

## Architects of Tomorrow

EASY / STANDARD



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



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



-3. If you fail, gain 2 tags.



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

### Agenda 3a

#### Peak Efficiency

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

5

Illus. Aaron Firen

IIIre: Vynon Epineu

1/30  
1/30  
④ ④

### Act 1a

#### Sprint

The floor layout is straightforward like the rest of the Haas Arcology, but because it is a floor dedicated to housing meetings rooms and laboratories, there are many, many unmarked doors. Where is yours?

**Objective** – Make it to your meeting with Director Haas in time. At the end of the round, if each undefeated investigator is in Manta Meeting Room, advance.

1/30  
1/30  
④ ④

4/30  
4/30  
④ ④

### Agenda 1a

#### Big Deal

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

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

2

Illus. Aaron Firen

IIIre: Vynon Epineu

2/30  
2/30  
④ ④

### Agenda 2a

#### Security Through Vigilance

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

12

Illus. Aaron Firen

IIIre: Vynon Epineu

3/30  
3/30  
④ ④

### Act 2a

#### 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.

6/30  
6/30  
④ ④

Illus. Smirtoville

IIIre: Zunotongue

6/30  
6/30  
④ ④

"FORE!" A virtual ball flies through the virtual sky, following its trajectory towards a virtual hole. A figure passes her golf club to a bioroid and strides across the room to you, a satisfied grin on her face.

"Detectives! Welcome. These are busy times so I'll get to the point. The nerds in Bits and Brains—or you could just call it engineering—are complaining about the alterations they've been told to make to bioroid braintapes, and even I don't have clearance to know what! Now I didn't get here by blindly following orders, even if the Director puts on a dictatorial face."

"Unfortunately, all my Getting Things Done people are busy, but I hear from a little bird that you're Dawn's Getting Things Done people. I really ought to know what's up, and I figure you would like to know as well. How about we work together on this?"

Add this card to the victory display.

Each investigator gains 1 tag.

Put the set-aside calibration bag into play.

An investigator takes control of the set-aside Isabel McGuire story asset.

Spawn the set-aside Fairchild 1.0 at any cyberspace location, exhausted and unengaged.

### Victory 1.

AGENDA  
2b

## Encryption Protocol

"You turn a corner and stop short of walking directly into yet another bioroid. Or is it the same one that was waiting outside of your meeting with Director Haas?"

"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.

### Victory 1.

You arrive at the meeting room, leaving the door open, and spend the few remaining spare minutes staring at the views afforded by a towering arccology by the Manta beachfront. You hear her footsteps first, and soon after, can make out her hushed voice.

"... don't care if they're complaining. It's your job to get them to make the changes. If the things just start telling people they've been compromised, it'll be an absolute disaster. Look, I have a meeting with Dawn's hounds now, just do it. Keep me updated."

As your PAD displays the minute ticking over, a woman with long sandy hair in a tidy grey suit arrives at the door at exactly the prescribed time, obviously lost in her work. She reaches for the door panel and a scowl briefly flashes across her face.

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.

ACT  
1b

## Accelerated Diagnostics

"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.

ACT  
1b

## Sent a Message

"The visitor exit procedures includes an informational quarantine for any proprietary information. The security booth and exit is this way. Please, come with me." You squirm slightly to try to get out of his grip, but another Ash bioroid firmly grasps your other shoulder.

"Please," they both repeat. Your hackles raise as they stare at you and speak in unison.

Choose a random act in the victory display and remove it from the game.  
(→R1)

## 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 1/30 1 1

## Domestic Sleepers

## 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.

## Archived Memories 1.0

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

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

Reveal 3 tokens for a calibration test.

**Objective** – Reveal at least one of the ♠, ♦, or ♣ symbols during a calibration test.



Act 3a

(1)



## Archived Memories 2.0

You have uncovered that Director Haas has issued new directives in the last few weeks. Could this be related to the 23 Seconds? It seems Isabel is convinced of its importance.

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

Reveal 6 tokens for a calibration test.

**Objective** – Reveal at least ♠, ♦, and ♣ during a calibration test.

Illus. Smirouille

MirrorMorph

Chronos

Protocol

Meatspace

Act 4a

(1)



Act 6a

(1)



## Corridor

►: 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.

2

LOCATION

Meatspace.

2

LOCATION

Meatspace.

3

LOCATION

1

LOCATION

Illus. Emilio Rodriguez  
Langbokol Fumiwa Mami

12/30  
12  
12

11/30  
11  
11

Illus. Smirouille

MirrorMorph

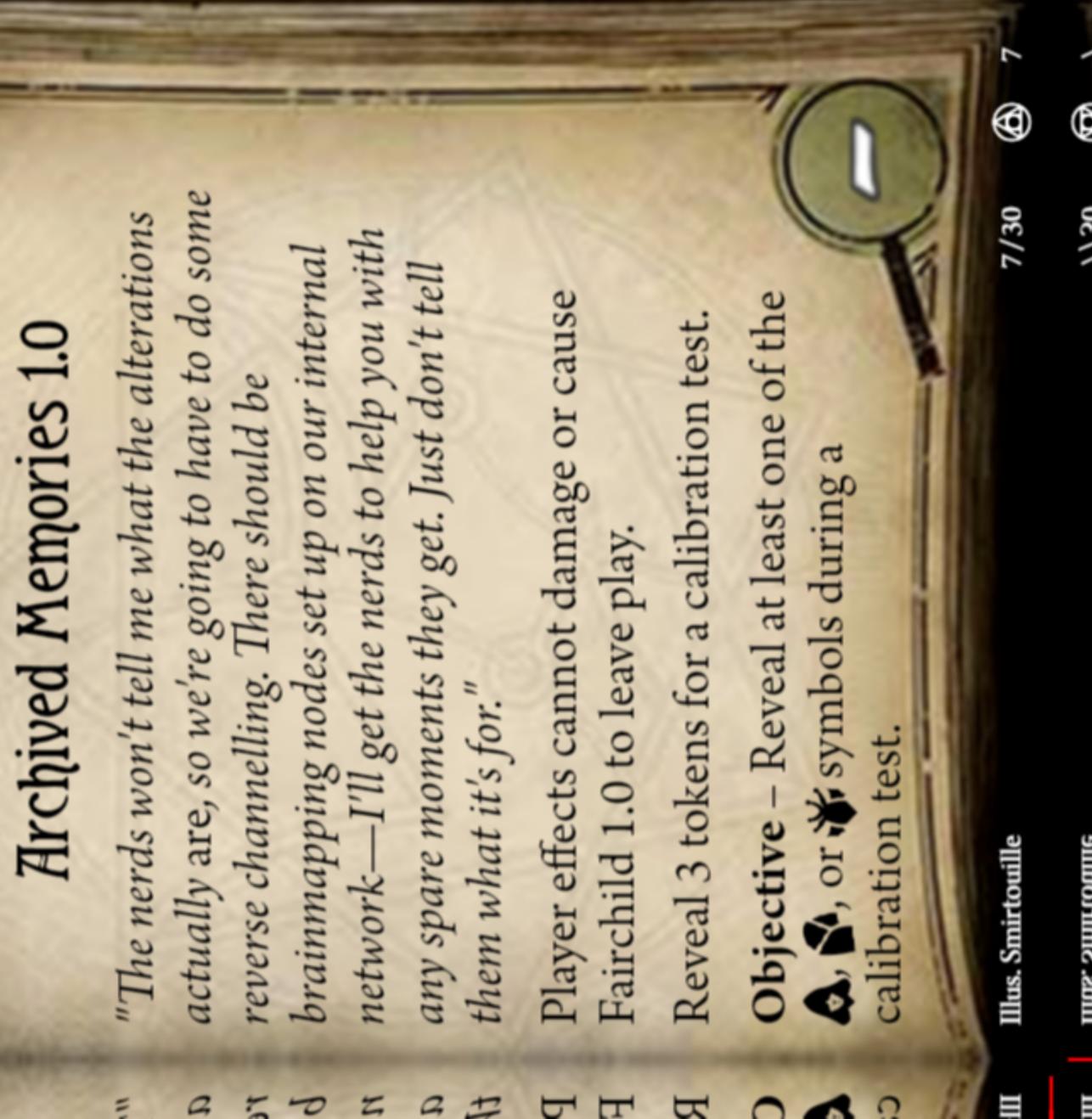
Chronos

Protocol

Meatspace

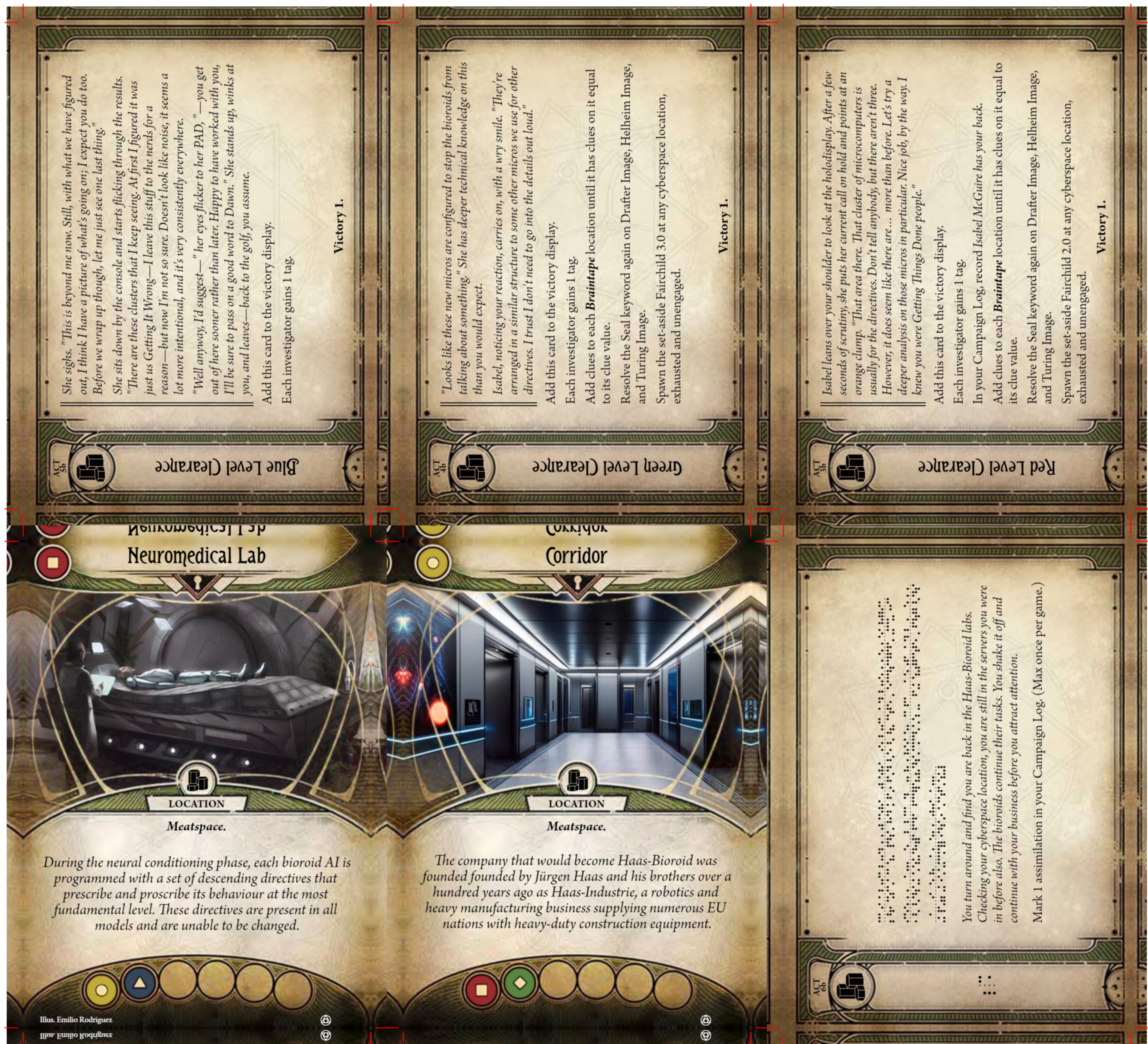
Act 5a

(1)



1

LOCATION



### Manta Meeting Room

**Meatspace.**

4

LOCATION

1\*

*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.

### Rapid Prototyping Lab

**Meatspace. Braintape.**

3

LOCATION

1\*

*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.

### Hologolf Course

**Meatspace.**

2

LOCATION

2\*

*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!"*

### Cyberdex Image

**Cyberspace. Braintape.**

4

LOCATION

1\*

*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.

3

LOCATION

1\*

*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.

### Ikawah Image

**Cyberspace. Braintape.**

3

LOCATION

2\*

*Cyberspace. Braintape.*

Seal (set-aside \*).

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

### Drafter Image

**Cyberspace. Braintape.**

Illus. Krembler

Illus. Krembler

16/30

1Q/30

16

1Q

Illus. Scott Uminga

Illus. Scott Uminga

17/30

1A/30

17

1A

Illus. Scott Uminga

Illus. Scott Uminga

18/30

1Q/30

18

1Q

### Hologolf Course Hologolf Course

### Rapid Prototyping Lab Rapid Prototyping Lab

### Manta Meeting Room Manta Meeting Room

#### 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

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.

#### Meatspace.

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

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

### Unexplored Server Unexplored Server

#### 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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### Unexplored Server Unexplored Server

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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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## Helheim Image

## Turing Image

## Isabel McGuire

Regional Director, Haas-Bioroid

3

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.

2

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

Illustrator: Scott Uminga

19/30

19

18/30

18

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.

Victory 1.

ENEMY

Illus. Mauricio Herrera

Illustrator: Mauricio Herrera

22/30

22

23/30

23

22/30

22

23/30

23

## Turing Image

3

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.

2

LOCATION

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

Illustrator: Liiga Smilshkalne

23/30

23

22/30

22

23/30

23

22/30

22

23/30

23

## 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.

21/30

21

21/30

21

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

Illustrator: Liiga Smilshkalne

24/30

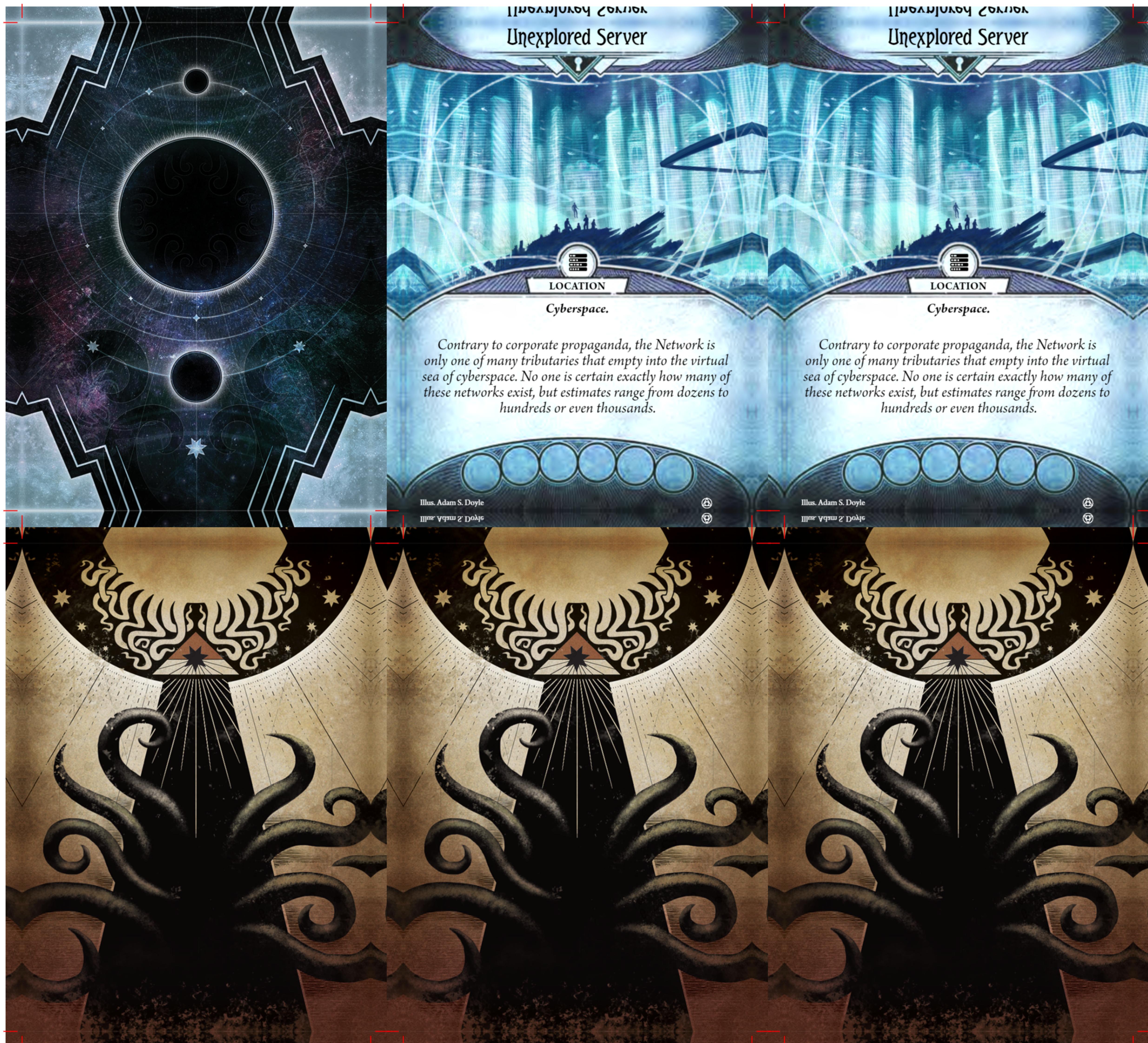
24

24/30

24

24/30

24



**Fairchild 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

ILLUSTRATOR

25/30

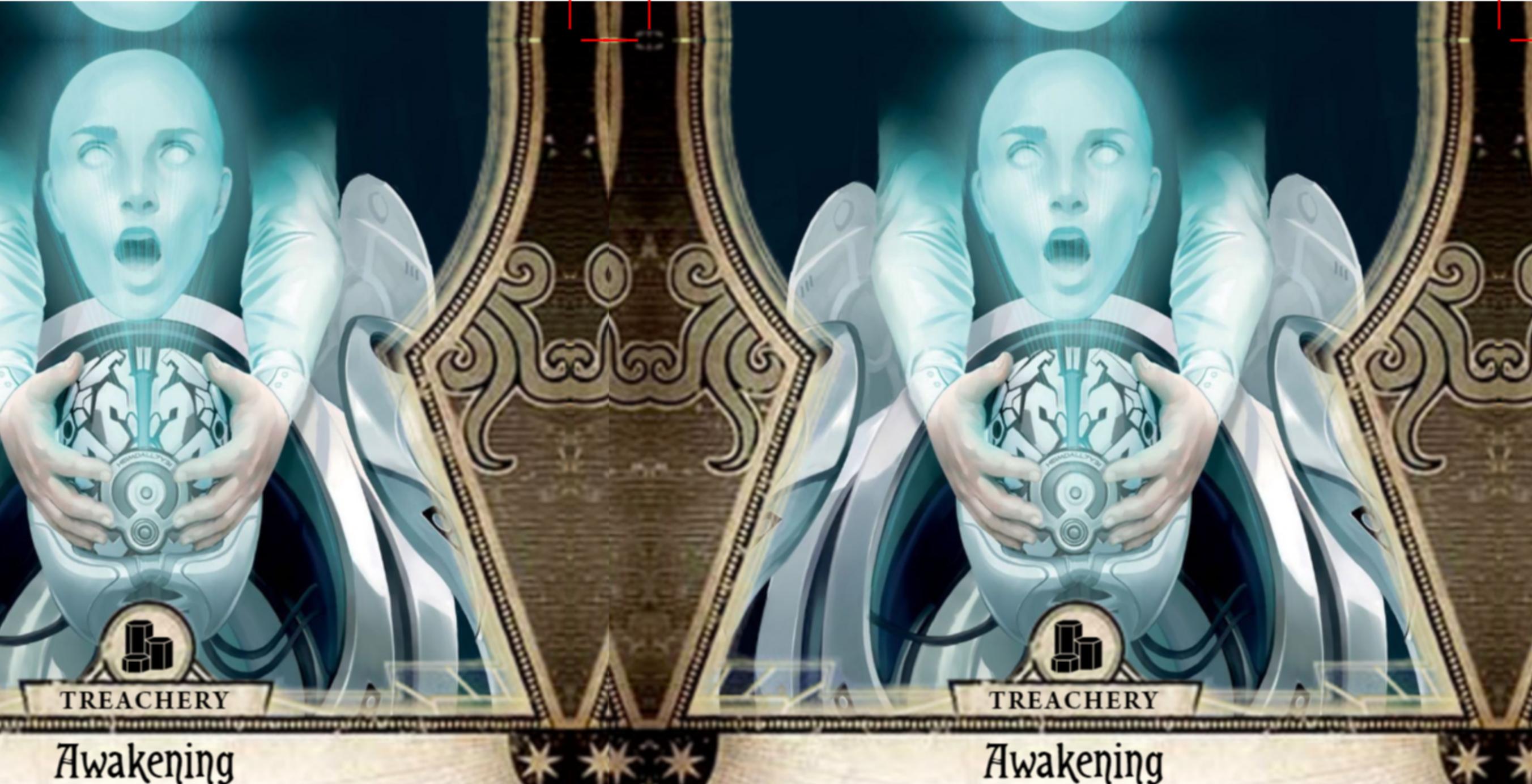
25

25

32/30

25

25



**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).

**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).

**Tyr's Hand**



**TREACHERY**

*Strength in the palm of your 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.

**Tyr's Hand**

**TREACHERY**

*Strength in the palm of your 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.

**Tyr's Hand**

**TREACHERY**

*Strength in the palm of your hand.*

Illus. John Derek Murphy

ILLUSTRATOR

28/30

27

27

Illus. John Derek Murphy

ILLUSTRATOR

28/30

27

27

Illus. John Derek Murphy

ILLUSTRATOR

28/30

27

27

