

Architects of Tomorrow

EASY / STANDARD



-1. This token gets an additional -2 for each token on the scenario reference card.



-2. If you fail, your maximum hand size is reduced by 1 this game.
(Place a horror token on your deck as a reminder.)



-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.

Agenda 3a

Peak Efficiency

Your time here is coming to a close, and despite the efforts of your associates to let you investigate unimpeded, the bioroid staff members are more frequently offering aid or reminders of the end of your visit. Cyberspace locations are connected to each location adjacent to it.

5

Act 3a

Archived Memories 1.0

"The nerds won't tell me what the alterations actually are, so we're going to have to do some reverse channelling. There should be brainmapping nodes set up on our internal network—I'll get the nerds to help you with any spare moments they get. Just don't tell them what it's for."

Fairchild 1.0 to leave play.
Reveal 3 tokens for a calibration test.

Objective – Reveal at least one of the symbols during a calibration test.

Player effects cannot damage or cause Fairchild 1.0 to leave play.

Reveal 3 tokens for a calibration test.

Objective – Reveal at least one of the symbols during a calibration test.

Player effects cannot damage or cause Fairchild 2.0 to leave play.

Reveal 6 tokens for a calibration test.

Objective – Reveal at least during a calibration test.

Player effects cannot damage or cause Fairchild 3.0 to leave play.

Reveal 9 tokens for a calibration test.

Objective – Reveal at least during a calibration test.

Player effects cannot damage or cause Fairchild 3.0 to leave play.

Reveal 12 tokens for a calibration test.

Objective – Reveal at least during a calibration test.

Player effects cannot damage or cause Fairchild 3.0 to leave play.

Reveal 15 tokens for a calibration test.

Objective – Reveal at least during a calibration test.

Player effects cannot damage or cause Fairchild 3.0 to leave play.

Reveal 18 tokens for a calibration test.

Objective – Reveal at least during a calibration test.

Player effects cannot damage or cause Fairchild 3.0 to leave play.

Reveal 21 tokens for a calibration test.

Objective – Reveal at least during a calibration test.

Player effects cannot damage or cause Fairchild 3.0 to leave play.

Reveal 24 tokens for a calibration test.

Objective – Reveal at least during a calibration test.



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Player effects cannot damage or cause Fairchild 2.0 to leave play.

Reveal 6 tokens for a calibration test.

Objective – Reveal at least during a calibration test.

Player effects cannot damage or cause Fairchild 3.0 to leave play.

Reveal 9 tokens for a calibration test.

Objective – Reveal at least during a calibration test.

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Objective – Reveal at least during a calibration test.

Player effects cannot damage or cause Fairchild 3.0 to leave play.

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Agenda 1a

Big Deal

Director Haas has a legendary reputation for expecting nothing short of absolute precision and perfection, and does not suffer lightly fools who fall short. It would not put you in good light if you were late. Cyberspace locations are connected to each location adjacent to it.

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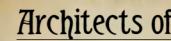
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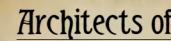
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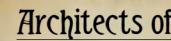
Agenda 2a

Security Through Vigilance

You notice next to no security personnel on this floor, despite its apparent importance to Haas-Bioroid. However, as you investigate, you feel the familiar sensation of being observed at all times. Every time a bioroid walks past, you swear it slows down and watches you when your back is turned. Cyberspace locations are connected to each location adjacent to it.

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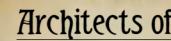
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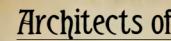
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Friends in High Places

Isabel McGuire is a faintly familiar name: a part of the higher levels of Haas-Bioroid management. What does she want to talk about? It seems on the surface that she has intentions contrary to kicking you out.

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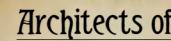
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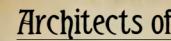
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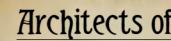
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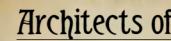
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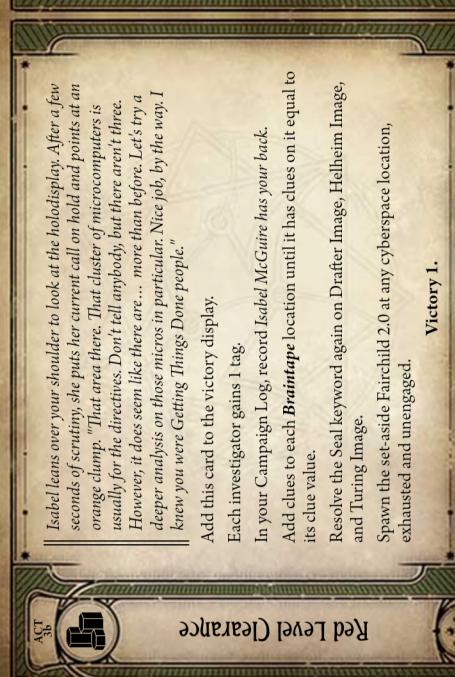
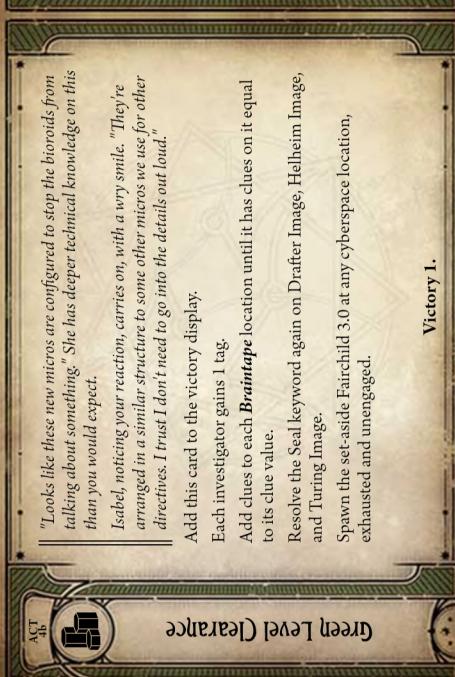
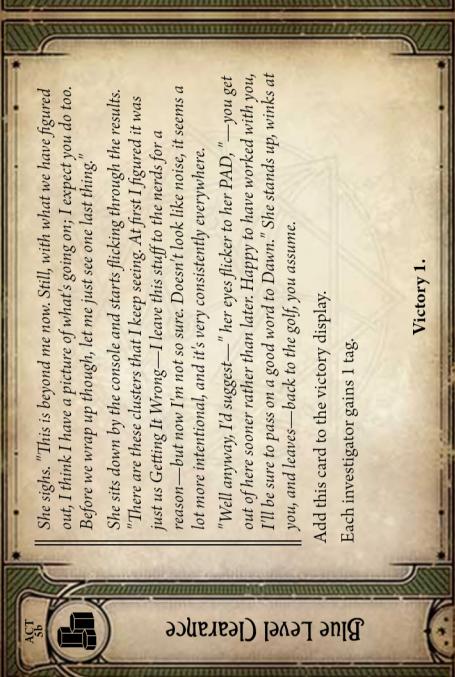
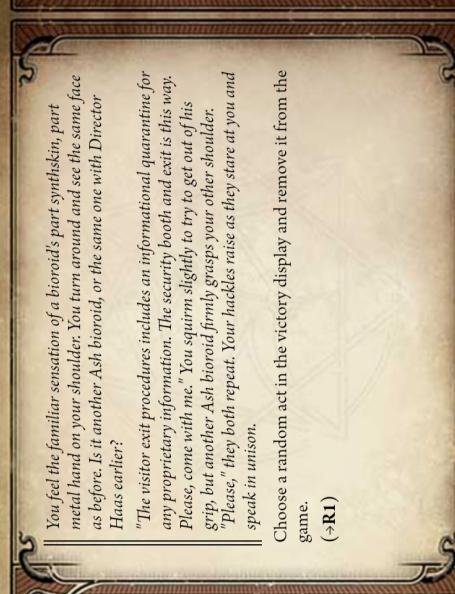
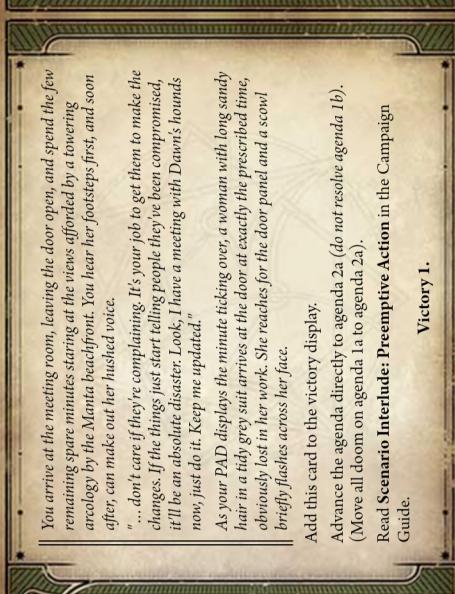
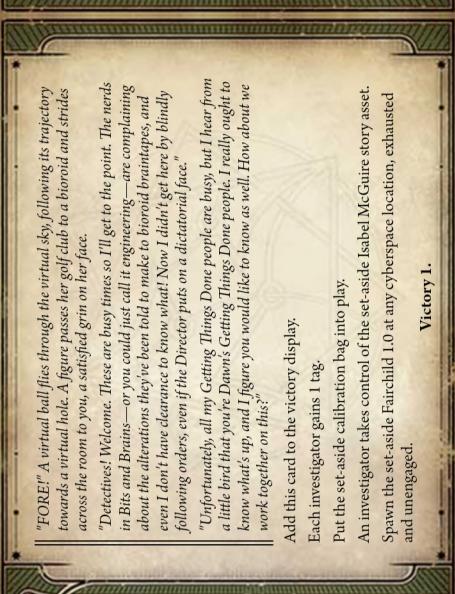
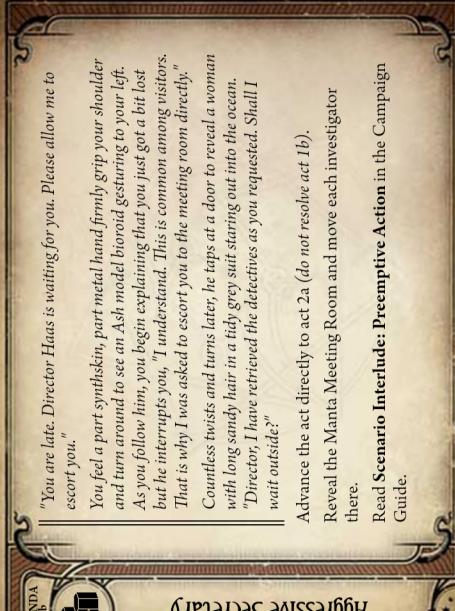
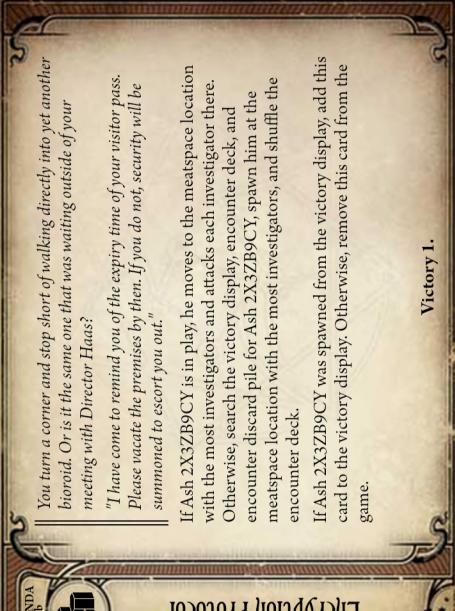
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Act





Neuromedical Lab

Corridor



LOCATION

Meatspace.

During the neural conditioning phase, each bioroid AI is programmed with a set of descending directives that prescribe and proscribe its behaviour at the most fundamental level. These directives are present in all models and are unable to be changed.



LOCATION

Meatspace.

The company that would become Haas-Bioroid was founded by Jürgen Haas and his brothers over a hundred years ago as Haas-Industrie, a robotics and heavy manufacturing business supplying numerous EU nations with heavy-duty construction equipment.

Illus. Emilio Rodriguez
www.emilio-rodriguez.com

Hologolf Course

Hologolf Course



LOCATION

Meatspace.

As an additional cost to enter Hologolf Course, investigators at your meatspace location must spend 1 clues, as a group.

The most commonly played games are not played on a virt screen or in a VR rig but instead are usually holographic projections or digital overlays

Rapid Prototyping Lab

Rapid Prototyping Lab



LOCATION

Meatspace.

The actual construction of a bioroid begins with a series of braintapes, or digital models of the human mind.

Each braintape is unique, and Haas-Bioroid's computational neuroscientists distill and synthesize the desired skill sets and personalities from each in a process called neural channelling.

Manta Meeting Room

Manta Meeting Room



LOCATION

Meatspace.

As an additional cost to enter Manta Meeting Room, investigators at your meatspace location must spend 1 clues, as a group.

Close to the coast, Manta is dominated by the luxury tourism of its beaches and resorts.

Unexplored Server

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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You turn around and find you are back in the Haas-Bioroid labs. Checking your cyberspace location, you are still in the servers you were in before also. The bioroids continue their tasks. You shake it off and continue with your business before you attract attention.
Mark I assimilation in your Campaign Log. (Max once per game.)

Helheim Image

Turing Image

Isabel McGuire

Regional Director, Haas-Bioroid

3

LOCATION

2

Cyberspace. Braintape.

Seal (set-aside ⚠).

► If an exhausted **Fairchild** enemy is here, investigators with their cyber avatar here spend any number of clues: Test ⚡ (2). Reduce the difficulty of this test by 2 for each clue spent. If you succeed, add the sealed ⚠ token to the calibration bag, then deal 1 damage to a **Fairchild** enemy here.

Illus. Scott Uminga
Прил. Скотт Уминга

19/30 ⚡ 19
19/30 ⚡ 19

Ash 2X3ZB9CY

4 2* 4

Humanoid. Bioroid.

Meatspace Spawn.

Allof. Hunter.

Forced – At the start of the enemy phase, if Ash 2X3ZB9CY is ready: Each investigator with their meat body at his location discards a card from their hand and gains 1 tag.

► Discard 1 card from your hand for each tag the investigators have total (to a minimum of 1): **Parley**. Shuffle Ash 2X3ZB9CY into the encounter deck.

Victory 1.



ENEMY



Illus. Mauricio Herrera
Прил. Мартио Херрера

22/30 ⚡ 22
22/30 ⚡ 22

Fairchild 3.0

4 3 4

Program. Humanoid. Bioroid. Fairchild.

Cyberspace Spawn.

Elusive. Hunter. Retaliator.

Forced – When Fairchild 3.0 is dealt damage: Each investigator takes 1 damage and 1 horror.

► Discard 1 card from your hand for each tag the investigators have total (to a minimum of 1): **Parley**. Exhaust Fairchild 3.0.

Victory 1.



ENEMY



Illus. Liya Smilshkalne
Прил. Лиля Смилшкалнэ

25/30 ⚡ 25
25/30 ⚡ 25

3

LOCATION

2

Cyberspace. Braintape.

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Illus. Adam S. Doyle
Прил. Адам С. Дойл

20/30 ⚡ 20
20/30 ⚡ 20

Fairchild 1.0

2 3 2

Program. Humanoid. Bioroid. Fairchild.

Cyberspace Spawn.

Elusive. Hunter. Retaliator.

Forced – When Fairchild 1.0 is dealt damage: Each investigator gains 1 tag.

► Discard 1 card from your hand for each tag the investigators have total (to a minimum of 1): **Parley**. Exhaust Fairchild 1.0.

Victory 1.



ENEMY

Illus. Liya Smilshkalne
Прил. Лиля Смилшкалнэ

23/30 ⚡ 23
23/30 ⚡ 23

Fairchild 2.0

3 3 3

Program. Humanoid. Bioroid. Fairchild.

Cyberspace Spawn.

Elusive. Hunter. Retaliator.

Forced – When Fairchild 2.0 is dealt damage: Each investigator discards 1 card from their hand.

► Discard 1 card from your hand for each tag the investigators have total (to a minimum of 1): **Parley**. Exhaust Fairchild 2.0.

Victory 1.



ENEMY

Illus. Liya Smilshkalne
Прил. Лиля Смилшкалнэ

24/30 ⚡ 24
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Fairchild 3.0

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Program. Humanoid. Bioroid. Fairchild.

Cyberspace Spawn.

Elusive. Hunter. Retaliator.

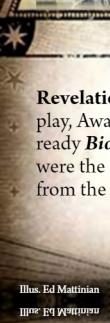
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ENEMY



Illus. Liya Smilshkalne
Прил. Лиля Смилшкалнэ

25/30 ⚡ 25
25/30 ⚡ 25

TREACHERY

Awakening

Scheme.

Revelation – If there are no **Bioroid** enemies in play, Awakening gains surge. Otherwise, each ready **Bioroid** enemy moves and attacks as if it were the enemy phase (without exhausting, even from the elusive keyword).

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Illus. Ed Mattinian
Прил. Эд Маттиниан

26/30 ⚡ 26
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Unexplored Server

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Illus. Adam S. Doyle
Ալլուս. Ադամ Ս. Դոյլ

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Illus. Adam S. Doyle
Ալլուս. Ադամ Ս. Դոյլ



TREACHERY

Tyr's Hand

Power.

Revelation – Test (4). If you fail, move your meat body to the revealed meatspace location with the fewest clues and move your cyber avatar to the revealed cyberspace location with the fewest clues.

Strength in the palm of your hand.

TREACHERY

Tyr's Hand

Power.

Revelation – Test (4). If you fail, move your meat body to the revealed meatspace location with the fewest clues and move your cyber avatar to the revealed cyberspace location with the fewest clues.

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TREACHERY

Tyr's Hand

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Strength in the palm of your hand.

Illus. John Derek Murphy
Առաջին հեռականիք

28/30 ④ 27
38/30 ⑤ 31

Illus. John Derek Murphy
Առաջին հեռականիք

28/30 ④ 27
38/30 ⑤ 31

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28/30 ④ 27
38/30 ⑤ 31

