

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.

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.

Flip Archangel to its (*Inursion Mode*) side and move it to a location with a Partygoer Avatar.

Advance the act directly to act 2a.

Surveillance Sweep

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.

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

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

Illustration: Ed Mattinian
Image: Ed Mattinian

Another guest has lost consciousness. Strangely, no one is concerned.

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/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.

Manhunt

2/44
196

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Image: Ed Mattinian

3/44
196

Act 1a

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.

Mark 1 fragment in your Campaign Log.
(→R1)

Act 1b

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

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

Act 1c

Rashed Space

Act 2a

Meeting of Minds

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.

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

ACT 1b
Illustration: Smirouille
Syncronizing

ACT 1c
Illustration: Smirouille
Syncronizing

ACT 2a
Illustration: Smirouille
Syncronizing

4/44 Ⓛ 198
4/44 Ⓛ 198

6/44 Ⓛ 200
6/44 Ⓛ 200

5/44 Ⓛ 199
2/44 Ⓛ 199

Garden

4

LOCATION

0

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.)

Ballroom

LOCATION

Meatspace.

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.

Garden

LOCATION

Meatspace.

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

Dining Room

LOCATION

Meatspace.

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

Ballroom

4

LOCATION

0

Meatspace.

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

Victory 1.

7/44 201
8/44 301

8/44 202
8/44 303

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.

9/44 203
8/44 303

8/44 204
8/44 304



Cellar

Cellar

Unexplored Server

Unexplored Server

Conservatory

Conservatory

4

LOCATION

0

Cyberspace.

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

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.

3

LOCATION

0

Cyberspace.

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

Victory 1.

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Illustrator

13/44

13\44

207

207

Unexplored Server

Unexplored Server

LOCATION

Cyberspace.

Illus. Scott Uminga

Illustrator

14/44

14\44

208

208

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.

2

LOCATION

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.)

0

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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Illustrator

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Illus. Seage

Illustrator

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Theater

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.

Illus. Scott Uminga
Illustrator

16/44 ⚡ 210
1Q\44 ⚡ 510

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
Illustrator

16/44 ⚡ 211
1Q\44 ⚡ 511

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
Illustrator

17/44 ⚡ 211
1Q\44 ⚡ 511

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
LOCATIONS

Theater

A Backdoor

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.

►: 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'.

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Illustrator

17/44 ⚡ 211
1Q\44 ⚡ 511



Partygoer

The Monocle



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.)

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
YOBTS

19/44 ④ 213
10/44 ④ 313

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
YOBTS

Partygoer

The Scarf



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.)

STORY
YOBTS

21/44 ④ 215
10/44 ④ 312

Partygoer

The Broach



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.)

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.

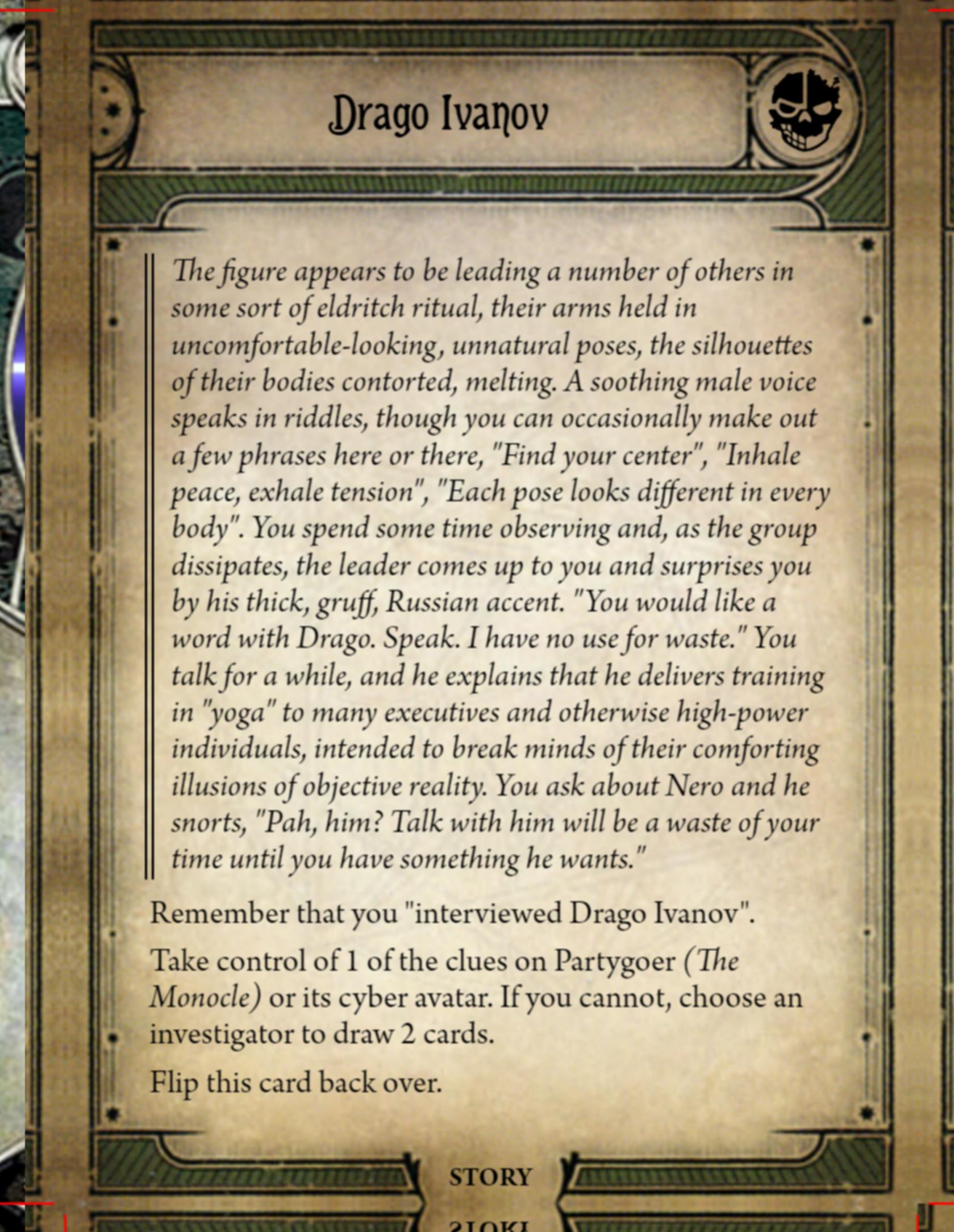
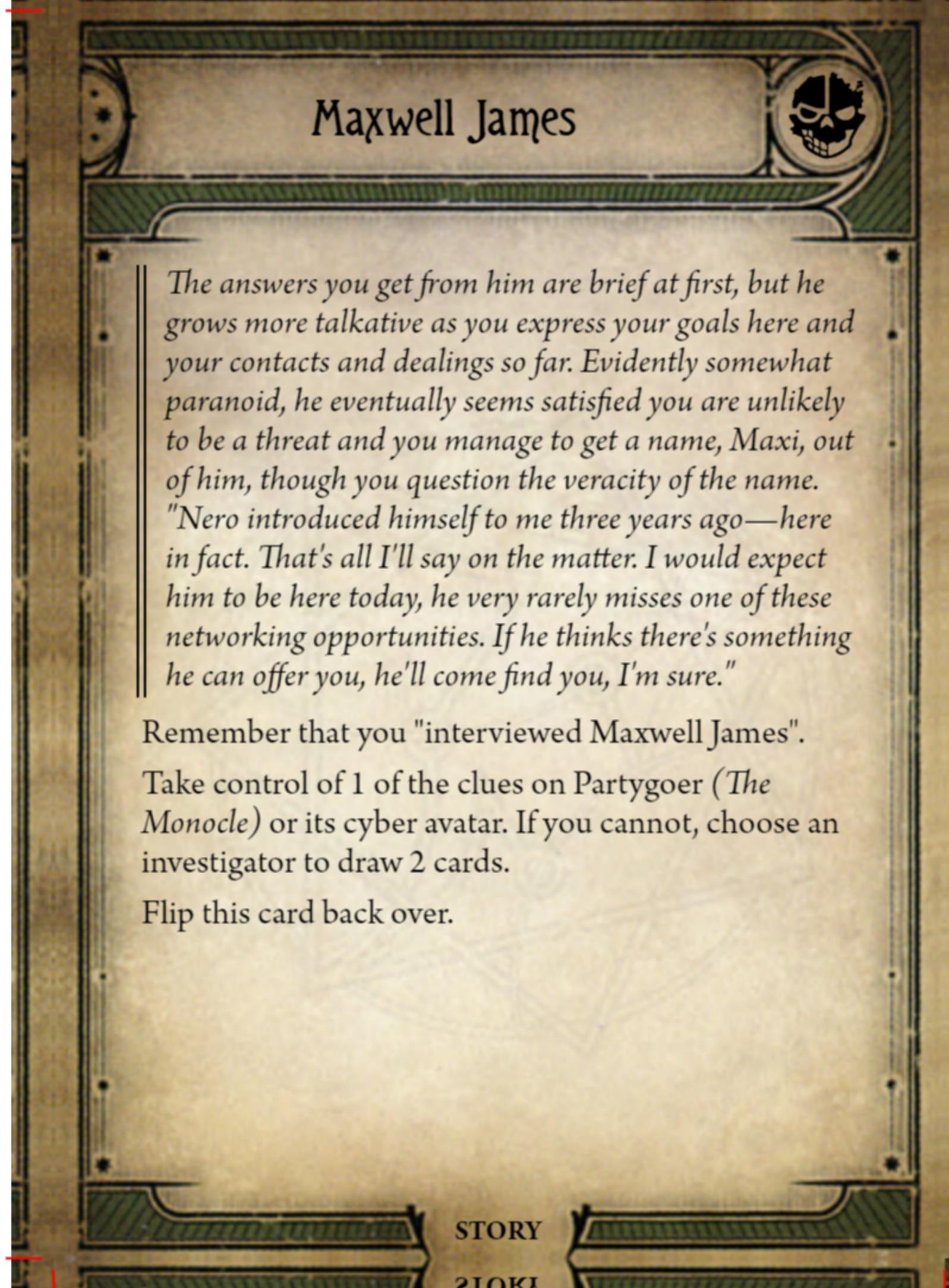
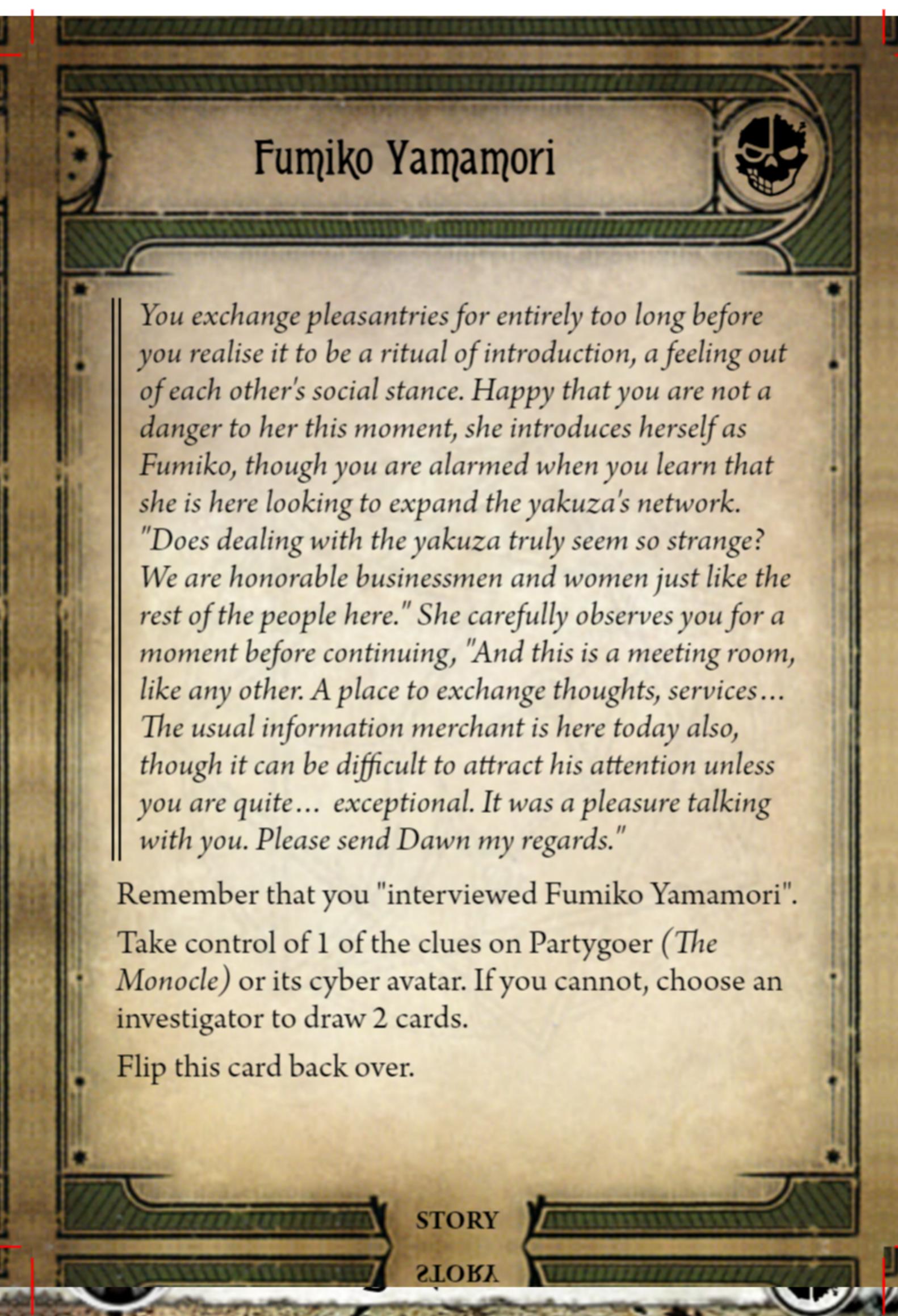
Remember that you "interviewed Dean Lister".

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
YOBTS

20/44 ④ 214
10/44 ④ 314



Partygoer Avatar

Savant



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."

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

25/44 219

25/44

219

25/44 219

25/44

219

Partygoer Avatar

Fenris



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?"

Corrupted Avatar

Fenris

Partygoer Avatar

Wurm

1 1 1

Program. Creature. Corrupted. Elite.

Cyberspace Spawn.

Hunter. Retaliate.

Yip Yip!

Corrupted Avatar

Corrupted Avatar

Wyrm

1 1 1

Program. Monster. Corrupted. Elite.

Cyberspace Spawn.

Hunter.

Fire and ichor...

Victory 0.

Victory 0.

ENEMY

ENEMY

25/44 220

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Partygoer Avatar

Gingerbread

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."

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

28/44 Ⓛ 222 Ⓜ 555

Corrupted Avatar

Gambler

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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Illustration by Adam S. Doyle

29/44 Ⓛ 223 Ⓜ 555

Corrupted Avatar

Gingerbread

Program. Humanoid. Corrupted. Elite.

Cyberspace Spawn.

Hunter.

Catch me if you can!

Victory 0.



ENEMY

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

28/44 Ⓛ 222 Ⓜ 555

Partygoer Avatar

Gambler

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?"

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

29/44 Ⓛ 223 Ⓜ 555

Corrupted Avatar

Corrupted Avatar

Leprechaun

Program. Humanoid. Corrupted. Elite.

Cyberspace Spawn.

Hunter.

His eyes were the color of dreams and disasters.

Victory 0.

ENEMY

Illus. Liiga Smilshkalne (Edited)
Illustration by Liiga Smilshkalne

30/44 Ⓛ 224 Ⓜ 555

Partygoer Avatar

Leprechaun

Partygoer Avatar

Leprechaun

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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Illustration by Adam S. Doyle

29/44 Ⓛ 223 Ⓜ 555

Illus. Liiga Smilshkalne (Edited)
Illustration by Liiga Smilshkalne

30/44 Ⓛ 224 Ⓜ 555

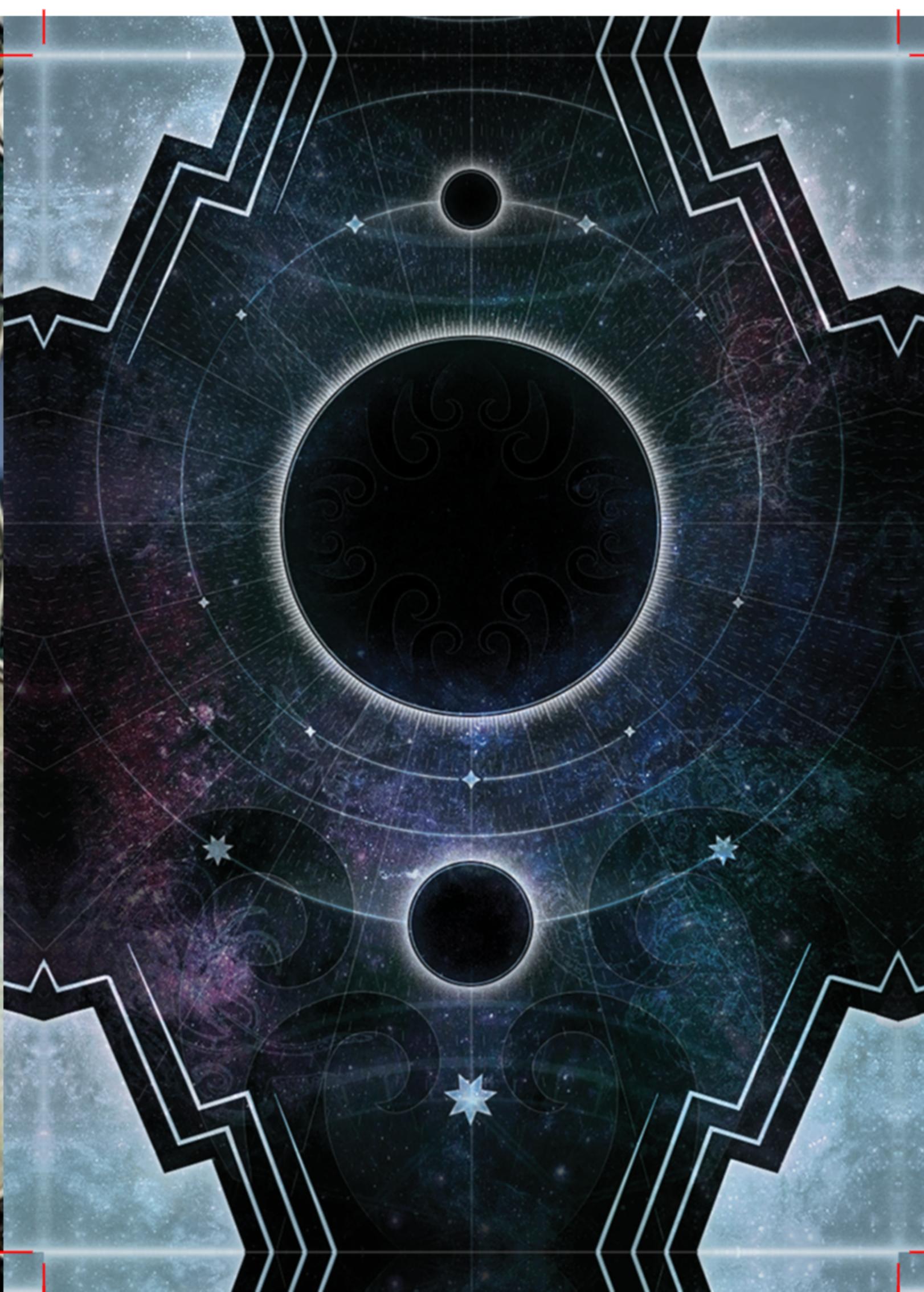


Upgrade. Illicit.

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.

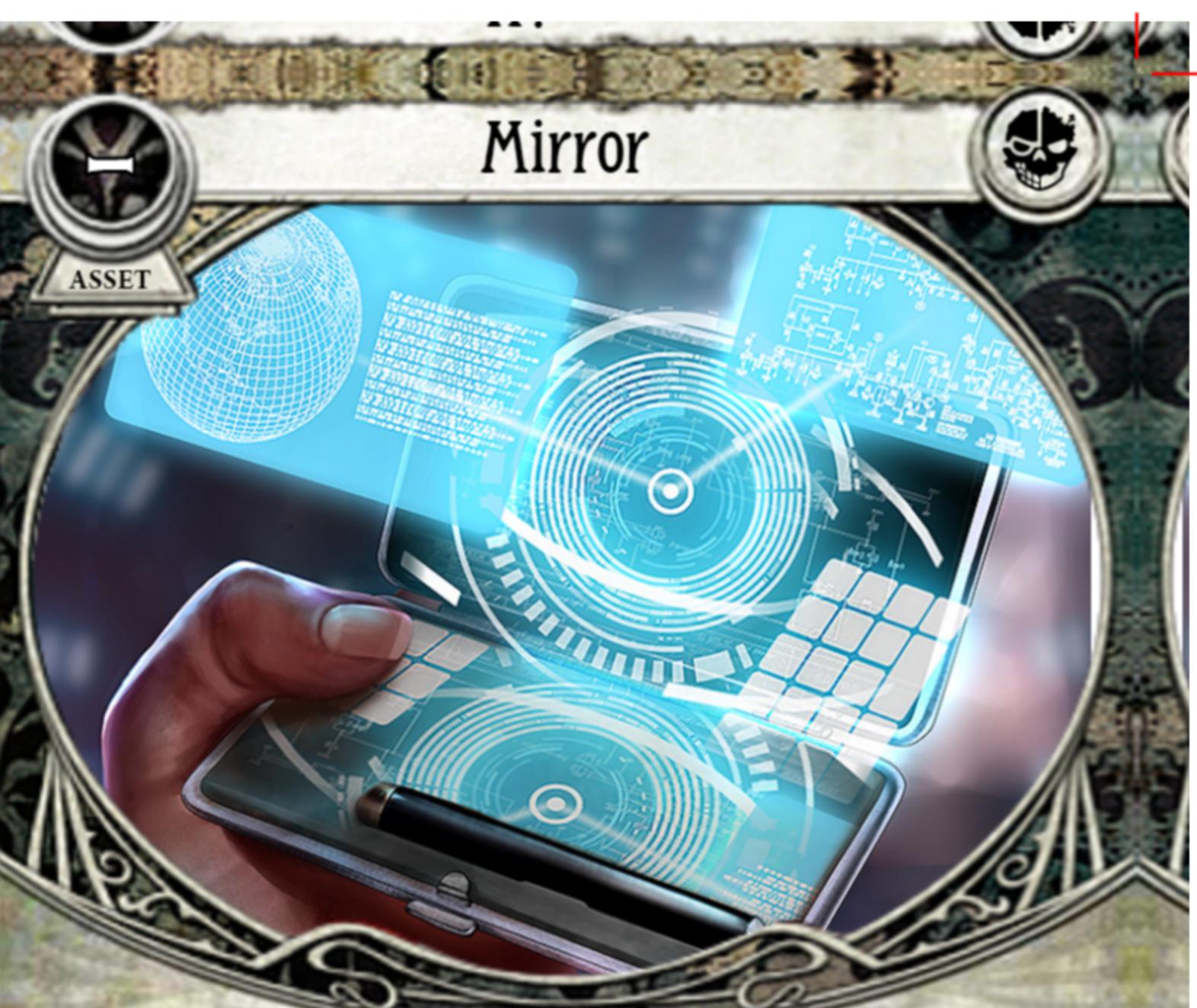


Sentinel Mode
Program. Monster. Elite.
Cyberspace Spawn.
Massive.

Archangel does not attack and is immune to investigator actions and player card effects.



Incursion Mode
Program. Monster. Corrupted. Elite.
Cyberspace Spawn.



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.



Incursion Mode
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.)





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.

Illus. Matt Zeilinger
Illustration Matt Zeilinger

43/44 231
43/44 531