

The Information Broker

EASY / STANDARD



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



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



-3. If you fail, gain 2 tags.



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

1/44 ④ 195
1/44 ④ 182



Act 1a

Legwork

Nero Severi is somewhere in the party. Your intel suggests he won't be hiding his attendance and he will be using his usual monole 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.

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Act 2a

Unscheduled Maintenance

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

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

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

Agenda 1a

Net Analytics

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

4

Illus. Ed Mattinian

Imp. Ed Wenzel

2/44 ④ 196

3/44 ④ 180



Act 1c

On the Lam

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 Monole*) and its Partygoer Avatar.
- ❖ The investigators have "forced open a service door".
- ❖ The investigators have "created a backdoor out of the server".

Agenda 2a

Net Quarantine

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

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

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

6

Illus. Ed Mattinian

Imp. Ed Wenzel

3/44 ④ 197

3/44 ④ 181



"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)



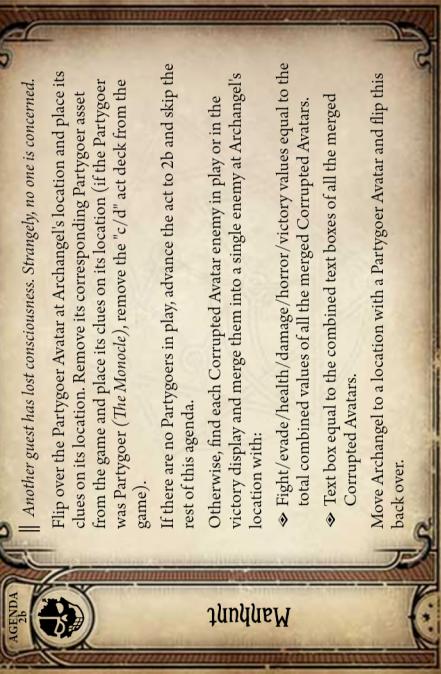
Manhunt

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).

Otherwise, find each Corrupted Avatar enemy in play or in the victory display and merge them into a single enemy at Archangel's location with:

- ❖ Fight/evade/health/damage/horror/victory values equal to the total combined values of all the merged Corrupted Avatars.
 - ❖ Text box equal to the combined text boxes of all the merged Corrupted Avatars.

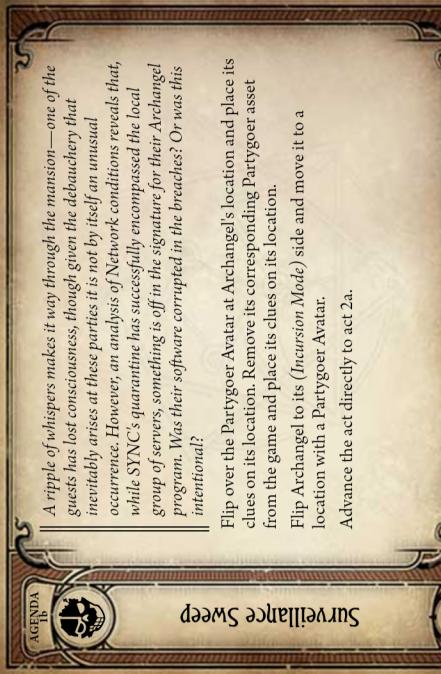
Move Archangel to a location with a Partygoer Avatar and flip this back over.



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

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(二四)



The Information Broker

HARD / EXPERT

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

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

 -3. Gain 2 tags.

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





Dining Room

Dining Room

LOCATION

Meatspace.

Ballroom

Ballroom

LOCATION

Meatspace.

Garden

Garden

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.

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

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

Gallery

Gallery

LOCATION

Meatspace.

Living Room

Living Room

LOCATION

Meatspace.

Gallery

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.

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.

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

Cellar

Conservatory

Office

4

LOCATION

0

Cyberspace.

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

3

LOCATION

0

Cyberspace.

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

2

LOCATION

0

Cyberspace.

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

Victory 1.

Illus. Scott Uminga
Prop. ZCOM Studios

Theater

13/44 ⚡ 207
13\44 ⚡ 303

1

LOCATION

0

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.

14/44 ⚡ 208
14\44 ⚡ 308

A Backdoor

Theater

A Backdoor

Առաջնորդված Հեղինք

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.

Illus. Adam S. Doyle
Արտ Վահագ Շոյլ



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Bystander.

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

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



Bystander.

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

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



Bystander.

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

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



Bystander.

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

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



Bystander.

►: Parley. Test 9 (1). Check your Campaign Log. This test gets +1 difficulty for each entry that has been crossed out. If you succeed, take control of 1 of the clues on Partygoer.

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



Bystander.

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

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

Dean Lister



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

Remember that you "interviewed Dean Lister".

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

Flip this card back over.

STORY
TROTS

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
TROTS

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
TROTS

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
TROTS

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
TROTS

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
TROTS



Program, Bystander.

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

"Hmm. That's rather interesting."



Program, Bystander.

►: **Parley.** Test ♀ (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.

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

"There! You think you can top it?"

Program, Bystander.

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

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

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?"





Upgrade. Illicit.

Modded PAD starts in play.

» At the start of your turn: Gain 1 resource.

Forced – After the agenda or act advances: Remove Modded PAD from the game.



Modded PAD

Mirror

Archangel

Sentinel Mode

Upgrade. Illicit.

Modded PAD starts in play.

» At the start of your turn: Gain 1 resource.

Forced – After the agenda or act advances: Remove Modded PAD from the game.

Item. Console.

Permanent. Uses (2 cycles).

» During an investigator's turn, except during an action, exhaust Mirror and spend 1 cycle: That investigator switches from meatspace to cyberspace or vice versa.



Modded PAD

Item. Console.

Cyberpunk

Upgrade. Illicit.

Modded PAD starts in play.

» At the start of your turn: Gain 1 resource.

Forced – After the agenda or act advances: Remove Modded PAD from the game.

Item. Console.

Permanent. Uses (2 cycles).

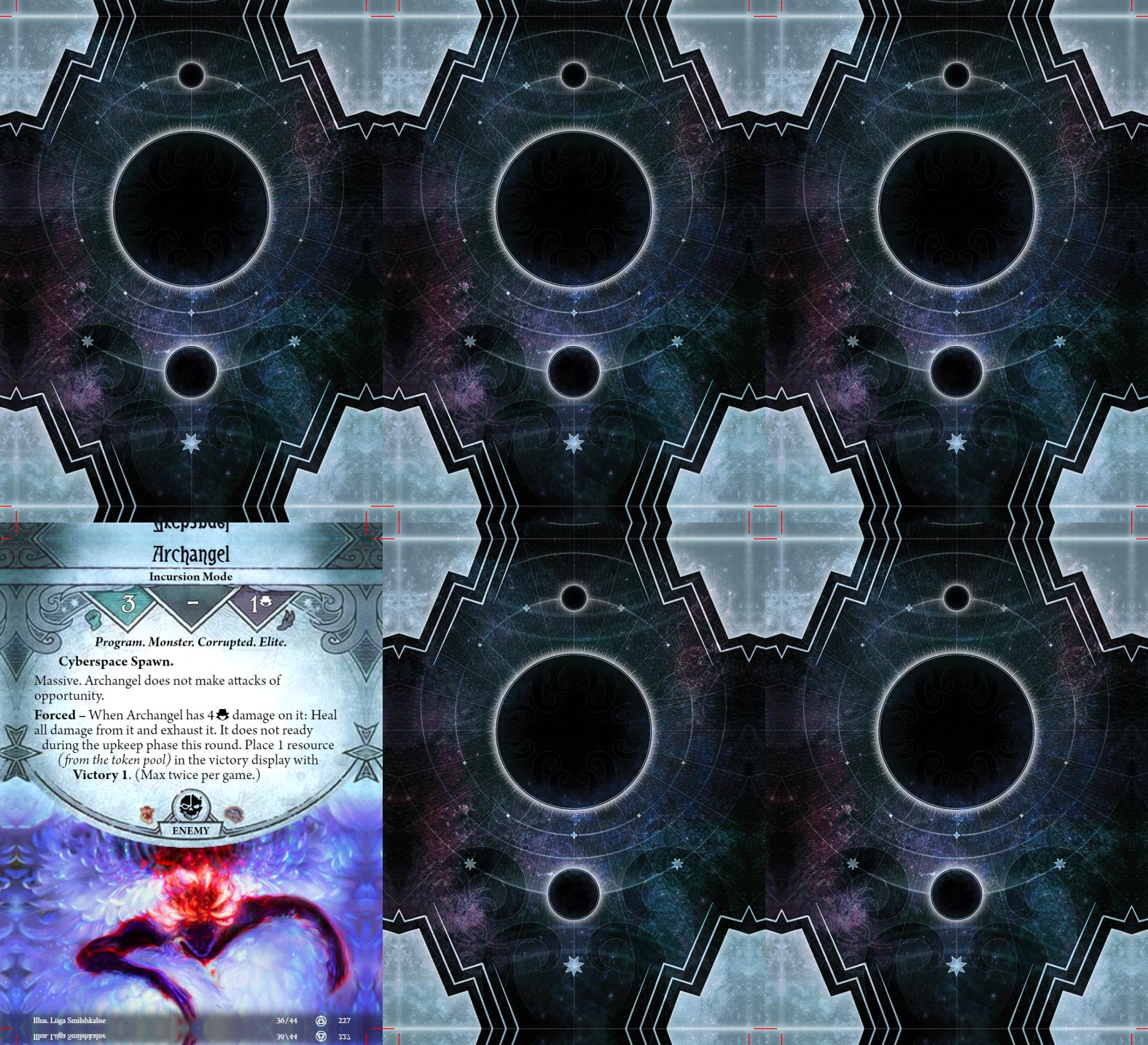
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Upgrade. Illicit.

Modded PAD starts in play.

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Forced – After the agenda or act advances: Remove Modded PAD from the game.



Archangel

Incursion Mode

3

- 1

Program. Monster. Corrupted. Elite.

Cyberspace Spawn.

Massive. Archangel does not make attacks of opportunity.

Forced – When Archangel has 4 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.)





Fine Dining

Terror.

Peril.

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

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

Illus. Diana Martinez
Imp. Diana Martinez

37 / 44 ⚡ 228
31 / 44 ⚡ 338

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Illus. Diana Martinez
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37 / 44 ⚡ 228
31 / 44 ⚡ 338

Information Overload

Hazard.

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

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

Illus. Ed Mattinan
Imp. Ed Mattinan

39 / 44 ⚡ 229
33 / 44 ⚡ 339

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Hazard.

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

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Illus. Ed Mattinan
Imp. Ed Mattinan

39 / 44 ⚡ 229
33 / 44 ⚡ 339

Matrix Analysis

Scheme.

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

Matrix Analysis

Scheme.

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

Illus. Isuardi Therianto
Imp. Isuardi Therianto

41 / 44 ⚡ 230
37 / 44 ⚡ 320

41 / 44 ⚡ 230
37 / 44 ⚡ 320

Illus. Isuardi Therianto
Imp. Isuardi Therianto

41 / 44 ⚡ 230
37 / 44 ⚡ 320





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.

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