

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.

1/30 ④ 1
1/30 ④ 1

Architects of Tomorrow

HARD / EXPERT

- 1. This token gets an additional -3 for each token on the scenario reference card.
- 2. Your maximum hand size is reduced by 1 this game.
(Place a horror token on your deck as a reminder.)
- 3. Gain 2 tags.
- 6. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

1/30 ④ 1
1/30 ④ 1

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.

Forced – When this agenda advances:
Move all doom on it to the next agenda.

2

Illus. Aaron Frem
Illustration par Aaron Frem

Victory 1.

2/30 ④ 2
2/30 ④ 2

AGENDA



Aggressive Secretary

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

Illus. Aaron Frem
Illustration par Aaron Frem

AGENDA



Aggressive Secretary

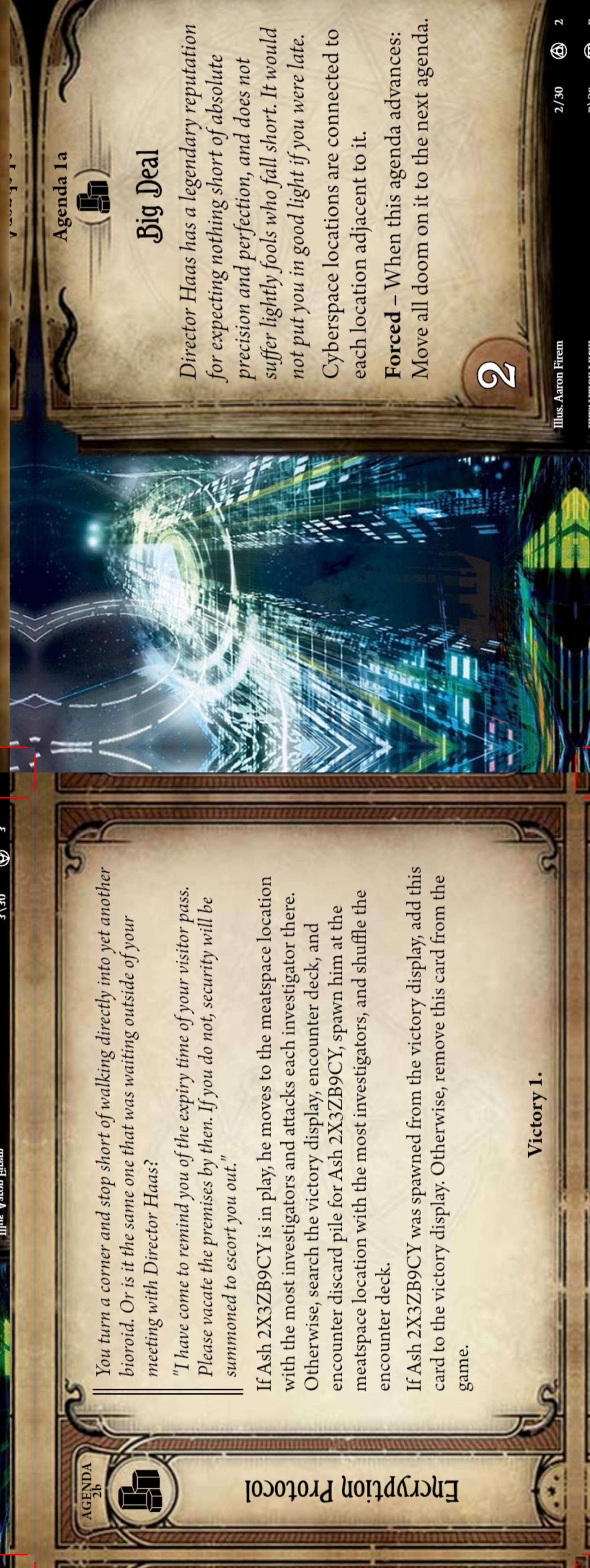
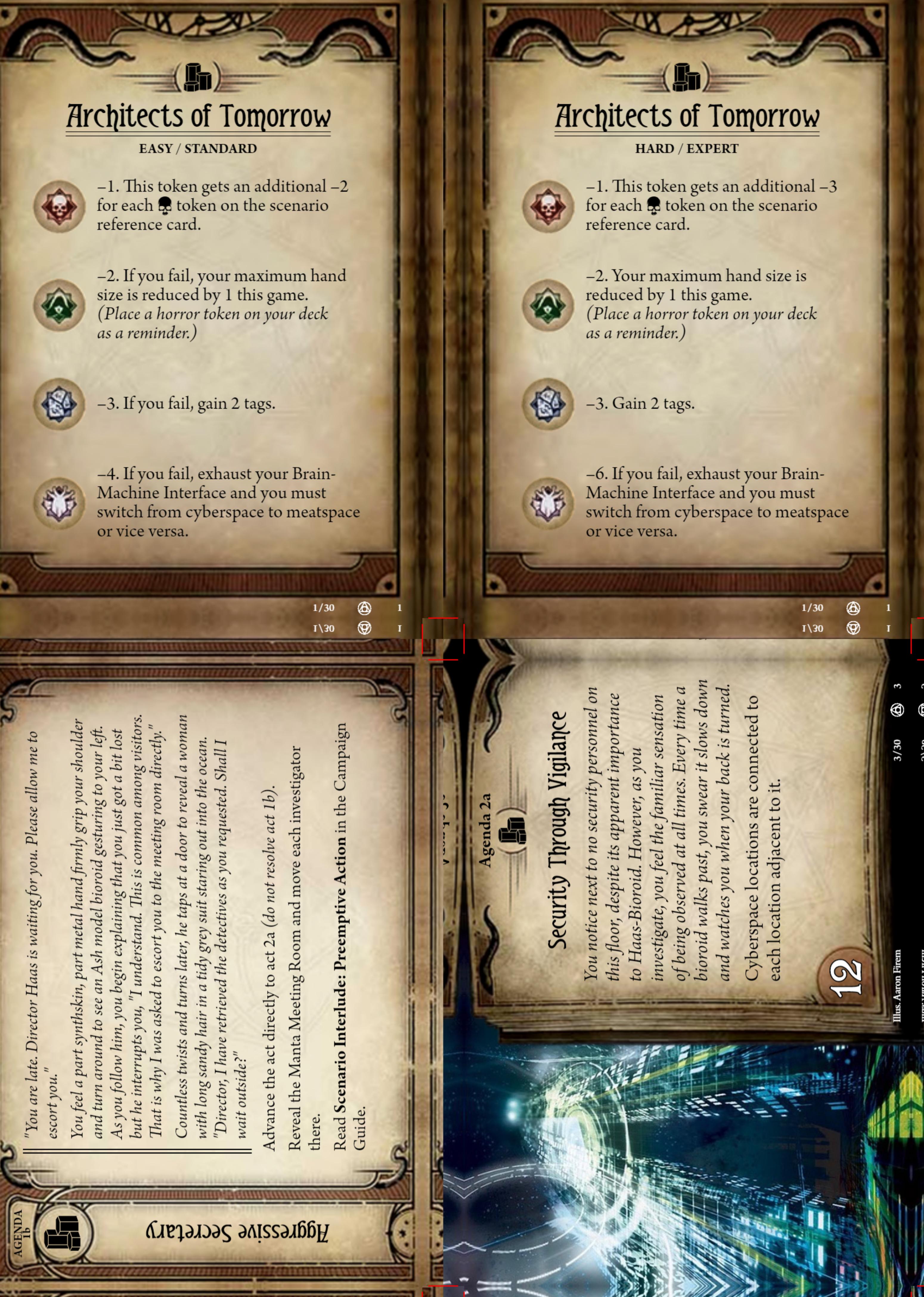
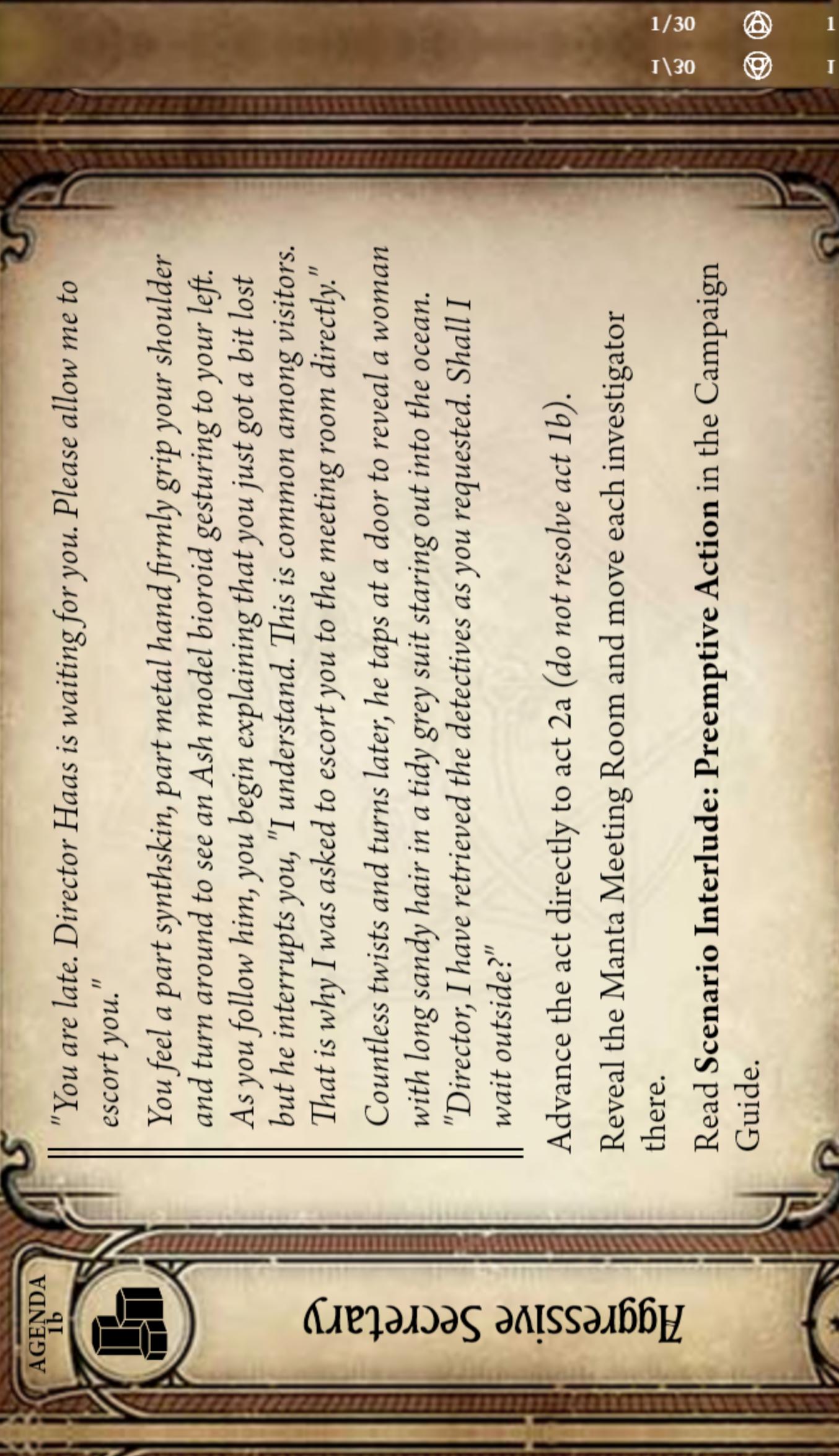
"You are late. Director Haas is waiting for you. Please allow me to escort you."

You feel a part synthskin, part metal hand firmly grip your shoulder and turn around to see an Ash model bioroid gesturing to your left. As you follow him, you begin explaining that you just got a bit lost but he interrupts you, "I understand. This is common among visitors. That is why I was asked to escort you to the meeting room directly." Countless twists and turns later, he taps at a door to reveal a woman with long sandy hair in a tidy grey suit staring out into the ocean. "Director, I have retrieved the detectives as you requested. Shall I wait outside?"

Advance the act directly to act 2a (do not resolve act 1b).

Reveal the Manta Meeting Room and move each investigator there.

Read Scenario Interlude: Preemptive Action in the Campaign Guide.



"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.

"I have come to remind you of the expiry time of your visitor pass. Please vacate the premises by then. If you do not, security will be summoned to escort you out."

If Ash 2X3ZB9CY is in play, he moves to the meatspace location with the most investigators and attacks each investigator there. Otherwise, search the victory display, encounter deck, and encounter discard pile for Ash 2X3ZB9CY, spawn him at the meatspace location with the most investigators, and shuffle the encounter deck.

If Ash 2X3ZB9CY was spawned from the victory display, add this card to the victory display. Otherwise, remove this card from the game.

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.

Forced – When this agenda advances:
Move all doom on it to the next agenda.

2

Illus. Aaron Frem
Illustration par Aaron Frem

2/30 ④ 2
2/30 ④ 2

Illus. Smitouille
Illustration par Smitouille

2/30 ④ 2
2/30 ④ 2

ACT

Act 3a

Green Level Clearance

"Looks like these new micros are configured to stop the bioroids from talking about something." She has deeper technical knowledge on this than you would expect.

Isabel, noticing your reaction, carries on, with a wry smile. "They're arranged in a similar structure to some other micros we use for other directives. I trust I don't need to go into the details out loud."

Add this card to the victory display.

Each investigator gains 1 tag.
Add clues to each **Braintape** location until it has clues on it equal to its clue value.

Resolve the Seal keyword again on Drafter Image, Helheim Image, and Turing Image.

Spawn the set-aside Fairchild 3.0 at any cyberspace location, exhausted and unengaged.

Victory 1.

Archived Memories 3.0

You were investigating the murder of three Human First members when you met Floyd 2X3A7C, a bioroid trialling as a detective at the NAPD. It was the first time you have ever noticed a bioroid obviously dodging questions—notably when the possibility was raised of a bioroid being the murderer.

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

Reveal 9 tokens for a calibration test.
Objective – Reveal at least **AAA**, **BBB**, **CCC** during a calibration test.

Victory 1.

Red Level Clearance

Isabel leans over your shoulder to look at the holodisplay. After a few seconds of scrutiny, she puts her current call on hold and points at an orange clamp. "That area there. That cluster of microcomputers is usually for the directives. Don't tell anybody, but there aren't three. However, it does seem like there are... more than before. Let's try a deeper analysis on those micros in particular. Nice job, by the way. I knew you were Getting Things Done people."

Add this card to the victory display.

Each investigator gains 1 tag.
In your Campaign Log, record Isabel McGuire has your back.

Add clues to each **Braintape** location until it has clues on it equal to its clue value.
Resolve the Seal keyword again on Drafter Image, Helheim Image, and Turing Image.
Spawn the set-aside Fairchild 2.0 at any cyberspace location, exhausted and unengaged.

Victory 1.

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.

Objective – If each undefeated

investigator is at the Hologolf Course,

advance.

Victory 1.

Victory 1.

Add this card to the victory display.

Advance the agenda directly to agenda 2a (do not resolve agenda 1b).
(Move all doom on agenda 1a to agenda 2a).

Read Scenario Interlude: Preemptive Action in the Campaign Guide.

Victory 1.

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Advance the agenda directly to agenda 2a (do not resolve agenda 1b).
(Move all doom on agenda 1a to agenda 2a).

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(Move all doom on agenda 1a to agenda 2a).

Read Scenario Interlude: Preemptive Action in the Campaign Guide.

Victory 1.</h2

Fully Operational

A new directive, specifically to forbid bioroids from talking about certain subjects? Not exactly news—everybody suspected—but why now?

Objective – You are done here. Perhaps it is time to leave.



Act 6a

Corridor

Illus. Smitrouille
III Illus. Smitrouille

10/30 Ⓛ 10 Ⓜ 10

Neuromedical Lab

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



Act 6b

Corridor

Illus. Smitrouille
III Illus. Smitrouille

10/30 Ⓛ 10 Ⓜ 10

Corridor

Corridor

LOCATION

2

Meatspace.

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

Employees and bioroids occasionally walk past you as you wander the floor. Any whom you flag down to ask directions give you clear but complicated instructions, though you never seem to get anywhere following them.

Neuromedical Lab

Neuromedical Lab

11/30 Ⓛ 11 Ⓜ 11

Neuromedical Lab

Neuromedical Lab

11/30 Ⓛ 11 Ⓜ 11

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.

Meatspace.

Meatspace.

►: Place 1 clue (from the token pool) on each revealed meatspace location in play.

"... little improvement in emotional and cognitive response... brain imaging techniques... limiting factor... could collaborate with MirrorMorph... Chronos Protocol... substantial strides... full replication..."

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.

Manta Meeting Room

LOCATION

1

Meatspace.

Manta Meeting Room

Manta Meeting Room

12/30 Ⓛ 12 Ⓜ 12

Manta Meeting Room

Manta Meeting Room

12/30 Ⓛ 12 Ⓜ 12

Rapid Prototyping Lab

LOCATION

3

Meatspace.

Meatspace.

The view from the windows is of the White Beach, a carefully cultivated stretch of pure white silica sand with waves of purified water lapping at the shore. The people relaxing and enjoying the beach are but tiny dots from this high up, each dot indistinguishable from the others.

Meatspace.

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.

Meatspace. Braintape.

► Investigators with their meat body here discard 2 Ⓛ cards from their hand and/or spend 2 Ⓛ resources (or any combination thereof), as a group: Make a calibration test. Reduce the cost of this ability by 2 cards/resources for each calibration token sealed on the current act.

Meatspace.

Act 6c

Act 6c

Illus. Emilio Rodriguez
III Illus. Emilio Rodriguez

13/30 Ⓛ 13 Ⓜ 13

LOCATION

3

LOCATION

14/30 Ⓛ 14 Ⓜ 14

14/30 Ⓛ 14 Ⓜ 14

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.

Illus. Emilio Rodriguez
Illustration by Emilio Rodriguez

Cyberdex Image



4

LOCATION

Cyberspace. Braintape.

Clues cannot be discovered here, moved from here, or moved to here other than by the ability below.

►► If there are clues here: Draw 4 cards, gain 4 resources, and discover 1 clue here. Then, if there are no clues here, search the calibration bag (if it is in play) for a calibration token (⌚, if able) and seal it on the scenario reference card.

Illus. Krempler
Illustration by Krempler

16/30 ⌚ 16
18/30 ⌚ 18

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
Illustration by Adam S. Doyle

18/30 ⌚ 18
18/30 ⌚ 18

Hologolf Course



2

LOCATION

Meatspace.

As an additional cost to investigate Hologolf Course, you must gain 1 tag.

Even with a virtual ball, it is considered rude not to yell "Fore!"

2+



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

Illus. Scott Uminga
Illustration by Scott Uminga

15/30 ⌚ 15
12/30 ⌚ 12

Unexplored Server



3

LOCATION

Cyberspace.

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Illus. Scott Uminga
Illustration by Scott Uminga

15/30 ⌚ 15
12/30 ⌚ 12

Ikawah Image



3

LOCATION

Cyberspace. Braintape.

Forced – When the act advances, if there are no clues here: An investigator searches the calibration bag (if it is in play) for 2 non-⌚ calibration tokens and removes them from the game.

Illus. Krempler
Illustration by Krempler

16/30 ⌚ 16
18/30 ⌚ 18

Illus. Adam S. Doyle
Illustration by Adam S. Doyle

Drafter Image



Drafter Image

LOCATION

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
Illustration by Scott Uminga

17/30 ⌚ 17
15/30 ⌚ 15

Unexplored Server



2

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.

הנוף המרשים Helheim Image

3



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

Illustration © 2016

19/30

19

18/30

18

הנוף המרשים 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

Illustration © 2016

21

21

הנוף המרשים Ash 2X3ZB9CY

4 2* 4

Humanoid. Bioroid.

Meatspace Spawn.

Aloof. 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.



ENEMY

Victory 1.

Illus. Mauricio Herrera

Illustration © 2016

22/30

22

22/30

22

הנוף המרשים 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

Illustration © 2016

3



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. Adam S. Doyle

Illustration © 2016

20/30

20

50/30

50

הנוף המרשים Isabel McGuire

Regional Director, Haas-Bioroid

ASSET



Connection. Executive.

Cannot leave play.

► During your turn, exhaust Isabel McGuire: You may take an additional action this turn, which can only be used to parley with Bioroid enemies or on ► abilities of Braintape locations.

Illus. Matt Zellingen

Illustration © 2016

21/30

21

51/30

51

הנוף המרשים Fairchild 1.0

2 3 2

Program. Humanoid. Bioroid. Fairchild.

Cyberspace Spawn.

Elusive. Hunter. Retaliate.

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. Liiga Smilshkalne

Illustration © 2016

23/30

23

53/30

53

ENEMY 3.0

Fairchild 2.0

3 3 3

Program. Humanoid. Bioroid. Fairchild.

Cyberspace Spawn.

Elusive. Hunter. Retaliate.

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. Liiga Smilshkalne
Иллюстрация Лиига Смилшкалне

24/30 ⚡ 24
34/30 ⚡ 34

ENEMY 3.0

Fairchild 3.0

4 3 4

Program. Humanoid. Bioroid. Fairchild.

Cyberspace Spawn.

Elusive. Hunter. Retaliate.

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. Liiga Smilshkalne
Иллюстрация Лиига Смилшкалне

25/30 ⚡ 25
35/30 ⚡ 35

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшкалне

26/30 ⚡ 26
36/30 ⚡ 36

Illus. Ed Mattinian
Иллюстрация Эд Маттиниан

28/30 ⚡ 27
38/30 ⚡ 37

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.

Illus. John Derek Murphy
Иллюстрация Джона Дерека Мурфи

28/30 ⚡ 27
38/30 ⚡ 37

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).