

# 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.



## Legwork

*Nero Severn is somewhere in the party. 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.*

**Objective** – Wait for a signal from the SYNC operatives. In the meantime, mingle with the guests and confirm Nero's presence.

## Garden



4

Meatspace.

►: **Resign.** There is nothing for you here. You leave the SYNC operatives to their mission.

►: You take a breather outside. Heal 2 horror. (Limit once per game.)



## Act 1a

*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



4

Meatspace.

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



## Act 1c

*Nero will work with you if you aid him.*

**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".

## Dining Room



2

Meatspace.

► You try some of the "menu". Heal 2 damage. (Limit once per game.)



Victory 1.

"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)

AGENDA  
ACT<sub>2b</sub>

## Meting of Minds

### 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.

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 1 fragment in your Campaign Log.

(→R1)

A ripple of whispers makes its 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 (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/evasion/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.

AGENDA  
ACT<sub>1b</sub>

## Manhunt

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.

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Move Archangel to a location with a Partygoer Avatar and flip this back over.

AGENDA  
ACT<sub>1b</sub>

## Surveillance Sweep

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 1 fragment in your Campaign Log.

(→R1)

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Move Archangel to a location with a Partygoer Avatar and flip this back over.

AGENDA  
ACT<sub>1b</sub>

## Crashed Space

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 1 fragment in your Campaign Log.

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Move Archangel to a location with a Partygoer Avatar and flip this back over.

AGENDA  
ACT<sub>1b</sub>

## Garden

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 1 fragment in your Campaign Log.

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Move Archangel to a location with a Partygoer Avatar and flip this back over.

AGENDA  
ACT<sub>1b</sub>

## 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.

You look around you and realize 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.)

1/44

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# Gallery

# Living Room

# Gallery

A Service Door

1

LOCATION

Meatspace.

**Forced** – After you enter the Gallery: Discard the top card of the encounter deck. If that card is a treachery, draw it.

0

LOCATION

Meatspace.

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

0

LOCATION

Meatspace.

**Forced** – After you enter the Gallery: Discard the top card of the encounter deck. If that card is a treachery, draw it.

0

# Cellar

4

LOCATION

Cyberspace.

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

0

LOCATION

Cyberspace.

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

0

LOCATION

Cyberspace.

0

→ 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.

# 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

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

LOCATION

Cyberspace.

→ 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'.

# 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

# Gallery

# Living Room

# 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.

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.

## 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.

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LOCATION

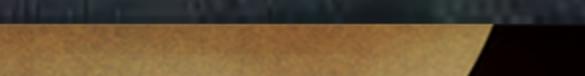
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## Dean Lister

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

## 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

## Corrupted Avatar

Wurm

1

1

1

Program. Monster. Corrupted. Elite.

Cyberspace Spawn.

Hunter.

Fire and ichor...

Victory 0.



ENEMY



## 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

## 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

## Corrupted Avatar

Fenris

1

1

1

Program. Creature. Corrupted. Elite.

Cyberspace Spawn.

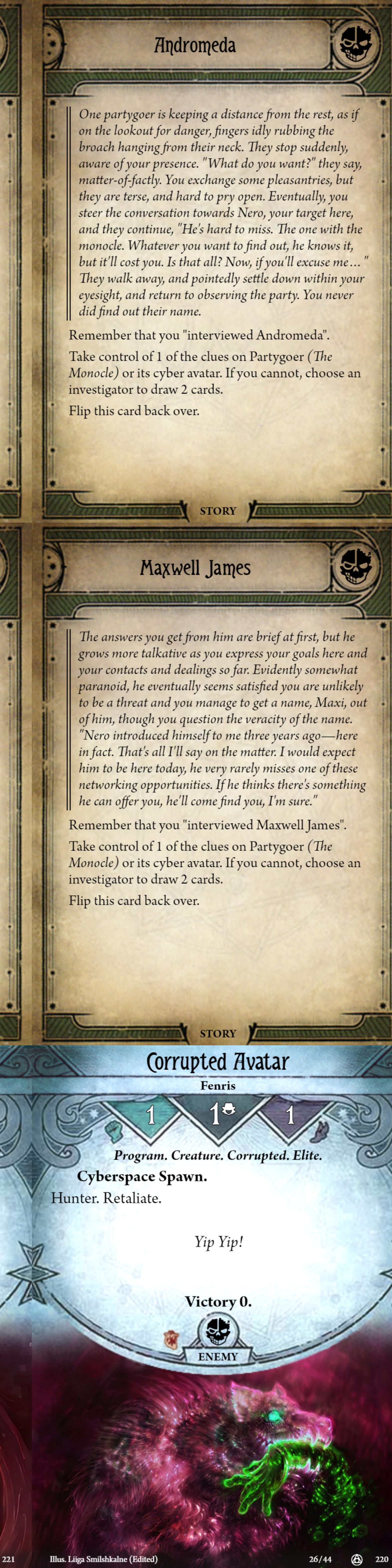
Hunter. Retaliate.

Yip Yip!

Victory 0.



ENEMY



## 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

## 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

## 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



## Partygoer Avatar

Gingerbread



## Partygoer Avatar

Gambler



## Partygoer Avatar

Leprechaun



**Program. Bystander.**

►: **Parley.** Test 6 (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?"

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28/44



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29/44



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30/44



224

0

Modded PAD



0

Modded PAD



Modded PAD



ASSET

SYNCHRONIZING

O

ASSET

SYNCHRONIZING

## 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



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30/44 ⚖ 224

## 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



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29/44 ⚖ 223

## Corrupted Avatar

Gingerbread

2 1 1

*Program. Humanoid. Corrupted. Elite.*

Cyberspace Spawn.

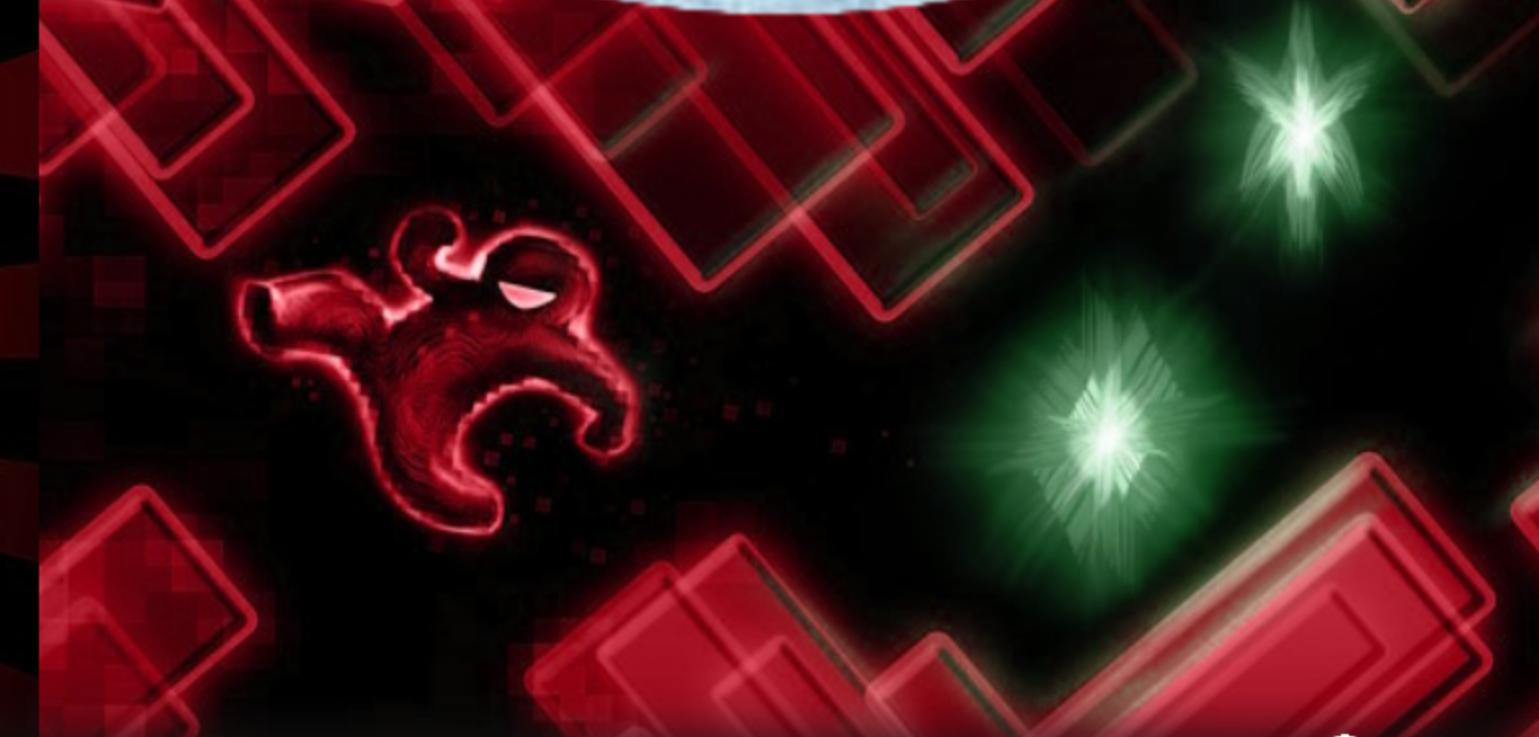
Hunter.

*Catch me if you can!*

**Victory 0.**



ENEMY



Illus. Adam S. Doyle (Edited)

28/44 ⚖ 222

## Archangel

Incursion Mode

3 - 1

*Program. Monster. Corrupted. Elite.*

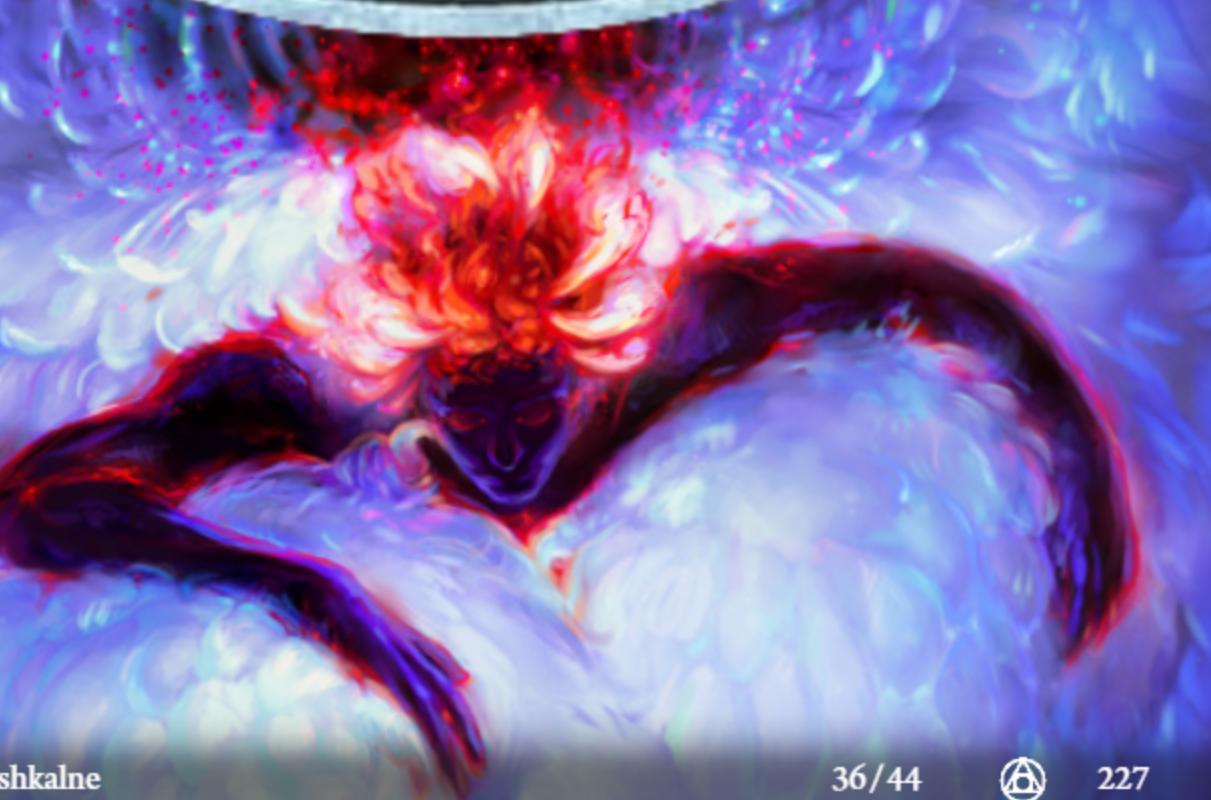
Cyberspace Spawn.

Massive. Archangel does not make attacks of opportunity.

**Forced** – When Archangel has 4<sup>✖</sup> damage on it: Heal all damage from it and exhaust it. It does not ready during the upkeep phase this round. Place 1 resource (from the token pool) in the victory display with **Victory 1.** (Max twice per game.)



ENEMY



Illus. Liiga Smilshkalne

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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.*

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.*

TREACHERY

Fine Dining

TREACHERY

Fine Dining

TREACHERY

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.*



TREACHERY

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.*

TREACHERY

Matrix Analysis

TREACHERY

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.

**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.



TREACHERY

Tough Crowd

Hazard.

**Revelation** – Put Tough Crowd into play next to the agenda deck.

Each investigator must spend 1 additional action to parley.

**Forced** – At the end of the round: Discard Tough Crowd.

TREACHERY

Tough Crowd

Hazard.

**Revelation** – Put Tough Crowd into play next to the agenda deck.

Each investigator must spend 1 additional action to parley.

**Forced** – At the end of the round: Discard Tough Crowd.

