

# Controlling the Message

EASY / STANDARD



-1 for every 4 revealed cyberspace locations.



-2. If you fail, choose a SYNC BRE enemy in the victory display and shuffle it into the encounter deck.



-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.

1/50 ⚡ 66

## Threat Assessment

Lily is gone, but a SYNC sysop is more immediately problematic. If she calls security downstairs, you might have to deal with their "guest protocols", despite your clearance. As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your cyber avatar's location must spend 1 ⚡ clues, as a group. Locations are connected to each location adjacent to it.

6

Illus. Emilio Rodriguez (Edited)



## Act 1a



### Net Analytics

SYNC collects information from all over the Network—there is so much data it would be hopeless to search it all. Are there any nuggets of gold in these cold wastes?

**Objective** – Explore NBN's servers. Add as many story cards to the victory display as you can, then get out before they decide you should not be here.

Illus. Smirtonille

5/50 ⚡ 70

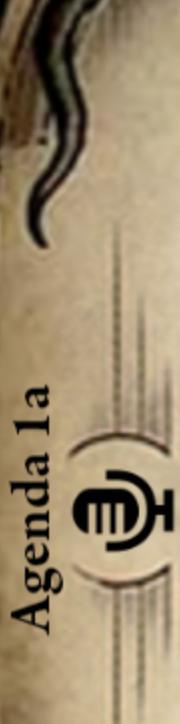
2

LOCATION  
Meatspace.

►: **Resign.** If there are no undefeated investigators remaining, proceed to (→R1).

You feel your temperature drop as you step from the masses upstairs into the cold, quiet basement corridors.

## Agenda 1a



### Freedom of Information

Your entire body vibrates from the faint hum that permeates the floor and your mouth feels dry in the artificially cold air. You step into the access-restricted basement of NBN's corporate HQ, home of one of NBN's many immense server farms.

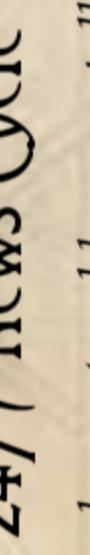
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Illus. Emilio Rodriguez (Edited)

2/50 ⚡ 67

6

## 24/7 News Cycle



Nosies are always trouble, especially when there is an ongoing case. If Lily catches you and tries to interview you, unwanted attention could come your way.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your cyber avatar's location must spend 1 ⚡ clues, as a group. Locations are connected to each location adjacent to it.

6

Illus. Emilio Rodriguez (Edited)

## SYNC Console

Show the Way

LOCATION

3



Meatspace. Console.

Uses (0 cycles).

⚡ During your turn, if the investigators have "found a copy of Turnpike", spend 1 cycle: Choose an unrevealed location. Reveal it, then look at the revealed side of each location connected to it.

2

Meatspace. Console.  
Uses (1 cycle).

⚡ During your turn, if the investigators have "found a copy of Charlatan", spend 1 cycle: Gain 4 clues (*from the token pool*).

## SYNC Console

Compulsive Tattletale

LOCATION

4



Meatspace. Console.

Uses (1 cycle).

⚡ During your turn, if the investigators have "found a copy of Charlatan", spend 1 cycle: Gain 4 clues (*from the token pool*).

3

## SYNC Console

Helping Hands

LOCATION

3

Meatspace. Console.

Uses (4 cycles).

⚡ During your turn, if the investigators have "found a copy of Errand Boy", spend 1 cycle: Move your cyber avatar to a connecting location or any revealed cyberspace location.

You hear the faint sound of elevator doors opening and closing, and then a lifting voice hangs in the air.

"Ah, Lily, you know I love you to bits, but you have to stop poking bump into you! Don't worry, I was just leaving. I had a hunch for a moment and simply had to check. We're still on for simensie night this Thursday, right?"

"Of course. Now, hurry up and leave before we both get in trouble."

Remove Lily Lockwell from the game.

Spawn the set-aside Arella Salvatore at L12 Floor Lobby.

If Victoria Jenkins is helping you, her presence is attracting attention and each investigator gains 1 tag.

AGENDA  
2b



## Corporate Shuffle

### L12 Floor Lobby



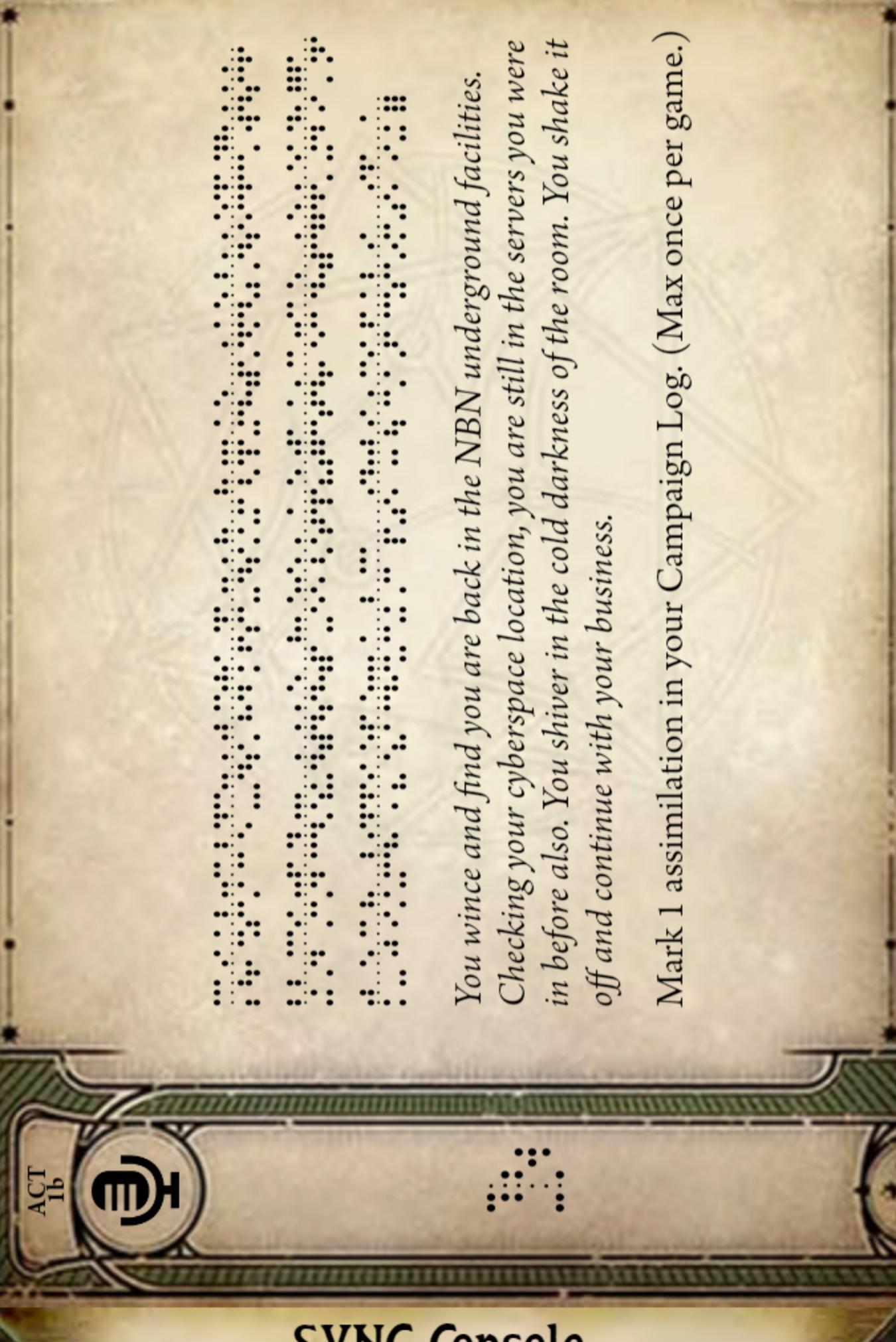
**Meatspace. Elevator.**

Unlike Haas-Bioroid's synthetic bioroids or Jinteki's organic clones, NBN's flagship is less a tangible product but a service: information. NBN builds the tools that collect the data and supply the content people use to form their opinions, make decisions, and otherwise become more like who or what they want to be.

AGENDA  
1b



## Independent Journalism



You wince and find you are back in the NBN underground facilities. Checking your cyberspace location, you are still in the servers you were in before also. You shiver in the cold darkness of the room. You shake it off and continue with your business.

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

ACT  
1b



## SYNC Console

Helping Hands

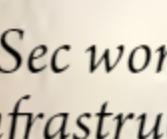


### SYNC Console

**Meatspace. Console.**

NetSec works tirelessly to ensure that SYNC's global infrastructure remains protected, monitoring all Network activity for the slightest blip. They send out technicians to deal with any signal disruptions between relays, or they quarantine subnets that are reporting unauthorized activity or instability of any kind.

AGENDA  
3b



## SYNC Console

Compulsive Tattletale

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Illus. Agri Karuniawan (Edited)

## Controlling the Message

HARD / EXPERT



-1 for every 2 revealed cyberspace locations.



-2. Choose a SYNC BRE in the victory display and shuffle it into the encounter deck.



-3. Gain 2 tags.



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

1/50 66



## Standard Procedure

Show the Way

AGENDA  
3b



## SYNC Console

**Meatspace. Console.**

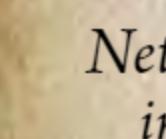
ACT  
3b



## SYNC Console

Compulsive Tattletale

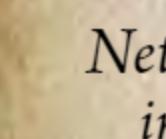
AGENDA  
3b



## SYNC Console

**Meatspace. Console.**

ACT  
3b



## SYNC Console

Helping Hands

Illus. Agri Karuniawan (Edited)

Choose a random story card in the victory display and remove it from the game.  
(→R1)

# Unravelling Server

# Unravelling Server

# Unravelling Server

4

LOCATION

2•

Cyberspace.

After your cyber avatar enters here: Draw the top card of the leads deck. (Group limit once per game.)

**Forced** – After you discover the last clue here: Spawn a set-aside SYNC BRE enemy engaged with your cyber avatar.

Victory 1.

Illus. Lili Ibrahim

10/50 ⚡ 75

# Unravelling Server

# Unravelling Server

Victory 1.

4

LOCATION

2•

Cyberspace.

After your cyber avatar enters here: Draw the top card of the leads deck. (Group limit once per game.)

**Forced** – After you discover the last clue here: Spawn a set-aside SYNC BRE enemy engaged with your cyber avatar.

Victory 1.

Illus. Lili Ibrahim

10/50 ⚡ 75

# Gossip Forum

# Gossip Forum

Victory 1.

3

LOCATION

0

Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Compulsive Tattletale*). Remember that the investigators have "found a copy of Charlatan". (Group limit once per game.)

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After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Compulsive Tattletale*). Remember that the investigators have "found a copy of Charlatan". (Group limit once per game.)

Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Helping Hands*). Remember that the investigators have "found a copy of Errand Boy". (Group limit once per game.)

Illus. Liiga Smilshkalne

15/50 ⚡ 76

Illus. Liiga Smilshkalne

15/50 ⚡ 76

Illus. Adam S Doyle

18/50 ⚡ 77

# Unexplored Server

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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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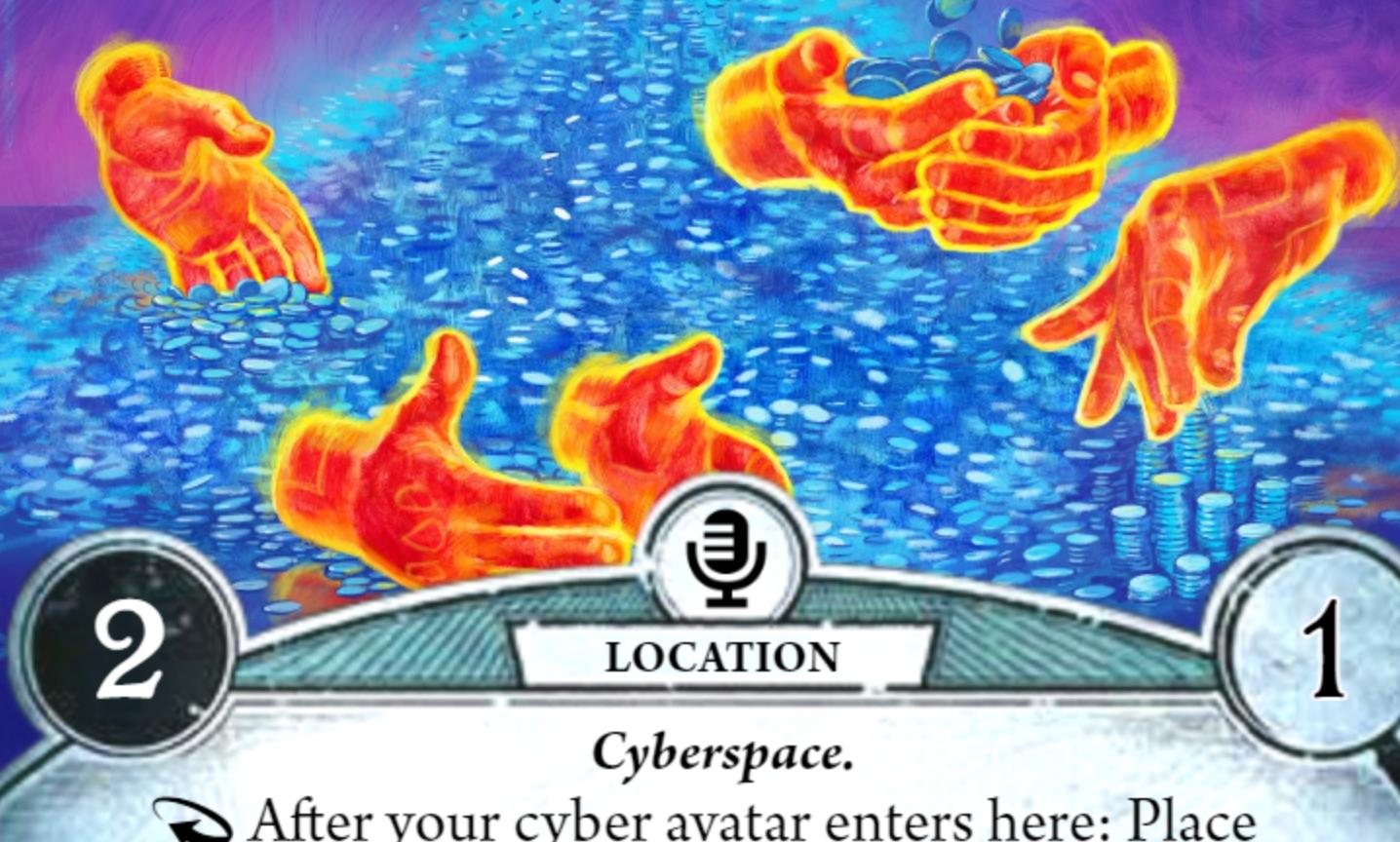
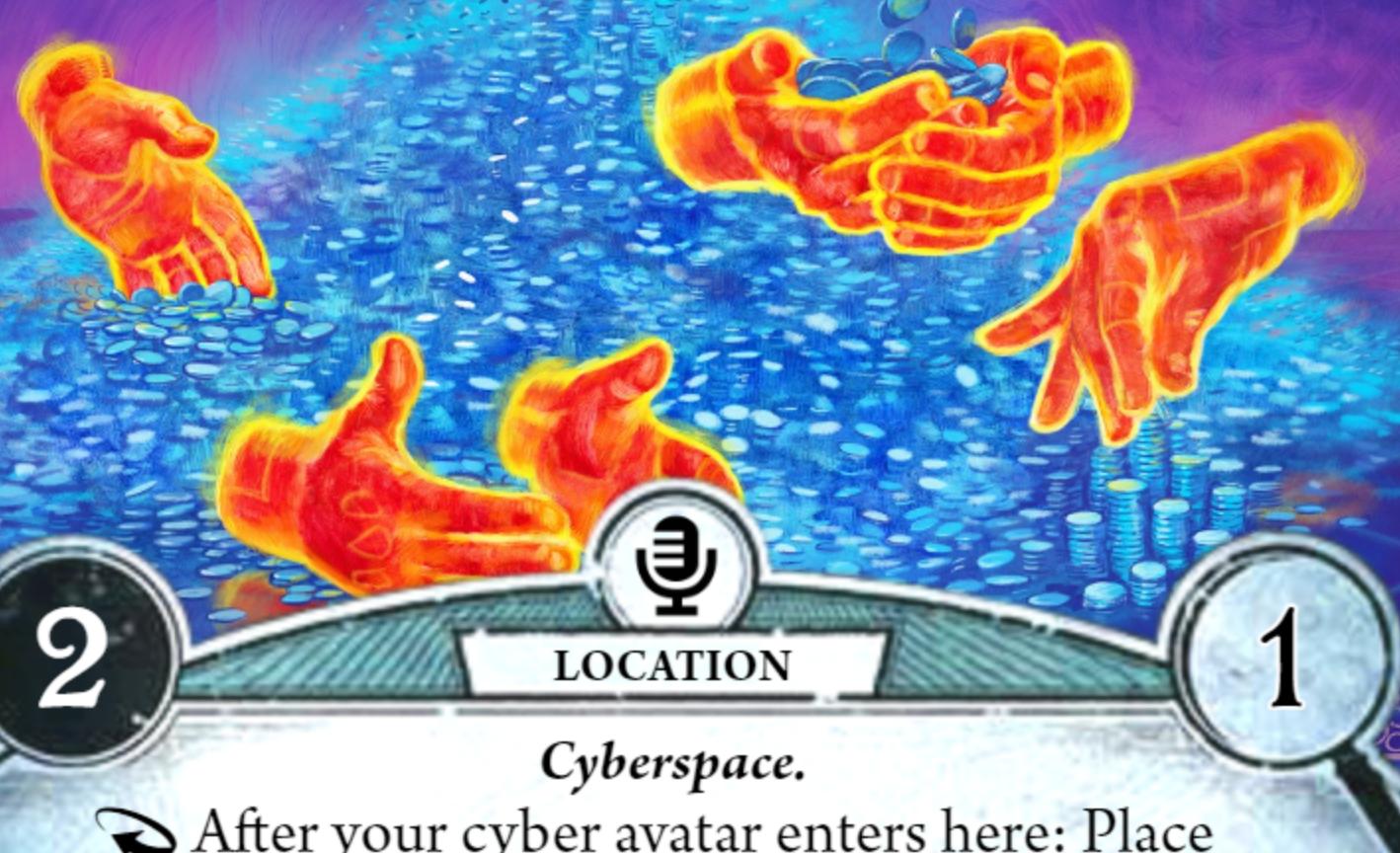
Illus. Adam S. Doyle

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## Ubiquitous Vig

## Ubiquitous Vig

## Signal Router



Illus. Adam S Doyle

18/50 ⚡ 77

## Signal Router

Illus. Adam S Doyle

18/50 ⚡ 77

## Signal Router

Illus. Donald Crank

21/50 ⚡ 78

## Ancestral Database



After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Helping Hands*). Remember that the investigators have "found a copy of Errand Boy". (Group limit once per game.)

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Show the Way*). Remember that the investigators have "found a copy of Turnpike". (Group limit once per game.)

Uses (1 cycle). During your turn, spend 1 cycle: Choose another location and replenish 1 cycle on it. (You cannot replenish above the number of uses it has.)

Illus. Donald Crank

21/50 ⚡ 78

## Data Pike

Illus. Donald Crank

21/50 ⚡ 78

## Data Pike

Uses (1 cycle).

During your turn, spend 1 cycle: Move to a connecting location.

## Data Pike

Illus. BalanceSheet (Edited)

24/50 ⚡ 79

## Data Pike

Illus. Aaron Firem

25/50 ⚡ 80

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25/50 ⚡ 80

Illus. Aaron Firem

25/50 ⚡ 80

Uses (1 cycle).

During your turn, spend 1 cycle: Move to a connecting location.

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## Data Pike

## Data Pike

## News Scanner

2

LOCATION

Cyberspace.

Uses (1 cycle).

⚡ During your turn, spend 1 cycle: Move to a connecting location.

1\*

LOCATION

Cyberspace.

Uses (1 cycle).

⚡ During your turn, spend 1 cycle: Move to a connecting location.

1\*

LOCATION

Cyberspace.

Uses (1 cycle).

⚡ During your turn, spend 1 cycle: Look at the revealed side of any cyberspace location.

Illus. Aaron Firem

25/50 ⚡ 80

## News Scanner

LOCATION

Cyberspace.

Uses (1 cycle).

⚡ During your turn, spend 1 cycle: Look at the revealed side of any cyberspace location.

3

1\*

LOCATION

Cyberspace.

Uses (1 cycle).

⚡ During your turn, spend 1 cycle: Look at the revealed side of any cyberspace location.

Illus. Lili Ibrahim

30/50 ⚡ 81

## From the Dead



<JM> You remember Ten, who died on that Weyland job last year, right? His apartment was plastered on the newsfeeds as another "accident". I swear, I just saw his ghost.  
<KJ> You don't really believe in that stuff, do you? Ghosts in the Network? That's just urban legend.  
<JM> I know what I saw. He appeared out of nowhere and started talking to me, warning me about some new sentry ICE Weyland had rolled out in the server ahead. Without him I don't think I'd have gotten out in time.  
<KJ> Maybe it was just someone messing with you. Or just all the Diesel you've been hopped up on.  
<JM> No, it was definitely him. He even mentioned things that only he would know about me.  
<KJ> Or maybe it's just your subconscious mind playing tricks on you. Look, I don't want to gaslight you, but maybe there's a more logical explanation before we start believing in ghosts in the Network.

Add this card to the victory display.

Victory 1.

STORY

Illus. Lili Ibrahim

30/50 ⚡ 81

## Interrogation



<FC> You claim the person who put you up to this contacted you via the Shadow Net. Would you be able to get into contact with him again?  
<AW> Not after you pricks caught up with me.  
<FC> Convenient that you'd lose contact with your client once the cuffs were slapped on.  
<AW> No, it ain't like that. I could tell you the meetbox location, but he probably sealed my access point off as soon as I went into custody.  
<FC> What else did you do in the Shadow Net?  
<AW> What don't people do in the Shadow Net?  
<FC> Answer the question.  
<AW> You can get anything there, man. Software, info, music, snuff. Hell, I got some nice pics of your wife there last week.  
<FC> Cute.  
<AW> Not really. Kind of ugly, actually-

Add this card to the victory display.

Victory 1.

STORY

Illus. Outland Entertainment LLC (Edited)

33/50 ⚡ 82

## Live from New Angeles



<LL> Okay, let's do this quick, then. What can you tell me about the recent U.N. murder?  
<RH> How the frag do you know about that?  
<LL> Is it true the killer wasn't human?  
<RH> Damn it, Lil, keep your voice down. Spread rumors like that around and it'll be the Clone Riots all over again.  
<LL> That's not a denial, Rick.  
<RH> Look, just keep it quiet, for now. When I've got something to tell the press, I'll come to you first. I promise. Right now, I can't tell you anything, I'm sorry. How did you get that information anyway?  
<LL> I have my sources. If you're not telling, I'm not either.  
<RH> Don't be like that.  
<LL> Just give me something. I won't run the story, not yet. Just give me a hint so I can do the research. I might even be able to help you.  
<RH> I'm sorry, babe, I can't.

Add this card to the victory display.

Victory 1.

STORY

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## Rumormonger



<Guest> Look, it's an AI, but a military one. But it got too smart and the military got scared.

<> What? Like in the threedees? Big scary military AI takes control of everything and wipes us all out?

<Guest> Well, the brass in the military saw those threedees too, and this AI scares them stiff. So what do they do? Rather than destroy, they lock it up, so they don't have to say their project failed.

<> Where did they supposedly put it then?

<Guest> As far away from the world as they can, but that's still not far enough. It's trying to reach out and catch someone's attention, and that'll be when it breaks free.

<> Uh huh...

<Guest> I know, it sounds nuts. Why would I do this to myself if it weren't true?

<> Because you \*are\* nuts? Actually, you know what, never mind...

Add this card to the victory display.

**Victory 1.**

STORY

## Lily Lockwell

3 1\* 3

*Humanoid. Reporter. Civilian. Elite.*

**Meatspace Spawn.**

Hunter.

**Forced** – At the start of the enemy phase, if Lily Lockwell is ready and engaged: Each investigator gains 2 tags.

**Forced** – When you defeat Lily Lockwell: Instead, heal all damage from her and automatically evade her. She does not ready during the next upkeep phase.

ENEMY



Illus. Matt Zeilinger

40/50

89

**SYNC BRE**

3 2\* 3

*Program. Monster.*

**Cyberspace Spawn.**

Hunter.

While you are attacking SYNC BRE, it gets +1 fight for each tag you have.

While you are evading SYNC BRE, it gets +1 evade for each tag you have.

**Victory 0.**

ENEMY



Illus. Liiga Smilshkalne

42/50

91

## The Gods



<A> Avalon? The rumored domain of Excalibur? That is highly unlikely. What makes you think you were there?

<N1> I was tracing a rogue signal and it led me to this area of the Net that was completely empty. No data traffic, no nodes, nothing. And then, suddenly, everything changed—the colors, the patterns, the noise. It was like I was in another world. And then I saw it. Excalibur. It was like a column of chaotic images, shifting and changing in ways that shouldn't be possible. I couldn't move, I couldn't do anything as it approached me. And then, when it was about to collide with me, it was gone. I was back in the empty server.

<A> That is unsettling but ultimately is not evidence that you were in Avalon.

<N1> Well, when I got out, I talked to Smoke and described what I saw. She said it sounded the same as other runners who've been there as well. I can't get it out of my head. It was like nothing I've ever experienced.

Add this card to the victory display.

**Victory 1.**

STORY

## Arella Salvatore

4 1\* 2

*Humanoid. Sysop. Civilian. Elite.*

**Meatspace Spawn.**

Hunter.

**Forced** – At the start of the enemy phase, if Arella Salvatore is ready and engaged: Place 1 doom on the current agenda.

**Forced** – When you defeat Arella Salvatore: Instead, heal all damage from her and automatically evade her. She does not ready during the next upkeep phase.

ENEMY



Illus. Matt Zeilinger

41/50

90

**SYNC BRE**

3 2\* 3

*Program. Monster.*

**Cyberspace Spawn.**

Hunter.

While you are attacking SYNC BRE, it gets +1 fight for each tag you have.

While you are evading SYNC BRE, it gets +1 evade for each tag you have.

**Victory 0.**

ENEMY



Illus. Liiga Smilshkalne

42/50

91

## Victoria Jenkins

CEO, NBN

ASSET



*Executive.*

**Forced** – When a **Humanoid** enemy spawns in L12 Floor Lobby: Exhaust that enemy and disengage it from all investigators.

"Ah, what a coincidence. Mind if I have a word?"

Illus. Matt Zeilinger (Edited)

39/50

88

**SYNC BRE**

3 2\* 3

*Program. Monster.*

**Cyberspace Spawn.**

Hunter.

While you are attacking SYNC BRE, it gets +1 fight for each tag you have.

While you are evading SYNC BRE, it gets +1 evade for each tag you have.

**Victory 0.**

ENEMY



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ENEMY



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