

AGENDA

2A

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

"There are these clusters that I keep seeing. At first I figured it was just us. Getting It Wrong—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.

Put the set-aside calibration bug 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

3A

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—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.

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Victory 1.

Encryption Protocol

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Neuromedical Lab

Corridor



LOCATION

M e a t s p a c e .



LOCATION

M e a t s p a c e .

During the neural conditioning phase, each bioroid AI is programmed with a set of descending directives that prescribe and proscribe its behaviour at the most fundamental level. These directives are present in all models and are unable to be changed.

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.

You turn around and find you are back in the Haas-Bioroid labs. Checking your cyberspace location, you are still in the servers you were in before also. The bioroids continue their tasks. You shake it off and continue with your business before you attract attention.
Mark 1 assimilation in your Campaign Log. (Max once per game.)

Illus. Emilio Rodriguez

Hologolf Course



LOCATION

M e a t s p a c e .

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



LOCATION

M e a t s p a c e .

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



LOCATION

M e a t s p a c e .

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



Unexplored Server



LOCATION

C y b e r s p a c e .

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

2

LOCATION

2*Cyberspace, Braintape.*Seal (set-aside **A**).

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

Ash 2X3ZB9CY

Illus. Scott Uminga

19/30



19

4 2* 4

Humanoid, Bioroid.

Meatspace Spawn.

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

*Fairchild 3.0*

Illus. Mauricio Herrera

22/30



22

4 3 4

Program, Humanoid, Bioroid, Fairchild.

Cyberspace Spawn.

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



Turing Image

**3**

LOCATION

2*Cyberspace, Braintape.*Seal (set-aside **B**).

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

Illus. Adam S. Doyle

20/30



20

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. Liga Smilshkalne

23/30



23

23

*Fairchild 2.0*

Illus. Matt Zeilinger

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. Liga Smilshkalne

24/30



24

24

*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).

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Scheme.

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Illus. Adam S. Doyle

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TREACHERY

Tyr's Hand

Power.

Revelation – Test ♀ (4). If you fail, move your meat body to the revealed meatspace location with the fewest clues and move your cyber avatar to the revealed cyberspace location with the fewest clues.

Strength in the palm of your hand.



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