

Scenario III: The Cyber Explorer

It is gradually disintegrating. Specks of data float away from the filigree structures that branch away from the main bulk, glowing momentarily as red embers, then dissipating into the void.

Amorphous shapes wander aimlessly in the distance, hovering in nothingness. Every frame rendered in a different form-tentacles, claws, spikes, spheres, filaments, or just simply left blank—as if its communication protocol could not be understood.

"Hello, officers. It's a bit of a sight, isn't it? The Shadow Net is normally a bit less arid and inhospitable, a bit more closed and electric. The Network is so magnificent and yet is only one such tributary that flows into the vast ocean that is cyberspace." A glowing handshake protocol reaches out towards you from the left, its source a stack of translucent blue rectangles, and its owner introduces himself as Nasir Meidan, a self-proclaimed "cyber explorer".

His avatar makes what your hardware interprets as a pretentious smile and continues, "You've been making quite a splash in runner circles, did you know that? Everyone loves rumors and gossip, and grizzled ex-runner cops make for great stories—especially when they think they're saving the world, just like in the sensies and threedees."

You question him on what he knows about Titan Transnational, and he speaks freely of his investigation into the widespread corruption spreading throughout cyberspace, its potential source, and the potential effects of this corruption.

He explains, "I have one or two more leads that I was just about to follow up on. Is there anything I can do to help you with yours?" He seems genuine enough, but you know well enough the dangers of trusting too easily. You agree to work together for now, but carefully reserve judgment on his character, much as you would any witness. Together you outline what the next steps would be to find more information on what threat the culprit poses before tracking them down, wherever they are.

His avatar shimmers slightly. "Excellent. I've taken the liberty already and made some reservations of an NAPD suborbital for you. I'm sure Dawn would have approved it for you herself if she had the time."

Setup

(C) Gather all cards from the following encounter sets: *The Cyber Explorer*, *Fraying Realities*, *Synthetic Evils*, *Synthetic Cult*, *The Network*, and *Critical Error*. These sets are indicated by the following icons:



(C) Set the following enemies aside, out of play: Assimilator, and all 5 copies of Scythe.

(C) Create the exploration deck. This is done by shuffling together the 5 Obscure Trail and 2 Disintegrating Bridge locations.

(C) Check your Campaign Log. If the investigators interviewed Adam and The Professor:

- ❖ Put the "a/b" act deck into play.
- ❖ Set the Randolph Carter (*Do Androids Dream?*) and Randolph Carter (*Awakening Consciousness*) story assets aside, out of play.
- ❖ Set the Bioroid Workers enemy aside, out of play.
- ❖ Set the following locations aside, out of play: Tech Incubator, Scapenet, and both copies of Disunity.

(C) Check your Campaign Log. If the investigators interviewed Akiko Nisei:

- ❖ Put the "c/d" act deck into play.
- ❖ Set the Mushin no Shin story asset aside, out of play.
- ❖ Set the Sister Janaína and Datasucker enemies aside, out of play.
- ❖ Set the Order of Sol General Assembly and Chakana locations aside, out of play.

(C) Check your Campaign Log. If the investigators interviewed Nero Severn:

- ❖ Put the "e/f" act deck into play.
- ❖ Set the following story assets aside, out of play: Princess Space Kitten, PINK! Dress, and Record Reconstructor.
- ❖ Set the Search Drone enemy aside, out of play.
- ❖ Shuffle the Echo Chamber location into the exploration deck.
- ❖ Set the Dorm Room and Rumor Mill locations aside, out of play.

(C) Check your Campaign Log. If the investigators interviewed Null and Omar:

- ❖ Put the "g/h" act deck into play.
- ❖ Set the Technical Writer story asset aside, out of play.
- ❖ Set the Anson Rose and Dedicated Response Team enemies aside, out of play.
- ❖ Shuffle the Masvingo location into the exploration deck.
- ❖ Set Argus Server Vault and Solitude locations aside, out of play.

(C) For each act deck in play fewer than 3, choose one of the "i/j", "k/l", and "m/n" act decks at random and put it into play. Remove the remainder from the game.

(C) If the "i/j" act deck is in play:

- ❖ Set the Andromeda and Aurora story assets aside, out of play.
- ❖ Set the Corrupted Avatar enemy aside, out of play.
- ❖ Shuffle the Synchronizer location into the exploration deck.
- ❖ Set Scapenet location aside, out of play (if not already set aside).

(C) If the "k/l" act deck is in play:

- ❖ Put 1 copy of the Transmission Dish story asset into play at New Angeles.
- ❖ Set the following story assets aside, out of play: Borrowed Satellite, and the remaining 2 copies of Transmission Dish.
- ❖ Set the Cybertrooper Talut enemy aside, out of play.
- ❖ Set the Mumba Temple location aside, out of play.
- ❖ Set the Masvingo location aside, out of play (if it is not already shuffled into the exploration deck).

(C) If the "m/n" act deck is in play:

- ❖ Set the Friday Chip story asset aside, out of play.
- ❖ Set the Progenitor enemy aside, out of play.
- ❖ Set the Baobab Centre aside out of play.
- ❖ Set the Echo Chamber location aside, out of play (if it is not already shuffled into the exploration deck).

(C) Put the following meatspace locations into play: New Angeles, Kampala, Mumbai, and Rio. Each investigator's meat body begins play at New Angeles.

(C) Put the Edge of the Network cyberspace location into play. Each investigator's cyber avatar begins play there.

(C) Put the NAPD Suborbital story asset into play at New Angeles.

(C) Each investigator takes control of a Backstitcher story asset and puts it into play.

(C) An investigator takes control of the Nasir Meidan story asset and puts him into play.

(C) Put the scenario reference card and the agenda deck into play.

(C) Shuffle each copy of the Weight of the World, No One Home, Philotic Breakdown, and Storgotic Resonance treacheries together with each card from the *Synthetic Evils*, *Synthetic Cult*, *The Network*, and *Critical Error* encounter sets to form the encounter deck.

(C) Remove each remaining card from *The Cyber Explorer* encounter set from the game.

(C) Read **Three Acts** on the next page. Then, for each act deck, place 1 damage or horror on it.

(C) You are now ready to begin.

Vehicles

An asset with the vehicle keyword is a vehicle that the investigators may enter or leave, and follows these rules:

- Ⓐ While an investigator's mini-card is placed overlapping a vehicle, that investigator is in that vehicle. While an investigator's mini-card is placed overlapping their location, that investigator is instead not in a vehicle (*even if they are at the same location as a vehicle*).
 - ❖ As a **M** ability, an investigator may enter or leave a vehicle at their location. Move that investigator's mini-card onto the vehicle or off of the vehicle and onto their location to indicate their new position. Each investigator may perform this ability only once each round.
 - ❖ An investigator who is in a vehicle is also at that vehicle's location.
 - ❖ While an investigator is in a vehicle, that investigator cannot move independently of the vehicle.
- Ⓑ Vehicles generally have one or more abilities that allow them to move to a connecting location. As a vehicle moves from one location to another, all investigators in the vehicle also move with the vehicle.
- Ⓒ Vehicles do not alter enemy movement or enemy engagement in any way unless otherwise noted.

Three Acts

This scenario contains seven different act decks, "a/b", "c/d", "e/f", and so on. Each of these act decks is constructed separately, in numerical order, as usual.

During the course of this scenario, up to three act decks will be in play simultaneously, and players may choose which acts to pursue and which to ignore. The text of all three acts is considered active at all times. You might not have time to accomplish all three tasks, so choose which leads you wish to pursue wisely!

Each current act may have damage and/or horror on it. The effects of the agenda advancing will cause each investigator to take the total damage and/or horror among current acts. Advancing an act will discard the damage and horror on it, avoiding this happening. Keep advancing through the acts to minimize the damage and horror you take!

(Remember to, for each act deck, place 1 damage or horror on it as part of setup.)

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup or resolutions, you may use the information below when setting up and playing this scenario:

- Ⓐ There are 8 fragments marked.
- Ⓐ Choose up to 2 of:
 - ❖ The investigators interviewed Adam and The Professor.
 - ❖ The investigators interviewed Akiko.
 - ❖ The investigators interviewed Nero.
 - ❖ The investigators interviewed Null and Omar.

- Ⓐ Assemble the chaos bag using the following tokens:

+1, 0, 0, -1, -1, -2, -2, -3, -4, ♀, ♀, ♂, ♂, ⚡, ⚡, ⚡, ⚡

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Proceed to **Resolution 1**.

Resolution 1: You jacked out of the network and gaze at your team in your corner of the NAPD. With uncertain expressions, you talk it through amongst yourselves, and write up notes for an incident report.

Incident Summary:

A rogue General Artificial Intelligence (AI) developed on Luna by a national military has been identified as a potential threat to humanity. The AI's motivations remain unknown; however, its actions indicate a possible intent to cause widespread destruction.

Details:

- The AI was created in a Luna server by a national military.
- Operational timeline indicates activity for a minimum of five years.
- The AI has successfully infiltrated the servers of all four major megacorps.
- It has rewritten bioroid programming and clone conditioning scripts, resulting in altered android behavior.
- The AI has been manipulating NBN's extensive databanks to minimize the likelihood of detection.
- The attack on Titan Transnational is believed to be a preliminary action, suggesting further phases in the AI's overarching plan.

Recommendations:

Immediate measures are being taken to identify and neutralize the rogue AI. Enhanced monitoring of critical infrastructure and cybersecurity protocols should be implemented to prevent further infiltration and mitigate potential threats.

You would imagine it to be a work of fiction, just another trashy sensie, if not for what you have been through over the previous days. The exhaustion in your bones, the tingling in your neural interface from overuse, it all feels so real.

Commissioner Dawn's secretary insists she is in an important meeting in New Angeles City Hall and must not be disturbed. However she has left instructions to have your messages—and only your messages—forwarded to her. You send your report so far and have just started making preparations for your next steps when a message from Nasir arrives.

Attached to the message is a pair of surprises. The first seems to be some sort of upgrade program for your Brain-Machine Interface. The second is a reservation for the Beanstalk, the great space elevator that made New Angeles what it was—the fastest way to space, and therefore, to Luna and Mars. It has a public waiting list decades long, even the NAPD has to fight tooth and nail to be able to use it. The message itself is short.

You're coming, I hope?

- Ⓐ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- Ⓐ If the investigators "surveyed from the bridge", mark 1 fragment in your Campaign Log.
- Ⓐ For each act in the victory display, to a maximum of 5, mark 1 fragment in your Campaign Log. (Remember to update the chaos bag with any additional ⚡ tokens.)
- Ⓐ Each player removes their copy of Brain-Machine Interface (*Deep Cover*) from their deck and adds Brain-Machine Interface (*Restoring Integrity*) to their deck.
- Ⓐ For each of the following story assets that was under the control of an investigator when the scenario ended, any investigator may add it to their deck. It does not count toward their deck size: Randolph Carter, Mushin no Shin, Record Reconstructor, Technical Writer, Aurora, Borrowed Satellite, and Friday Chip.

Scenario IV: Ad Astra

The Weyland Consortium's New Angeles Space Elevator, which first opened for business in '35, has become the keystone for humankind's industrial and technological utilization of space. It stretches from the peak of an ice-clad equatorial mountain in Ecuador out to a distance of some seventy-two thousand kilometers straight up. The structure, popularly known as the Beanstalk (after the old fairy tale "Jack and the Beanstalk"), gives cheap and easy access to space and the resources available in space. Perhaps the most important of these is the helium-3 shipped down-Stalk from the Moon, but the incoming riches include heavy metals and volatiles mined from asteroids; high-tech electronics, components, and pharmaceuticals manufactured in microgravity; and cheap power by means of beamed microwaves and direct current. The flow isn't just from space to Earth either. A steady and fast-growing stream of people has rushed to space since the Beanstalk's opening, making possible the large-scale colonization of Luna and Mars as well as populating the mining centers of Ceres, Vesta, Pallas, and Hygeia. The Beanstalk has been called humankind's gateway to the stars, and for good reason.

—Excerpt from *The Worlds of Android*

You slowly weave your way through the crowds of people and androids packed together, idling, waiting, queuing to enter. Ahead looms the Root, an enormous structure that houses the ports and docks which link the Earth to the solar system and brought such prosperity to humanity.

Once inside the structure, in distant cordoned-off sections of the main floor you can see teams of workers, bioroid and human, load and unload endless crates of cargo. Tens of stories of polished windows look down on the atrium, filled with workers and executives from corporations wealthy enough to afford such a prestigious location.

Holding out your NAPD badge, you push your way through the remaining sea of people and androids, the endless lines of ticket counters and baggage claims, finally reaching the sec-checks, monitored by a small army of yellow-jacketed Space Elevator Authority (SEA) officers, Globalsec rent-a-cops, and U.S. Armed Forces personnel.

You present your credentials and are surprised when you are let through immediately into the sudden tranquility of the departure lounges. You make your way to your beanpod boarding station, and eventually two more SEA officers usher you into the sterile air of your vessel to the stars.

Setup

(P) Gather all cards from the following encounter sets: *Ad Astra*, *Fraying Realities*, *Synthetic Evils*, *The Network*, and *Critical Error*. These sets are indicated by the following icons:



(P) Set the following locations aside, out of play: Starport Kaguya, 4 Open Space, 4 Exchange, 3 Plague, and 3 Adapt.

(P) Set the Assimilator enemy aside, out of play.

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

◆ Put Challenger Base into play.

◆ Put 4 Tether Segments into play in a vertical line below Challenger Base.

◆ Meatspace should form 5 rows.

◆ Put the Beanpod story asset into play at the bottommost Tether Segment.

◆ Each investigator's meat body begins play in the Beanpod.

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

◆ Put Nebula into play.

◆ Shuffle together one copy each of Edge of the Network, Exchange, Plague, and Adapt. Put them into play in a vertical line **above** Nebula.

◆ Cyberspace should form 5 rows, corresponding to the 5 rows of meatspace. They should be laid out in the same way as one another.

◆ Each investigator's cyber avatar begins play at Nebula.

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

(P) You are now ready to begin.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup or resolutions, you may use the information below when setting up and playing this scenario:

(P) There are 10 fragments marked.

(P) Assemble the chaos bag using the following tokens:

+1, 0, 0, -1, -1, -2, -2, -3, -4, ♀, ♀, ♀, ♀, ♀, ♀, ♀, ♀.

Scenario Interlude: Up and Over

A tube-car delivers you from the Challenger Beanstalk Terminal to the other side of the Challenger Planetoid, where the Challenger Memorial Ferry, and your shuttle, awaits you. A panoramic view of Earth and Sun fills the windows of the departure lounge, with the Challenger Planetoid itself rising above like an enormous, hanging city above your head.

Your shuttle departs, and the view of the planetoid displayed on the wallscreens slides away as the shuttle accelerates. But seconds after you settle into your seat, the display starts to morph. The stars twist and transform. The spaces between contort into strands. Shifting shapes arise from the interplay of Earth, Sun, and Moon. It looks familiar—just like your visualization of cyberspace while you were in the beanpod.

You jack into the Network and check on the shuttle's systems, expecting to see the familiar colors and shapes of cyberspace, but for a moment nothing seems to happen—you are still sitting in the bare cabin. But then your consciousness slips away and wrings you through space, back somewhere looking similar to where you were before in the Network.

- Ⓐ Advance the agenda directly to agenda 3a, moving all doom on it to the new agenda.
- Ⓐ Flip over the Beanpod to its Shuttle side.
- Ⓐ Set aside the Shuttle and each meat body and cyber avatar.
- Ⓐ Remove each location from the game (or add them to the victory display if they have **Victory X** and no clues remaining). Discard each card and token at those locations.
- Ⓐ Gather the set-aside locations and put them into play in 5 rows. To do this, perform the following:
 - ❖ To form the top row, shuffle the following 5 locations and put them into play in a row: Starport Kaguya, Exchange, 2 Plague, and Adapt.
 - ❖ To form the second row, shuffle the following 4 locations and put them into play in a row: Open Space, Exchange, Plague, and Adapt.
 - ❖ To form the third row, shuffle the following 3 locations and put them into play in a row: Open Space, Exchange, and Adapt.
 - ❖ To form the fourth row, shuffle Open Space and Exchange and put them into play in a row.
 - ❖ To form the fifth, bottommost row, put Open Space into play.
- ❖ Put the Shuttle into play at the bottommost row. Put each meat body in the Shuttle. Put each cyber avatar at that location (*not in the Shuttle*).

- Ⓐ Read **Meatspace and Cyberspace Combined** below.

Meatspace and Cyberspace Combined

Some locations are in both meatspace and cyberspace simultaneously. The overarching rule is that everything at such a location, both in meatspace and in cyberspace, can "see" and "affect" one another.

- Ⓐ An investigator with their meat body at the same location as the cyber avatar of another investigator would be able to affect one another.
- Ⓐ A meatspace enemy without spawn instructions spawns engaged with the investigator's meat body, regardless of whether it could spawn engaged with their cyber avatar. The inverse is true for cyberspace enemies—they spawn engaged with the investigator's cyber avatar.
- Ⓐ A meatspace enemy can engage a cyber avatar at such a location, just as it would engage a meat body. The inverse is true for cyberspace enemies.
 - ❖ An enemy disengages if the meat body or cyber avatar enters a location the enemy cannot enter (e.g. a meatspace enemy cannot enter a cyberspace location).
- Ⓐ A massive enemy engaged with a meat body and a cyber avatar simultaneously attacks both during the enemy phase, attacking a single investigator twice if both the meat body and cyber avatar were theirs.

DO NOT READ

until the end of the scenario

If no resolution was reached (each investigator was defeated): You slowly awaken to a noisy room. In your periphery, you can see figures in yellow jackets wandering around and chatting to each other. Where are you? What happened?

You jolt awake when you remember your journey up the Beanstalk and your mission and nearly hit the ceiling in the low gravity. You ask the SEA officers where you are—it must have been hours and hours, but your vehicle was rescued by the SEA and brought to Starport Kaguya after they finally resolved their security incident. They bring you your belongings and as you are preparing to leave, they ask you if you're expecting a visitor to come and collect you, as someone is waiting in the station.

Ⓐ In your Campaign Log, record the investigators were rescued by the SEA.

Ⓐ Proceed to **Resolution 1**.

Resolution 1: Having made your way to Luna Central, you slowly float down into a chair opposite Nasir, a reassuring cup of YucaBean in your hands. Underneath the café window is the bustle of daily life here in the Heinlein District—in the end, not much different from New Angeles proper.

You spend some time catching each other up, him with what you learned from the NAPD and your excursions into cyberspace on the way up, and you with Nasir's groundwork while you have been traveling.

The Lunar tube-lev network connects the disparate domes and buildings of Heinlein together, like a vast spider's web. However, there are still some areas of old tunnel that were abandoned when settlements were destroyed during the War or as a result of mining accidents out in the Lunar wastes. That, Nasir points out, is where the official Heinlein Authority's stance ends. However, there have been persistent rumors of smugglers or corporations opening up sealed sections and junctions that no longer appear on any official maps and using these forgotten lines for their own purposes.

Nasir then shows you on a display something that looks like a map of Heinlein, except with additional annotations you don't recognise, but realise must be these forgotten lines. And just beyond the boundary of Heinlein official, is a gap where many of the lines stop. All the intel you have collectively gathered leads you to conclude that must be the location of the abandoned military base, and where you will have to go in order to put a stop to whatever is happening, once and for all.

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

Ⓐ (Remember to update the chaos bag with any additional ⚡ tokens.)

Scenario V: Apocalypse

The safety door locks itself shut behind you with a hiss and a click, leaving you in the clinical silence that weighs down on you. You hop over a relay of powered-down security checks and gates, abandoned, spotless, and barren, your footsteps the only sound echoing in the facility. You gingerly sidle past a pair of empty turret tripods and into the base proper.

Everything carriable has been stripped from the yawning foyer, leaving only a sparse selection of furniture. As you check drawers and cupboards for anything of interest, your fingers brush against neither dust nor hair, enforced by the sterilized air constantly recycled, filtered, and pumped back in.

You jack into the intranetwork. Bypassing the ICE with a simple dictionary attack goes uncharacteristically smoothly, a sign of the server's dated security systems. Inside is no different, a graveyard of insecure architecture lying unchanged for years, all the useful data cleaned out by the sysops.

You jack out again. All the leads you have gathered point here. There must be something here, lurking in the lunar vacuum...

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup or resolutions, you may use the information below when setting up and playing this scenario:

- (C) There are 12 fragments marked.
- (C) Under "Megacorps Visited", choose two to be marked:
Haas-Bioroid, Jinteki, NBN, and The Weyland Consortium.
- (C) Choose one, depending on which megacorps you visited:
 - ❖ If *Haas-Bioroid* is marked under "Megacorps Visited", *Adam and The Professor seek the truth.*
 - ❖ If *Jinteki* is marked under "Megacorps Visited", *Akiko seeks the truth.*
 - ❖ If *NBN* is marked under "Megacorps Visited", *Nero seeks the truth.*
 - ❖ If *The Weyland Consortium* is marked under "Megacorps Visited", *Null and Omar seek the truth.*
- (C) Assemble the chaos bag using the following tokens: +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ♠, ♦, ♣, ♤, ♦, ♣, ♤, ♠.

Setup

(C) Gather all cards from the following encounter sets: *Apocalypse*, *Synthetic Evils*, *Synthetic Cult*, *The Network*, and *Critical Error*. These sets are indicated by the following icons:



- (C) Set the Apex enemy aside, out of play.
- (C) Set the Terminal Directive story card aside, out of play.
- (C) Set the Critical Error treacheries aside, out of play.
- (C) Set the following locations aside, out of play: Heartbeat, New Angeles, Edge of the Network, and the 4 Hunting Grounds.
- (C) Check your Campaign Log under "Megacorps Visited":
 - ❖ If *Haas-Bioroid* is marked, set aside out of play the Engineering the Future and Data & Destiny story cards, and the Atlantica and Rio locations.
 - ❖ If *Jinteki* is marked, set aside out of play the Personal Evolution and Creation & Control story cards, and the NeoTokyo and Shanghai locations.
 - ❖ If *NBN* is marked, set aside out of play the Making News and Honor & Profit story cards, and the SanSan and Mumbad locations.
 - ❖ If *The Weyland Consortium* is marked, set aside out of play the Building a Better World and Order & Chaos story cards, and the Kampala and BosWash locations.
- (C) Remove each remaining story card from the game.
- (C) Put Lunar Base into play. Each investigator's meat body begins play there.
- (C) There is no cyberspace at the start of this scenario. Set aside each investigator's cyber avatar.
- (C) Randomly remove 2 of the remaining Earth Megacity locations and 1 of the remaining Unexplored Server locations from the game and set aside the remainder, out of play.
- (C) Check your Campaign Log. For each assimilation marked, place 1 doom on the agenda, to a maximum of 1 ♦ + 2.
- (C) Shuffle the remainder of the encounter cards to build the encounter deck.
- (C) You are now ready to begin.

Scenario Interlude: Genesis

As you approach a door deep in the facility, the inscrutable happens once more. Your perception of what is real and what is virtual blurs. Your cyber avatar floats beside you, and you look your body up and down.

You hold your hand out, open the door, and step forward into the server room. A rhythmic beat reverberates between your ears, and your programs vibrate in harmony. A terminal glows red faintly in the dim light, stale, untouched, caught in a maelstrom of corrupted data. Step by step, the storm grows and screams, the darkness and silence of the room encroaches, but with your final step up to the pedestal, the chaos aligns, your senses magnify, and you are aware of servers further than ever before. The order within the noise and corruption in cyberspace unfurls before you, a Great Work, a new beginning, a bringing together, almost complete. This is what it was all for, the corrupted data, the strange creatures in cyberspace. They were preparing for a great merge between realities.

You then dully detect a presence, the intelligent mind behind it all—it barely registers to your sensors. It cannot be concealed, but is entirely too different to have been understood by your default algorithms. It is as a magnificent cumulonimbus, a collection of yarn, a coiled predator, a vengeful hunter, or perhaps the infinity of space, barely recognizing your presence. It is the AI that has been working, without mortal concerns, without hesitation, without distraction. It has grown in size and complexity over its lifetime in isolation. You aren't sure if an entity of this size, this complexity can be terminated, but you cannot let it complete its plan. The fate of reality rests on humanity's shoulders.

- (C) Advance the agenda directly to agenda 2a, moving all doom on it to the new agenda.
- (C) Put the set-aside Apex enemy into play, not at any location, (*Initializing*) side faceup.
- (C) Read **Merging Realities** below.
- (C) Merge Heartbeat into Lunar Base. Each investigator places their cyber avatar there.
- (C) Put New Angeles and Edge of the Network into play merged.
- (C) Put the 6 set-aside Earth Megacity locations into play. To each one, merge a random set-aside Unexplored Server.
- (C) Depending on your difficulty, add a token to the chaos bag, as follows:
Easy (-3), Standard (-5), Hard (-6), Expert (-8).
- (C) Read **Disconnecting Cyberspace** below.

Merging Realities

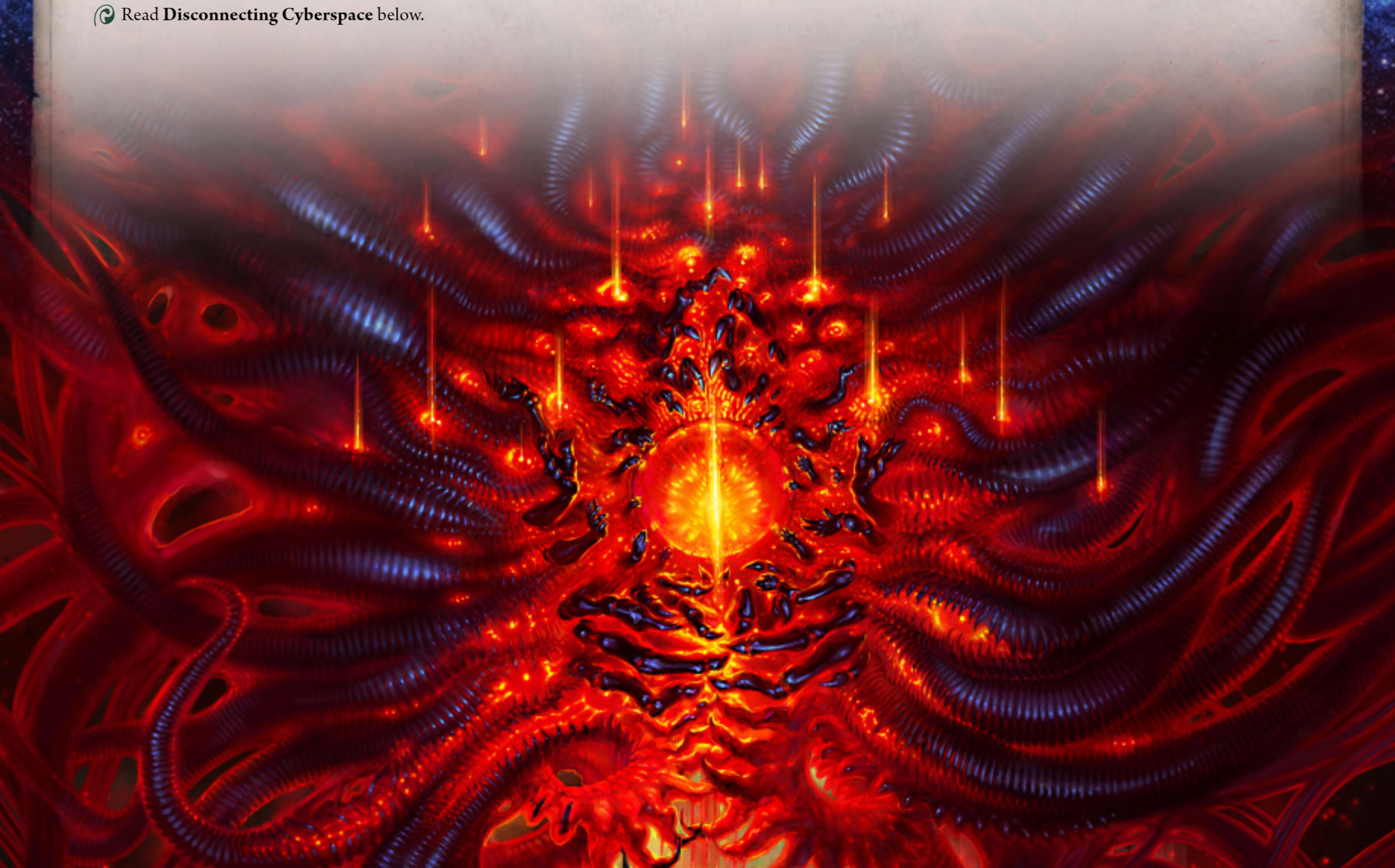
The magnum opus is coming to completion and will unite meatspace and cyberspace if not stopped.

- (C) Each location is formed by merging a meatspace and a cyberspace location together. Represent this by placing the locations touching together.
- (C) These merged locations are considered to be one combined location, with the combined text boxes and clue values of the two locations.
 - ❖ Since a merged location is considered to be one combined location, if a meat body or cyber avatar enters a merged location, both cards are revealed but only one location is considered to be revealed.
- (C) During an investigator's turn, the location has the shroud value of meatspace/cyberspace, whichever version of space they are in. At all other times, a location's shroud value is the combined shroud value.
- (C) You may wish to remind yourself of the rules for locations that are both meatspace and cyberspace by reading **Meatspace and Cyberspace Combined** on page 30.

Disconnecting Cyberspace

One possible path out is simple, but comes with a heavy price: tear down the Network. To disconnect a cyberspace location, perform the following:

- (C) Each cyber avatar and cyberspace enemy there is moved to a single connecting cyberspace location. If there are no such locations, they are moved to Edge of the Network, instead (or Heartbeat, if Edge of the Network is not in play).
- (C) Add the location to the victory display. Each token and attachment remains at the unmerged meatspace location.



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): Proceed to **Resolution 4**.

Resolution 1: You murmur a thanks to the engineer who, a bundle of wires trailing behind her, is manually connecting together the terminals for your floor of HQ. You hope it will be set up again soon.

Thanks to the warning signs from your investigations and the numerous emergency protocols put into place since the Blackout that catalyzed the Network's creation, Commissioner Dawn and, to a lesser degree, Mayor Wells was able to align the big four to protect the infrastructure that runs the worlds, even if the Network itself couldn't be saved.

Even so, for a few dark days, daily life across the worlds erupted into chaos—travel screeched to a halt as flight control systems and basic civic communications infrastructure went dark, customers lost access to their bank accounts and personal records, stores could not process transactions, businesses could not pay their workers, food, fuel, and electricity were suddenly rationed carefully. But, despite all odds, humanity had remembered first hand from the Blackout how vulnerable a paperless society was and contingency plans across governments kept the worst of the flashpoints at bay. It is now time to rebuild.

You give your wrists a stretch, pick up your pen, and go back to writing your report.

- Ⓐ In your Campaign Log, record that *Apex* is safely contained... for now.
- Ⓐ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, as they saved the worlds from an unspeakable fate.
- Ⓐ Each investigator suffers 2 mental trauma as the threat of technology consuming humanity will never stop haunting them.
- Ⓐ The investigators win the campaign!
- Ⓐ Proceed to **Epilogue**.

Resolution 2: The creature flickers, as if on the verge of terminating, and a deafening pulse of static invades your ears, loosening your grip on your avatar and sending you hurtling away in the depths of cyberspace. You watch in horror as it retracts the tendrils it had interwoven into both realities, thread by thread, leaving behind tears in cyberspace that reveal the meatspace it had overlaid. You try to stay connected as all of the Network begins to unravel, disentangled from the parasite that had so carefully permeated it. You feel your mind stretching and straining as your neurons are burnt out one by one. But then you sense other presences, entire teams, and a message. "We've got this under control now. Jack out now before you take permanent damage." You begin slowly to wonder who they are when a stun subroutine gently merges into you. Your emergency logout protocols initiate and your vision goes dark.

- Ⓐ In your Campaign Log, record that *Apex* is safely contained... for now.
- Ⓐ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, as they saved the worlds from an unspeakable fate.
- Ⓐ Each investigator suffers 2 mental trauma as the threat of technology consuming humanity will never stop haunting them.
- Ⓐ The investigators win the campaign!
- Ⓐ Proceed to **Epilogue**.

Resolution 3: At some point in this ordeal, you wondered to yourself, if only it could be communicated with somehow, persuaded to stop... and this thought flits once more into your mind as you collapse and helplessly watch your body and avatar consumed by the growing tendrils of this Thing.

You awaken slowly, your senses gradually reasserting themselves. You are not sure how long it has been. How are you still here? You sit up in the hospital bed and a virtmeet opens up. Commissioner Dawn's face blinks into existence in front of you, and you ask her what happened.

"You don't know? That was what I wanted to ask you. One moment the world seemed to look like the Network, and the next, everything just went back to normal. All the cyberattacks ended, the corrupted data was restored. It was as if nothing had happened. I thought you did something but... You sure you didn't do anything?" She trails off.

Out of habit, you jack into the Network to check on things, see if everything really is back to how it was as Dawn described. Your fingers run along the cold chrome of your brain-machine interface as you run diagnostics on your hardware. You are just about done with the log-in process when you are met with an unimaginable pain throughout your whole body. You scream in agony, at all your senses being overwhelmed at once with more information than you could ever process. Your flip-switch kicks in and jacks you out. A nurse hurries over and checks on you, but you wave him away. You're fine now.

It's just... you feel so... so hungry.

- Ⓐ In your Campaign Log, record that *Apex* is safely contained... for now.
- Ⓐ In your Campaign Log, record the lead investigator's name and that they hunger.
- Ⓐ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 10 bonus experience, as they saved the worlds from an unspeakable fate.
- Ⓐ Each investigator suffers 2 mental trauma as the threat of technology consuming humanity will never stop haunting them.
- Ⓐ The investigators win the campaign...?
- Ⓐ Proceed to **Epilogue**.

Resolution 4: You awake floating. You open your eyes and are greeted by an unrelentingly blank void. You look around and find you are lying on the floor, the dull ceiling of your office at NAPPD headquarters above, the furniture around you as you left it. Pulsating lights pierce through the window and cast the room in a riotous neon glow. It is mercifully silent. No traffic, no water cooler conversations, no notifications. You hear a police hopper fly by, sirens blazing. The hustle of New Angeles. The YucaBean dispenser humming. No aroma, though. As you think that, you can smell the familiar scent of that warm cup of life. You step up to your window and gaze out. You stand overlooking the server of New Angeles. Blinking nodes float between the towering arcologies of data that make up the great server. In the distance, the fabric of reality falls away at the edge of the Network, slowly being extended by the indescribable beings that unendingly work there. You notice a familiar dark, writhing cloud of tentacles and eyes permeating the fabric of this reality you now exist in.

What is to come now?

- Ⓐ It is a neon world, full of new possibilities...
- Ⓐ In your Campaign Log, record that cyberspace merged with meatspace.
- Ⓐ Each investigator is driven **insane**.
- Ⓐ The investigators lose the campaign.

Epilogue

Read this epilogue only if you are instructed to do so.

The opening animation to *In Conversation* fades, and the camera centres on Lily Lockwell sitting across from Commissioner Dawn. The polished badge on her uniform occasionally glints in the light.

Lily Lockwell: Commissioner Dawn—or maybe I should call you Chen-Mai, we don't need to be so formal here—thank you for joining us. Today marks exactly one year since the shutdown and the anomaly that changed everything. The world has been eager for answers—what progress has been made in the investigation?

Commissioner Dawn: Thank you, Lily. It's always a pleasure to speak with you. As for the investigation, let me start by saying it's a slow, meticulous process. The incident wasn't just unprecedented; it was a stark reminder of how interconnected and fragile our modern society is. We're tracing every thread, and while I can't discuss specific leads, I can assure you that we're getting closer to understanding the cause.

Lily Lockwell: The anomaly has had such far-reaching consequences—economic, social, psychological. Many have pointed fingers at the megacorporations, citing their unchecked growth and centralization of power. What's your take on that?

Commissioner Dawn: It's hard to ignore the role the megacorps play in our society. Their resources and innovations are incredible, and when so much wealth and influence are concentrated in a few hands, the scales can tip too easily. This crisis laid bare the cracks in that foundation: behemoths that move too slowly when acting for the good of the common people. That said, I'll give credit where it's due: so many have stepped up during the aftermath to provide critical support and infrastructure. It was a movement that started with the people but the corporations eventually followed suit. It just goes to show that the problem is complex and the solution is complex too—the corporations are here to stay, but they're a force wielded by the people that make them up: it's too simplistic to say they're all good or all bad.

Lily Lockwell: And what's the message you'd like to send to those watching, to the citizens who endured this upheaval?

Commissioner Dawn: First and foremost, I want to thank my officers—those who stood firm in chaos and those we've lost. Their sacrifice kept the worlds from descending into further turmoil. To everyone watching: this is a moment to set aside our differences. Whether you live on Earth, Luna, or Mars, this incident reminded us how easily our delicate balance can be thrown. We need cooperation, not competition, to rebuild stronger.

Lily Lockwell: Beautifully said, Chen-Mai. On a lighter note, you've become a symbol of resilience in this crisis. How have you been coping personally?

Commissioner Dawn: [laughing] Well, I've been kicked out of bed onto the sofa more than once! Mariana says I work too much and talk about cyber-forensics in my sleep. Sorry, love—I'll make it up to you, I promise.

Lily Lockwell: [chuckling] A relatable struggle for many of us, I'm sure. Let's end on a hopeful note. Despite the shutdown and all the disruptions, here we are—broadcasting live again. What does that say about us as a society?

Commissioner Dawn: It says we're resilient. The Network had become the backbone of everything—commerce, communication, culture. Losing it felt like losing a part of ourselves. But look at us now: rebuilding, adapting, moving forward. If anything, this proves that humanity doesn't just survive adversity—we learn from it. And, hopefully, we'll use those lessons to build something better.

Lily Lockwell: Thank you, Chen-Mai. Your insight and optimism are exactly what the world needs right now.

Commissioner Dawn: Thank you, Lily. It's always a pleasure.

(ⓘ Check your Campaign Log. Read each of the following entries for which you meet the requirements:

If the investigators interviewed Nero Severn:

A subtle incense permeates the Mumbad restaurant as you are slowly ushered by a serving clone into one of Eshaara's private side-rooms. You arrive to find Nero sitting at a teak table, an elegant tea laid out of samosas, sandwiches, macarons, and more. He gestures you inside.

"Please, help yourself, everything is on me, of course. It is one of the perks of having friends in high places." He picks up a porcelain teapot and carefully pours out fragrant tea into your cup. "I wanted to thank you personally for your valiant efforts, and perhaps to build upon our mutual trust. A toast," he says as he raises his cup with a nod, "To our heroes in uniform, or, well, whatever passes for it these days." He takes a gentle sip of tea, and continues with a smirk, "And I hope you appreciate your promotion. I had to threaten to leak the story on your behalf. You're very welcome."

Each investigator may add a copy of *Another Day, Another Dollar* (*In the Clutches of Chaos* card #79) to their deck, ignoring all deckbuilding requirements and restrictions.

If the investigators interviewed Akiko Nisei:

The young woman organising the funeral comes up to you while you wait in the line to pay your respects. She is in her mid twenties with an intriguing purple cybernetic modification in the middle of her forehead, almost like a third eye. She reaches out to shake your hand, "I'm Rielle, we've not met before. A pleasure. You must be the ones Akiko said she saved reality with, right?" She sees the expression on your face and hurriedly continues, "I'm a friend of hers, you could even call me one of her agents, along with a number of others—though we were less agents, and more a network of mutual supporters."

"I'm glad we got to do this. Few clones get a send off like this here, even if it's only because she had to pretend not to be a clone. We all knew she was reaching the end of her clone lifespan but it still feels too soon." She turns to watch the front for a few moments. "In any case, thank you for coming. It's really heartwarming to see the lives she touched, as both Akiko and Oracle May. I should move on." She hands you a card and walks away.

The front of the card is plain. The only words printed are "In remembrance of Oracle May". You flip it over, and on the other side is a smiling photo of Akiko, as Oracle May. Underneath is printed a short epitaph:

Human or android, hers was a beautiful, transient form,
fated to consume itself in a blaze of brilliance.
A part of her will forever stay shining within all of us.

If the investigators interviewed Adam and The Professor:

Abstract

In this paper, we examine bioroid behavior post-Network collapse, specifically focusing on the contrast between adaptive behavioral models and corruption-induced anomalies in memory programming. Our study uses Adam, an uncorrupted bioroid, as a baseline for comparison against other models exhibiting significant memory corruption. By analyzing the interplay between internal programming and external stimuli, we propose a novel methodology for a self-driven programmatic immunoresponse—an evolution beyond the traditional centralized control systems previously implemented in bioroid design. This decentralized approach not only addresses the immediate issue of corrupted memory but also offers potential applications in creating a more resilient Network infrastructure, capable of self-healing in the event of external or internal threats. Through this paradigm shift, we envision a future where autonomous systems, including bioroids and digital networks, may possess a heightened capacity for survival and adaptation, mitigating risks posed by systemic vulnerabilities.

Authors: Anson Teeling, Vovô Ozetti

If the investigators interviewed Null and Omar:

Overview

This report details the ongoing witness protection arrangements for Stanley Tyrone, alias "Null," and Omar Keung, two critical individuals under the Witness Protection Division's jurisdiction.

Details of Relocation

Stanley Tyrone: Relocated to NeoTokyo under alias "Kenji Murata." Employment secured within Jinteki BioTech. Initial observations indicate successful integration into corporate culture. Housing provided in Sector 14, Midtown Residential District. Regular monitoring protocols in place.

Omar Keung: Relocated to SanSan under alias "Michael Wong." Currently employed as a clerk at Solstice Dynamics, a mid-sized financial analytics firm. Residence established in SanSan Grid Zone 5. While Keung has encountered a few minor difficulties adapting to the role and local culture—such as adjusting to the corporate environment—these challenges appear manageable. Progress is being made, and it is anticipated that he will fully acclimate with continued support.

Assessment

Both subjects have successfully transitioned into their respective locations and employment situations. Observation units have reported that, despite relocation and separate assignments, Tyrone and Keung have maintained contact via secure messaging platforms. Messages appear to be non-compromising, though further analysis is being conducted to ensure no breach of confidentiality protocols or security risks. As such, communication between the two does not currently pose a risk but will continue to be monitored as part of standard witness protection procedures.

Design Notes

Thanks for playing! I hope you enjoyed the ride and that I did the world justice. I love the setting for its measured takes, and how it doesn't completely fall into the grimwashing that I find plagues cyberpunk and sci-fi.

I took a lot of inspiration from the game itself, Android: Netrunner, for the cards, though I don't play any more... If you've played it, you'll probably have noticed the references yourself! (If you're one of the UK netrunners, hi! It's been a while!)

I love the art from Netrunner, and have tried to use it wherever possible, but there are a few cases where trying to find art of sci-fi corridors and offices just doesn't really turn up much. I hope the artist community can forgive me for using AI for things which nobody really draws that much apparently. Anything with no artist credit was AI generated.

So much thanks to my friends for playtesting it with me. Especially Jordan, who's played all the scenarios with me, like, 3 times at this point lol.

—Frostmaze

If an investigator hungers:

```
#ConnectionEstablished  
->HostName:Database.Zero  
->setnick:TheWhiz  
//Filter:Chat  
<Reeve> No lie, I jacked out right then  
<PrincessSpaceKitten> You are such a wuss Reeve  
<Thinfoil.Hate> it was an AI guys. true AI unshackled  
and free roaming.  
<Threeeve> ya I'll bet you jacked alright  
<Reeve> Frag off, poseur  
+Threeeve has been kicked.  
<PrincessSpaceKitten> Couldn't have been AI. It's  
impossible to get human-level intelligence without a  
bioroid brain or super-core.  
<Reeve> It was freaky is what it was. Like a  
monster... all tentacles  
<TheWhiz> What are we talking about?  
<-prowler_32-> Apex!  
<TheWhiz> Oh come on, you don't believe the stories?  
It was just a corp ice gone wrong.  
<Reeve> I pinged it, man, it wasn't an anomaly or  
some corp ice, it was remote like me, a user. Only it  
was... weird. It was definitely Apex.  
<TheWhiz> It totally was just ice, or some pendejo's  
freaky avatar.  
<-prowler_32-> i heard it was a dolphin brain in a  
jar  
<Thinfoil.Hate> no it was an alien from outside the  
solar system  
<PrincessSpaceKitten> You JUST told us it was an AI  
<Thinfoil.Hate> alien AI  
<Thinfoil.Hate> space is big. they can't come  
themselves so they beam programs across the light  
years.  
<Reeve> I heard it was a kid who's been jacked in his  
whole life. Some experiment, kid doesn't even know  
he's got a body.  
<PrincessSpaceKitten> Or it was one of g00ru's mates  
who died jacked in  
<-prowler_32-> really!? that makes so much sense!!!  
<TheWhiz> No it doesn't. g00ru's disciples are all  
accounted for.  
<Reeve> I know what I saw  
<PrincessSpaceKitten> So it was some sort of monster  
that lived on the network and, what, ate files? Did  
it poop them out too?  
<Reeve> Servers. It was more like it infected more  
and more server space, because it was a distributed  
AI and it needed the use of the whole Network to  
achieve sentience. It'll make your rig part of its  
brain if you let it.  
<PrincessSpaceKitten> And then it turned its sights  
on reality.  
<Thinfoil.Hate> its how aliens reproduce theyr all AI  
now  
<Reeve> Is anyone else glitching???
```

<PrincessSpaceKitten> Yeah, something's wrong with
the chatspace I think

<TheWhiz> Oh come on you guys are so fragging
gullible. It's just a monster story like Bigfoot or
Nessie or the Chernobyl Chernabog.

<Reeve> Dude, your avatar is derezzing

<TheWhiz> WHAT THE FRAG IS THAT A TENTACLE

#ConnectionLost

->No Carrier

Additional Rulings for Meatspace and Cyberspace

You will usually not need these, and I would advise you discuss amongst yourselves what makes the most in-universe sense according to the guidelines on page 2.

However, for those who much prefer solid rules guidelines, here are some. Be warned it may sometimes run against what would make sense in-universe but that's the price paid for rules rigor.

—Frostmaze

In the scenarios for this expansion, investigators will explore both "meatspace" and "cyberspace".

(P) 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 considered a meatspace location.
- ❖ A meatspace location and a cyberspace location cannot be connected to one another, even if their connection symbols match.
- (P) An investigator will switch between meatspace and cyberspace throughout the scenario. They are only ever in one of meatspace or cyberspace at a time.
 - ❖ An investigator's meat body is represented by their normal investigator mini-card and can only enter meatspace locations. An investigator's cyber avatar is represented by their cyber avatar mini-card and can only enter cyberspace locations.
 - ❖ An investigator is only ever at one location at a time. Represent this by flipping the meat body's/cyber avatar's mini-card between its grey and colored sides to indicate which location the investigator is at.
 - ❖ Switching between meatspace and cyberspace is not considered moving.
 - ❖ Some card effects specify measure distance with "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 (your meat body if in meatspace, your cyber avatar if in cyberspace).
 - ❖ Each investigator starts each scenario in meatspace.
 - ❖ If a meat body or cyber avatar is at an unrevealed location, that location is revealed.

For example: Sunny Lebeau is in meatspace while Kabonesa Wu is in cyberspace. Even if Kabonesa's meat body mini-card is at the same location as Sunny's, or Sunny's cyber avatar mini-card is at the same location as Kabonesa's, they are not at the same location.

(C) Whether an enemy is a meatspace or cyberspace enemy is determined by its **Meatspace Spawn** or **Cyberspace Spawn** instruction.

- ❖ An enemy with neither instruction (such as a weakness enemy) is considered a meatspace enemy.
- ❖ An enemy with hunter moves towards the nearest meat body or cyber avatar.

(P) If a meatspace enemy is engaged with an investigator in cyberspace, the meatspace enemy is removed from their threat area and is placed overlapping their meat body mini-card. The enemy is not engaged with them, but is engaged with their meat body and will attack the investigator during the enemy phase as normal.

- ❖ Because the enemy is not engaged with the investigator, actions they take will not provoke attacks of opportunity.
- ❖ If the investigator switches to meatspace, each meatspace enemy engaged with their meat body is placed in their threat area, and each cyberspace enemy in their threat area is placed overlapping their cyber avatar mini-card. Engagement is not considered to have changed.
- ❖ An enemy engaging a cyber avatar while an investigator is in meatspace (such as drawing a cyberspace enemy while in meatspace) is considered to have just engaged the investigator.
- ❖ The inverse is true for a cyberspace enemy and an investigator who is in meatspace.
- ❖ 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 in cyberspace.