

The Information Broker

EASY / STANDARD



-1 for each Corrupted Avatar card in play or in the victory display.



-2. If you fail, place 1 of your clues on a **Bystander** asset in play.



-3. If you fail, gain 2 tags.



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

1/44 ④ 195
4/41 ④ 182

Legwork

- 1 Nero Severn is somewhere in the party.
2 Your intel suggests he won't be hiding his attendance and he will be using his usual monocle as his identifying accessory. It would be worth finding him to make sure he doesn't escape before SYNC completes surrounding the mansion and its servers.
- 3 **Objective** – Wait for a signal from the SYNC operatives. In the meantime, mingle with the guests and confirm Nero's presence.



Act 1a



Act 2a

Unscheduled Maintenance

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

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

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



Act 2a

Illus. Smirnoville
Illustr. 20190916
1/44 ④ 198
4/44 ④ 188



5/44 ④ 199
2/44 ④ 180
1/44 ④ 180



Act 1c

Illus. Smirnoville
Illustr. 20190916
1/44 ④ 199
2/44 ④ 180
3/44 ④ 180

On the Lam

1 Nero will work with you if you aid him.

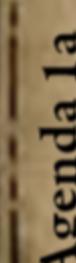
2 **Objective** – If all 4 of the following are true, advance:

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



Act 1c

6/44 ④ 200
1/44 ④ 199
2/44 ④ 199



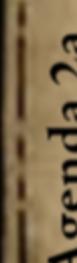
Agenda 1a

Net Analytics

From inside the party, there is no sign of the SYNC operatives feverishly working outside the cluster of nodes the mansion's cyberspace operates in.

4

2/44 ④ 196
3/44 ④ 186
4/44 ④ 186



Agenda 2a

Net Quarantine

Officers guard both the outside of the mansion and the firewall around its servers. The Archangel program busily works its way scanning the guests... you think.

When checking the doom threshold, ignore doom on player cards.

Forced – At the start of the enemy phase, if Archangel is ready: Each investigator corrupts the top 2 cards of their deck, plus 1 additional card for each doom on cards that investigator controls.

6

Illus. Ed Mattinian
Illustr. Ed Mattinian
3/44 ④ 197
4/44 ④ 197

"I've gathered some very intriguing data and been able to get back in touch with my team, thank you. Why don't we step out? The atmosphere in the party has gotten a bit... heavy."

(→R2)

Meeting of Minds

AGENDA
2b

10

Manhunt

|| *Another guest has lost consciousness. Strangely, no one is concerned.*

Flip over the Partygoer Avatar at Archangel's location and place its clues on its location. Remove its corresponding Partygoer asset from the game and place its clues on its location (if the Partygoer was Partygoer (*The Monocle*), remove the "c/d" act deck from the game).

- If there are no Partygoers in play, advance the act to 2b and skip the rest of this agenda.
- Otherwise, find each Corrupted Avatar enemy in play or in the victory display and merge them into a single enemy at Archangel's location with:
 - ◆ Fight/evade/health/damage/horror/victory values equal to the total combined values of all the merged Corrupted Avatars.
 - ◆ Text box equal to the combined text boxes of all the merged Corrupted Avatars.
- Move Archangel to a location with a Partygoer Avatar and flip this back over

The party is deathly quiet now, with many of the guests incapacitated—presumably those who were deemed a threat. The operatives who made up the cordon around the mansion enter and fan out, beginning their physical search. Nobody seems to have noticed anything wrong with their software. One of them beckons you outside into the garden.

Mark I Ifragment in your Campaign Log
(**1B1**)

(→R1)

Surveillance Sweep

This image shows a single page from an antique book. The page is oriented vertically and features two columns of dense handwritten text in a Gothic script. The text is written in black ink on aged, yellowish-tan paper. At the top and bottom of the page, there are decorative borders consisting of thin black lines forming rectangular frames. The left border includes vertical lines with small circular dots at regular intervals. The right border has similar vertical lines with dots, and there are also horizontal lines connecting them near the top and bottom. The overall appearance is that of a well-preserved historical document or manuscript.

You look around you and realise you are still in the ritzy mansion. Checking your cyberspace location, you are still in the servers you were in before also. The chatter of the SYNC team continues in your ears. You focus your attention back to the mission at hand.

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

A ripple of whispers makes it way through the mansion—one of the guests has lost consciousness, though given the debauchery that inevitably arises at these parties it is not by itself an unusual occurrence. However, an analysis of Network conditions reveals that, while SYNC's quarantine has successfully encompassed the local group of servers, something is off in the signature for their Archangel program. Was their software corrupted in the breaches? Or was this intentional?

Flip over the Partygoer Avatar at Archangel's location and place its clues on its location. Remove its corresponding Partygoer asset from the game and place its clues on its location.

Flip Archangel to its (*Incursion Mode*) side and move it to a location with a Partygoer Avatar.

Advance the act direct[^w] to act 2a

The Information Broker

HARD / EXPERT



-2 for each **Corrupted** card in play or in the victory display.



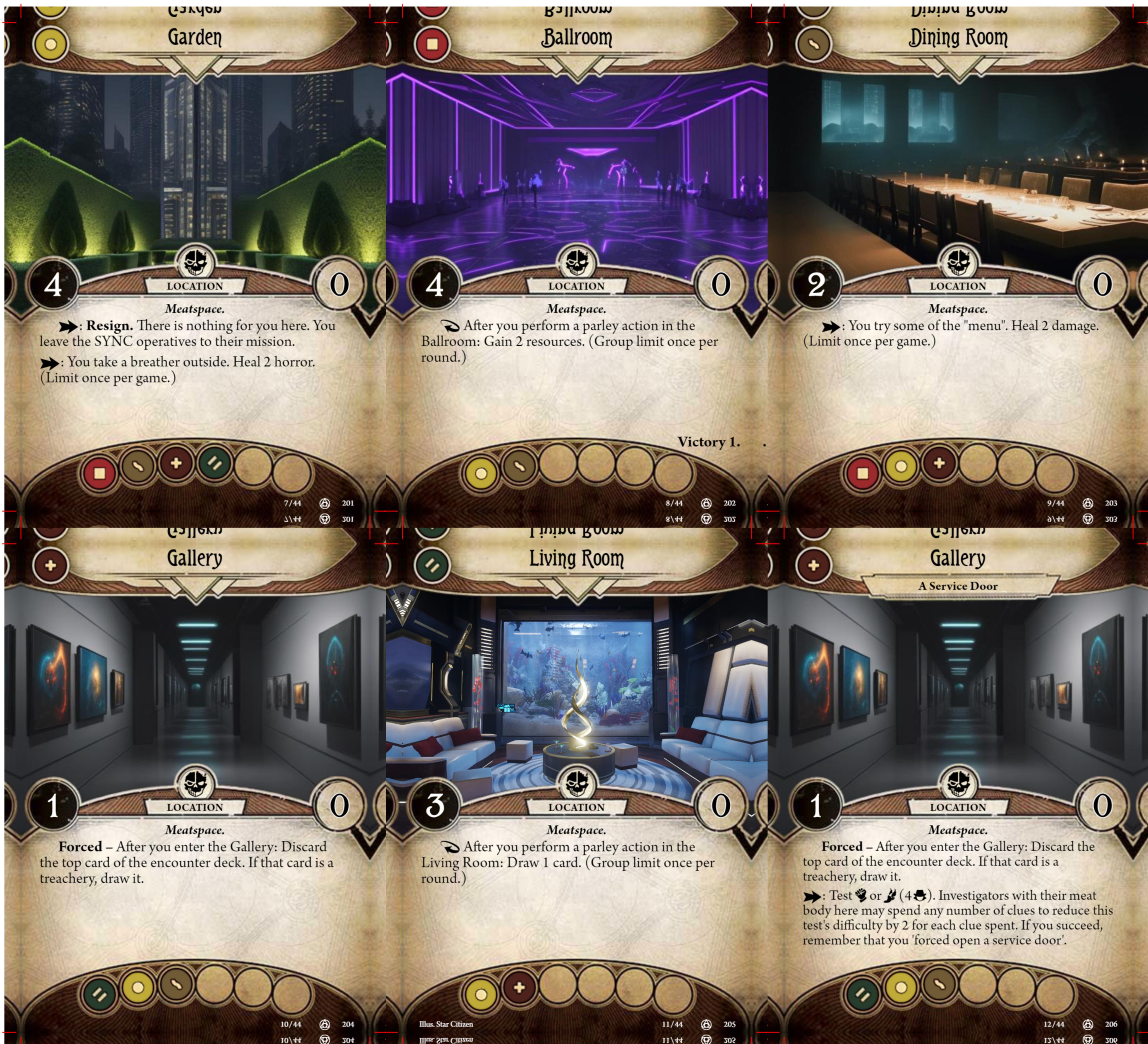
-2. Place 1 of your clues on a ***Bystander*** asset in play.



-3. Gain 2 tags.



-6. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.



Dining Room

LOCATION
Meatspace.

Tendrils of smoke from the many designer substances offered here to guests curl through the air, from high-market Seraphin to the less legal ones like Glitch.

Ballroom

LOCATION
Meatspace.

Among the wide range of bioroids at work, Adonis, Eve, Lisa, and Kevin model bioroids roam the mansion, offering their pleasure services to the guests.

Garden

LOCATION
Meatspace.

A constant stream of hoppers touch in and out of the many landing pads artfully hidden behind the perfectly trimmed hedge walls.

Gallery

LOCATION
Meatspace.

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

Living Room

LOCATION
Meatspace.

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

Gallery

LOCATION
Meatspace.

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

Cellar**Conservatory****Office**

4

LOCATION

Cyberspace.

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

0

3

LOCATION

Cyberspace.

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

0

2

LOCATION

Cyberspace.

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

Victory 1.

Illus. Scott Uminga

Illustrator

Theater

1

LOCATION

Cyberspace.

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

0

1

LOCATION

Cyberspace.

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

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

16/44

210

Illus. Scott Uminga

Illustrator

17/44

211

Illus. Scott Uminga

Illustrator

Theater**A Backdoor****Exclusive Party**

When it is agenda 2, read the following:

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

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

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

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

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

Remove this card from the game.

STORY

LOOT



Partygoer

The Monocle



Partygoer

The Broach



Partygoer

The Scarf



Bystander.

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

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

Bystander.

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

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

Bystander.

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

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

Partygoer

The Cigarette Holder



Partygoer

The Umbrella



Partygoer

The Tie



Bystander.

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

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

Bystander.

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

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

Bystander.

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

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

Dean Lister



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

Remember that you "interviewed Dean Lister".

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

Flip this card back over.

STORY
YACHTS

Drago Ivanov



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

Remember that you "interviewed Drago Ivanov".

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

Flip this card back over.

STORY
YACHTS

Andromeda



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

Remember that you "interviewed Andromeda".

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

Flip this card back over.

STORY
YACHTS

Maxwell James



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

Remember that you "interviewed Maxwell James".

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

Flip this card back over.

STORY
YACHTS

Nero Severn



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

Choose an investigator to draw 2 cards.

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

Flip this card back over.

STORY
YACHTS

Fumiko Yamamori



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

Remember that you "interviewed Fumiko Yamamori".

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

Flip this card back over.

STORY
YACHTS

Partygoer Avatar

Savant

Partygoer Avatar

Fenris

Partygoer Avatar

Wurm

Program. Bystander.

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

"Hmm. That's rather interesting."

Program. Bystander.

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

"There! You think you can top it?"

Program. Bystander.

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

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

Partygoer Avatar

Gingerbread

Partygoer Avatar

Gambler

Partygoer Avatar

Leprechaun

Program. Bystander.

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

"Ha! I can respect that."

Program. Bystander.

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

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

Program. Bystander.

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

"Well? What do you think?"

Illus. Adam S. Doyle

28/44  222

Illus. Adam S. Doyle

29/44  223

Illus. Liiga Smilshkalne

30/44  224

Corrupted Avatar

Wyrm

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

Hunter.

Fire and ichor...

Victory 0.



ENEMY

Illus. Sandra Tang (Edited)
Иллюстрация Сандры Тан (редактирована)

27/44 ⚒ 221
27\44 ⚒ 221

Illus. Liiga Smilshkalne (Edited)
Иллюстрация Лииги Смилшкалн (редактирована)

26/44 ⚒ 220
26\44 ⚒ 220

Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (редактирована)

25/44 ⚒ 219
25\44 ⚒ 219

Corrupted Avatar

Leprechaun

1 1* 2
Program. Humanoid. Corrupted. Elite.
Cyberspace Spawn.

Hunter.

His eyes were the color of dreams and disasters.

Victory 0.



ENEMY

Illus. Liiga Smilshkalne (Edited)
Иллюстрация Лииги Смилшкалн (редактирована)

30/44 ⚒ 224
30\44 ⚒ 224

Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (редактирована)

29/44 ⚒ 223
29\44 ⚒ 223

Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (редактирована)

28/44 ⚒ 222
28\44 ⚒ 222

Corrupted Avatar

Fenris

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

Hunter. Retaliate.

Yip Yip!

Victory 0.



ENEMY

Illus. Liiga Smilshkalne (Edited)
Иллюстрация Лииги Смилшкалн (редактирована)

26/44 ⚒ 220
26\44 ⚒ 220

Illus. Liiga Smilshkalne (Edited)
Иллюстрация Лииги Смилшкалн (редактирована)

25/44 ⚒ 219
25\44 ⚒ 219

Corrupted Avatar

Savant

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

Alert. Hunter.

Δεν υπάρχει τίποτα μόνιμο, εκτός από την αλλαγή.

Victory 0.



ENEMY

Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (редактирована)

25/44 ⚒ 219
25\44 ⚒ 219

Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (редактирована)

24/44 ⚒ 218
24\44 ⚒ 218

Corrupted Avatar

Gambler

0 2* 0
Program. Monster. Corrupted. Elite.
Cyberspace Spawn.

Hunter.

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

Victory 0.



ENEMY

Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (редактирована)

29/44 ⚒ 223
29\44 ⚒ 223

Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (редактирована)

28/44 ⚒ 222
28\44 ⚒ 222

Corrupted Avatar

Gingerbread

2 1* 1
Program. Humanoid. Corrupted. Elite.
Cyberspace Spawn.

Hunter.

Catch me if you can!

Victory 0.



ENEMY

Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (редактирована)

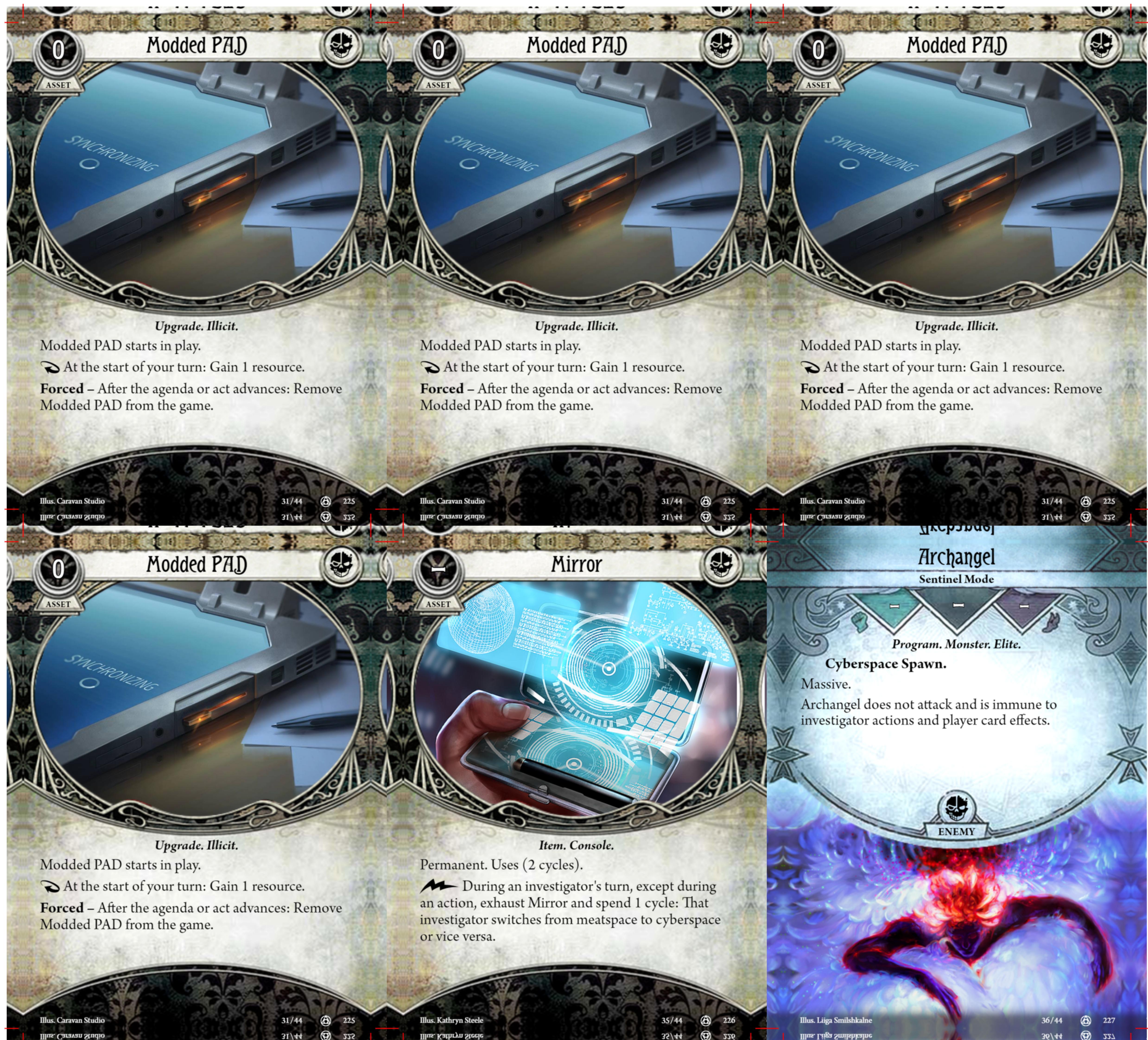
28/44 ⚒ 222
28\44 ⚒ 222

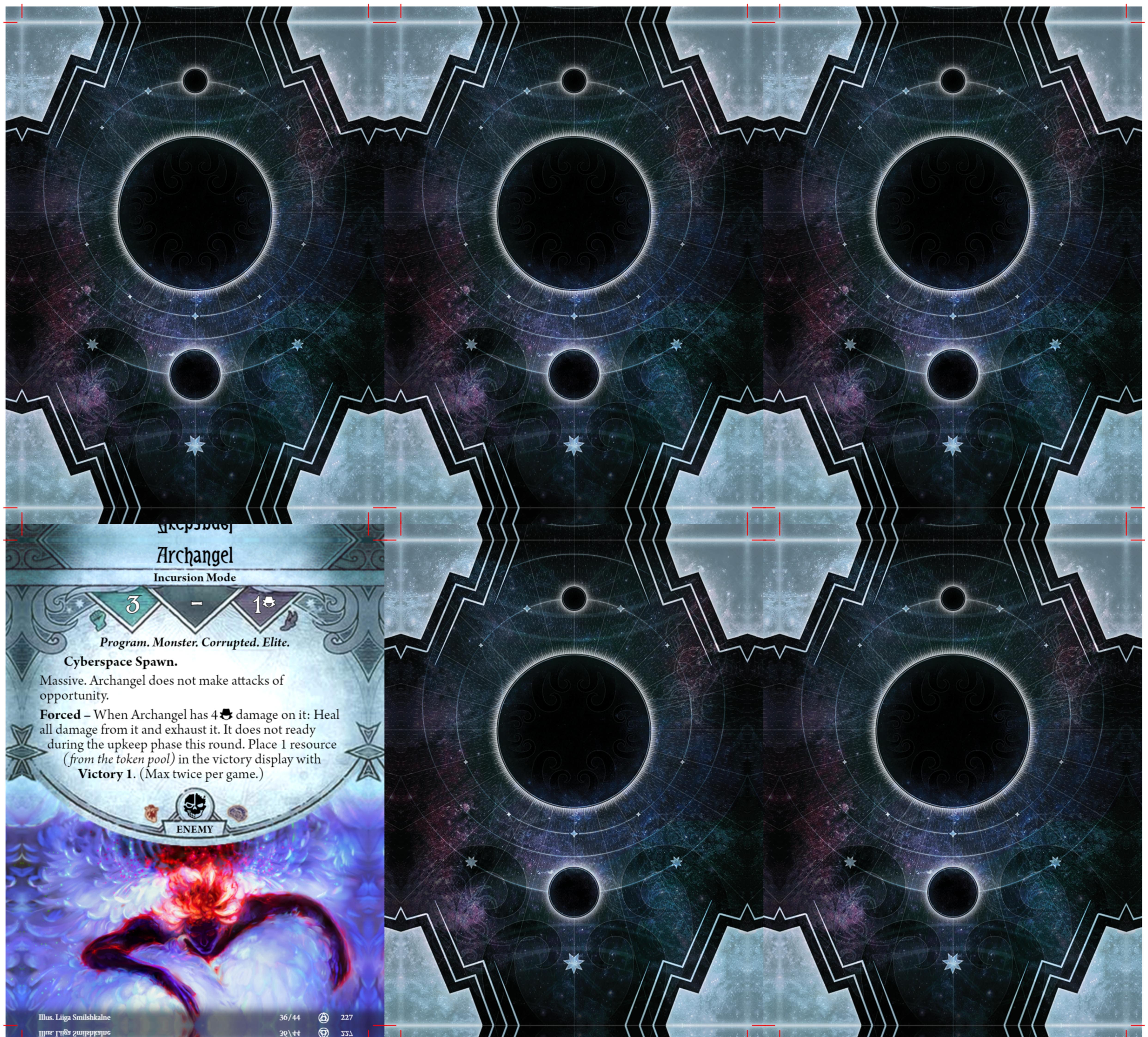
Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (редактирована)

27/44 ⚒ 221
27\44 ⚒ 221

Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (редактирована)

26/44 ⚒ 220
26\44 ⚒ 220







Fine Dining

Terror.

Peril.

Revelation – You must either place 1 of your clues on a *Bystander* asset in play or take 1 damage and 1 horror.

You don't want to arouse suspicion, but you really don't want to try that right now.



Fine Dining

Terror.

Peril.

Revelation – You must either place 1 of your clues on a *Bystander* asset in play or take 1 damage and 1 horror.

You don't want to arouse suspicion, but you really don't want to try that right now.



Information Overload

Hazard.

Revelation – Test ♀ (3). This test gets +1 difficulty for each tag you have. For every point you fail by, draw 2 cards.

Throw enough data at someone and it ceases to have any meaning at all.

Illus. Diana Martinez
Illustration by Diana Martinez

37/44 ⚡ 228
31\44 ⚡ 558

Illus. Diana Martinez
Illustration by Diana Martinez

37/44 ⚡ 228
31\44 ⚡ 558

Illus. Ed Mattinian
Illustration by Ed Mattinian

39/44 ⚡ 229
31\44 ⚡ 559

Information Overload

Hazard.

Revelation – Test ♀ (3). This test gets +1 difficulty for each tag you have. For every point you fail by, draw 2 cards.

Throw enough data at someone and it ceases to have any meaning at all.

Illus. Ed Mattinian
Illustration by Ed Mattinian

39/44 ⚡ 229
41\44 ⚡ 559

Illus. Isuardi Therianto
Illustration by Isuardi Therianto

41/44 ⚡ 230
41\44 ⚡ 560

Illus. Isuardi Therianto
Illustration by Isuardi Therianto

41/44 ⚡ 230
41\44 ⚡ 560

Matrix Analysis

Scheme.

Revelation – Test ♀ (2). This test gets +1 difficulty for each tag you have. For every point you fail by, corrupt a non-weakness card in your discard pile.

Matrix Analysis

Scheme.

Revelation – Test ♀ (2). This test gets +1 difficulty for each tag you have. For every point you fail by, corrupt a non-weakness card in your discard pile.





