

Snitch

She says that her sources were found while trawling through the same NBN servers you were in, but she shares with you the existence of a program she thinks should be capable of reconstructing the posts from the leftover fragments. It's currently in the prototyping stage, being developed by a student in Kampala.

Objective – Only investigators with their meat body in Kampala can spend the requisite number of clues, as a group, to advance.

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Illus. Kathryn Steele
Illustrator: Kathryn Steele

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Reverse Infection

The data being consumed must go somewhere. The answers will be in the source code of this alien program. You will need to disable it before you can study it.

Forced – When Datasucker leaves play:
Add it to the victory display.

Objective – If Datasucker is in the victory display, advance.

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ACT 1A
There is just too much to sift through on the Network, and after much searching, it is clear that it will be difficult to pin down a location for further details. It is presumably a highly secret agenda and the Weyland Consortium would need to be able to disavow at a moment's notice.

Job
Copycat

"My newest cyber avatar dress line isn't getting nearly the attention it deserves... How about you model my dress for a bit in exchange? I'd get so many likes if even cops were wearing it! xexexe"
Add this card to the victory display.
Shuffle 2 set-aside copies of the Scythe enemy into the encounter deck.

An investigator at Princess Space Kitten's location takes control of the set-aside PINK! Dress story asset.
Remove Princess Space Kitten from the game.

Victory 1.

ACT 2A
With the drone gone, you find the student's room and acquire the record reconstructor. Using it, you recover many of the deleted files from NBN's servers.

The sources for the blog posts turns out to have been first- and second-hand reports of a research team on Luna. They were brought together by a national military in order to apply experimental Haas-Bioroid braintaping techniques on general AI, but funding was cut before any conclusive results and the base was mothballed and disconnected from the Network.

Add this card to the victory display.

The investigator nearest to Record Reconstructor takes control of it.

If another act card is in play, continue playing. Otherwise, proceed to (→R1).

Victory 1.

ACT 3A
Check your Campaign Log. If Null and Omar seek the truth, read the following:

The posts look familiar enough that you share them with Omar. His response fills you with vindication. "Hey, someone's recorded a conversation I had! It was private! Wait, if it's here, does that mean..." You read through some of the posts, detailing his reasons why he's convinced a military AI is after him.

You ask him about his sources. "I started my research from a chat with Princess Space Kitten. She's not the easiest to talk to though..."
Shuffle the set-aside Rumor Mill into the exploration deck.

Otherwise, read the following:
You read a bit and it's about some madman who's convinced a military AI is after him. Eventually, after a lot of sifting, his source comes out—wanted cybercriminal, Princess Space Kitten.
Shuffle the set-aside Rumor Mill into the exploration deck.

Victory 1.

ACT 4A
If you advanced by defeating Sister Janaina:
|| You knock her out and record the serial number tattooed on her neck.

If you advanced by spending clues:
|| Most organisations in Brazil keep records of android serial numbers, just in case the political climate changes. After some surreptitious digging, you are able to find Sister Janaina's serial number.

Either way, also read the following:
Using the serial number and your NAPD clearance, you track the storage location of her conditioning script to a Saraswati Mnemonics server, hidden in the Shadow Net by wily sysops.

Add this card to the victory display.
Add Sister Janaina to the victory display, if able.
Shuffle 2 set-aside copies of the Scythe enemy into the encounter deck.
Shuffle the set-aside Chakana location into the exploration deck.

Victory 1.

ACT 5A
When you scan the server, what you see can only be described as a gaping hole in the Network. Inhaling threads from the server then exhaling millions of mishapen forms, it slowly beats like an arrhythmic alien heart, unlike the neatly written programs written by people and androids. Your thoughts slowly start to swim in time with the data... in... out... in... out...

An investigator at Chakana takes control of the set-aside Mushin no Shin story asset.

Spawn set-aside Datasucker enemy at Chakana, exhausted.

Redirth

ACT 2d
Liberated Mind

Check your Campaign Log. If Null and Omar seek the truth, read the following:

The posts look familiar enough that you share them with Omar. His response fills you with vindication. "Hey, someone's recorded a conversation I had! It was private! Wait, if it's here, does that mean..." You read through some of the posts, detailing his reasons why he's convinced a military AI is after him.

You ask him about his sources. "I started my research from a chat with Princess Space Kitten. She's not the easiest to talk to though..."
Shuffle the set-aside Rumor Mill into the exploration deck.

Otherwise, read the following:
You read a bit and it's about some madman who's convinced a military AI is after him. Eventually, after a lot of sifting, his source comes out—wanted cybercriminal, Princess Space Kitten.
Shuffle the set-aside Rumor Mill into the exploration deck.

Victory 1.

ACT 3d
The Price of Freedom

If you advanced by defeating Sister Janaina:
|| You knock her out and record the serial number tattooed on her neck.

If you advanced by spending clues:
|| Most organisations in Brazil keep records of android serial numbers, just in case the political climate changes. After some surreptitious digging, you are able to find Sister Janaina's serial number.

Either way, also read the following:
Using the serial number and your NAPD clearance, you track the storage location of her conditioning script to a Saraswati Mnemonics server, hidden in the Shadow Net by wily sysops.

Add this card to the victory display.
Add Sister Janaina to the victory display, if able.
Shuffle 2 set-aside copies of the Scythe enemy into the encounter deck.
Shuffle the set-aside Chakana location into the exploration deck.

Victory 1.

ACT 4d
Deus X

With Nasir's help, you trap the entity in its own sealed container and begin to examine the source code. You strain to decipher the code, its writing goes in loops and tangles, as if never intended for human eyes, idiomatic of programs created by an AI. It takes another handful of hours following the maze of logic before you are able to verify that the entity was in contact with Luna, and then a few more hours to scout where on Luna. The location leaves you concerned—a military base, long abandoned.

Add this card to the victory display.
If another act card is in play, continue playing. Otherwise, proceed to (→R1).

Put the set-aside Order of Sol General Assembly location into play. Spawn the set-aside Sister Brunel enemy there.

Victory 1.

ACT 5d
No One Home

Window of Opportunity

"Our objectives are to find the source of the corruption. Whatever we can learn about its location, creator, method. I smell something dangerous and it's making me nervous."

► If you are at Aurora's location: **Parley**. Test **¶** or **¤** (3). If you succeed, place 1 clue on Aurora (*from the token pool*).

Objective – If there are 1 **¤** clues on Aurora, advance.

The Wunderkind

Someone who runs in Nasir's circles, a fellow runner going by Chaos Theory, is looking for some help in metaspace. She claims to be triangulating an alien signal, and Nasir thinks it could be a lead. She says she's "borrowed" some transmission dishes, and all that's left to do is some manual calibration.

► If you are at a Transmission Dish's location: Place 1 of your clues on it.

Objective – If Transmission Dish has 1 **¤** clues on it, you may advance.

The Dispossessed Ristie

Nasir forwards you a posting on a Shadow Net contracts board about someone seeking a pair of hands looking into the recent incident at the Zhōu Mèngxi mansion, where a high-security gathering was somehow breached and left multiple guests suffering neuroinjuries.

Objective – Only investigators with their cyber avatar at Synchronizer can spend the requisite number of clues, as a group, to advance. Its connection symbol is:



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Act 2i
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Counter Surveillance

At times when the trail goes cold in cyberspace, some physical legwork has often been productive. The Angus Security headquarters in New Angeles may hold people to interview or clues as to where the secret data is kept.

Objective – Only investigators with their meat body in New Angeles can spend the requisite number of clues, as a group, to advance.



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Act 3g
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Window of Opportunity

"Our objectives are to find the source of the corruption. Whatever we can learn about its location, creator, method. I smell something dangerous and it's making me nervous."

► If you are at Aurora's location: **Parley**. Test **¶** or **¤** (3). If you succeed, place 1 clue on Aurora (*from the token pool*).

Objective – If there are 2 Transmission Dishes in play, each with 1 **¤** clues on it, you may advance.

Rigging Up

The density of Mumbad obscures the actual location of the dish, despite Chaos Theory's coordinates.

► Investigators with their meat body at Mumbad spend 1 **¤** clues, as a group: Put the set-aside Mumba Temple location into play.

► If you are at a Transmission Dish's location: Place 1 of your clues on it.

Objective – If there are 2 Transmission Dishes in play, each with 1 **¤** clues on it, you may advance.

Blockade Runner

There is a short pause before you receive a reply. "I've been tracking one of the corrupted avatars that escaped the party, and I could use some parallel processing. It's hiding in a Haas-Bioroid server. I'll send details over now."

Objective – Only investigators with their cyber avatar at Scapnet can spend the requisite number of clues, as a group, to advance. Its connection symbol is:



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Act 2i
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Monkeywrench

Anson Rose has a reputation for his nonsense management style, who is up to date on every happening under his management tree. You might be able to convince or fool other staff to let you investigate, but he would almost certainly kick you out.

Forced – When Anson Rose leaves play: Add him to the victory display.

Objective – If there are no clues on Solitude, investigators with their cyber avatar there may spend 1 **¤** clues, as a group, advance.



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Hot Pursuit

The corrupted avatar moves erratically, leaving a trail of disintegrating data behind it like smoke.

Forced – When Corrupted Avatar leaves play: Add it to the victory display.

Objective – If Corrupted Avatar is in the victory display, advance.



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Hard at Work

The technical writers seem frazzled somehow, despite them being programs. Their configuration must have been slowly tweaked over time to be less rigorous and more "productive". If one disappeared it wouldn't be missed...

► If you are at Technical Writer's location: **Parley**. Test **¶** or **¤** (3). If you succeed, place 1 clue on Technical Writer (*from the token pool*).

Objective – If there are 1 **¤** clues on Technical Writer, advance.



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Counter Surveillance

At times when the trail goes cold in cyberspace, some physical legwork has often been productive. The Angus Security headquarters in New Angeles may hold people to interview or clues as to where the secret data is kept.

Objective – Only investigators with their meat body in New Angeles can spend the requisite number of clues, as a group, to advance.



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Act 3g
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Objective – If there are 1 **¤** clues on Technical Writer, advance.



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SUBNET 000.101.034.77X PORT:35021
<ChA05.Th30ry> aww looks like it might not be aliens. the second dish narrows it down to a line that goes through luna. its just coming from luna isn't it ;_;
< Nasir> There's still a chance, right? And you're still having fun so it won't have been a waste of time. You taught me that: the key to a good run is simply to have fun.
<ChA05.Th30ry> yeeeeaaaahhh! ok! so the last one... i dont know i lost connection to it somehow? somehow being rude

Add this card to the victory display.

Shuffle the set-aside Masvingo location into the exploration deck, if able.

If the Masvingo location is in play and revealed, spawn the set-aside Cybertrooper Talut enemy there.

Shuffle 1 set-aside copy of the Scythe enemy into the encounter deck.

Victory 1.

ACT 3j Network Exchange

Campaign Log. If the investigators interviewed Andromeda, read the following:

You are unexpectedly invited to a chatspace with Nero and the poster of the bounty. Nero looks pleased. "I put some two together, and it appears, detectives, you're working with my highly capable colleague, Andromeda. You've met before, I believe. Andy, I'm glad to see you escaped the party unscathed."

She smiles. "You know me, Nero. I never overstay a welcome."

Put the set-aside Andromeda story asset into play at New Angeles.

Either way, also read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.

Victory 1.

You hijack one of the technical writers and set it to work scanning for details on this moon invasion. Hours pass as it frantically, "productively", works its way through the backlog, but eventually you receive a message.

Displayed in front of you are the minutes of a confidential Weyland multi-corporate roadmap planning session, and among the agenda was a discussion about timelines for an invasion of a military base on the moon housing a general AI that Skorpios Defense Systems was interested in.

Add this card to the victory display.

The investigator nearest to Technical Writer takes control of it. Discard all clues from it.

If another act card is in play, continue playing. Otherwise, proceed to (**R1**).

ACT 3h Empirical Mid

Campaign Log. If the investigators interviewed Andromeda, read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.

Victory 1.

If Anson Rose is in the victory display:
You smoothly knocked out Anson and jack into the intranet, but his vitals monitor has drawn security to your location.

Spawn the set-aside Dedicated Response Team enemy at New Angeles.

Either way, also read the following:

A grid of simple technical writer programs are busily processing streams of events across a variety of topics. Just by looking at the backlog, it must be roninabytes long, there is no way you would be able to find the data you want yourself.

Add Anson Rose to the victory display, if able.

Put the set-aside Technical Writer story asset into play at Solitude.

You have only just set up a surface-level search subroutine to look for the escaped avatar when a shape decrypts itself from its hiding place and flits away. It makes a distorted version of a cackle, crackling and mixed with noise.

Add this card to the victory display.

Spawn the set-aside Corrupted Avatar at Scapenet, exhausted. Shuffle 1 set-aside copy of the Scythe enemy into the encounter deck.

Victory 1.

ACT 3h By Any Means

Campaign Log. If the investigators interviewed Andromeda, read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.

Victory 1.

Loose lips and failure to abide by clear desk policies lead you to think that they may keep meeting minutes in their own segregated intranet, only accessible from within Argus server vault.

Add this card to the victory display.

Put the set-aside Argus Server Vault and Solitude locations into play. Spawn the set-aside Anson Rose enemy at Argus Server Vault.

Shuffle 2 set-aside copies of the Scythe enemy into the encounter deck.

ACT 3h Demolition Run

Campaign Log. If the investigators interviewed Andromeda, read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.

Victory 1.

ACT 2j The Glass Act

Campaign Log. If the investigators interviewed Andromeda, read the following:

You have only just set up a surface-level search subroutine to look for the escaped avatar when a shape decrypts itself from its hiding place and flits away. It makes a distorted version of a cackle, crackling and mixed with noise.

Add this card to the victory display.

Shuffle the set-aside Masvingo location into the exploration deck, if able.

If the Masvingo location is in play and revealed, spawn the set-aside Cybertrooper Talut enemy there.

Shuffle 1 set-aside copy of the Scythe enemy into the encounter deck.

Victory 1.

If Nasir jumps into the conversation, inviting himself along, and explains who he is and negotiates terms for the contract to include sharing of information found. He has left out who you are: Nasir just smiles at you.

Shuffle the set-aside Scapenet location into the exploration deck, if able.

You have just made contact with this anonymous poster when Nasir jumps into the conversation, inviting himself along, and explains who he is and negotiates terms for the contract to include sharing of information found. He has left out who you are: Nasir just smiles at you.

Add this card to the victory display.

Put the set-aside Argus Server Vault and Solitude locations into play. Spawn the set-aside Anson Rose enemy at Argus Server Vault.

Shuffle 2 set-aside copies of the Scythe enemy into the encounter deck.

ACT 2j Spot the Prey

Campaign Log. If the investigators interviewed Andromeda, read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.

Victory 1.

ACT 1j Network Exchange

Campaign Log. If the investigators interviewed Andromeda, read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.

Shuffle the set-aside Masvingo location into the exploration deck, if able.

If the Masvingo location is in play and revealed, spawn the set-aside Cybertrooper Talut enemy there.

Shuffle 1 set-aside copy of the Scythe enemy into the encounter deck.

Victory 1.

If Nasir jumps into the conversation, inviting himself along, and explains who he is and negotiates terms for the contract to include sharing of information found. He has left out who you are: Nasir just smiles at you.

Shuffle the set-aside Scapenet location into the exploration deck, if able.

"I've seen something like this before. I was rifling through some Haas-Bioroid servers and found out about some plans for a military general AI that got scrapped. Couldn't find a buyer for the data but if it's escaping, it could be a bit of a different market..."

A follow-up message arrives a few minutes later. "You can keep it, by the way."

Add this card to the victory display.

The investigator nearest to Aurora takes control of it. Discard all clues from it.

If another act card is in play, continue playing. Otherwise, proceed to (**R1**).

ACT 1j Deep Thought

Campaign Log. If the investigators interviewed Andromeda, read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.

Victory 1.

ACT 1j Deep Thought

Campaign Log. If the investigators interviewed Andromeda, read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.

Shuffle the set-aside Masvingo location into the exploration deck, if able.

If the Masvingo location is in play and revealed, spawn the set-aside Cybertrooper Talut enemy there.

Shuffle 1 set-aside copy of the Scythe enemy into the encounter deck.

Victory 1.

If Nasir jumps into the conversation, inviting himself along, and explains who he is and negotiates terms for the contract to include sharing of information found. He has left out who you are: Nasir just smiles at you.

Shuffle the set-aside Scapenet location into the exploration deck, if able.

"I've seen something like this before. I was rifling through some Haas-Bioroid servers and found out about some plans for a military general AI that got scrapped. Couldn't find a buyer for the data but if it's escaping, it could be a bit of a different market..."

A follow-up message arrives a few minutes later. "You can keep it, by the way."

Add this card to the victory display.

The investigator nearest to Aurora takes control of it. Discard all clues from it.

If another act card is in play, continue playing. Otherwise, proceed to (**R1**).

ACT 1j Data Dealer

Campaign Log. If the investigators interviewed Andromeda, read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.

Victory 1.

ACT 1j Deep Thought

Campaign Log. If the investigators interviewed Andromeda, read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.

Shuffle the set-aside Masvingo location into the exploration deck, if able.

If the Masvingo location is in play and revealed, spawn the set-aside Cybertrooper Talut enemy there.

Shuffle 1 set-aside copy of the Scythe enemy into the encounter deck.

Victory 1.

If Nasir jumps into the conversation, inviting himself along, and explains who he is and negotiates terms for the contract to include sharing of information found. He has left out who you are: Nasir just smiles at you.

Shuffle the set-aside Scapenet location into the exploration deck, if able.

"I've seen something like this before. I was rifling through some Haas-Bioroid servers and found out about some plans for a military general AI that got scrapped. Couldn't find a buyer for the data but if it's escaping, it could be a bit of a different market..."

A follow-up message arrives a few minutes later. "You can keep it, by the way."

Add this card to the victory display.

The investigator nearest to Aurora takes control of it. Discard all clues from it.

If another act card is in play, continue playing. Otherwise, proceed to (**R1**).

ACT 1j Sprekdoor

Campaign Log. If the investigators interviewed Andromeda, read the following:

"Good job cornering the corrupted Leprechaun avatar. Let's get to work analyzing it—I've already set something up."

Put the set-aside Aurora story asset into play at Synchronizer.

Victory 1.

The daemon, randomly targeted as one out of many, was co-opted to continue spreading this corruption, creating extra copies of corrupted viruses like an infection. The source and target of the streams of data was clear from here—a server on Luna, with military security protocols. And although you examine the code and compare it to the base copies in Freedom's repositories, the actual effects of the changes are too difficult to follow—however, the fingerprints of AI programming are obvious on the changes.

Add this card to the victory display.

Add Progenitor to the victory display, if able.

If another act card is in play, continue playing. Otherwise, proceed to (→R1).

Singularity

Mumbad

Meatspace. City.

The daemon, randomly targeted as one out of many, was co-opted to continue spreading this corruption, creating extra copies of corrupted viruses like an infection. The source and target of the streams of data was clear from here—a server on Luna, with military security protocols. And although you examine the code and compare it to the base copies in Freedom's repositories, the actual effects of the changes are too difficult to follow—however, the fingerprints of AI programming are obvious on the changes.

Add this card to the victory display.

Add Progenitor to the victory display, if able.

If another act card is in play, continue playing. Otherwise, proceed to (→R1).

Victory 1.

With Freedom's help, you follow the trail of viruses and data through multiple servers, many of them NBN-controlled. "It's not them. Those lazy corp-rolled sysops only work hard enough for their performance reviews and don't bother looking right under their noses."

Through a seemingly endless and twisting series of connections, you travel through server after server, through the Shadow Net, through more corp-controlled networks, until eventually, you reach a familiar sight. You have seen this before in your investigations. The same emptiness, the falling away of the Network itself, a void that is incomprehensibly barren.

Spawn the set-aside Progenitor enemy at Edge of the Network, exhausted.

Hemorrhage

Kampala

Meatspace. City.

The Mumbad metroplex in India is one of the few cities in the world that can rival New Angeles in sheer size. When the cities of Ahmedabad and Mumbai combined after the Troubles, a new political center was created in Surat as a compromise.

The Noble Path

New Angeles

Meatspace. City.

The second Earth Station is already under construction as a floating structure on Lake Victoria along the equator. The island base provides the necessary leeway and stress reduction on the structure itself during operations. How long until a tether rises up from this base? Perhaps sooner than we thought.

There's nothing inherently special about New Angeles. It's not that much bigger than Mumbad, not that much richer than SanSan, not even necessarily more important than BosWash. Nothing in the location or resources of New Angeles makes it important—except the Space Elevator.

Hijacked Router

ACT In

Freedom explains that he has been surveilling Azmari's operations in the area, but that a small portion of the viruses that he uses for that purpose have been intermittently disconnecting or streaming malformed data.

He usually loads his viruses onto chips that he then attaches to mobile structures, like trolleys, vehicles, or bioroids. This lets them switch between physical networks over time, observing a wider range and also reducing the likelihood of being traced, both in cyberspace and meatspace.

Put the set-aside Baobab Centre location into play. Put the set-aside Friday Chip story asset into play there.

Out of the Ashes

Net Celebrity

ACT

"Chaos Theory's such a kind soul at heart. As much as she's a prodigy in runner circles, she's still just a child, you know? I've dangled a different new and shiny server in front of her now, so hopefully she won't delve too deeply into this... Anyway, I've gotten what I can out of the analysis. Sending a summary over now."

The supposed alien transmission is coming from Luna, as expected. However, the encryption protocols are old military ones, but updated to modern standards. The contents are series of instructions, but figuring out what those instructions are would need much more time. A signature analysis shows that the source is probably a general AI.

Add this card to the victory display.

Discard 1 ♦ clues from each Transmission Dish.
An investigator takes control of the set-aside Borrowed Satellite story asset.

If another act card is in play, continue playing. Otherwise, proceed to (→R1).

Victory 1.

SUBNET 000.101.034.77X PORT:35021
<cha05.Th30ry> that's weird. i thought me and talut were friends! why did he do that?

<&@T1_μ7 HAS ENTERED THE CHATSPACE>

<&@T1_μ7 HAS LEFT THE CHATSPACE>
<Nasir> I don't think he's quite the same any more...

I'll look into this, this is dangerous stuff. Promise me you won't be reckless here, and wait for me before you go diving in. In the meantime, can we finish the triangulation of the signal?
<cha05.Th30ry> omg you're such a worrier ok. ill find where the last dish is. i think its in kampala somewhere...

Put a set-aside Transmission Dish story asset into play at Kampala.

Victory 1.

The investigator nearest to Friday Chip takes control of it. Discard all clues from it.

Shuffle the set-aside Echo Chamber location into the exploration deck, if able.

Shuffle 1 set-aside copy of the Scythe enemy into the encounter deck.

Order of Sol Hall

LOCATION
Meatspace.

There have been several attempts to create a "world church," uniting all human faiths into a single, harmonious whole. The irony, of course, is that each new "world church" is another schism in humanity's shared religious experience.

Illus. Henning Kudvigsen
Иллюстрация Геннинга Кудвигсена

Мумба Тэмпл
Mumba Temple

LOCATION
Meatspace.

It is rumored that g0oru himself studied at the temple, applying its teachings to cyberspace. Many runners have followed in his path, but none have reached its end.

Illus. Yog Joshi
Иллюстрация Йога Джосхи

Прихіджене Сервер
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
Иллюстрация Адама С. Дойла

Tech Incubator

LOCATION
Meatspace.

The gates are secure to intruders. You cannot enter Tech Incubator.

High walls and constant security patrols protect the secrets that lay within the Haas-Bioroid tech incubator, keeping the public out, and the money in.

Illus. Greg Semkow
Иллюстрация Грега Семкоу

Аргус Сервер Галерея
Argus Server Vault

LOCATION
Meatspace.

Nothing is impenetrable. The key is to make breaking into it more costly than what it's worth.

Illus. Henning Kudvigsen
Иллюстрация Геннинга Кудвигсена

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Unexplored Server

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Illus. Adam S. Doyle
Иллюстрация Адама С. Дойла

Rio

LOCATION
Meatspace. City.

The Order of Sol possesses an unprecedented level of power in Brazil, and its mission to protect human rights extends even to androids, whom it holds to be human beings. Jinteki and Haas-Bioroid are prohibited from selling clones and bioroids within the country's borders, and androids are emancipated upon crossing the border.

Illus. Kira L. Nguyen
Иллюстрация Кира Л. Нгуен

Дорм Грум
Dorm Room

LOCATION
Meatspace.

"Universities are just factories, making corporate drones for the machine. Some CS departments are cool though."
—g0oru

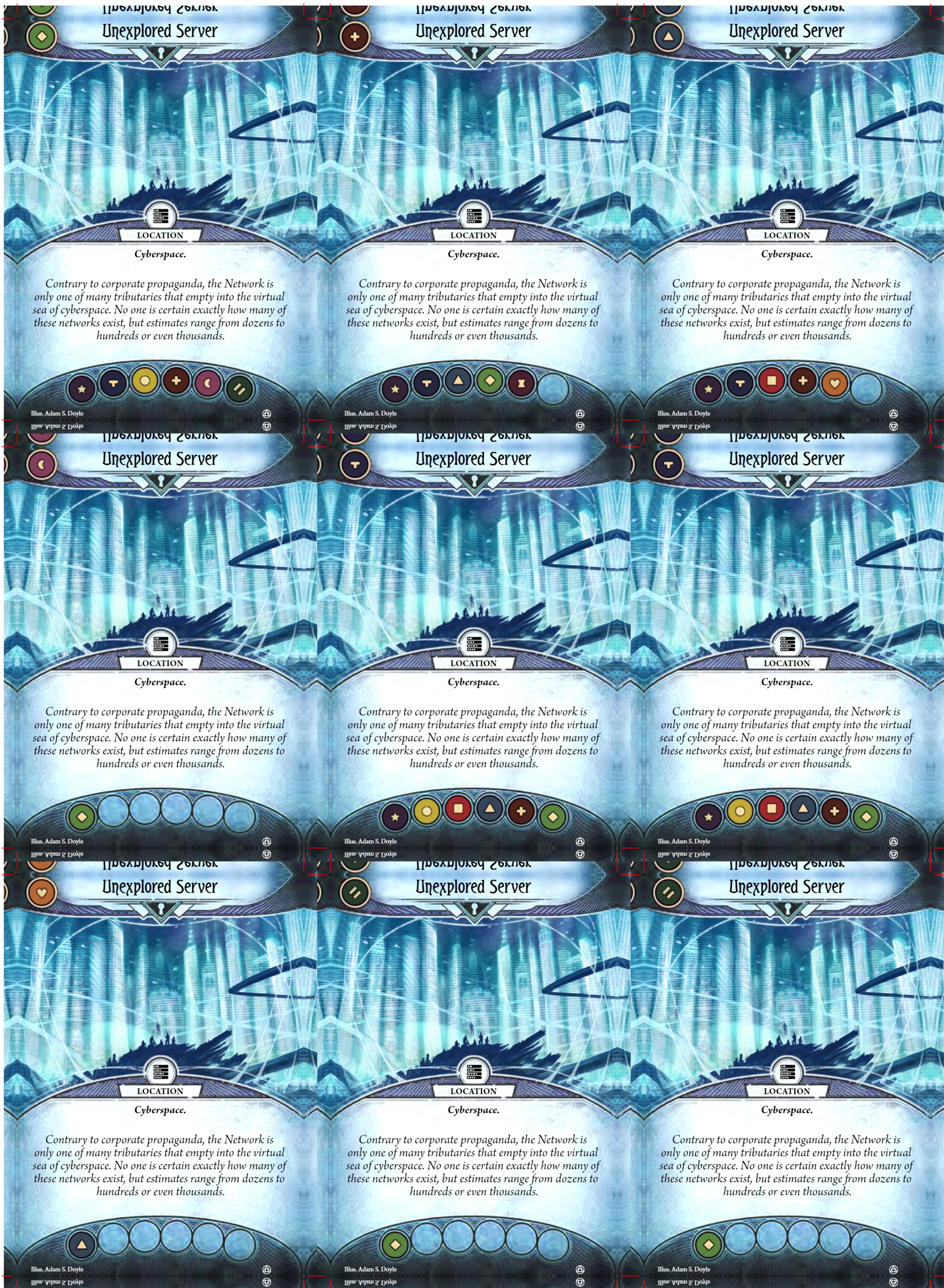
Баобаб Центр
Baobab Centre

LOCATION
Meatspace.

Now that Africa is thriving, it has attracted the attention of the megacorps once more as a large and wealthy consumer base. With few androids on the continent and the rise of solar farms in the deserts, Africa boasts near energy-independence and a comparatively prosperous middle class.

Illus. Yog Joshi
Иллюстрация Йога Джосхи





Echo Chamber



5

LOCATION

3

Cyberspace.

➡➡➡ Take 2 horror: Discover 3 clues from Echo Chamber.

"Capitalism runs on two things: amplified arrogance and censored dissent. With those, a corp can create any environment it wants."

—Freedom Khumalo

Illus. Donald Crank
Илл. Дональд Кранк

55/126 ⚡ 334
22/130 ⚡ 334

Solitude

LOCATION

1

Cyberspace.

You cannot discover clues from Solitude unless your meat body is in Argus Server Vault. Enemies cannot spawn here.

Illus. Zoe Cohen
Илл. Зои Коэн

58/126 ⚡ 337
28/130 ⚡ 337

Brain-Machine Interface

Restoring Integrity

ASSET

LOCATION

1

Cyberspace.

Permanent.

⚡ During your turn, except during an action or skill test, exhaust Brain-Machine Interface: Switch from meatspace to cyberspace or vice versa.

➡➡: Look at your corrupted cards and shuffle one of them into your deck.

Illus. Smirtouille
Илл. Смиттуиль

60/126 ⚡ 339
20/130 ⚡ 339

Rumor Mill



4

LOCATION

1

Cyberspace.

Forced — After Rumor Mill is revealed: Put the set-aside Princess Space Kitten asset into play here.

"Did you ever notice how everything goes in cycles?
The stuff that's cool now was cool before.
That's why I keep copies of everything!"
—Princess Space Kitten

Illus. Mariusz Siergiejew
Илл. Марюш Сиргежев

56/126 ⚡ 335
29/130 ⚡ 332

Synchronizer

LOCATION

3

LOCATION

Cyberspace.

Forced — After you discover the last clue from Synchronizer: You must either corrupt 2 non-weakness cards in your hand or draw 10 cards.

Flooding a system with synchronized request messages makes it unresponsive to legitimate requests.

Illus. Alexander Elichev
Илл. Александр Елихев

59/126 ⚡ 338
29/130 ⚡ 338

Brain-Machine Interface

Restoring Integrity

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Illus. Smirtouille
Илл. Смиттуиль

60/126 ⚡ 339
20/130 ⚡ 339

Masvingo



1

LOCATION

2

Cyberspace.

Forced — After you successfully investigate Masvingo: Place 1 resource on Masvingo (*from the token pool*).

Masvingo gets +1 shroud for each resource on it.

Illus. Scott Uminga
Илл. Скотт Уминга

57/126 ⚡ 336
25/130 ⚡ 336

Brain-Machine Interface

Restoring Integrity

ASSET

1

LOCATION

1

Cyberspace.

Console.

Permanent.

⚡ During your turn, except during an action or skill test, exhaust Brain-Machine Interface: Switch from meatspace to cyberspace or vice versa.

➡➡: Look at your corrupted cards and shuffle one of them into your deck.

Illus. Smirtouille
Илл. Смиттуиль

60/126 ⚡ 339
20/130 ⚡ 339

Brain-Machine Interface

Restoring Integrity

ASSET

1

LOCATION

1

Cyberspace.

Permanent.

⚡ During your turn, except during an action or skill test, exhaust Brain-Machine Interface: Switch from meatspace to cyberspace or vice versa.

➡➡: Look at your corrupted cards and shuffle one of them into your deck.

Illus. Smirtouille
Илл. Смиттуиль

60/126 ⚡ 339
20/130 ⚡ 339

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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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Illus. Adam S. Doyle
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Illus. Adam S. Doyle
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Unexplored Server

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"I asked for ice as impenetrable as a wall. I can't decide if someone down in R&D has a warped sense of humor or just a very literal mind."
—Liz Campbell, VP Project Security

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Illus. Adam S. Doyle
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Illus. Zoe Cohen
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