

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

"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.

Aggressive Secretary

AGENDA
1b

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

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 Frem
Jesse Vinton Latour



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 Frem

Victory 1.

Agenda 1a

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.

Encryption Protocol

2/30 ④ 2
3/30 ④ 3

Illus. Vinton Latour

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 Farn

Illustration

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 arcology 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

Send a Message

II



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.

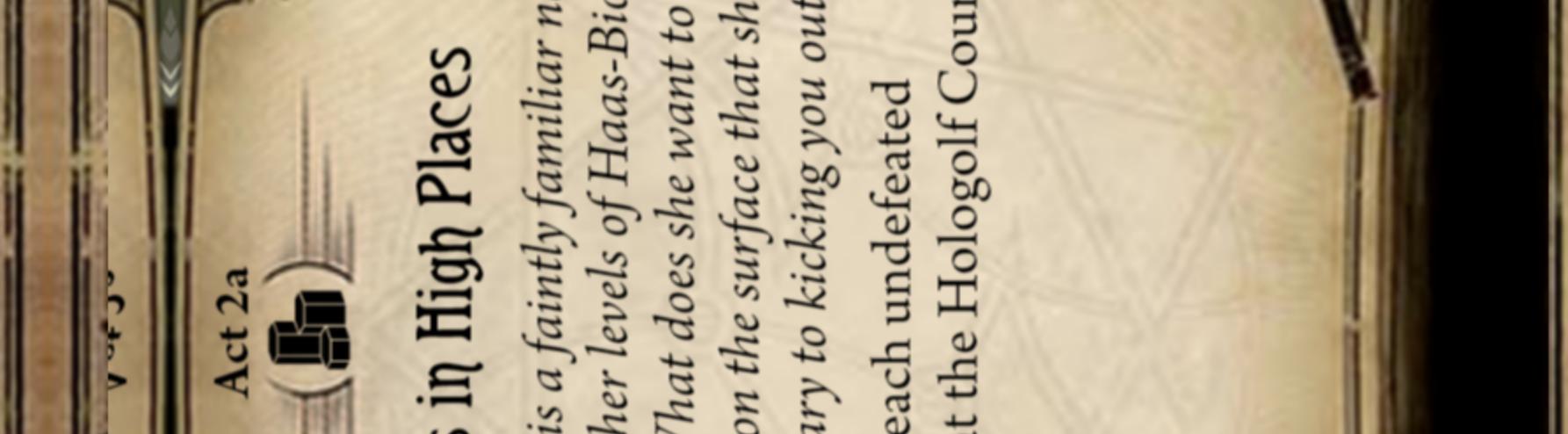
Objective – If each undefeated investigator is at the Hologolf Course, advance.

ACT
2b

Victory 1.

Accelerated Diagnostics

III



"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 braintrusts, 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."

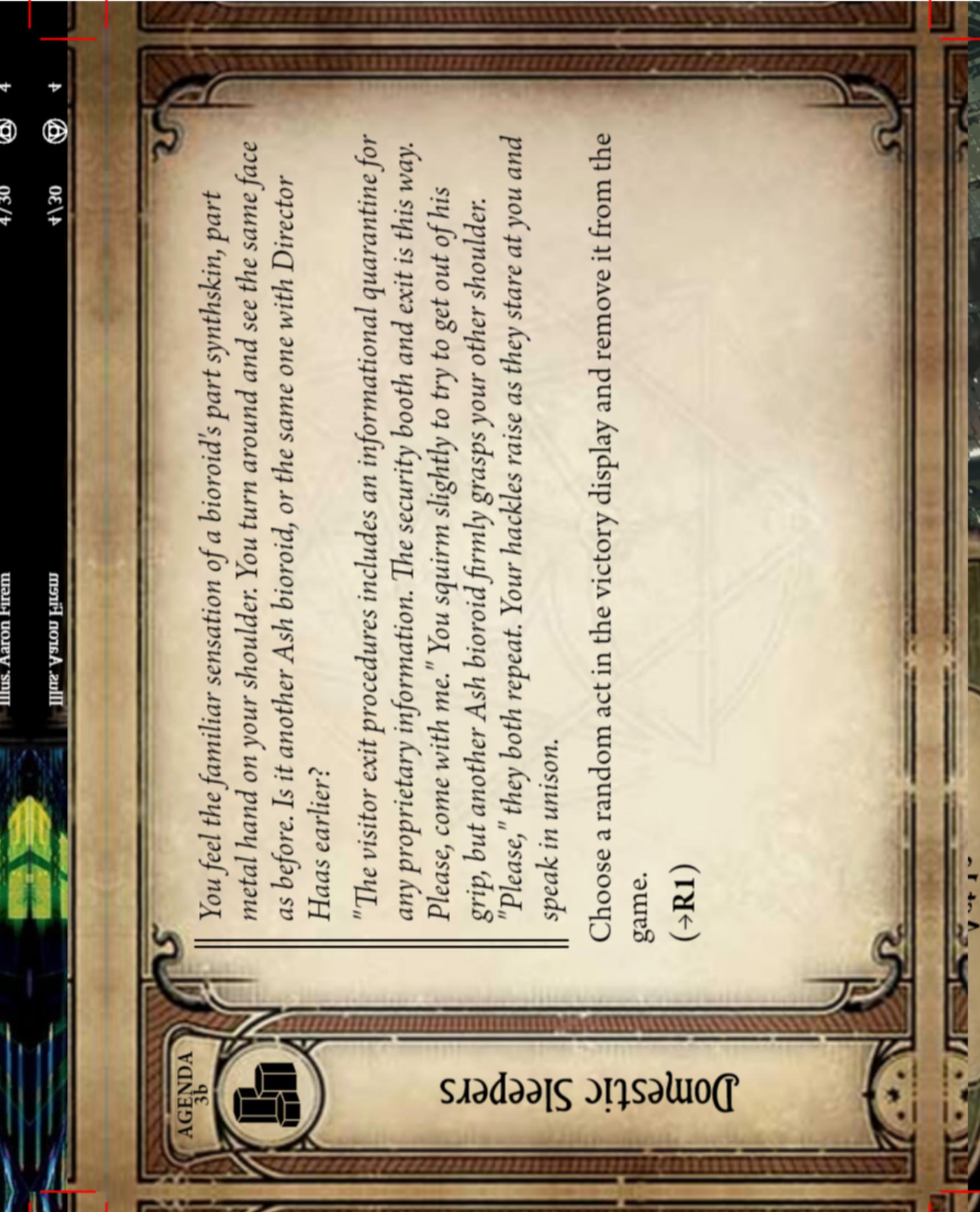
"Unfortunately, all my Getting Things Done people are busy, but I hear from a little bird that's Dawn's Getting Things Done people. I really ought to know what's up, and I figure you would like to know as well. How about we work together on this?"

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.



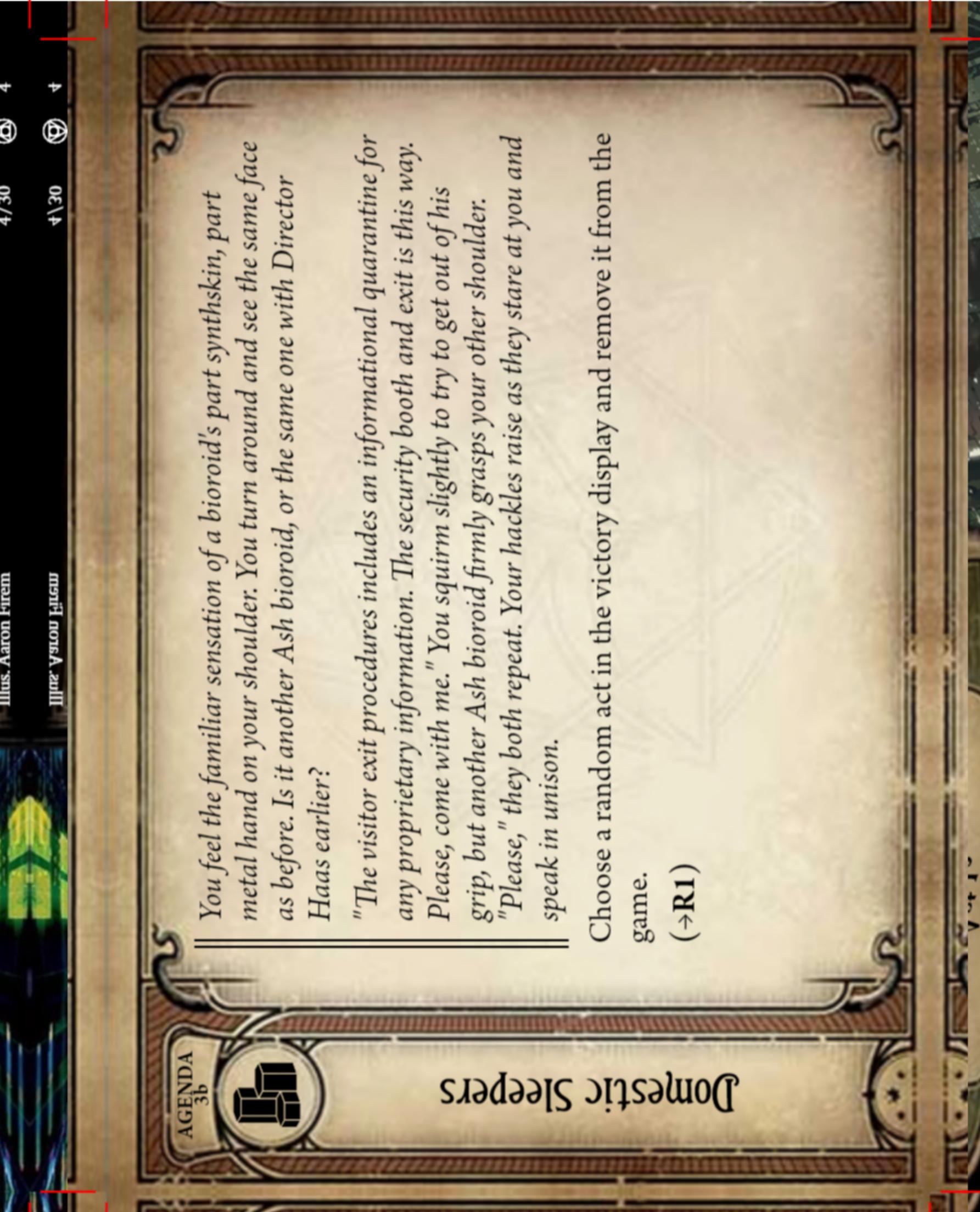
Illus. Aaron Farn

Illustration

AGENDA
3b

Domestic Sleepers

(→RI)



Illus. Aaron Farn

Illustration



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.



Illus. Smirouille

Illustration



Sprint

Illustration

Act 3a

Archived Memories 1.0

"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.

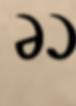
Add clues to each **Braintape** location until it has clues on it equal to its clue value.

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.

Green Level Clearance

ACT
4b

Green Level Clearance

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 \clubsuit , \spadesuit , \heartsuit , \diamondsuit during a calibration test.

9/30 ④ 9
8/30 ④ 8

Act 5a

ACT 3b



Red Level Clearance

III
Illustration: SmirouilleIII
Illustration: Smirouille

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 clump. "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.

ACT
3b



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.

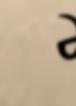
Player effects cannot damage or cause Fairchild 2.0 to leave play.

Reveal 6 tokens for a calibration test.

Objective – Reveal at least \clubsuit , \spadesuit , \heartsuit , \diamondsuit during a calibration test.

Victory 1.

Blue Level Clearance

ACT
3b

Blue Level Clearance

III
Illustration: SmirouilleIII
Illustration: Smirouille

She sighs. "This is beyond me now. Still, with what we have figured out, I think I have a picture of what's going on; I expect you do too. Before we wrap up though, let me just see one last thing."

She sits down by the console and starts flicking through the results. "There are these clusters that I keep seeing. At first I figured it was just us Getting It Wrong—I leave this stuff to the nerds for a reason—but now I'm not so sure. Doesn't look like noise, it seems a lot more intentional, and it's very consistently everywhere."

"Well anyway, I'd suggest—" her eyes flicker to her PAD, "—you get out of here sooner rather than later. Happy to have worked with you, I'll be sure to pass on a good word to Dawn." She stands up, winks at you, and leaves—back to the golf, you assume.

Add this card to the victory display.

Each investigator gains 1 tag.

8/30 ④ 8

III
Illustration: SmirouilleIII
Illustration: Smirouille

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.



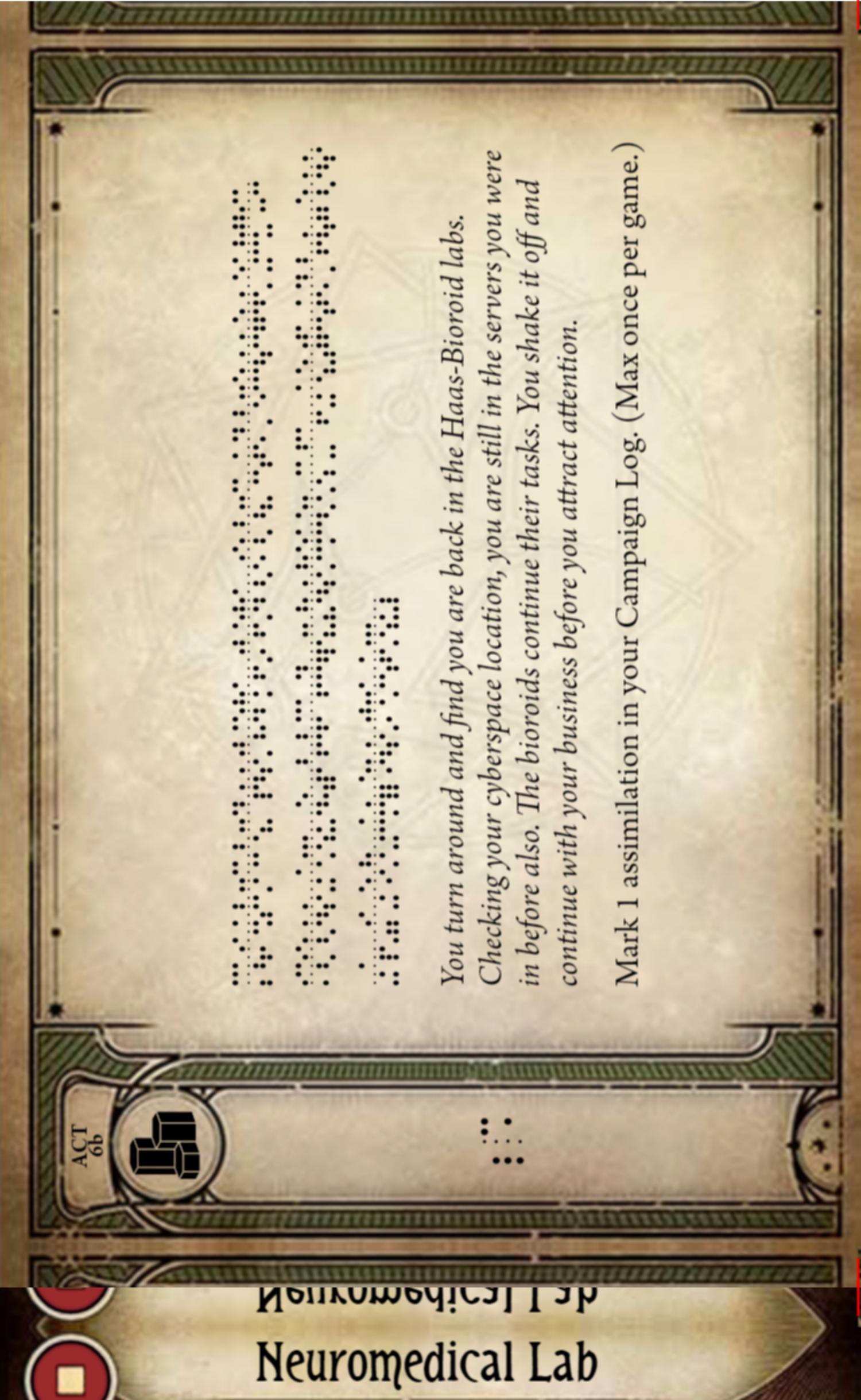
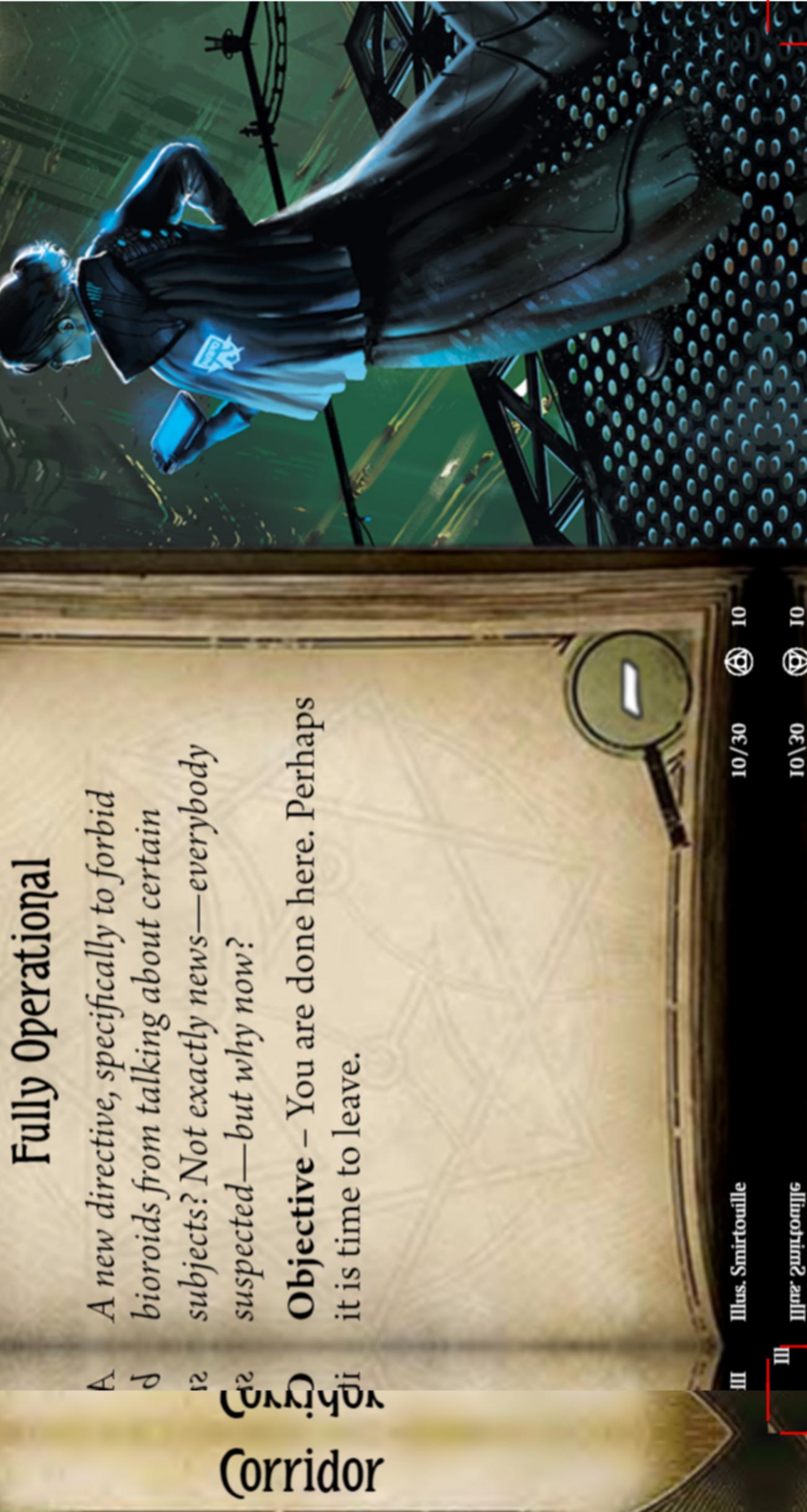
Act 6a

Act 6a

Corridor

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.



►: **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.



Manta Meeting Room

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.

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.

Manta Meeting Room

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.

Rapid Prototyping Lab

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.

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!"

Hologolf Course

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. Emilio Rodriguez
Illustration Emilio Rodriguez

15/30 15
12/30 12

14
14

Կիբեռական լուսած

Cyberdex Image

Անհայտական շուրջական

Unexplored Server

Օկավահ դիմում

Ikawah Image

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.

Illus. Krembler

Անհայտական շուրջական

Unexplored Server

16/30 ⌚ 16

10/30 ⌚ 10

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

Անհայտական շուրջական

Drafter Image

⌚

Անհայտական շուրջական

Unexplored Server

17/30 ⌚ 17

15/30 ⌚ 15

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

Անհայտական շուրջական

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

Անհայտական շուրջական

18/30 ⌚ 18

16/30 ⌚ 16

Անհայտական շուրջական

Unexplored Server

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.

Helheim Image

Unexplored Server

Turing Image

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.

Illus. Scott Uminga

Illustrator: Scott Uminga

19/30

19

Illus. Adam S. Doyle

Illustrator: Adam S. Doyle

Unexplored Server

Isabel McGuire

Regional Director, Haas-Bioroid



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. Adam S. Doyle

Illustrator: Adam S. Doyle

21/30

21

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.

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.

Illus. Adam S. Doyle

Illustrator: Adam S. Doyle

20/30

20

Illus. Matt Zeilinger

Illustrator: Matt Zeilinger

21/30

21

