan Transnational's servers went dark after a sustained worldwide DDoS attack, but the attack was only one part in a larger incursion. There were almost invisible, very subtle, injection attacks on almost all other Weyland servers, though it appears no widespread chaos has been sown: the only fallout are small patches of corrupted data: about 0.4% of all server data. However, repeated system diagnostics have revealed a disturbing trend: the percentage is rising exponentially and projections show all Weyland systems would be corrupted by the end of the month if no countermeasures are deployed.

No data is available that would reveal the source of the attack or the corruption, but among security logs there is someone who had previously raised the possibility of an event such as the Titan Transnational servers going down: a Titan employee named Stanley Tyrone, cyberspace alias Null. Security logs reveal that this individual repeatedly breached company policy and shared confidential data with an outside source, only referred to as Turtle. Building surveillance shows Null leaving the building twelve minutes after the Titan servers were downed, towards an unknown destination.

You send a request back to NAPD headquarters to find this Null character.

- (C) Each investigator earns experience equal to the Victory X value of each card in the victory display.
- (C) For each story card in the victory display, mark 1 fragment in your Campaign Log. (Remember to update the chaos bag with any additional ⚡ tokens.)
- (C) In your Campaign Log, under "Megacorps Visited", mark *The Weyland Consortium*.
- (C) If the Government Contracts story card is in the victory display, in your Campaign Log, record *Mark Yale came out on top*.
- (C) If the Hostile Takeover story card is in the victory display, in your Campaign Log, record *Elizabeth Mills came out on top*. Cross out "*Mark Yale came out on top*", if able.
- (C) If the Account Siphon story card is in the victory display, in your Campaign Log, record *Anson Rose came out on top*. Cross out "*Elizabeth Mills came out on top*", if able.
- (C) If the Fall Guy story card is in the victory display, in your Campaign Log, record *Katriona Lynn came out on top*. Cross out "*Anson Rose came out on top*", if able.
- (C) If the Rumor Mill story card is in the victory display, in your Campaign Log, record *Jack Weyland came out on top*. Cross out "*Katriona Lynn came out on top*", if able.
- (C) (Any crossed out entries in your campaign log should be kept crossed out and should not be erased.)
- (C) If this is the first scenario of the campaign, return to **Intro 2** in the **Prologue**. Otherwise, proceed to **Interlude I: Information Sifting**.

