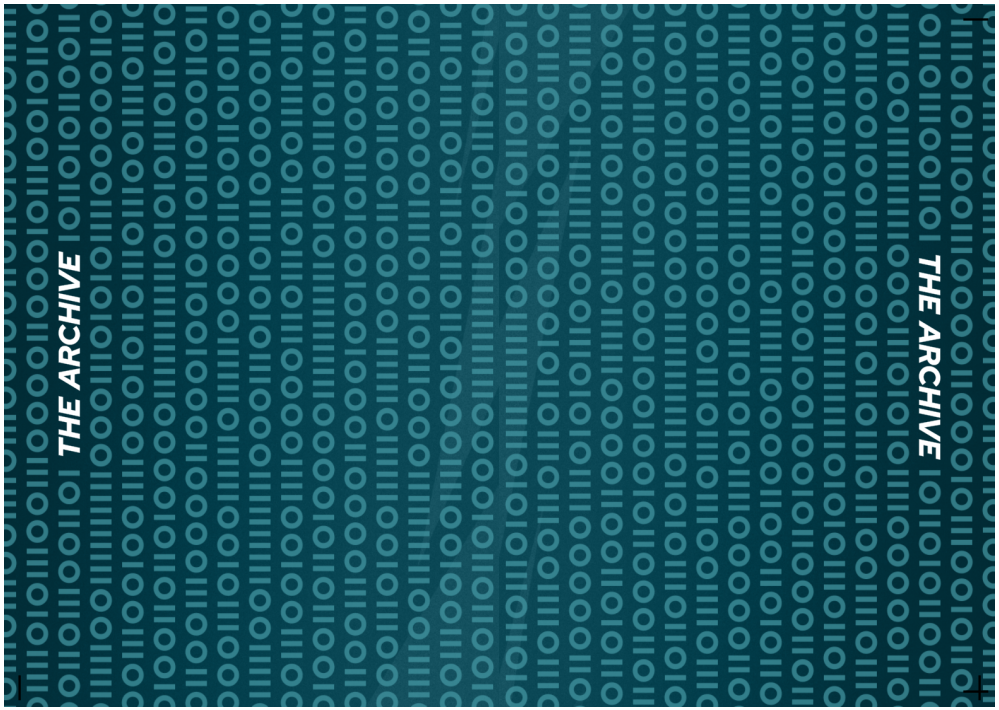



## KEYWORDS

***Reckless*** — Reveal 1 additional modifier from the Grid for this task.

***Teamwork*** — Characters at your setting may use 1 Attribute Marker to get 1 additional Impact (instead of +2).

***Flexible*** — Characters at your setting may use 1 Attribute Marker of any attribute as if it is matching.

***Hopeful*** — Characters at your setting may spend Hope to add +1 for each Hope spent.

***Shape modifiers*** — Reveal the specified number of modifiers. Then, choose the same number of revealed modifiers and shuffle them back into the Grid. These can be different modifiers than those just revealed.
(Activate Enemies for each Skull revealed.)

***Recycle / Trash*** — When you ***Recycle*** or ***Trash*** a Tool, return it to your tool kit (if recycled) or add it to the trash pile (if trashed). Activate only during your turn.

## KEYWORDS

***Confrontation*** — You cannot move away from the location with this card.

***Unpredictable*** — When you reveal a printed regular Skull to modify your attribute, treat it as the Epic Fail instead.
(Do not reveal additional modifiers. Activate Enemies as normal.)

***Follow-up*** — After you fully resolved this encounter card, draw 1 additional encounter card.

***Stationary*** — This Enemy cannot move. Ignore it when you determine which Enemy moves.

***Protected*** — Your final number of Impact for this task is halved (rounded up).

***Analyze modifiers / encounter cards*** — Look at the specified number of unrevealed modifiers from the Grid or cards from the top of the encounter deck. Normally, you are allowed to manipulate those components. For example: archiving modifiers, or discarding cards. Afterwards, reshuffle the unrevealed modifiers in the Grid or the encounter deck.

## ROUND OVERVIEW

**Character Phase**

Each character takes their turn by performing 3 actions. (Characters take turns in any order, but must finish their turn before passing.)

**Encounter Phase**

**1.** Resolve all effects that happen "When the encounter phase begins".

**2.** The corporation places 1 Hacking Cube on each State in the Network.

**3.** Trigger 1 Surveillance per character.

**4.** Enemies surveil: Trigger 1 Surveillance for each Enemy at a location with one or more characters. (Ignore retreated Enemies.)

**5.** Flip retreated cards face up.

**6.** Flip action trackers to their unspent side.

**7.** Each character draws 1 encounter card.

**8.** Characters resolve their encounter card without consultation (starting with the responsible character in clockwise order).

## ENEMY ACTIVATION

**When you reveal a Skull to modify your attribute: reveal 1 additional modifier.**
(Repeat if you reveal multiple Skulls.)

Then, you determine if you succeed or fail, resolving all effects resulting from it as normal (such as dealing Damage or retreating cards).

---

**After any action or effect that revealed one or more Skulls ends:** activate Enemies once for each Skull revealed.

Perform the following steps in order:

› **All Enemies at your location attack you.**
Sum up their threat icons and suffer as much Stress and/or trigger Surveillance .

› **One Enemy moves to your location.**
Enemies only move if they are at a location without a character. Prioritize the Enemy with the most remaining health.

## ICON OVERVIEW

***Attributes:***

Perception
Charisma
Courage
Technology

---

***Special Support Markers:***

**Random Key** (Draw 1 random Key from the supply or key repository and flip it face up.)

**Random Attribute Marker** (Roll the attribute die to determine a random attribute. If the die shows two attributes, you must choose one of them.)

---

***Threat Icons:***

**Stress** (Discard 1 card from your hand.)

**Surveillance** (Increase the number on the surveillance dial by 1.)

## ACTION OVERVIEW

**Change Location:** Move your character standee to another location (at any setting).

### Tasks

› **Investigate:** Remove 1 Secret .

› **Get Support:** Obtain 1 support marker of your choice.

› **Fight:** Deal 1 Damage .

› **Hack:** Place 1 Hacking Cube .

*Reminder: When you complete a task, gain 1 Resource .*

## BACKSTAGE AT THE SYPHON

Chapter – 2 | Back

**Plot Twist**

*You hear someone shout behind you: "Sir, they headed in here!"*

*A small man wearing a Nubicon corporate security uniform enters the dark room, flanked by a group of officers. They have you cornered.*

*The man looks surprised as your eyes meet, as if he had expected someone else. However, he quickly regains his composure and says with a friendly smile: "My name is Mark, and Nubicon would thank you for your cooperation in this matter. We are looking for one of our employees named André Picard – and we think you might know him."*

**Game Progression**

- Find **»Mark 'Steelskin' Caspar«** in the staging deck. He appears at the location of the active character.
- Find **»Dimly-Lit Security Door«** in the staging deck. It appears at the **»Syphon«** (bottom).

B 2/19

A 2/19

**Objective**

*You need to follow André deeper inside the club.*

Find the **»Hidden Basement«** and flip it.

Chapter – 2 | Front

## BACKSTAGE AT THE SYPHON

## SURVEILLANCE

Story Mode

**When you reveal the Epic Fail :** draw 1 encounter card (after this action).

End the game. **Read Conclusion 1.**

Surveillance | Story Mode | 4/19

## SURVEILLANCE

Story Mode

8 Each character suffers 1 Stress .

15 Each character suffers 2 Stress .

22 The responsible character draws 1 encounter card.

30 Flip this card.

40 End the game. **Read Conclusion 1.**

Surveillance | Story Mode | 4/19

## SEARCHING FOR YOUR FRIEND

Chapter – 1 | Back

**Plot Twist**

*You spot your friend, André, standing close to a neon-lit corridor, which leads deeper inside the club. Next to him are a blonde woman and a bald man. You shout, but your voice gets drowned out by the music.*

*Suddenly, you hear a loud sound behind you, and a group of people in uniform push through the crowd. They seem to be searching for someone. André looks over his shoulder, but your eyes do not meet. Then, he and his companions quickly head down the neon-lit corridor.*

**Game Progression**

- Find all (5) regular Enemies in the staging deck. These are: 3x **»Corp Loyalist«**, 2x **»Freelance Security Officer«**. Each character draws 1 of them at random. Shuffle the remaining regular Enemies into the encounter deck. (Enemies you draw appear at your location.)
- Put the **»Backstage«** Setting into play from the staging deck. (Follow its setup instructions.)

B 1/19

A 1/19

**Objective**

*Maybe you can find André at the dance floor or the bar.*

Flip both the **»Dance Floor«** and the **»Bar«** (to their back side).

Chapter – 1 | Front

## SEARCHING FOR YOUR FRIEND

## FIGHT OR FLIGHT

Chapter – 3 | Back

**Plot Twist**

*At first, the freelance security officers were annoyed when you did not answer their questions, but what surprised them was that you fought back. Few people dare to attack someone with a stunner. This moment of surprise helped you and the other folks in the hidden basement to overcome Mark and break through to the main dance floor.*

*In the ensuing chaos, you slip out through the club's front entrance.*

**Game Progression**

- **Read Conclusion 2.**

B 3/19

A 3/19

**Objective**

*You need to get out of here!*

Complete 1 of the following objectives to advance:

- Find a way to escape.
- Defeat **»Mark 'Steelskin' Caspar«**.

Chapter – 3 | Front

## FIGHT OR FLIGHT

## SURVEILLANCE
Challenge Mode

**5** Each character suffers 1 Stress .

**10** Each character suffers 2 Stress  .

**15** The responsible character draws 1 Enemy from the encounter deck.
(Search the encounter deck for the next Enemy. Reshuffle the encounter deck.)

**20** Flip this card.

**30** End the game.
***Read Conclusion 1.***

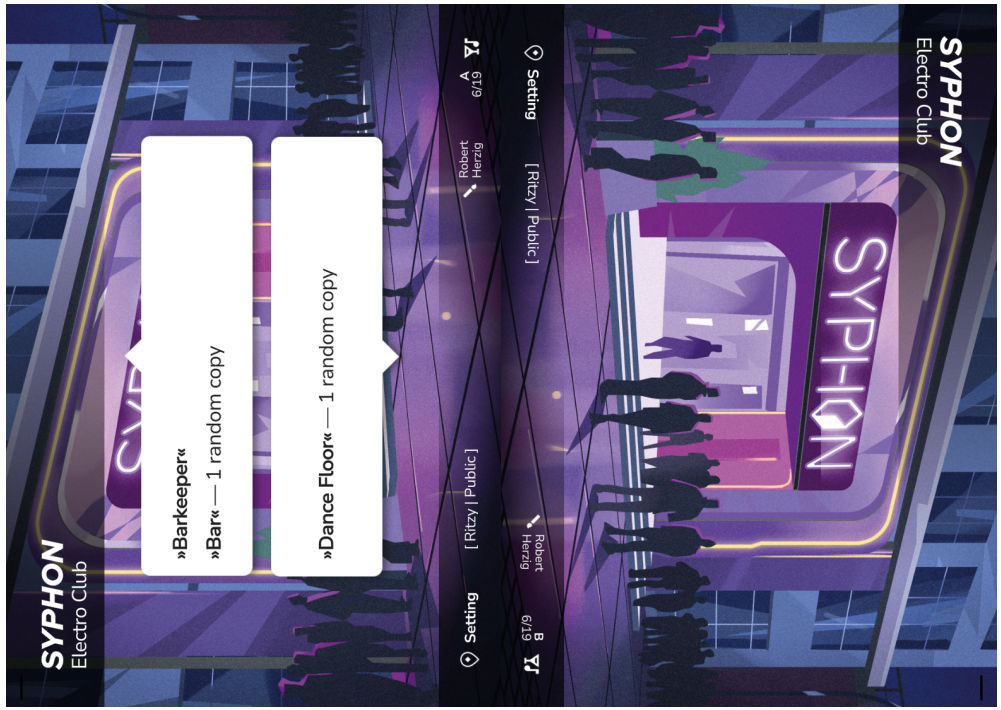
Surveillance Challenge Mode 5/19

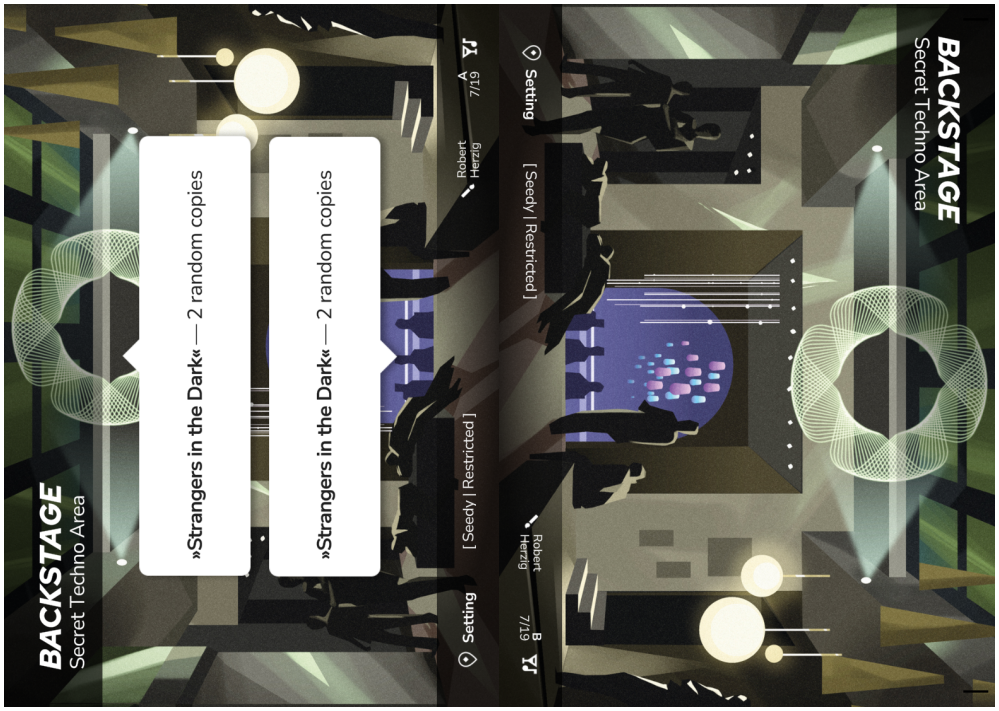
## SURVEILLANCE
Challenge Mode

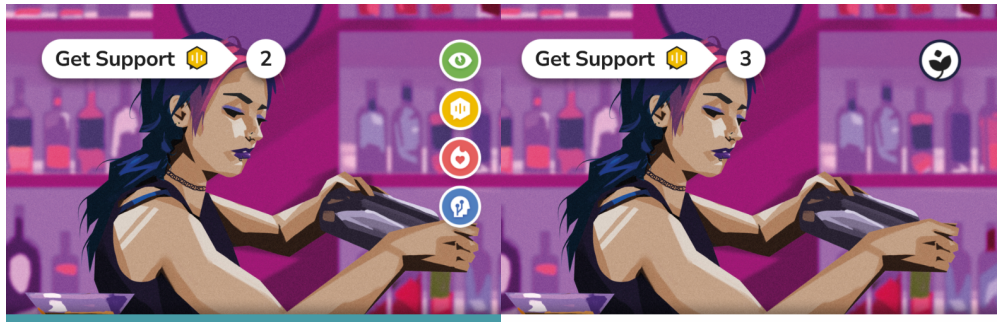
**When you reveal the Epic Fail :**
draw 1 encounter card (after this action).

**30** End the game.
***Read Conclusion 1.***

Surveillance Challenge Mode 5/19




## BARKEEPER

*"Are you sure you want a beer? We have the fancy stuff that will open your mind, my friend."*

Lead [ Authority ] Robert Herzig A 8/19

## MJ
Barkeeper and Nighttime Philosopher

*"Brown hair? This big? Nah, haven't seen the guy. Wanna get a neuro-stim tonic?"*

Completed

*You get a neuro-stim drink at the bar.*
Characters at your setting recover a total of up to 2 Action cards (from their discard pile).

Lead [ Authority ] Robert Herzig B 8/19




## BAR

*Cocktails with micro-dosed neuro-stimulants are practically legal since Germany failed to pass revised drug laws after the famous ECJ ruling.*

Lead [ Ritzy | Public ] Robert Herzig A ?/19




## HUYỀN ANH BERGMANN

Detail-Oriented Accountant

*"I don't know the name of the guy that just left, but I'm certain I've seen him at Nubicon campus some time ago."*

Follower

+1 Perception

Lead [ Corp | Analyst ] Robert Herzig B 9/19




## DANCE FLOOR

*The Syphon is one of those clubs where everyone could get in – at least to the main floor.*

Lead [ Ritzy | Public ] Robert Herzig A ?/19




## MAXIM WAGNER

Holonovela Actor

*"Maybe you should try the back area, but I doubt you would get in."*

Follower

+1 Charisma

Lead [ Influencer ] Robert Herzig B 11/19




## BAR

*Cocktails with micro-dosed neuro-stimulants are practically legal since Germany failed to pass revised drug laws after the famous ECJ ruling.*

Lead [ Ritzy | Public ] Robert Herzig A ?/19




## HUYỀN ANH BERGMANN

Strong-Minded Engineer

*"There was this guy with a Nubicon hoodie a moment ago. Looked like it was his first time at the Syphon."*

Follower

+1 Courage

Lead [ Corp | Insider ] Robert Herzig B 10/19




## DANCE FLOOR

*The Syphon is one of those clubs where everyone could get in – at least to the main floor.*

Lead [ Ritzy | Public ] Robert Herzig A ?/19




## MAXIM WAGNER

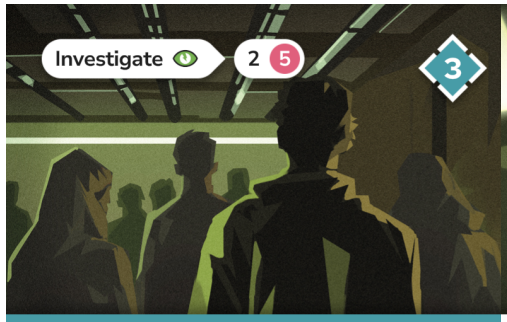
AR Soundspace Enthusiast

*"They have a way better sound system in the back. Maybe your friend is there, checking it out."*

Follower

+1 Technology

Lead [ Maker ] Robert Herzig B 12/19







## STRANGERS IN THE DARK

*The line between partygoers, hackers, and criminals is blurry at best. Will you be able to blend in?*

Hack 3

Lead [ Unknown ] Robert Herzig A ?/19

## ELIAH AMADOU
Selfmade Cyborg

*"Those Nuubes have messed with the wrong people. They should have stayed at the front!"*

**Revealed**

*Eliah shows you the way downstairs.*

Find 1 random copy of **»Hidden Basement«** in the staging deck.

It appears at the opposite location.

Lead [ Maker ] Robert Herzig B 13/19







## STRANGERS IN THE DARK

*The line between partygoers, hackers, and criminals is blurry at best. Will you be able to blend in?*

Hack 3

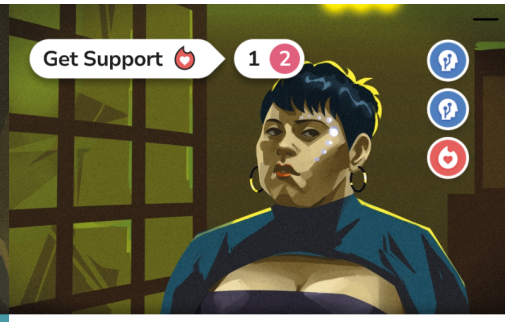
Lead [ Unknown ] Robert Herzig A ?/19

## LIL & ALEXIS
Activists for Sexual Minorities

*"Ever been to this part of the club? We don't wanna be rude, but safe spaces for mecha-sexuals are rare enough, and we don't like people staring."*

Lead [ Activist ] Robert Herzig B 14/19




## STRANGERS IN THE DARK

*The line between partygoers, hackers, and criminals is blurry at best. Will you be able to blend in?*

Hack 3

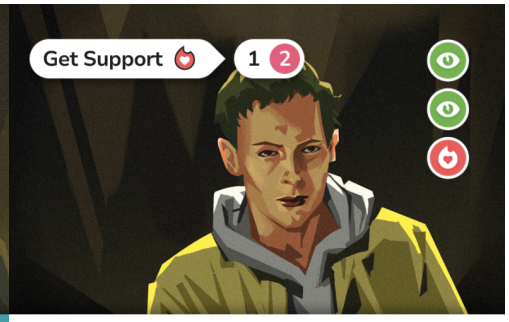
Lead [ Unknown ] Robert Herzig A ?/19

## STEFANIA
Excentric Body Hacking Activist

*"The music sucks, I'm heading to the Hain."*

Lead [ Activist | G-Mod ] Robert Herzig B 15/19




## STRANGERS IN THE DARK

*The line between partygoers, hackers, and criminals is blurry at best. Will you be able to blend in?*

Hack 3

Lead [ Unknown ] Robert Herzig A ?/19

## L30
Data Broker

*"If you call me Leo one more time..."*

Lead [ Underground | Analyst ] Robert Herzig B 16/19




## HIDDEN BASEMENT

*You have heard crazy stories of what happens in the basement of the Syphon.*

Lead [ Seedy | Restricted ] Robert Herzig A ?/19




## REFUGEE HOUSING UNIT
Hidden Basement

*At the Syphon, club culture is about more than bass and drugs. It is also about giving systemic discrimination the middle finger.*

Completed

*Ask the refugees for help.*

Deal 4 Damage to an Enemy at this setting.

Lead [ Inspiring | Restricted ] Robert Herzig B 17/19




## HIDDEN BASEMENT

*You have heard crazy stories of what happens in the basement of the Syphon.*

Lead [ Seedy | Restricted ] Robert Herzig A ?/19




## REFUGEE HOUSING UNIT
Hidden Basement

*At the Syphon, club culture is about more than dancing and hooking up. It is also about building a community.*

Completed

*Ask the refugees for help.*

Place 3 Hacking Cubes on cards in play, divided any way you choose.

Lead [ Inspiring | Restricted ] Robert Herzig B 18/19



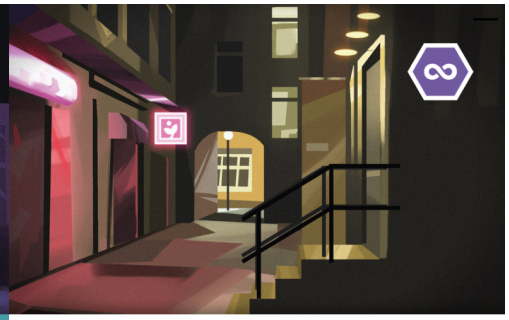

## DIMLY-LIT SECURITY DOOR
An Exit?

*A master locksmith can open a Müller & Bach security door in 10 seconds. The average chump needs a 5 minute tutorial video.*

**Unpredictable**
(Regular Skulls are treated as the Epic Fail.)

Hack 5

Lead [ Ritzy | Restricted ] Robert Herzig A 19/19

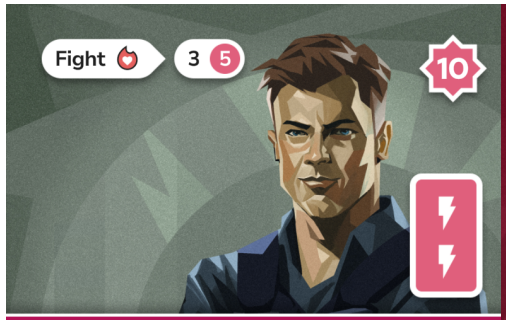


## NEON-LIT ALLEY
Behind the Syphon

*You rush out into the cold air, slamming the security door shut from the other side.*

While all characters are at this location:
*you may escape* → *Read Conclusion 3.*
(Do not advance the chapter.)

Lead [ Public ] Robert Herzig B 19/19



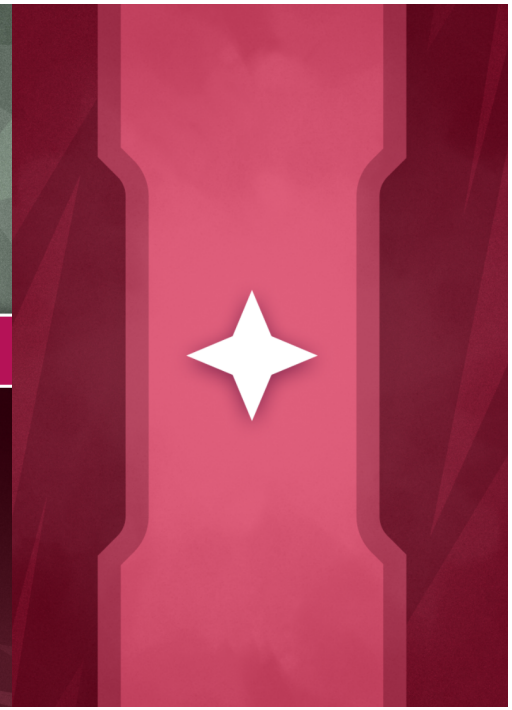

## MARK 'STEELSKIN' CASPAR
Lead Security Specialist

*"Nubicon appreciates your cooperation."*

**Confrontation**
(You cannot move away from this location.)

Hack 3 5

Elite Enemy [ Security | G-Mod ] Robert Herzig 1/11



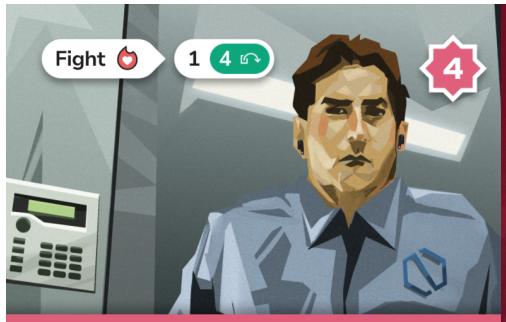



## CORP LOYALIST

*"One day, my loyalty will be repaid."*

**Confrontation**
(You cannot move away from this location.)

Enemy [ Corp ] Robert Herzig 1/5




## CORP LOYALIST

*"One day, my loyalty will be repaid."*

**Confrontation**
(You cannot move away from this location.)

Enemy [ Corp ] Robert Herzig 2/5

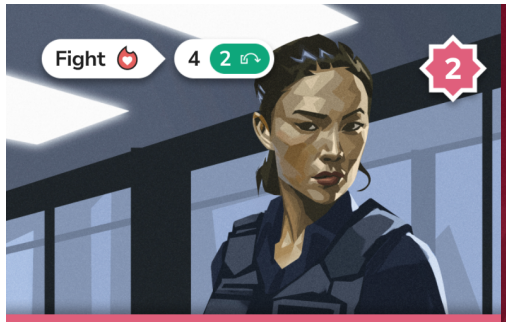



## CORP LOYALIST

*"One day, my loyalty will be repaid."*

**Confrontation**
(You cannot move away from this location.)

Enemy [ Corp ] Robert Herzig 3/5




## FREELANCE SECURITY OFFICER

*Many FSOs are former police that had too many incidents.*

Enemy [ Security ] Robert Herzig 1/5




## FREELANCE SECURITY OFFICER

*Many FSOs are former police that had too many incidents.*

Enemy [ Security ] Robert Herzig 2/5




## NAIRI AZARIAN-MÜLLER

Idealistic Nubicon Engineer

*"I'm fortunate to work on improving everyone's lives."*

**When you perform a Perception or Technology task:** you may ***Recycle*** this Ally → Add +1 and get 1 additional Impact.

Story Ally [ Analyst | G-Mod ] Robert Herzig 5/11



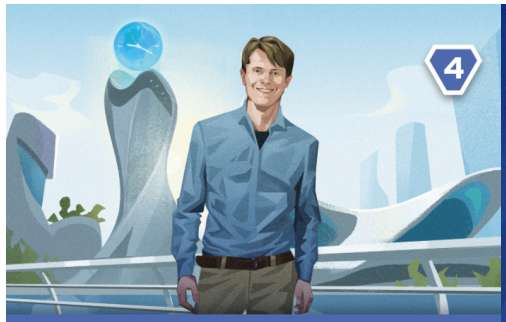

## MAGDALENA SCHNEIDER

Righteous Politician

*"Power comes from the people, not corporations."*

**When you perform a Charisma or Courage task:** you may ***Recycle*** this Ally → Add +1 and get 1 additional Impact.

Story Ally [ Influencer | G-Mod ] Robert Herzig 6/11




## AGENT ACE

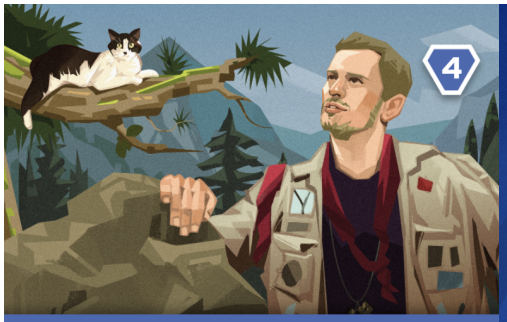
Adventurous Founder

*"To be fully human is to risk the creation of the world we would like to exist."*

You have +1 **Technology**.

***Trash*** → Place 1 Hacking Cube on a card at your setting or in the Network.

Ally [ Universal ] Robert Herzig 11/35



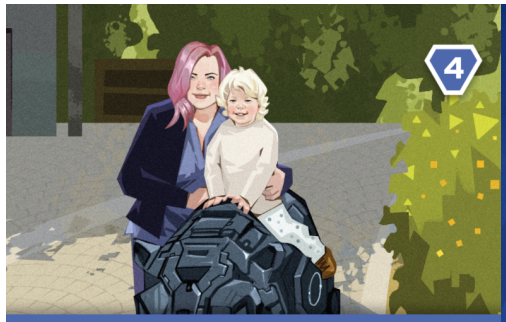
## ALEX DE KLERCK
Tenacious Scholar

*"Knowledge is the world's hidden treasure – we must go out and discover it!"*

You have +1 **Courage** .

***Trash*** → Deal 1 Damage to an Enemy at your setting.

Ally [ Universal ] Robert Herzig 11/35



## MONA & LUCA
Lively Duo

*"My son can be very convincing."*

You have +1 **Charisma** .

***Trash*** → Obtain 1 support marker from a Lead at your setting.

Ally [ Universal ] Robert Herzig 11/35



## BEATE SCHÖNLEBEN
Kind-hearted Artist

*"Create with your heart and spirit, not just your mind."*

You have +1 **Perception** .

***Trash*** → Remove 1 Secret from a Lead at your setting.

Ally [ Universal ] Robert Herzig 11/35




## FELINA DRUCKER

*As a junior reporter, you dreamed about breaking a big story that would topple a CEO. Instead, you ended up reviewing gadgets and rephrasing press releases. The interviews you did were never soft, but you did not relentlessly interrogate people, either. Maybe it was because you wanted to believe their vision of the future where technology would solve everyone's problems.*

*When early commercial implants became available, you were among the first to get an Augmented Reality retina, rarely turning the meta reality off. Some people think this is weird, but you consider yourself just to be a little ahead.*

*You secretly never stopped looking for that one story. Surely, all those contacts you collected over the years must be worth something. One day, you will land your big scoop.*

**Character Tool:** Insider Sources
Cybernetic Retina




## ASIM SHAKIB

*Every job you have ever had ended before you could make it to a full year. This unfortunate luck was never even your own fault. You were hard-working and "exceeding expectations" (as they call it these days). But there were restructures, unexpected economic headwinds, or a need for the Q4 bonuses to come from somewhere. They always laid off the most junior employees – including you.*

*Since then, you had an odd job here and there, trying to keep afloat with gig work, making just enough to stay out of social security. Through these jobs, you met many people. Most of them are scraping by just like you, making it from one paycheck to the next. It became clear to you that something needed to change. You were not unlucky, the system was set up for people to be left behind. It was time to bring a community together to fight back and ensure that everyone would profit from those corporate gains.*

**Character Tool:** Union Leadership
Neighborhood Solidarity




## LARX KRAJEWSKI

*You always had this tendency to act without thinking to right wrongs, especially when your friends are mistreated. This has earned you respect, but was also where all your problems came from: You had a stable job in corporate security – until the incident. Afterwards, the only job you were able to land was working as a bouncer.*

*At first, you hated it. But as your anger cooled, you started to like it. People respected you. Here, you were able to enforce your own rules; rules that made sense. Sometimes, your own rules clash with those of society. But if there is one thing you learned from all of this, it is that not all laws are just. Sometimes, people have to stand up and do what is right.*

**Character Tool:** Confiscated Goods
Revoked Company ID




## DENIZ YILMAZ

*The future will be bright – you are certain of this. There will be prosperity and wealth for everyone built by machines driven by AI software. This AI will be able to perform any and all work for humanity. Your plan is to build a foundation for a better, more hopeful tomorrow.*

*Some people say you are strengthening surveillance capitalism, giving even more power to the establishment that's known for exploiting the weak. But those people do not dream big enough. AI taking over the human workforce is a good thing. People will be free to enjoy their lives – make art.*

*The status quo must be questioned in order to envision a true social-democratic utopia. And people like you will take it upon themselves to drive humanity towards that bright future.*

**Character Tool:** Bionic Prosthesis
Yılmaz.deep 0.9 beta

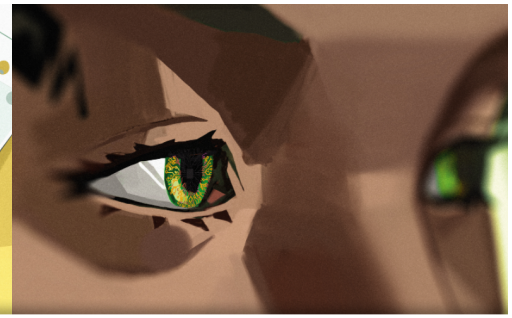


## INSIDER SOURCES

*"After every press release, there is always someone unhappy enough to tell you what's really going on."*

**When you remove the first Secret ❖ from a Lead:** gain 1 random Attribute Marker ? with two charges (from the supply).
[Limit 1 per round.]

Character Tool — Felina Drucker — Robert Herzig — 2/35



## CYBERNETIC RETINA

*"The AR ads aren't that bad – at least within the EU."*

**After you analyze in your turn:** reduce both the retreat and threat value(s) of all cards by 3 until the end of your turn.
[Limit 1 per round.]

Character Tool — Felina Drucker — Robert Herzig — 2/35




## UNION LEADERSHIP

*"Stand tall. Demand your share of corporate gains!"*

**When you complete a Get Support task:** you may ***Shape 2 modifiers***.
(Reveal 2 modifiers. Then, shuffle 2 revealed modifiers back into the Grid.)
[Limit 1 per round.]

Character Tool | Asim Shakib | Robert Herzig | 2/35



## NEIGHBORHOOD SOLIDARITY

*"In my neighborhood, people still look out for each other, because they know how it feels to be down on your luck."*

**When another character succeeds at a task for which you used 1 or more Attribute Markers:** choose one. [Each choice is limit 1 per round.]
- They add +1 during their next task this round.
- They gain 1 Hope .
- They may move (after this action).

Character Tool | Asim Shakib | Robert Herzig | 2/35



## CONFISCATED GOODS

*"You would not imagine what people bring to the club!"*

**When you defeat an Enemy:** recover 1 Action card at random (from your discard pile). [Limit 1 per round.]

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**When you defeat a State:** recover 1 Action card at random (from your discard pile). [Limit 1 per round.]

Character Tool | Larx Krajewski | Robert Herzig | 2/35

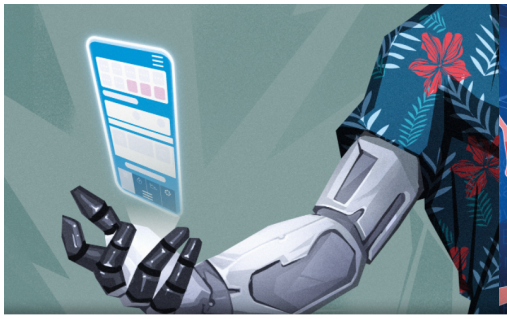



## REVOKED COMPANY ID

*"If you hold it the right way, the expiration date becomes less important."*

**After you reveal the modifier(s) for a task:** you may reveal 1 additional modifier. [Limit 1 per round.]

Character Tool | Larx Krajewski | Robert Herzig | 2/35

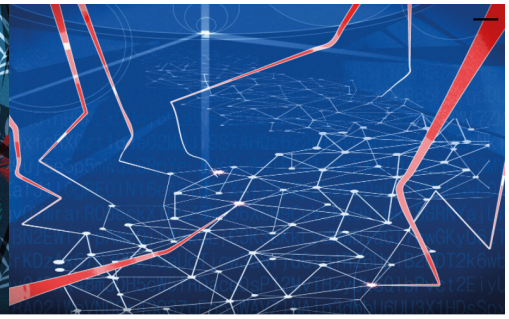


## BIONIC PROSTHESIS

*"As a kid, they told me they can give me a 'real' arm through stem cell treatments, but I already had one."*

**When you complete a Hack task:** choose one. [Each choice is limit 1 per round.]
- The next task this round performed by any character gets 1 additional Impact .
- Gain 1 Hope .

Character Tool | Deniz Yılmaz | Robert Herzig | 2/35



## YILMAZ.DEEP 0.9 BETA

*/* Algorithm created by DenY to shape the future my mother Aylin dreamed of. */*

**Spend 1 action or spend 1 Hope → *Analyze 2 modifiers*.**
You may archive 1 analyzed modifier. (Reshuffle the unrevealed modifiers.)
[Limit 1 per round.]

Character Tool | Deniz Yılmaz | Robert Herzig | 2/35




## RELIABLE SOURCE

**When you discard an encounter card from the encounter deck:** you may ***Recycle*** this Tool → Resolve an effect based on the card type.
› **Enemy:** Obtain 1 support marker from a Lead at your setting.
› **State:** Remove 1 Secret from a Lead at your setting.

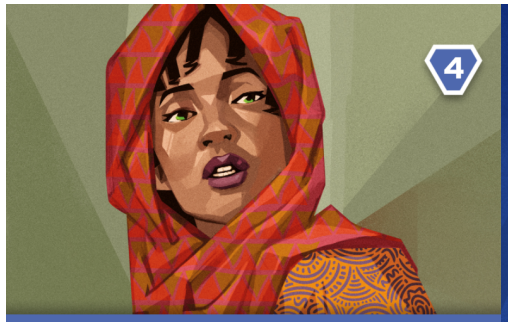
Tool | [Insider] | Robert Herzig | 3/35




## PRESS PASS

**After you reveal the modifier(s) for a task and there is no Skull among them:** you may ***Trash*** this Tool → Ignore the modifier(s) revealed. Treat them as if you had revealed the Epic Win instead.

Tool [Insider] Robert Herzig 4/35

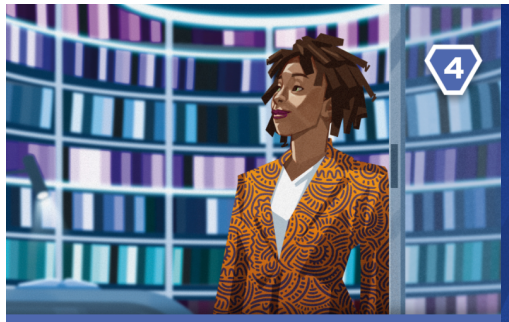



## FRT-DISRUPTION SCARF

***Trash*** → Place 2 Hope on the Surveillance card.

(Hope on the Surveillance card ignores the increase of Surveillance.)

Tool [Insider] Robert Herzig 5/35




## INSATIABLE CURIOSITY

You may perform an additional **Investigate** action in your turn.

Tool [Insider] Robert Herzig 6/35

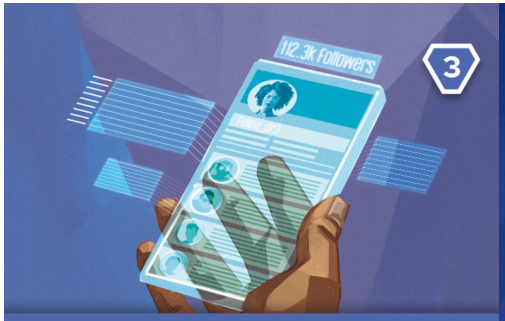



## FRIENDS IN HIGH PLACES

**When you make a choice on a regular Dilemma:** you may ***Recycle*** this Tool → Ignore that choice.

[While the Surveillance card is on the escalation side, the above effect becomes ***Trash*** instead of ***Recycle*** .]

Tool [Influencer] Robert Herzig 7/35




## 100,000 FOLLOWERS

***Recycle*** → Gain 3 random Attribute Markers with a single charge each (from the supply).

Tool [ Influencer ] Robert Herzig 8/35




## HOT TAKE

**When you have 3 or more Impact and succeed at a task:** you may add +1 to the next task this round performed by any character. Give that task ***Reckless***.

---

**When you have 3 or more Impact and fail a task:** gain 1 **Courage** Marker with two charges (from the supply).

Tool [ Influencer ] Robert Herzig 9/35




## SOCIAL NETWORK

**After you flip a Lead:** choose one.

- Obtain 1 Hope from a Lead at your setting.
- Roll 1 attribute die. Obtain 1 matching Attribute Marker from a Lead at your setting.

Tool [ Influencer ] Robert Herzig 10/35




## PROTESTERS' LAW TRAINING

***Trash*** → Retreat 1 regular Enemy at your setting.

Tool [ Activist ] Robert Herzig 3/35




## ACTIVE LISTENING

You may perform an additional **Get Support** action in your turn.

Tool [ Activist ] Robert Herzig 4/35




## A NEW MOVEMENT

**When you shuffle a revealed modifier back into the Grid:** you may shuffle another revealed modifier with the same value back into the Grid.

[Limit 1 per round.]

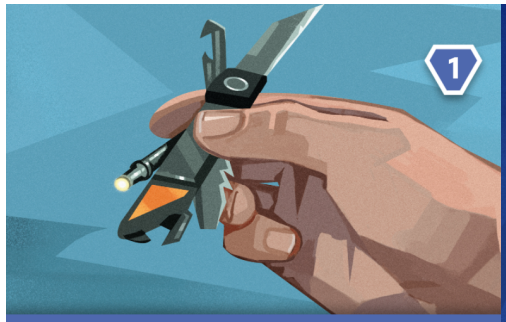
Tool [ Activist ] Robert Herzig 5/35




## COLLECTIVE ACTION

**When you use an Attribute Marker for a task performed by another character:** (additionally) add +1.

Tool [ Activist ] Robert Herzig 6/35




## EMERGENCY PLAN

**After you reveal the modifier(s) for a task:** you may choose one.

- ***Recycle*** this Tool → Add +1.
- ***Trash*** this Tool → Add +2.

Tool [ Maker ] Robert Herzig 7/35




## CODE-SWITCHING

**When your turn begins:** roll 1 attribute die. You have +1 in the rolled attribute until the end of your turn.

Tool [ Maker ] Robert Herzig 8/35




## DIY SKATEBOARD

**After you move:** you may perform an additional task → Give that task ***Flexible***.

If you do not succeed by 2 or more: ***Trash*** this Tool.

[Limit 1 per round.]

Tool [ Maker ] Robert Herzig 9/35




## HOLO-BASS GUITAR

**When your turn begins:** you may discard 1 Action card → A character at your setting recovers 1 Action card (from their discard pile).

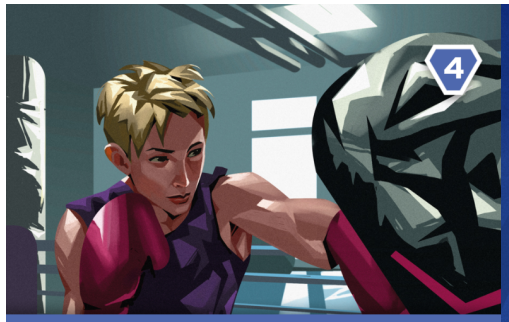
Tool [ Maker ] Robert Herzig 10/35




## NOTEBOOK OF FAVORS

***Trash*** → Retreat 1 regular State at your setting or in the Network.

Tool [ Authority ] Robert Herzig 3/35




## SELF-DEFENSE TRAINING

You may perform an additional **Fight** action in your turn.

Tool [ Authority ] Robert Herzig 4/35




## TILIDIFENE 800

**After you discard 1 or more Action cards from your hand:** gain 1 Hope .
[Limit 1 per round.]

Tool [ Authority ] Robert Herzig 5/35




## PROTECTIVE INSTINCT

**When you retreat or defeat a card:** remove 1 Secret from a Lead at your setting.
[Limit 1 per round.]

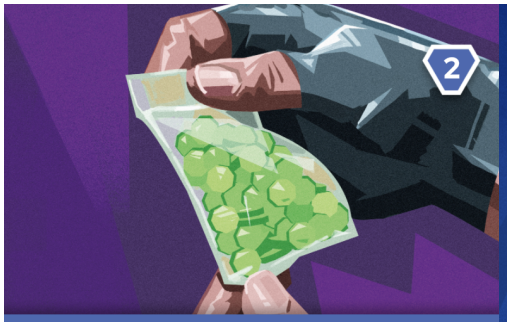
Tool [ Authority ] Robert Herzig 6/35




## LIQUID KEVLAR JACKET

**After an Enemy attacks you:**
you may ***Recycle*** this Tool →
Deal 1 Damage to that Enemy.

Tool [ Underground ] Robert Herzig 7/35



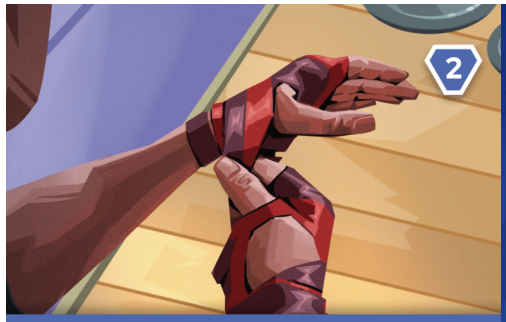

## GREEN OCTAGON

You have +1 **Perception** .

---

**When your turn begins: *Recycle*** this Tool.
You may suffer 1 Stress to ignore this effect.

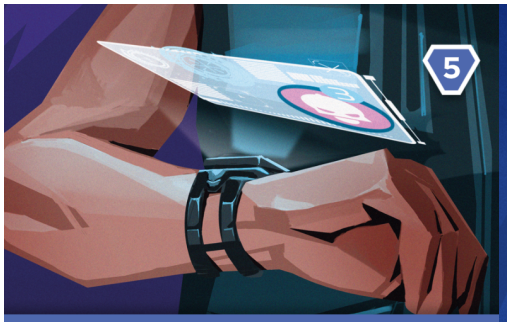
**Tool** [ Underground ] Robert Herzig 8/35




## RESERVES OF STRENGTH

***Trash*** → Recover 2 Action cards at random (from your discard pile).

**Tool** [ Underground ] Robert Herzig 9/35




## STOLEN DEFSEC SMARTWATCH

You treat the value on printed Skull modifiers as [+1].

**Tool** [ Underground ] Robert Herzig 10/35




## TX-7 HOLOSCREEN PRO

**When you perform a task:** you may ***Recycle*** this Tool → Get 1 additional Impact .

[If you reveal a Skull for this task: ignore the above effect and ***Trash*** this Tool.]

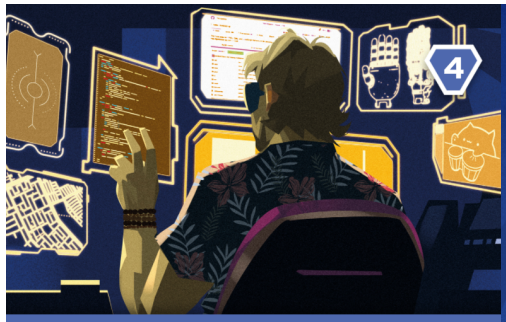
**Tool** [ Analyst ] Robert Herzig 3/35




## SCIENTIFIC DEGREE

**When you analyze modifiers:**
you may look at 1 additional modifier.
[Limit 1 per round.]

Tool [ Analyst ] Robert Herzig 4/35




## RENOWNED EXPERT

**When you succeed at a task:** add +1 to your next task this round.

Tool [ Analyst ] Robert Herzig 5/35




## TRI-LINGUAL EDUCATION

You may perform an additional **Hack** action in your turn.

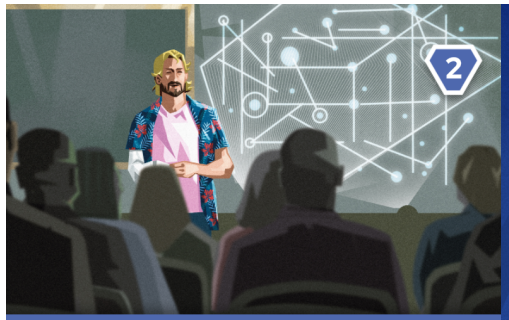
Tool [ Analyst ] Robert Herzig 6/35




## CLARITY OF MIND

**When you perform a task:** you may guess a number modifier.
If you reveal the guessed modifier: get 1 additional Impact and gain 1 Hope .
[Limit 1 successful guess per round.]

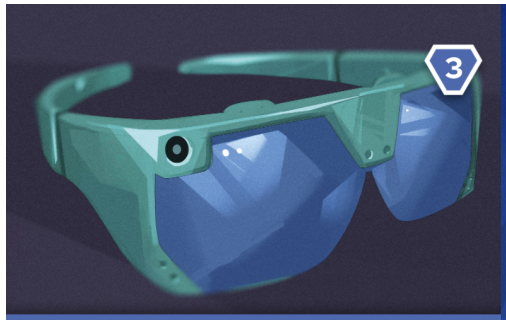
Tool [ Believer ] Robert Herzig 7/35




## ANGEL INVESTOR

**After you reveal the modifier(s) for a task:** you may spend 1 Hope → Reveal 1 additional modifier. Then, you may repeat this process as many times as you want (by spending 1 Hope each time).

Tool [ Believer ] Robert Herzig 8/35



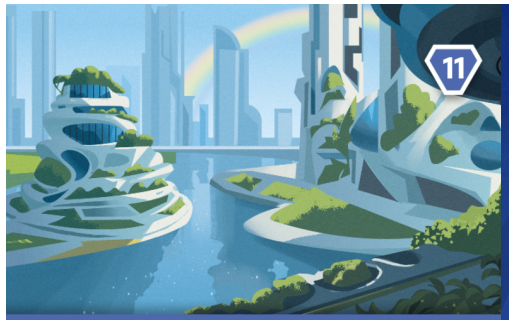

## CYBERVIEW AR GLASSES

**After you analyze modifiers without archiving or revealing any:** gain 1 Hope .
[Limit 1 per round.]

---

**After you analyze encounter cards without discarding or drawing any:** gain 1 Hope .
[Limit 1 per round.]

Tool [ Believer ] Robert Herzig 9/35




## UTOPIAN VISION

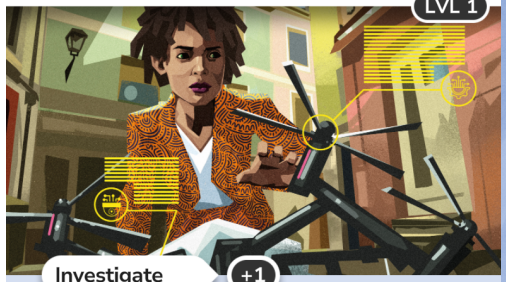
You may spend Hope as Resources when purchasing this Tool.

---

You have +1 to all attributes.
( , , & )

Tool [ Believer ] Robert Herzig 10/35

## FIELDWORK

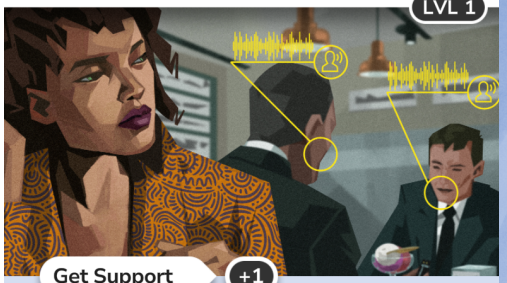



Choose one.
- Add +2.
- Get 2 additional Impact → Draw 1 encounter card (after this action).

Action Daring Investigation [ Insider | Influencer ] Robert Herzig 12/35

## GET A SCOOP

LVL 1



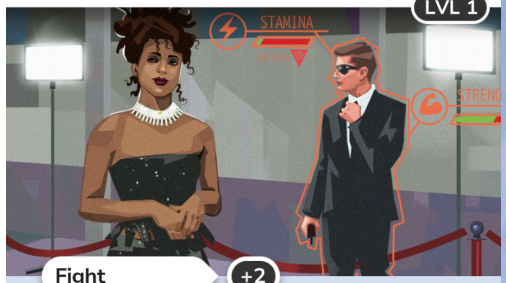
Get Support +1

Choose one.
- Add +2.
- Get 2 additional Impact → Draw 1 encounter card (after this action).

Action | Daring Investigation [ Insider | Influencer ] | Robert Herzig | 13/35

## STAY UNDERCOVER

LVL 1




Fight +2

Hack +2

***Flexible*** (1 Attribute Marker of any attribute may be used as if it is matching.)

**If you retreat an Enemy or State:** you may perform an additional action (after this action).

Action | Secret Approach [ Insider | Influencer ] | Robert Herzig | 14/35

## ANONYMOUS TIP

LVL 1




Investigate +2

Get Support +2

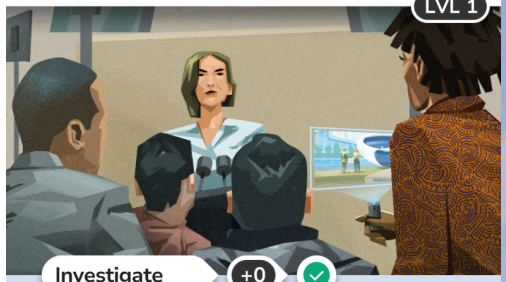
**If you remove the first Secret ❖:** ***Analyze 3 encounter cards***. You may discard 1 analyzed regular card. (Reshuffle the encounter deck.)

**If you obtain the first support marker:** gain 1 random Attribute Marker with a single charge (from the supply).

Action | Secret Approach [ Insider | Influencer ] | Robert Herzig | 15/35

## HOLD ACCOUNTABLE

LVL 1



Investigate +0

Fight +0

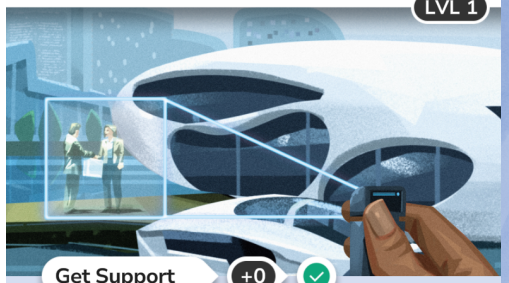
***Teamwork*** (1 matching Attribute Marker may be used to get 1 additional Impact instead of +2.)

**If you succeed:** ***Analyze 2 encounter cards***. You may discard 1 analyzed regular card. (Reshuffle the encounter deck.)

Action | Freedom of Press [ Insider | Influencer ] | Robert Herzig | 16/35

## VERIFY THE SOURCE

LVL 1



Get Support +0

Hack +0

***Teamwork*** (1 matching Attribute Marker may be used to get 1 additional Impact instead of +2.)

If you succeed: ***Analyze 2 encounter cards***. You may discard 1 analyzed regular card. (Reshuffle the encounter deck.)

Action | Freedom of Press [ Insider | Influencer ] | Robert Herzig | 17/35

## SHARE YOUR SUCCESS

LVL 1



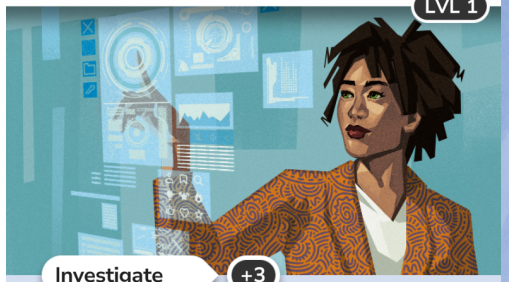
Any Task +2

**If you succeed:** add +1 to the next task this round performed by any character.

Action | [ Universal ] | Robert Herzig | 18/35

## SEEK ANSWERS

LVL 1



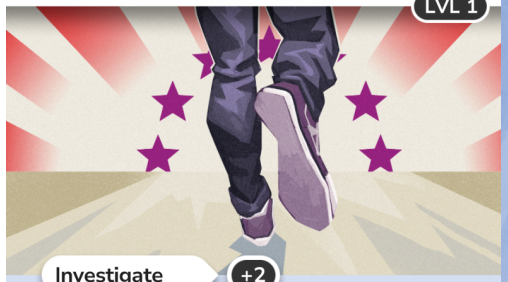
Investigate +3

**If you succeed:** ***Analyze 2 modifiers***. You may archive 1 analyzed modifier. (Reshuffle the unrevealed modifiers.)

Action | [ Universal ] | Robert Herzig | 19/35

## LEAD THE WAY

LVL 1



Investigate +2

Fight +2

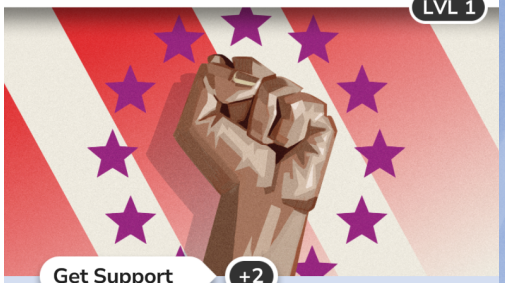
Get 1 additional Impact if you moved this round.

**If you succeed:** roll 1 attribute die. You have +1 in the rolled attribute until the end of the round. This also applies to other characters, while they are at your setting.

Action | Take Initiative [ Activist | Maker ] | Robert Herzig | 12/35

## USE THE MOMENTUM

LVL 1



Get Support +2

Hack +2

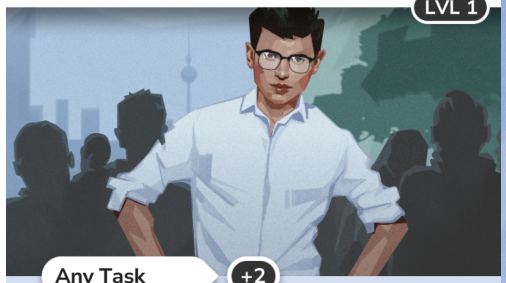
Get 1 additional Impact ✓ if you moved this round.

**If you succeed:** roll 1 attribute die. You have +1 in the rolled attribute until the end of the round. This also applies to other characters, while they are at your setting.

Action | Take Initiative [ Activist | Maker ] | Robert Herzig | 13/35

## SLEEVES UP

LVL 1



Any Task +2

**If you succeed:** choose one.

- Another character at your setting may move (after this action).
- You may move (after this action).
- Shuffle 1 modifier, revealed for this task, back into the Grid.

Action | Decisive Action [ Activist | Maker ] | Robert Herzig | 14/35

## UNLIKELY ALLIES

LVL 1



Get Support +1 ✓

**If you succeed by 2 or more:** recharge 1 Attribute Marker.

Action | Decisive Action [ Activist | Maker ] | Robert Herzig | 15/35

## MAKE A DIFFERENCE

LVL 1




Investigate +2

Hack +2

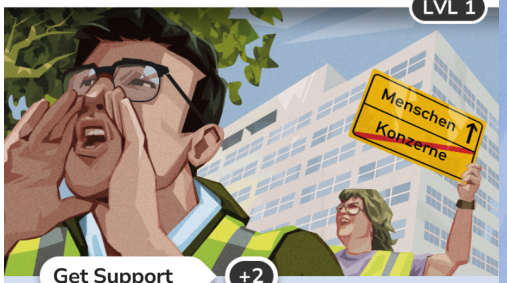
**If you succeed:** you may move (after this action).

**If you complete the task:** you may ***Shape 1 modifier***. (Reveal 1 modifier. Then, shuffle 1 revealed modifier back into the Grid.)

Action | Unite and Conquer [ Activist | Maker ] | Robert Herzig | 16/35

## RALLY THE PEOPLE

LVL 1




Get Support +2

Fight +2

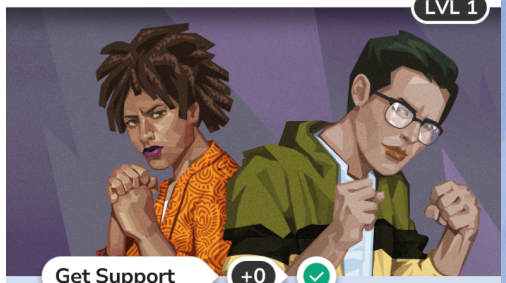
**If you succeed:** you may move (after this action).

**If you complete the task:** you may ***Shape 1 modifier***. (Reveal 1 modifier. Then, shuffle 1 revealed modifier back into the Grid.)

Action — Unite and Conquer [ Activist | Maker ] — Robert Herzig — 17/35

## COMMON GROUND

LVL 1



Get Support +0

Fight +0

**If you succeed by 2 or more:** get 1 additional Impact.

Action — [ Universal ] — Robert Herzig — 18/35

## ENCOURAGING SPEECH

LVL 1



Get Support +3

**If you succeed:** choose another character at your setting. They may perform an additional task (after this action and during your turn).

Action — [ Universal ] — Robert Herzig — 19/35

## WELL-RESPECTED

LVL 1



Investigate +2

Get Support +2

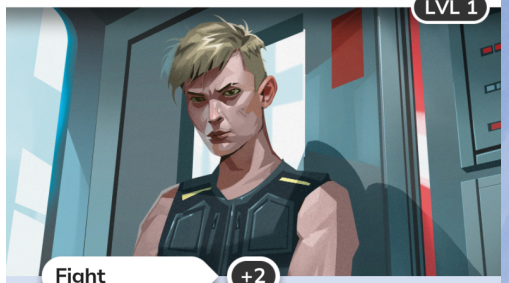
***Reckless***
(Reveal 1 additional modifier.)

**If you reveal 1 or more Skulls** : remove up to 2 Secrets from a Lead at your setting.

Action — Reckless Enforcement [ Authority | Underground ] — Robert Herzig — 12/35

## UPHOLD YOUR CODE

LVL 1



Fight +2

Hack +2

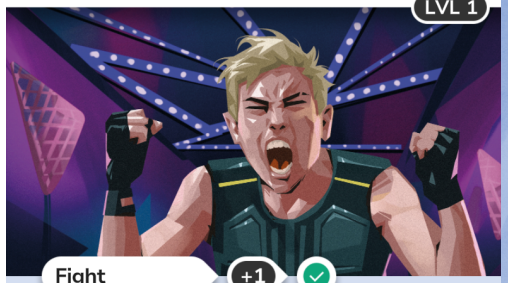
***Reckless***
(Reveal 1 additional modifier.)

**If you reveal 1 or more Skulls** : place up to 2 Hacking Cubes on a card at your setting or in the Network.

Action — Reckless Enforcement [ Authority | Underground ] — Robert Herzig — 13/35

## ANGER ISSUES

LVL 1



Fight +1

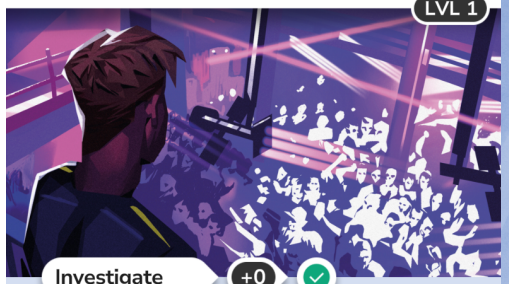
***Reckless***
(Reveal 1 additional modifier.)

**If you reveal 1 or more Skulls** : deal up to 2 Damage to an Enemy at your setting.

Action — Vigilante Justice [ Authority | Underground ] — Robert Herzig — 14/35

## READING THE CROWD

LVL 1



Investigate +0

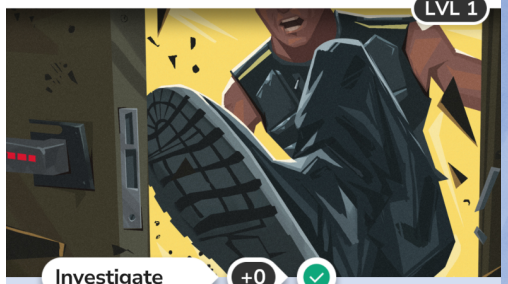
Get Support +0

Add +2 for each Enemy at your location. [Maximum +4.]

Action — Vigilante Justice [ Authority | Underground ] — Robert Herzig — 15/35

## KICKING IN DOORS

LVL 1



Investigate +0

Get Support +0

You may suffer 1 Stress → Add +2.

**If you have 1 or fewer cards in hand and succeed:** gain 1 Hope .

Action — Grim Resolve [ Authority | Underground ] — Robert Herzig — 16/35

## WITHOUT REGARDS TO LOSSES

LVL 1




Fight +0

Hack +0

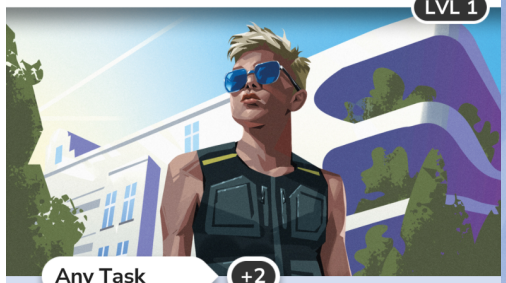
You may suffer 1 Stress → Add +2.

**If you have 1 or fewer cards in hand and succeed:** gain 1 Hope .

Action | **Grim Resolve** [ Authority | Underground ] | Robert Herzig | 17/35

## HIGH HOPES

LVL 1



Any Task +2

**If you succeed:** gain 1 Hope .

Action | [ Universal ] | Robert Herzig | 18/35

## FIND WEAKNESS

LVL 1



Fight +3

**If you succeed:** ***Analyze 2 encounter cards***. You may discard 1 analyzed regular card. (Reshuffle the encounter deck.)

Action | [ Universal ] | Robert Herzig | 19/35

## RECOGNIZE PATTERN

LVL 1



Investigate +2

Hack +2

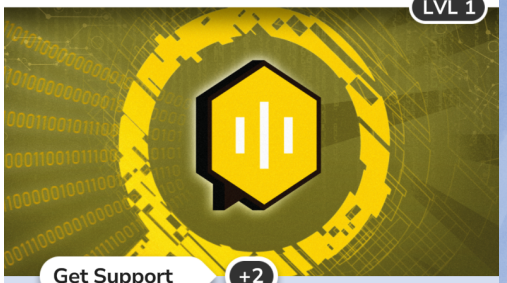
**If you succeed:** during the next task this round the performing character has +2 **Perception** and +2 **Technology** .

**If you fail:** gain 1 Hope . [Instead: gain 2 Hope, if you reveal the Epic Fail.]

Action | **Machine Learning** [ Analyst | Believer ] | Robert Herzig | 12/35

## ANALYZE BEHAVIOR

LVL 1



Get Support +2

Hack +2

**If you succeed:** during the next task this round the performing character has +2 **Charisma** and +2 **Technology** .

**If you fail:** gain 1 Hope . [Instead: gain 2 Hope, if you reveal the Epic Fail.]

Action | Machine Learning [ Analyst | Believer ] | Robert Herzig | 13/35

## ASSESS RISK

LVL 1



Fight +2

Hack +2

**If you succeed:** during the next task this round the performing character has +2 **Courage** and +2 **Technology** .

**If you fail:** gain 1 Hope . [Instead: gain 2 Hope, if you reveal the Epic Fail.]

Action | Data Security [ Analyst | Believer ] | Robert Herzig | 14/35

## BACK UP YOUR BACKUP

LVL 1



Any Task +2

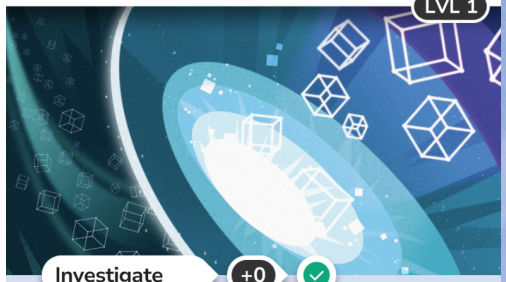
**If you succeed:** ***Analyze 2 modifiers***. You may archive 1 analyzed modifier. (Reshuffle the unrevealed modifiers.)

**If you fail:** gain 1 Hope . [Instead: gain 2 Hope, if you reveal the Epic Fail.]

Action | Data Security [ Analyst | Believer ] | Robert Herzig | 15/35

## UPGRADE THE ODDS

LVL 1



Investigate +0

Get Support +0

Add +1 if your previous task this round was successful.

**If you complete the task:** ***Analyze 2 modifiers***. While you do, choose one.

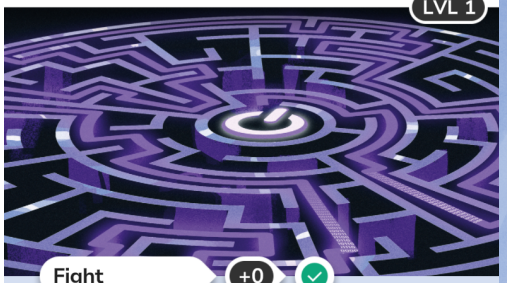
- Archive 1 analyzed modifier.
- Gain 1 Hope .

(Reshuffle the unrevealed modifiers.)

Action | Form the Future [ Analyst | Believer ] | Robert Herzig | 16/35

## SHUT DOWN THE SYSTEM

LVL 1



Fight +0

Hack +0

Add +1 if your previous task this round was successful.

**If you complete the task: *Analyze 2 modifiers***. While you do, choose one.

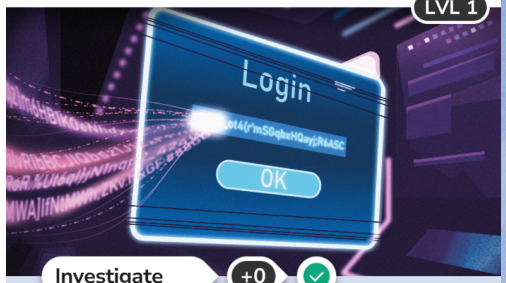
- Archive 1 analyzed modifier.
- Gain 1 Hope .

(Reshuffle the unrevealed modifiers.)

Action | Form the Future [ Analyst | Believer ] | Robert Herzig | 17/35

## DATA BREACH

LVL 1




Investigate +0

Hack +0

**If you succeed by 2 or more:** get 1 additional Impact .

Action | [ Universal ] | Robert Herzig | 18/35

## BACK DOOR

LVL 1



Hack +3

**If you succeed:** you may retreat 1 regular Enemy at your setting.

Action | [ Universal ] | Robert Herzig | 19/35



## AT THE DARKEST HOUR

*If there is nothing else, there is always hope!*

Gain 1 Hope .

Elite Dilemma | [ Fortunate ] | Robert Herzig | 1/9



## AT THE DARKEST HOUR

*If there is nothing else, there is always hope!*

Gain 1 Hope .

Elite Dilemma [ Fortunate ] Robert Herzig 2/9



## AT THE DARKEST HOUR

*If there is nothing else, there is always hope!*

Gain 1 Hope .

Elite Dilemma [ Fortunate ] Robert Herzig 3/9



## AT THE DARKEST HOUR

*If there is nothing else, there is always hope!*

Gain 1 Hope .

Elite Dilemma [ Fortunate ] Robert Herzig 4/9




## A RIGGED SYSTEM

*Do not blame yourself. Blame the system.*

Draw 2 additional encounter cards.

Elite Dilemma [ Fateful ] Robert Herzig 5/9




## A RIGGED SYSTEM

*Do not blame yourself. Blame the system.*

Draw 2 additional encounter cards.

Elite Dilemma [ Fateful ] Robert Herzig 6/9




## A RIGGED SYSTEM

*Do not blame yourself. Blame the system.*

Draw 2 additional encounter cards.

Elite Dilemma [ Fateful ] Robert Herzig 7/9




## A RIGGED SYSTEM

*Do not blame yourself. Blame the system.*

Draw 2 additional encounter cards.

Elite Dilemma [ Fateful ] Robert Herzig 8/9




## A RIGGED SYSTEM

*Do not blame yourself. Blame the system.*

Draw 2 additional encounter cards.

Elite Dilemma [ Fateful ] Robert Herzig 9/9



## PROFILING

**Choose one.**
- Trigger 1 Surveillance .
- Suffer 2 Stress .

**Dilemma** [ Monitoring | Data ] Robert Herzig 1/6



## PROFILING

**Choose one.**
- Trigger 1 Surveillance .
- Suffer 2 Stress .

**Dilemma** [ Monitoring | Data ] Robert Herzig 2/6



## PROFILING

**Choose one.**
- Trigger 1 Surveillance .
- Suffer 2 Stress .

**Dilemma** [ Monitoring | Data ] Robert Herzig 3/6



## PROFILING

**Choose one.**
- Trigger 1 Surveillance .
- Suffer 2 Stress .

**Dilemma** [ Monitoring | Data ] Robert Herzig 4/6



## ADVANCED PROFILING

**Choose one.**
- Trigger 2 Surveillance .
- Suffer 4 Stress .

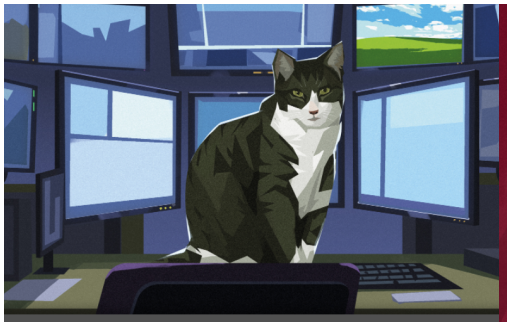
Dilemma [ Monitoring | Data ] Robert Herzig 5/6



## ADVANCED PROFILING

**Choose one.**
- Trigger 2 Surveillance .
- Suffer 4 Stress .

Dilemma [ Monitoring | Data ] Robert Herzig 6/6



## INVASION OF PRIVACY

Trigger 1 Surveillance .

***Follow-up***
(Draw 1 additional encounter card after this card.)

Dilemma [ Monitoring ] Robert Herzig 1/6

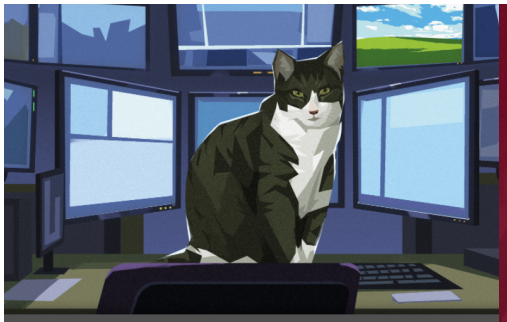


## INVASION OF PRIVACY

Trigger 1 Surveillance .

***Follow-up***
(Draw 1 additional encounter card after this card.)

Dilemma [ Monitoring ] Robert Herzig 2/6



## INVASION OF PRIVACY

Trigger 1 Surveillance .

---

***Follow-up***
(Draw 1 additional encounter card after this card.)

Dilemma [ Monitoring ] Robert Herzig 3/6




## NETWORK ANALYSIS

**Choose one.**
- Suffer 3 Stress .
- Spend 1 charge from an Attribute Marker (without effect).

Dilemma [ Social | Data ] Robert Herzig 4/6




## NETWORK ANALYSIS

**Choose one.**
- Suffer 3 Stress .
- Spend 1 charge from an Attribute Marker (without effect).

Dilemma [ Social | Data ] Robert Herzig 5/6




## NETWORK ANALYSIS

**Choose one.**
- Suffer 3 Stress .
- Spend 1 charge from an Attribute Marker (without effect).

Dilemma [ Social | Data ] Robert Herzig 6/6



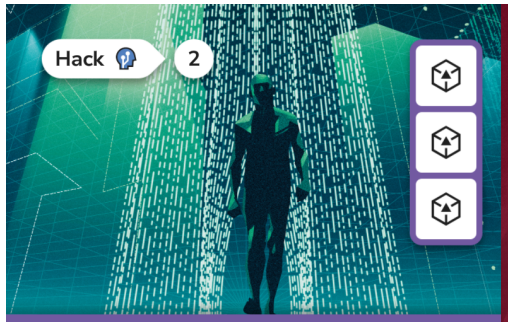
Hack 2

## DATA DE-ANONYMIZATION

*They have the data to find you.*
*All they need is your consent to use it.*

**When the encounter phase begins:**
each character suffers 1 Stress .

State [ Data ] Robert Herzig 4/5



Hack 2

## DATA DE-ANONYMIZATION

*They have the data to find you.*
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**When the encounter phase begins:**
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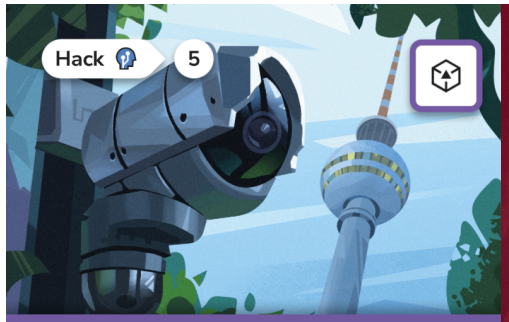
State [ Data ] Robert Herzig 5/5



Hack 5

## ADVANCED SURVEILLANCE

*We feared the surveillance of the state, but we are instead surveilled by capitalists.*

**When the encounter phase begins:**
trigger 2 Surveillance .

State [ Monitoring ] Robert Herzig 3/5



Hack 5

## ADVANCED SURVEILLANCE

*We feared the surveillance of the state, but we are instead surveilled by capitalists.*

**When the encounter phase begins:**
trigger 2 Surveillance .

State [ Monitoring ] Robert Herzig 4/5




## ADVANCED SURVEILLANCE

*We feared the surveillance of the state, but we are instead surveilled by capitalists.*

When the encounter phase begins:
trigger 2 Surveillance .

State [ Monitoring ] Robert Herzig 5/5

## ATTRIBUTE DIE

1 = 2 =

3 = 4 =

5 = 6 =

## ATTRIBUTE DIE

1 = 2 =

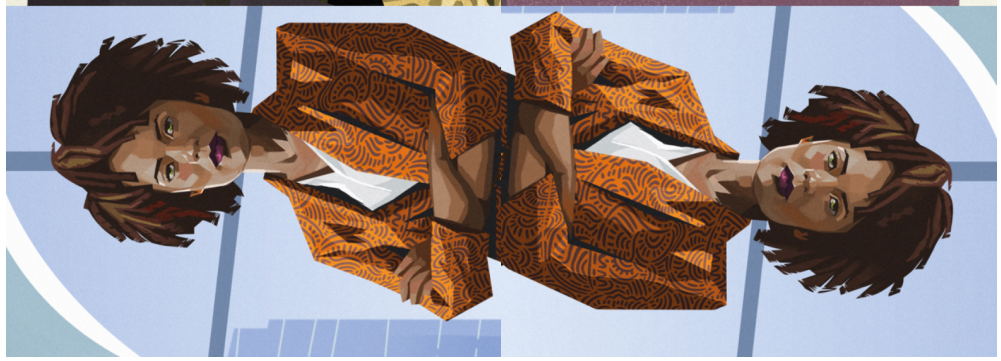
3 = 4 =

5 = 6 =









## Manufacturer Information

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