

War, Inc.

The Big Change

The latter part of the twentieth century was, for the most part, a boom economy for the United States of America. Consumers were buying like mad and going into debt for those things they couldn't afford right away. Money was being made, hand over fist and there was nothing on the horizon to indicate that it was going to change.

As the Internet became mainstream even more businesses flourished and the market was inundated with start-ups whose entire business was conducted "virtually". The Internet was even breaking down the barriers of the international market. There were many who made their fortunes in the dot-com world of business. That is until the United States were attacked.

In the early part of the of the twenty-first century, the USA was attacked by North Korea. Prompted by a growing resentment of the US to act as the global police department, the attack came swiftly and unannounced. Within the first week of the attack, Washington, D.C had fallen to the North Koreans. The US' allies were unable to come to the aid of the United States because North Korea had targeted strategic locations with a nuclear arsenal which had quietly been built up since the first Korean War.

After a year of conflict and Washington, D.C, New York, Los Angeles all in near ruin, the United States were successful in routing the North Korean army. The invasion had left a far greater mark on the once proud nation. The Shadow of fear and paranoia encompassed the States like never before. Not since the American Revolution had a war been fought upon the soil of the USA. The people wanted security and the government was eager to oblige.

The nation underwent a radical transformation. Government mandated regulations became increasingly severe in the ensuing years. Borders were closed and the international policy deteriorated as the US became more isolationist in its policies. Security above all else was the order of the day and businesses were finding it more and more difficult to compete, not only nationally, but in the international market as well. The United States was quickly losing its position in the Global Market Place.

The Corporate Insurrection (or the Second American Revolution)

The United States' government had evolved to a quasi-fascist government with the intent to protect its citizens at all costs. Corporate America was stifling under the weight of the new regulations. The Internet had become "The Intranet" as the US refused to let data flow out of or into the US. The dot-coms which had flourished because of the global nature of the Internet were slowly dying.

Ten of the largest corporations began holding meetings in secret to discuss the state of affairs and quickly came to the conclusion that the entire economy was facing devastation unless something was done to change things. The new corporate buzz phrase became, "Change or Die!"

The Big Ten, as they came to be called, began meeting with government officials, trying to lobby their cause. They sunk money into the election funds trying to get politicians elected who

would help implement changes to the existing regulations and help loosen restrictions. These politicians gladly accepted their money, but quickly forgot who helped get them elected and the Corporations were left out in the cold.

Feeling that their voice was not being heard, the Big Ten began drafting The Business Plan. The Business Plan detailed the needs of the Corporations of America (and any other business) to secede from the United States of America and become their own sovereign.

Once The Business Plan was completed, the Big Ten began meeting secretly with as many businesses (competitors and otherwise) as they could. After nearly two years, they successfully reached two-thirds of the businesses and had enlisted their support in a Corporate Coup.

The Corporate uprising was staged on July 5, 2020. For nearly a week the fighting was intense. The Corporations were suffering severe losses until Motorola Labs announced their intent to utilize large scale tactical nuclear warheads if the US did not recognize the independence of the Corporate world.

Faced with this new threat, the US capitulated. The US and the newly founded Corporate America realized that each side needed the other. The US had just lost two thirds of its industry and Corporate America was fairly defenseless – not to mention had no citizen base. The lands owned by Corporate America were dispersed throughout the US and there was no direct access to many of the world markets. The treaty was fair and equitable.

Under the terms of the US/Corporate America Treaty, the only lands recognized as Corporate America are those owned by the corporations and businesses. All the employees are citizens of Corporate America while they are working; all other times, they are citizens of the US. Because officers of Corporations, and certain other positions within the corporate world, are considered “on call” they are permanent citizens of Corporate America and have had their US citizenship revoked.

Corpocracy and Corporate Darwinism

When the war had finally ended the Big Ten realized that so far not one form of government had truly succeeded in promoting the needs of business adequately. It was time for a new form of government. Corpocracy was instituted.

Under the tenets of Corpocracy, the Big Ten modeled the government after the traditional business world. A President/CEO was established as a figure head. The President/CEO's would represent Corporate America on the Global Stage and would have a seat at the United Nations. The President would report to the Board of Directors, which would be comprised of the head of the largest companies within each of the major sectors of industry. The members of the Board of Directors would be assigned each year based on which of the corporations were the largest at the end of the fiscal year.

The Board of Directors would make recommendations to fill the position of President, however the shareholders would be the ones to elect the President. Any votes left uncast were counted as in alignment with the Board of Directors' recommendation. Removing a President followed the same process – the Board of Directors would propose that the President be removed and replaced with a recommendation, the shareholders would vote on it and if the

shareholders agreed with the Board, the President was removed from office and a replacement was appointed.

Big business had transformed itself into a not only ruling body, but also political force to be dealt with.

Survival of the Fittest

Corporocracy flourished for approximately five years before it finally started breaking down. Keesha Andregg was set up as the President by the Board of Directors and the shareholders. The Board wanted a President who would be nothing more than a figure head. They did not get what they wanted.

Keesha was a strong willed, yet reserved woman from the Financial sector. She worked her way to the upper echelons of management with Bank One of America through hard work and perseverance. Many thought she was weak – the perfect candidate for the position of President, someone who could be molded and intimidated. The Board was wrong.

Keesha was extremely charismatic. She believed in ethics and doing “the Right Thing”. She did not allow herself to be bullied into doing things for the betterment of the Board of Directors. She listened to the people and ensured the Board did not enact laws in the business sector which could hurt the shareholders. The shareholders loved Keesha.

Once the Board realized its mistake, it immediately set out to correct the problem. They attempted to have her replaced, however the shareholders voiced their approval of Keesha and the Board was thwarted in its attempts to depose the President.

When the Board realized it would not be able to be rid of Keesha the easy way, they went outside the boundaries of law and hired a Contractor. Keesha died while traveling to her office. Because the assassination took place on US soil a full scale investigation took place. The CIA and the IRS were brought in to the investigation. The killer was never found. Keesha had been the President for three years.

As a replacement, the Board recommended Felton Kopsho. Felton is the current President of Corporate America and was everything the Board desired. Felton is always eager to please and is easily manipulated for that reason. At the Boards request, he repealed many of the laws Keesha had enacted, however, he kept some of them in place, showing that he has some backbone of his own.

Things went well for the Big Ten for a year, after which they could no longer agree on what the agenda should be. Dissension arose among the Board. The President could no longer please everyone, so started looking out for himself, unbeknownst to the Board.

At this time, the US felt a need to begin trying to reestablish its own business sector to reduce the reliance on Corporate America. They began backing independent business owners in each of the various segments of industry. As the business sector of the US began to rebound, Corporate America realized the threat this would pose to their security with the US, so each of the Big Ten began buying up companies from the US – incorporating them into their own country. Thus, Corporate America began to expand its power base. Unfortunately, the companies were indiscriminate in their purchases and began stepping on one another's toes by purchasing companies from industries unrelated to their core business. Additionally, the US was

somewhat disgruntled by this turn of events and began watching Corporate America with a wary eye.

By the end of Felton's second year as President, the Board positions were up for grabs again. By this time Gold Shield, Inc., the current representative on the Board of Directors for the Health Services industry, had a declining customer base and had become the third largest Health Care Services company in Corporate America. Arlen Freelon, the Acting CEO of Gold Shield, was charged with finding a creative way to immediately increase the customer base of Gold Shield to place it back at the top of the Health Services industry. He was given a month to ensure the turnaround, or he would be delivered his walking papers.

Arlen sought inspiration by reading any literature he could find on topics such as marketing, leadership or business law. After two weeks he came across an article written by C. B. Crawford and Curtis L. Brunghardt titled, *Building the Corporate Revolution: Real Empowerment Through Risk Leadership*. While this text did not condone his course of action, it served as the catalyst for a radical new way of thinking outside the box.

Arlen immediately took the initiative and contacted the CEO of Aetna-Shield, the second largest Health Care company in Corporate America to propose a meeting. At the meeting, Arlen ensured his place in history by giving the leadership team of Aetna-Shield their pink slips – at gun point. Arlen left the room with the largest Health Care company under his belt, and Aetna-Shield's leadership team did not leave the room – at least not upright. Using his PDA, Arlen was able to coordinate the strike force consisting of his new Front Line Associates and Security Guards to put down any further resistance. The first Hostile Takeover had been launched and successfully executed.

The assault lasted five hours with a body count in the hundreds. Unfortunately, the assault had spilled out into the streets (US soil) and civilians were injured and killed. The US demanded justice or war would be declared on Corporate America. The Board, still uncertain where it stood on the incident, immediately handed Arlen over to US officials. Arlen was executed without a trial in a televised event.

The Board of Directors was stunned by Arlen's bold move. There was no precedent for this type of action. The Board deliberated for weeks trying to figure out where it stood in regards to this incident. The Board was split nearly down the middle. While forty percent of the Board members were solid leaders in their industry, the remaining sixty percent were in danger of losing their seats due to eroding customer bases and the encroachment of other industries into their own. Arlen's Model of Expansion gave them a solution to possibly maintain their leadership positions with the Board. The decision of the Board was that this type of activity could be carried out but must be done within the bounds of international law. Anyone fighting on US Soil would be handed over to the US without question.

In light of this view, companies had to begin building up their defenses and investing in R&D to remain on top. Companies also began to see the value of video conferencing and deploying their Uppity-Ups in different locations throughout Corporate America – thus making a single strike less effective. To completely take over a company, all upper management would have to be overthrown, so multiple assaults would be required.

This new hostile environment spurred more creativity and innovation than had occurred in many years of corporate intrigue and subterfuge. This was also a boon to the US' economy as

more and more people were needed to fill the rank and file of Front Line Associates, Security Guards and many other positions.

With the new volatile Corporate America constantly embroiled in civil wars, the US felt it was time to become more engaged in the affairs of Corporate America. IRS agents were trained and became the new covert ops organization for dealing with Corporate America. Five years later the IRS had infiltrated nearly every corporation in Corporate America. While some had been found out, others had not and continued to send reports of the goings on. In response, Corporate Spies were instituted and sent to infiltrate the US, and other countries.

The Present

It is now the year 2033. The corporations have been warring for nearly seven years. Due to the laws enacted by the President and the Board and the severe penalties imposed by the US, collateral damage is almost non-existent during the major forays. There are still assassination attempts which occur outside of the work place, but these are investigated immediately and the perpetrator, if found, is handed over to the appropriate authorities.

Most conflicts take place in the Corporate offices and are typically carried out by the smaller companies on the bankroll of one of the Big Ten. This way the Big Ten appear to keep their hands clean while expanding their sphere of influence. Most businesses are now owned by one of the Big Ten, with the exception of a very small group, which are owned privately by the President. The Big Ten do not realize that these companies are actually owned by the President and have ignored them as they would not influence the Board of Directors at all. These companies have been building up their own arsenal as well, for protection and with anticipation that they will need to enter the battlefield sooner or later. Additionally, the US still sponsors start-up companies to compete against Corporate America. The US owned companies are exempt from the cut-throat politics employed in Corporate America, however, they are still sought after by Corporate America through more traditional means.

There is one other group of businesses which are not owned by any of the Big Ten or the child companies, however are still employed by them. These are the Contractors. Contractors are made up of privateers, looking to turn a profit no matter the assignment. Typically these are people hired for the most dangerous assignments. Because they are utilized for the “messy” work that no one else wants to do they also receive the highest pay. Contractors are officially part of Corporate America.

The Big Ten

When the Big Ten established the new Corporate America and created the Board of Directors, the market place was broken down into ten major areas representing all businesses in the market. They realized there were going to be shades of gray between some of the industries and all would interact with one another to a certain degree, but for simplicity's sake and to keep the ruling body as small as possible, this scheme was chosen. The ten sectors of industry which were established are:

- Transportation
- Financial

- Technology
- Service / Hospitality
- Health
- Utilities (includes refined energy sources)
- Entertainment
- Consumer Goods
- Natural Resource Extraction (includes mining of precious ores, unrefined oil and petroleum)
- Education

NyarloTech (Consumer Goods)

Welcome to NyarloTech, the market leader in consumer goods. My name is Traycie and we are glad to have you with us and hope you enjoy working with us. Together, we can build a better future for the world. I will be your instructor for this orientation, so if you have any questions, please feel free to stop me and ask.

History

NyarloTech was founded by Howard Phillip Lovejoy in 2001. At that time, NyarloTech was part of the Technology sector. Howard was fascinated by the idea of Virtual Reality and NyarloTech was established to bring VR to the masses.

By 2005 Howard and his team had successfully built the first true VR unit. It was large, about the size of a 10 X 10 room, more akin to the Holodeck from *Star Trek: The Next Generation*, but it did everything that Howard wanted it to – for a prototype.

This prototype, however, was too large to be effectively marketed – so Howard and his team worked diligently to reduce the size and by 2015, he was successful! He and his team of engineers created a VR system that could be as small as a pair of glasses. For the full effect, though, one would have to wear a body suit – not unlike a wet suit for skiing.

Irregardless of the fact that the technology was developed for other purposes, it was quickly condemned by many religious organizations because of the quick adoption of the technology by the Porn Industry.

By 2028 NyarloTech was the leader in technology-based appliances and his VR units were being used in a variety of business fields, finding the most application in training simulations. Harvard-West Pointe was the first school to utilize the technology for combat training and there was a lot of controversy around that because some of the students were traumatized by the realistic nature of the training. Some never recovered. While a lot of people might think this would hurt our company, it actually helped spur sales because of how effectively it could be utilized.

Vision

Here, at NyarloTech, we believe that Consumer Goods is the best industry to be in. The market potential is astounding, and that is why we focus on the customer and growing our business. Our Vision is to become *the* Market Leader. We believe that there is only one market. Currently, we are ranked number seven within the Big Ten. We have acquired companies in all segments of industry and as is probably obvious, our biggest market segment is the Consumer Goods segment.

Mission

In order to achieve our vision of becoming the Market Leader, here at NyarloTech we believe it is our business to seamlessly fashion fully researched strategic theme areas for 100% customer satisfaction. To do this, we are heavily invested and committed to innovative ideas and new ways of doing business. You are one of the key assets of NyarloTech and we are confident that you will enjoy being a part of the team.

Benefits

At NyarloTech, we value you as an integral part of the team. Your empowerment is key to the survival of NyarloTech, now and in the future. NyarloTech has many opportunities for the employee that is forward-looking and proactive. We encourage risk-taking; we realize that it is through risk that the greatest growth opportunities lie. NyarloTech has retained much of its grassroots mentality and the organizational structure is still fairly loose. Your supervisors will encourage you to assert yourselves and help you realize your full potential.

However, as much as we appreciate the diversity that each of you brings to the company – just as important is our unity. There are certain standards we ask that each of you adhere to. These are standards of conduct as well as appearance. Each of you has been provided a booklet which outlines various policies of the company and while we don't go in much for bureaucracy, there is a place for it. The highlights that you need to be familiar with when you leave here are:

- Dress Code: There is a dress code, you will be required to wear appropriate business attire. I won't outline that here, other than to say that it is dependent upon your job responsibilities. If there are special requirements, such as the need for kevlar (or armor of any sort), this will be provided to you by the supply staff of your department.
- Know the chain of command: There is an organization for a reason, so that when all Hell breaks loose, we know who to follow. As I mentioned earlier, we are fairly laid back on the organization structure, however, there are times when it is necessary. Know also, that the company leadership appreciates open communication – there are no stringent communication protocols that must be adhered to, we pride ourselves on the free flow of communication at all levels to all levels.

Now, for one of the most important parts of the company – at least from an employee's perspective... Benefits. We are pleased to be able to offer one of the most comprehensive benefits packages out there.

NyarloTech offers full medical and dental coverage through various providers, including Gold Shield – the largest Healthcare Provider in Corporate America and the US. This coverage is accepted at nearly every medical facility and we have contracted with hundreds of doctors to ensure priority care and immediate emergency admittance.

Additionally, we offer Life Insurance coverage – up to six times your salary along with Full Survivor Benefits for up to five years.

NyarloTech also provides you with all necessary equipment and ammunition. We will even provide you ammunition for any personal side-arm you may use, as long as it is used on company business.

You will receive one of the best vision care packages available, which even covers such procedures as ocular implants and/or replacements.

Now, if there are no questions, we'll pass out the necessary forms to get you paid, get your badges, side arms and ammunition as well as parking passes. Also, don't leave without making sure that you are fitted for your LRKV (Last Resort Kevlar Vest) – it could mean the difference between climbing that ladder, or merely being a rung.

Tesla Dynamo, Inc. (Utilities)

Hello, everyone? My name is Tammy and I am glad to be here? I love new hire orientation classes, they are so full energy? Ha ha ha! All joking aside, I am very happy to be here with you?

History

As many of you may know, Nikola Tesla is responsible for the power-grid that is now in place? He was the pioneer of Alternating current? However, it wasn't until after his death and government deregulation that Tesla Dynamo, Inc. was started?

Tesla Dynamo started out in New York, and as we grew, we expanded to other cities and states?

Tesla Dynamo was started by Manda Caparelli, who had come into possession of many of Tesla's personal writings and research? She was fascinated by what he had discovered and to have it in his own hand writing was even more inspiring?

By 2020 Tesla Dynamo had expanded to be the dominant electrical company on the Eastern Seaboard? The secret to accomplishing this amazing feat was direct access to the original research of Tesla? To this day many people continue studying his work and research to see what else can be gleaned? We have the advantage of having access to the undiluted works, theories and plans that Tesla was working on? We are able to see his marginal notes and the results of many of his experiments expanded upon? This edge is what has enabled us to expand to be the dominant Utilities company in all fifty states?

Fortunately, because of the nature of our business, we don't suffer many of the hostile take over attempts that other companies suffer? The threat of being able to shut off their power for an extended period of time has kept direct attacks on Tesla Dynamo to a minimum? However, we do suffer an occasional attack from other Electric companies trying to get an instant jump in dominance? Occasionally a company that is on another company's grid will also attempt to get a foot-hold in the electric company market? Because of Tesla's research and our access to that, we have been very successful in repelling these attacks?

Vision

At Tesla Dynamo, we are passionate about electricity? We want to light up the entire world, and keep mankind out of the dark? We want the earth to shine forth in the darkness and our employees are a big part of that?

Mission

Without you all, we will never accomplish our vision? Some would say that the world is already out of darkness, however, there is so much more that we can accomplish together to truly make the world shine? It's our responsibility to authoritatively leverage existing sustainable initiatives and approach our jobs with passion and commitment? As we do this, Tesla Dynamo will advance and all mankind will benefit by the legacy Tesla gave us?

Benefits

We have a very comprehensive benefits package that we are very proud of?

We want everyone to have access to education and learning? The more you know, the more the company can benefit and grow? We offer an extensive Tuition Assistance program that covers not only tuition, but the cost of books and other fees as well? We cover up to \$10,000 per year as long as certain standards and grades are maintained?

We also have a wonderful health plan? There is a slight monthly charge that is deducted directly from your paycheck, but the coverage is one of a kind? We have worked closely with Gold Shield to devise a plan tailored to our employees' needs and wants? The plan does contain medical, dental and vision coverage? It even covers some common procedures that aren't typically covered by traditional plans, such as nano-implant surgery?

Additionally, we offer various levels of life insurance and coverage? Again, there is a slight cost for this benefit, but the cost is minimal compared to what you would normally pay for a life insurance policy elsewhere?

Tesla Dynamo does not provide a firearm to our employees? However, we will re-imburse you for any ammunition you use for company purposes? A sidearm is a very personal thing and we do not want to come between you and your sidearm?

While we do not provide sidearms, we do provide everyone with a Kevlar vest? We strongly encourage its use while on company premises? While we do not suffer frequent attempts at a hostile takeover, they do occur and we would like to see all of employees protected and kept safe?

Are there any questions before we take a short break?

Gold Shield, Inc. (Health)

So, I was eating a box of Crackah Jacks, the othah day, and I get this joke, "What do you say to a skunk in a cohtroom?"

"Odah in in the coht."

Isn't that a groanah? I think it is. Anyways, I'm Hugh and I will be with you this mohning to get you briefed on Gold Shield, Inc. I know that most of yous probably aren't too interested in this stuff, but I promise ya, you will like some of my presentation today – at least the benefits pahnt.

History

The health ceh industry is one that has constantly been changin'. It has also been heavily regulated by the govehment for a very long time. Back in the earliah pahnt of this century, the US govehment instituted HIPPA, which was designed to protect the privacy of the membuhs of health insurance companies.

This was a tryin' time for many of the health insurance companies. They were finding it hahd to be innovative and still provide the propah amount of customah service. It was at this time that da Blues, Blue Cross and Blue Shield, spun off an experimental unit – Gold Shield.

Gold Shield was set up to exploit a hole found in the HIPPA regulations. Da Blues didn't want to exploit this hole itself, in case da United States govehment decided to impose heavy fees on them for tryin' to be sneaky – which they was tryin' to do. Gold Shield was set up so that

it could not be traced back to da Blues in any way – which came back to bite them as you will see.

Anyways, Gold Shield opened its doohs and began mahketing itself and right off the bat, it got some big accounts for its services. By exploitin' the holes, Gold Shield was actually able to sell its membah list to othah companies for direct mahketing. Howevah, before they would do this, they had a big hand in how the mahketing was going to be puhformed.

Interestingly enough, the membahs loved it! Oh, shuh, theh was some who wasn't too happy 'bout it, but hey, ya can't please 'em all, can ya's? So, da race was back on. When da othah companies saw what Gold Shield was doin' and how we was doin' it, they jumped on da band wagon. Boy, da medical companies loved it. You have nevah seen a more medicated nation in your life, let me tell yous.

As I mentioned earliah, the snaking trail that da Blues used to hide da connection with Gold Shield came back to bite 'em. Once everyone stahed to jump on da band wagon, Odessa Shahman, the CEO a Gold Shield, decided it was time to pull the plug on da Blues. She had been reseahchin' how Gold Shield was connected to da parents. Here we was payin' money to them all these yeahs, but no one could see why. Well, the bureaucracy had been set up on a faith basis. Odessa was receiving kick backs from da Blues as long as they kept control a Gold Shield and provided them with access to da revenue generated. Da reseahch tuhned up that there was no legal bind to them on papah anywheah. Once things took off, though, Odessa realized that her kickback wasn't nearly as big as what the company was generatin' and the stodgy Blues was holding the progress a Gold Shield back, so she decided to cut da Blues off. Da Blues was livid when this happened. Theh puppet had gone and cut its strings – a real life Pinnochio, if ya know what I mean.

Then the wahs came. Those was bad times for eveyone. Except the doctahs o' course. The insurance companies was payin' out the noses on all the claims. Everyone was hit hahd. Including Gold Shield.

Aftah da wah, regulations became tightah and tightah. Everyone was stifflin'. Heah is a little known fact: Gold Shield was actually one of the fuhst companies to stahd talkin' about a coup and seceding from the United States.

Anyways, aftah the Cohporate Coup was successful, Odessa was placed on da Boahd of Directahs to represent the Health Ceh Industry and Ahlen Freelon was set up as the Acting CEO of Gold Shield. For seven yeahs Odessa represented the Health Ceh Industry. During this same seven yeahs, Gold Shield's customah base had been declinin'. The biggest hit occuhed duing the yeah 2027. At this time, Odessa chahged Ahlen with bringin' Gold Shield up in the ranks or we would be losing ouh place on da Boahd.

Innovation was da key, again. Ahlen instituted his Model of Expansion, and Gold Shield was again the numbah one health providah.

Vision

Since that day, Gold Shield has had a vision of remaining da numbah one providah of health ceh. We strive to bring da world da best coverage and da best service possible, and you all ah paht a that plan.

Mission

We exist to professionally revolutionize health care services as well as to conveniently leverage existing maintainable ideas and also globally leverage other's usual friendly resources to set us apart from the competition. And I'll tell you – they ain't much more user friendlier than my Glock 9mm, if ya know what I mean.

Benefits

Now, for the part you've all been waitin' for. Benefits! As you can imagine, you get health care through us. Because of the nature of the business, there will be a payroll deduction for this benefit – we can't afford to pay for everyone one hundred percent, but the coverage is some of the best in the industry. This benefit does cover vision and dental as well, through contracted providers.

In addition to this, we also offer tuition assistance for those that would like to further your careers with Gold Shield. We value educated people. Take my advice, take full advantage of this benefit.

Also, you get full legal access to the best lawyers money can buy. This can save you a neck at times, so be aware of how to invoke this service. Trust me, you will be glad you did.

They are a slew of other benefits, so be sure to read your welcome kit. Are there any questions before we move on? No? Good.

Hoover Enterprises (Entertainment)

Hi and welcome to Hoover Enterprises, the home of Entertainment. I'm Monty Halloworth and I will be your host for today and this is my assistant, Johnny.

History

First, let me explain a little about Hoover's past. The history of Hoover dates back to 1908, when Murray Spangler used his creativity to create the first vacuum cleaner – little more than a broom handle, a fan and a sateen pillow case. No joke. Hoover is still one the leading vacuum cleaners in production today, we are proud to say. However, it is that same ingenuity that has allowed Hoover to become the leader in the entertainment industry.

The entertainment aspect of Hoover dates back to 2010 . The war with Korea was over and the economy was finally starting to take off again. People were seeking distraction from the humdrum of life and Hoover saw where the money was flowing. Oh, sure, it was still flowing into products, however, the cost of manufacturing was increasing and the rising tide of government regulation on imports and exports was drastically cutting into the profit margin. So, Hoover began investigating ways to increase revenue. Tell 'em what we did Johnny.

A study of the economy showed the majority of the money from the consumers going into the entertainment industry. The casinos were especially lucrative followed closely by the movies. Hoover started investing heavily in Hollywood, as well as building the largest casino in Las Vegas. The casino had everything for the family – a place for the kids to go play and spend money, as well as gambling for the adults. Back to you Monty.

These two investments began paying big for Hoover, so a change in company strategy was decided upon. Hoover began expanding its reach in Las Vegas and by 2019 we had three casinos and another one in Atlantic City, New Jersey.

In 2020, Hoover fully supported the Corporate Coup, knowing that we would likely be hit hard by the war. But if we wanted to expand beyond what we had, we knew it was a necessary part of the game. So, we tossed the dice, so to speak, and cast our chips in with Corporate America. And we won! Johnny, tell 'em what we won.

We won full autonomy! We can do whatever we want to glean the cash from unsuspecting consumers. That's right, anything we want. We also gained the freedom to expand as much as we want and are capable of expanding. We are in full control of our destiny. Back to you Monty.

The history books claim Arlen Freelon was the first person to instigate a Hostile Takeover in the literal sense, however this is wildly inaccurate. That's right, these types of hostile takeovers have been going on in Las Vegas long before Arlen was even around. Those who carried out these types of takeovers were just more discreet about it than Arlen was. And now, you will have the chance to play in this arena as well.

In this environment Hoover really began to expand. Once Arlen came out and showed the world the way to expand one's business and we could operate in the open, our expansion really took off. Hoover now owns Las Vegas. It is the only city that is fully Corporate America and ninety percent of that is Hoover.

Vision

Hoover aims to be leader in recreational diversions and we have made great headway. As mentioned, we own ninety percent of Las Vegas. To maintain our position as the Entertainment leader, we need innovative, creative and fun-loving employees. You all know what you like to do outside of work and our employees help us target our next area of expansion or development.

Mission

Because our vision is so high, it is our mission to authoritatively foster alternative results to be the best in the world.

Benefits

That's right, you help us determine our corporate direction. Johnny, tell 'em what they get in return for their hard work.

You get full health benefits – and when I say full, I mean full. Health, Vision, Dental, Mental. You name it, you get it.

You get retirement benefits with a company match program that is hard to beat.

You get discounts of up to seventy five percent off Hoover owned products and admission to Hoover owned theme parks. These discounts extend to your immediate family as well. That's right, we want them to share in the fun we are creating!

You get paid vacation. For your first year, you get two weeks of paid vacation. But that's not all, after your first year your vacation increases to four weeks. This is in addition to paid holidays.

And for those that are killed in the line of duty, we even have familial consolation benefits. A package worth up to three times your annual salary! Back to you Monty!

At Hoover, you are our most valuable asset.

Are there any questions before we get ready to play?

Mobile-Shell Oil, Inc. (Technology)

I am being very happy to be here. I am Asok and I will be getting you to know how Mobile-Shell Oil or MoShO is working for you.

History

MoShO was started in 2005, when the 'conomy was very bad. Dizknee-Dupont was just starting to deteriorate the petrol industry. At that time, Mobile and Shell were competing with one another and neither was making any headway. They were very spinning their wheels. That was when they decided it would be more better to work together rather than against one another.

MoShO tried to compete in the crude oil and petrol industry for several years, until in 2010 they decided that they could not be lucrative in such a field. They began heavily investing in their technology research for to make a different business.

Both the Mobile and the Shell company had dabbled in energy cell technology for a very little while, but had only dabbled. It was not until Dizknee-Dupont started eroding away the oil business by popularizing mass-public transit as a viable solution to the rising costs of owning an automobile that they took it seriously.

However, once they were realizing that they needed to make big changes if they were going to be surviving this new economy, they put all their resources to work immediately. They were the first company to develop a fuel cell for the masses. This first fuel cell was introduced to the market in 2025 and has had a very big hand in reshaping our world and our economy. This fuel cell is what gave transportation back to the people – out of the nasty grasp of the Megacorp known as Dizknee-Dupont.

Not only was this fuel cell energy efficient, but it was very clean and enviro-friendly. Since that time, the fuel cell has only been improving since then. Now, our fuel cells are the biggest selling in the world. We export to many other countries. This additional revenue has allowed us to expand our technological research into other fields, including computers, portable electrical devices and even home security.

How would a fuel company get into these other fields and excel, you may be asking. The answer is actually very simple. In 2028, after seeing how effective Arlen's Model of Expansion was, MoShO decided it was time to branch out. By starting out with small computer manufacturers, we were able to build our technological foundation. After utilizing the technology we acquired the AME, we were able to improve our fuel cells – which in turn allowed us to better fund our expansion efforts. After only four years, we were successful in fully integrating ourselves into the tech sector.

Now, while MoShO fuel cells are the best selling in the world, they are our smallest revenue generator. Semi-conductors have become our largest profit-generating commodity.

Vision

Right now, we are being number six in the Big Ten. This is a nice place to be, but it is not where we are wanting to be. We feel that we can be number one. That is where we are going and we want all of you ambitious people to join along. Together, we can take Corporate America by storm. Technology is where the future is at, and we are the heart of technology.

Mission

We envision to distinctively coordinate optimal expertise and approach our jobs with passion and commitment. When we accomplish this, there is nothing that will be able to stand in our way. That is why we are needing you. You all are so full of fire. You are the morale boosters. You cannot let yourselves become jaded or discouraged. You are the next generation of leaders. This I am knowing – I can tell it in the way you present yourselves. You will take MoShO to new heights and new places. This is very exciting!

Benefits

Now, I am very pleased to tell you what MoShO can do for you. MoShO believes in taking care of its own. That means, you do what you are supposed to and you will not have to worry about anything. We are having one of the most comprehensive packages of benefits in Corporate America. I will now be telling you about the most popular aspects of our benefits package.

The first and foremost benefit, although some might say this isn't a benefit, but a part of the job, is education and training. We believe that the key to success in the future is through the knowledge and skills of our people. We will find creative ways around obstacles, if needed but we can only do that if we are educated sufficiently to comprehend the problem. As such, we will

reimburse up to six thousand dollars per semester. Additionally, you will be sent to the United Ivy League every quarter for combat training and to be trained in other survival skills. This is a very useful benefit, please be sure to utilize it as much as possible.

The next benefit that everyone is interested in is insurance. This is a benefit that we do offer to our employees. If you would like insurance, you will need to be buying that on your own, but before you start groaning, please listen. We know that your health is very important to you and our business. Therefore, because of our extensive reach in the technology sector, we have also made some big friends in the medical profession. We have contracted with some of these doctors to provide health benefits for us at little or no cost to our employees. All of these doctors are located at office buildings, so you should never be too far from superior healthcare.

If, however, you would like a traditional health plan, we are contracting with several different healthcare providers for discounted insurance that you are able to purchase. This additional coverage is not deducted from your paycheck, so you would be having a separate bill provided by the health insurance company, but it is a cheaper rate than others have been able to get.

We will issue a side arm, a back-up side arm and ammunition to all employees and contractors who are working for MoShO. We are refusing to let anyone in the building with a side arm that they brought from home. Your company supplied fire arm must remain locked up in your locker when you leave the building and any weapons that you bring with you to work will need to be locked up outside of the security check point. This is for a safety precaution that we are taking at the current time. This benefit is covering all our contractor personnel as well.

We have many other benefits, such as retirement planning, vision, life insurance, stock options and many, many other benefits that are all explained in extensive detail in your welcome kit. Please be sure to read that and ask if you have any questions whatsoever.

Oh, one other benefit that MoShO offers to each employee is a free computer every 3 years. You will be finding that shortly after we adjourn from this orientation, you will be directed to what we like to call the "Armory" where you will be issued your side arms, ammunition, body armor, work computer and personal computer. All the equipment is top of the line because we are believing that to produce quality, we must live quality. The Armory, is where you will also be signing up for your first session with the United Ivy League for initiate training.

Are there any questions? No? Great then. It has been very nice getting to know you all somewhat. Again, I am welcoming you to Mobile-Shell Oil, Inc. We are very happy to have you and your enthusiasm with us.

The United Ivy League (Education)

N'yes, Greetings, you filthy bags of dog vomit. My name is Gunnery Sergeant Lawrence "Biff" Cromwell the Third, of the Hampton Cromwells, but you will address me as "Sergeant". I will be your DI. And I must say, that I have seen a better lot of new recruits looking at a wad of used Toilet Paper. However, you are fortunate enough, that I can transform you into something better than you are at this current time. Over the course of the next six weeks, we will get to know one another so intimately that I will be able to tell what you had for lunch just by looking at the excrement stains in your undergarments.

History

The United Ivy League is the union of the best educational facilities that the United States had. The League was formed after Arlen Freelon executed his Model of Expansion, which he pulled off swimmingly, I might add. Very much a bravo performance.

At that time, in 2027, The Citadel and West Pointe began negotiations to combine their forces and offer combat training to the other corporations of Corporate America. The union was struck. However, we wanted to be the leader of all business education. We knew the combat side and how to shape troops. If we wanted to offer a one stop shop for everyone, though, we needed to round out our curriculum base, as it were.

So, we began meeting with Yale, Harvard, and various other schools, MIT and the such. Some were very eager to join our cause, but others were less eager and had to be...encouraged? N'yes, encouraged is the word. It was great field exercise for our cadets, you know. Much of this encouragement was executed with surgical precision. Beautiful work, simply beautiful.

Anyway, by the end of 2027, we were The United Ivy League, serving the best of Corporate America. To this day, we lead the United States and Corporate America in education, and Tennis. We are currently ranked second in Polo, but that should change at the next competition, if you know what I mean.

Vision

My vision for you pukes is to get you to be the best in everything you do. You will be the best businessmen, the best soldiers, simply the BEST! You will have the knowledge and competency to handle any situation that is presented to you, and you will know how to win. Do I make myself clear, lovey? Bully!

Mission

See, the reason you must be the best, is because our first priority is to objectively impact backward-compatible best practices and approach our jobs with passion and commitment. And when I say passion, I don't mean the carnal kind that you all have absolutely zero experience in, whatsoever. Now, I realize that there was a smattering of large words in those last couple of sentences, but by the end of your tutelage under my supervision, you will be able understand everything I say.

Benefits

Now, I know that you all are thinking, "So, what do I get out of all this?" You get the satisfaction of knowing you are the best. But I realize that isn't enough for you.

So, as part of your consideration, you will receive healthcare benefits. When at all possible, you should attempt to use an infirmary on one of our campus locations – they truly are the best in the Hippocratic Brotherhood.

The same goes for your vision and dental benefits, use our facilities whenever possible. Not only are they on the "cutting edge", but it will cost you less and in many instances, nothing.

You will also be entitled to the best education in North America and, I would dare say, in the world. As Benjamin Franklin said, "An investment in knowledge always pays the best interest."

Additionally, you will be issued a sidearm and body armor. You will be responsible for the upkeep of both. You will need to be able to take your sidearm apart and reassemble it in the dark. You will also have full and priority access to our firing ranges.

Now, if there are no further inquiries, drop and give me twenty, as it were!

Metalika & Associates (Hospitality/Services)

Alright everyone. May I have your attention? I am Lucius Memo and this is Metalika & Associates, the largest law firm in Corporate America and the United States. We reached this status by working hard, by playing hard and by working as a team.

History

Metalika & Associates got its start as just Metalika – a heavy metal band started in the 1980's. The original members of the band were: Larson Ulrick, James Hatfield, Dave Mustang and Cliff Barton. After two years, Mustang was replaced by Kirk Hamlet and in '86, Cliff Barton died. His replacement was Jason Newstead.

Of these four, Mr. Ulrick and Mr. Hatfield are still with us and are active members of the Board. Mr. Ulrick represents Metalika and Associates on the Board of Directors of Corporate America and operates as the main legislative branch of Corporate America.

How did Metalika go from a Heavy Metal band to the largest Law firm in two nations – and some might argue, the world? In April of 2000, a pesky dot-commer created the first wide-spread peer-to-peer network with the sole purpose of sharing music files over the internet...for free.

The band felt that this type of copyright infringement could hurt, not only Metalika, but the entire music industry as well. At that time, Metalika was the only band large enough and powerful enough to take on a peer-to-peer network and win. The legal battle last several years before the courts awarded Metalika with the win and Nappy, the peer-to-peer network, was forced to close its doors as a peer-to-peer network.

Several years later, Metalika found itself back in the court rooms defending the artists' rights to keep their albums together. This arose from some on-line music sellers selling individual tracks to albums. Several bands, including Metalika, were dissatisfied by this turn of events in the music industry and decided that their rights as artists needed to be defended – one doesn't cut out a section of a Monet's simply because that part appeals to the buyer, neither should other songs of an album be cut out simply because there are unappealing to the listener. The album as a whole is the artwork.

This battle was a little harder to fight and win, however, win Metalika did. This win came in 2010, a mere decade before the Corporate Insurrection. At this time, Metalika had been playing for nearly three decades and collectively decided it was time to expand their horizons and change occupations. They would still return to music now and then, but their focus turned to law.

Metalika decided to start their own law firm, specializing in defending the entertainment industry and had several very large clients right out of the starting gate. While they weren't lawyers themselves, they were able to hire the best to operate their firm.

Since that time, Metalika has grown to what it is today, a veritable power house of legal know-how. Our secret to success has been unity and focus. Many of our corporate cousins feel they must control several different industries – if not all of them. Here at Metalika & Associates, we believe in doing what we do better than anyone else and that strategy has worked. We have a few minor interests in other industries, but only in so far as they impact our ability to remain the largest law firm – and consequently the Industry leader in the Service and Hospitality sector.

Vision

At Metalika and Associates we believe that everyone has the right to powerful representation and to protect their rights now matter what the common belief of the day is. Through Metalika & Associates' efforts, we have never lost a case yet involving copyrights or any other form of Intellectual property rights. We strongly believe that everyone should have these often overlooked rights protected – and protected by the best in the industry.

Mission

Our goal is to seamlessly leverage others' unique intellectual capital to set us apart from the competition. To date, we have been very successful. However, in this changing world and these quickly evolving times, we must constantly be on the search for new and innovative thinkers – people that take charge of their lives and make things happen. And that is where you all come in. You have been hired by Metalika & Associates because you have proven to be the best, the brightest the most innovative we could find.

Benefits

We believe in treating everyone fairly and with respect. To that end there are certain standards that must be adhered to. You will each be receiving a copy of the Codes of Conduct for Metalika & Associates. You will be responsible for learning these statutes and regulations. In a few minutes you will receive your employment contract for your signature. As part of this contract you will promise to adhere to and follow the codes set forth in the Codes of Conduct. Any breach of contract will be dealt with swiftly but equitably. You will receive a full trial of your peers should any charges be brought against you.

This may sound harsh and extreme, however, we have a reputation to uphold and a business to run. We truly want and value your assistance in taking Metalika & Associates to the next level of success, but we cannot allow anyone to jeopardize our success or reputation.

Be assured that while we require much of each member of the firm, we also reward well for performance.

As an associate of the firm, you automatically have access to the best legal council one could ask for. Should you need it, we represent our associates at no cost. Additionally, we provide medical coverage, dental coverage, vision coverage and life insurance. You may also receive reimbursement for any ammunition used on company business, and we will provide you with a 9mm sidearm.

If there are no further questions, please step this way, so that we may get the necessary paperwork filled out, as well as get you enrolled in West Pointe's combat training.

Universal-Touchstone (Financial)

Umm, welcome to Universal-Touchstone. Many of you may know us from our movie industry ties, however, let me assure you that, we are much more than movies. In fact, movies are not even our main source of revenue any longer. We are now mainly in the industry of lending money and directing investments.

History

Umm, Universal-Touchstone has a relationship that goes back to um, 2004, when the two movie houses merged. For several years Universal-Touchstone dominated Hollywood. We did so well, that we were able to spin off an experimental arm whose business was investment. This company was called UT Financial Services. Um, UT did very well for a start up company. Its main clients were were its parent company and its employees, but because of our track record, we were able to expand and obtained other clients.

By, um, 2020, UT had bought out Morgan Stanley and were ranked as the number three Financial services institution. They provided, um, custom 401k plans to other businesses as well as helped with personal investments. They even provided investment direction to companies looking to increase their revenue through an investment model.

Um, by this time, Universal-Touchstone could see what direction things were heading. The nation had been interrupted by a second Civil War, and spending habits were on a downward trend. Movies were losing business and Universal-Touchstone was not exempt from this economic downturn.

During this economic slump, Universal-Touchstone decided it was time to take UT Financial Services and, um, evolve that into more of a core business. The film Production Company slowly took a backseat to the financial branch. To make the change official, UT Financial Services was renamed to Universal-Touchstone.

Vision

Universal-Touchstone is striving to be THE financial services company. Uh, that is to say, the only name you think of when looking for financial services, especially when it comes to, um, investment and investment strategies. Our objective is to provided flexible investment options for our customers.

Mission

Um, to that end, our mission is to, uh, professionally conceptualize value-added best practices to, um, allow us to seamlessly customize effective investment products while maintaining the highest standards of quality.

Benefits

Now we, uh, come to the best part – benefits. Universal-Touchstone offers a great benefits package. Um, most people are concerned with health benefits. Universal-Touchstone provides full health coverage through, um, Anthem-Convergys. Uh, the health benefits cover everything from the cradle to the grave. This includes prescription drug, vision, dental and coverages, holistic medicine and psychological evaluations and treatment.

Universal-Touchstone also, um, offers life insurance that covers you and pays 2 full years of your salary to your designated beneficiaries. For a, uh, additional fee, you can increase the level of this benefit and also get life insurance for other members of your family.

Uh, one of the nice benefits, I think, is the, um, financial consultation and retirement planning. As an employee of Universal-Touchstone, you are entitled to a 401k plan with a company match of \$1.50 for every one dollar you invest, uh, up to ten percent of your monthly salary. Uh, this means that you can invest ten percent of your paycheck and, uh, Universal-Touchstone will match it. You are free to contribute more on a monthly basis, however, it will not receive the company match. Additionally, you receive, um, free consultations on the best ways to manage your 401k plan to maximize your investment.

Um, this packet that I am passing out now, contains a complete list of the benefits you enjoy as an employee of Universal-Touchstone. I have only covered the, uh, big-hitters that everyone is interested in. Within this packet, you will find things like discounts on travel, legal service and benefits. Our intranet also has all this information as well as the, uh, necessary forms to take advantage of these benefits.

We are, uh, going to do a quick “team builder” activity, so if everyone could please break up into groups of four or five, that would be great.

Dizknee-Dupont, Inc. (Transportation)

Howdy, y'all. I'm sure glad to meet you. My name is Jonathan Waynewright, but you can call me John. It is mighty fine having y'all on the team with Dizknee-Dupont, Inc. Or, as I like to say, DDI.

History

Let me first explain a little about the company. This is the finest company you could work for – and I'm not just sayin' that. We believe in havin' fun and gettin' rich. But who doesn't, I say, who does not believe in those things? I'm preachin' to the choir, I'm sure.

Inyway, I'm sure y'all're familiar with Dizknee and while you may not know the particulars of the history, that is really unimportant for our discussions today. What is important is how a company like Dizknee teamed up with a company like Dupont. That is certainly an interestin' tale.

Early in the twenty-first century – around 2004, the economy of the United States was very poor. We were smack dab in the midst of one of them there economic recessions, precipitated by the war that the US had just been in. Just when it seemed the economy was about to pull through, BAM! Something would happen that would make it slide back down. Nothing was working. Not tax cuts, not government assistance, not nothin'. A lot of businesses were hurtin' real bad, but the hot vacation spots and amusement parks were hurtin' the most. It got so bad, that Dizknee had to start investigatin' ways of stayin' ahead of the game.

Around that time, Dupont was enterin' dire straits as well. A lot of their wells had done dried up. The competition in the petroleum field was heatin' up pretty good, too. So, it just so happened that both Dizknee and Dupont were lookin' at gettin' into another field.

It didn't take long for these two companies to realize they should join forces. They had been watchin' the economy stagger back and forth and there was a vast market potential in the United States that was largely untapped. That market was the public transportation market.

Dizknee and Dupont began discussin' a potential partnership to break into this market. Dizknee had the experience with rides. Now granted, their experience was in the area of entertainment rides – but they had the experience. Dupont, on the other had, had experience with alternative fuels and experimental technologies.

As they looked at their strengths and weaknesses, they realized that they could combine these two strengths to take public transportation to a whole new level. So, they began lookin' at Japan and Europe. They worked as great models since they already had an extensive public transportation system in place. They were doin' somethin' right.

With the borders to the nation closed and very little travel internationally, the first area that DDI focused on was interstate travel. It had become real important for families to stay in touch. There was still a mighty fear of flyin', so DDI decided to build a Magtrain to connect the coasts. This Magtrain blew the competition away! Amtrack couldn't compete with that. DDI had a fun ride, which was faster and safer than anythin' Amtrack could come up with.

DDI didn't stop there, though. Oh, no – they went on to revolutionize every aspect of public transportation. They brought concord-like planes to the US. City transportation has never been so good. I say, more people were able to leave cars at home and travel safely and cheaply, no matter if their destination was two blocks away or 200 miles away.

The ol' Petroleum Giants didn't like this turn of events. This move by DDI actually helped the economy because the consumers were able to divert their spending money from payin' for continually risin' prices of gas and petroleum to other markets. That one li'l change is all it took to completely change the playin' field in the Natural Resource Extraction industry.

Vision

DDI is committed to its customers and its employees. We are strivin' to constantly improve society and make life better, I say, and fuller for everyone. We only travel this road one time – and we are interested in making it as enjoyable as possible. That is why we value the input from our customers and you, our Customer Specialists. You know better than anyone else what our customers and the citizens of the world are lookin' for – what will make their lives more meaningful. Y'all are the life-blood of innovation and ingenuity in this company. I say, you are the foresight people.

Mission

We believe we can make a difference. That is why we will progressively streamline progressive niche markets through continuous improvement. Boy! That's a mouthful, ain't it? But that's what we are all about. We are lookin' for the next big niche market. Kind of an oxymoron soundin' thing-a-ma-gig, I know but that's how we got to where we are today. We take niche markets and expand them – make them a non-niche market. And we are succeeding.

Benefits

I say, now we've come to the part y'all have been waitin' for – what you get out of this relationship.

DDI is a great company to work for. Not only are we the biggest company in the Transportation Industry, but we have some of the best benefits you could hope for.

First off, we offer the best 401k plan in any industry – even the financial industry, if you can believe that. We want our employees to enjoy the fruits of their labors and figure that there's enough to go around. We figure, we keep you happy, and y'all'll keep our customers happy. For every dollar you put toward your 401k plan, we will match you a dollar and a second dollar in company stock. This matching applies on up to six percent of your paycheck. Anything above and beyond that is not matched, but you are free to invest more than six percent.

Health benefits are also very important. There are several options you can choose from, but all the packages are very good. They are administered through Humited, the second largest Healthcare provider. Dependin' on your medical needs, there may be a small fee deducted from your paycheck for the plan, but that is purely based upon your needs and the plan you chose.

All the health benefits include things such as dental, vision, mental and a slew of other services all health-related. You even get a discount at participatin' health clubs.

We do reimburse for mission-critical supplies, such as ammo and all, however, you will want to read on the policies and procedures surrounding re-imbusement. There are various exceptions and requirements that vary dependin' on the item being reimbursed and the sitcheation under which the reimbursement is required.

Probably one of the best benefits that I can think of is the free travel. You receive a free monthly pass for all city public transportation. You can also fly free to any destination to which we fly five times a year. There are certain restrictions around when you can fly, but all in all it's a great way to travel and see new places. You can even trade in transportation from a plane for other methods of transportation at the then current exchange rate.

Well, that is about all I have for the time bein'. We will break for lunch and resume in about an hour and a half. For those interested, we have a wonderful cafeteria downstairs, or I have a list of local restaurants that are an easy walk. I say, enjoy your lunch. I will be available should any of you have questions.

Bank One of America (Natural Resource Extraction)

I would like to welcome everyone to Bank One of America. I'm Venice, and I will be your guide this morning. You are now a part of the best company in Corporate America and I am certain that you will think so as well.

History

Bank One of America was originally a banking institution, as you may have ascertained by the name of the company. How, then, did it get into Natural Resource Extraction? I'm glad you asked.

In 2014 the banking industry started turning sour for some reason. People were not using banks – Credit Unions were going strong, however. Bank One of America did not want to be regulated like the Credit Unions, so we had to find a different path to take if we wanted to continue turning a profit.

So, we started looking at various investment opportunities and options. At that time, mineral extraction was doing okay, but nothing spectacular. Some of our greatest minds, like Britt Mudrick, Samara Henzler and Milan Byrd, all of whom are still with Bank One of America, began researching the mineral extraction and putting some predictive models in place for the various minerals which could be mined and/or extracted. Based on the models they produced – looking at the current trends of the time and the economy and the general geo-political attitudes that pervaded Washington, D.C. and the states of the union, they recommended that Bank One of America go into the Natural Resource Extraction field.

This was a big shift in our business model. We had no manufacturing arms, nor any of the necessary assets for such a venture. Fortunately, we were able to loan ourselves the money and we took the plunge into this high risk market. And it paid off!

In 2020 the Second Civil War really spurred the Mineral Extraction business. With two wars in its recent past, the United States was eager to get its hands on the necessary materials to start doubling its military force. The newly established Corporate America required resources as well, however, the Corporate America resource binge would not occur until 2027 after Arlen Freelon, of Goldshield, unveiled his Model for Expansion. Once that occurred, Corporate America was purchasing all the natural resources it get its hands on. Manufacturing became big business once again.

Between the United States and Corporate America, Bank One of America had all the business it could hope for. Our mining operations were forced to triple and quadruple to keep up with the demand. The demand was further exacerbated by the global community. The other nations had been watching the United States and Corporate America and began buying up natural resources as well – fearing that their countries may suffer a similar fate as that of the United States, with all of their businesses seceding from their control. And in some cases, their fears were not without merit.

Vision

In this brave new world, Bank One of America is thriving! We are growing every year and our vision of being the leader in providing our customers with all their mineral needs is being realized.

Mission

To ensure that our customers are always able to get the natural resources they require to run their businesses, we have developed the following Mission Statement: We have committed to holistically simplify installed base ideas such that we may continue to competently foster high-quality customer service and also intrinsically develop scalable sources through continuous improvement. I don't believe I can state it any better than that.

Benefits

Because of our influence across Corporate America and many other nations, we have been able to put together a very attractive benefits package, one that I think is hard to match anywhere else.

You get all the usual: Health insurance, dental coverage, vision coverage and life insurance (all for a small monthly payroll deduction). These benefits are provided by the leaders in their respective industries and market segments. You are guaranteed immediate admittance at participating hospitals and are bumped to the front of the emergency room waiting line.

In addition to this, we offer a tuition assistance program, as well as many free training courses. One of the first training courses that you will automatically be enrolled in is the proper use and maintenance of a sidearm. Additionally, we provide free membership to a number of shooting ranges and self-defense classes. We want you to be prepared for any situation that may arise inside and outside of work.

Additionally, employees receive discounts from various vendors and partners with whom we have contracted. Bank One of America employees receive a forty percent discount on all handguns produced by Glock and Smith and Wesson. And you even receive discounts on various travel packages, including trips to Europe and Hawaii.

And last, but definitely not least, you also get paid vacation and holidays. Are there any questions? If not, then let's open up the folders you have in front of you, and we will begin filling out the necessary paperwork for HR. In this folder, you will also find more information on many of the benefits we covered this morning as well as some which were not covered.

Skills

Knowledge – Engineering (Smarts)

Heroes who are part of their company's R&D Team use the Engineering skill when creating new gadgets and weapons. This is the equivalent of the Weird Science skill for Weird Scientists.

Providence (Spirit)

Providence is the face of Fate smiling on the hero possessing the Professional Edge Role Model. It is by the hand of Providence that shots fired at the Role Model are deflected, foes are stunned and things generally go the way your hero needs them to go.

Social Engineering (Spirit)

Social Engineering replaces the Persuasion skill.

Hindrances

The following Hindrances are not appropriate for War, Inc.: Doubting Thomas, Heroic, Outsider, Poverty, Wanted, Young.

Ammo Magnetism (Major)

Your hero draws fire like a flame draws moths. A character with this Hindrance is a target in any conflict – always. In situations where the the number of Ammo Magnets is greater than the opposing force one or more of the opponents gets a free action (the multiple action modifier does not apply) until every Ammo Magnet is a target.

Example: A Team consisting of three Ammo Magnets is ambushed by two mooks. Because there are three Ammo Magnets and only two mooks, one of the mooks will get a second shot for free.

Blacklisted (Major)

Nothing brings a promising career to a screeching halt quite like screwing up. Characters with this drawback have done something to get on the bad side of upper management. When experience points are awarded, roll 1d6. A roll of 1 or 2 one less experience point is awarded.

Contractor (Major)

Nothing says, “expendable” quite like being a Contractor. Contractors are awarded the jobs that others don't want. A hero with this hindrance is sent on the missions with the lowest calculated success rate and consequently the highest anticipated mortality rate.

Idiot (Minor)

Some people should be prohibited from touching a computer and your hero is one of them. This hindrance works the same as the All Thumbs hindrance from the Savage Worlds Core Rules except that it only applies to the use of computers.

Suck-up/Toady (Minor or Major)

Every office has at least one. There is always one guy (whether they are called Suck-ups, Brown-nosers or Toadys) who feels the quickest way to a boss's heart is through the rectum. A character with this hindrance is a known brown-noser and has earned the resentment of all around him. This hindrance applies a -1 to Charisma for the minor version and -2 for the major version.

This hindrance has the exact opposite effect on upper management, apply a positive modifier when dealing with upper management.

Take One For the Team (Minor or Major)

There always has to be a sacrificial lamb, and your hero is that person. Once per session your character must make a sacrifice for the team. This can be as simple as always having to be the bait to draw the initial fire (Minor), or as dangerous as taking a wound for a team member (Major).

Edges

The following Edges are not appropriate for War, Inc.: Berserk, Noble, Florentine, Giant Killer, Soul Drain, Champion, Holy/Unholy Warrior, Mentalist, Thief, Wizard, Woodsman, Beast Bond, Beast Master.

Background Edges

Arcane Background

Magic, Miracles, and Super Powers are not allowed.

Heroes cannot take Arcane Background (Psionics) on its own, nor can they take Arcane Background (Weird Science) on its own. These Edges come automatically as part of the Role Model and R&D Professional Edges respectively (see below).

In War, Inc. the Arcane is very unobtrusive. There are no flashy lights or bolts of sizzling energy. The powers occur as naturally as possible and do not even cause a Doubting Thomas to wonder what has just happened. The common response is, "You are one lucky ..."

Eye for Detail

Requirements: Novice

Sherlock Holmes has nothing on a person with an Eye for Detail. Nothing gets past a character with this Edge. When the character makes a Notice roll, add +2 to the roll.

Combat Edges

Postal

Requirements: Novice

A hero with the Postal Edge gains the same benefits as the Berserker Edge in the Core Rules, the difference being the modifiers apply to ranged attacks. A character who “goes Postal” stands in one place and fires a barrage of bullets at all enemies, regardless of who is in the way.

Lackey

Requirements: Novice

This edge functions the same as the Berserk edge from the Savage Worlds Core Rules. However, instead of having to receive damage, the Lackey must only hear negative comments directed toward his unit or company.

Read the Numbers

Requirements: Heroic

It is said that, “Figures never lie, but liars figure” and your hero is very apt at reading the figures and putting the best possible spin on any given set of metrics. This ability even extends to combat situations. She can readily assess what is going on in a battle. Once per game session, the player character can Read the Numbers. When reading the numbers, a character's initiative card functions as a Joker, including reshuffling the deck of cards at the end of the round.

Professional Edges

Alpha Geek

Requirements: Novice; Smarts d8+

Alpha Geeks are those rare people that watch nothing but the Learning Channel, The Discovery Channel, PBS and any other educational channel that is on the air. They have more knowledge than a set of encyclopedias and are willing to prove it.

Functions the same as the Scholar edge from the Savage Worlds Core Rules.

Head Hunter

Requirements: Veteran; Shooting d8+; Fighting d8+; Investigation d8+

Your hero has become proficient at finding the best of the best – and killing them. When a corporation needs to take out a competitor's Role Models, they come to your hero and he puts an end to the competition.

This edge functions like the Champion edge from the Savage Worlds Core Rules, except that the bonuses apply to Role Models or R&D wild cards.

R&D

Requirements: Novice, Smarts d8+; Repair d8+; Knowledge (Engineering) d8+; at least two other scientific Knowledge Skills at d6+

Members of R&D are the life-blood of innovation in a corporation. Many of the R&D staff work on developing products for the consumer market. Just as important are those who work on new technologies to defend the company and help expand its influence via hostile takeovers, etc.

For the particulars of how this Edge works refer to the Gadgeteer Professional Edge and the Arcane Background (Weird Science) Edge in the Savage Worlds Core Rules.

Role Model

Requirements: Novice; Spirit d8+; Charisma 2+

A Role Model is someone who does everything right. This does not mean she does “The Right Thing”, only that she is extremely adept at performing her job and everything works to her advantage.

Your heroine may not be aware she is watched over by Fate, but she is. When she needs an advantage, she has it. However, she can only rely on the hand of Providence so long before she is left to fend for herself.

For the particulars on how this Edge works refer to the Arcane Background (Psionics) Edge.

Side-tracked: When a Role Model rolls a one on her Providence Die (regardless of what the Wild Die result is), she is “Side-tracked”. She loses her concentration on what is happening and, for purposes of the game, is Shaken until a successful Smarts check is made. If both the Providence and Wild dice come up one, Fate has turned her back on your hero for 1d6 days.

Legendary Edges

Chainsaw Consultant

Requirements: Wild Card, Legendary

Your heroine has a truly terrifying reputation. And she has earned it. When your heroine enters a room, Extras must make a Guts check or be Shaken.

Top Performer

Requirements: Wild Card, Legendary

Functions as the Legendary edge, Professional, from the Savage Worlds Core Rules.

Subject Matter Expert

Requirements: Wild Card, Legendary, Top Performer

Functions as the Legendary edge, Expert, from the Savage Worlds Core Rules.

Guru

Requirements: Wild Card, Legendary, Subject Matter Expert

Functions as the Legendary edge, Master, from the Savage Worlds Core Rules.

Gear

War, Inc. is set in a world where Corporations have gone wild in an attempt to be the rulers of the world. They have upped the ante on R&D and the resulting technology is akin to that of Saturday Morning Superhero Cartoons, such as the X-Men or Spider-Man. All of the gear used in War, Inc. is found in the Savage Worlds Core Rules.

Armor

While all the Medieval armor is available in the world of War, Inc., it is typically only used as collector's items and antiques. All of the Modern Armor types listed in the Core Rule book are available and viable options. In addition, the Infantry Battle Suit is available, however, this is mostly worn by Front Line Associates and Security Guards.

Hand Weapons

Hand weapons have been around for a very long time, and just about anything can be used as a hand weapon. All the Medieval Hand Weapons are available as options, however, the GM should use judgment when allowing certain weapons, such as swords, axes, mauls and pole arms.

All of the Modern Hand Weapons are available for use as well as the Molecular Knife.

Ranged Weapons

The Medieval and Black Powder weapons are available, but they are antiques and should be discouraged from being used. The Modern Ranged weapons are all available. Most corporations will issue a Glock 9mm as a standard sidearm. Any of the long arms are available, however, are typically only used during a Hostile Takeover or other form of assault. Additionally, the Laser Pistol and Laser Rifle are available options. The Laser Rifle is typically used by Security Guards in HQ type buildings.

Special Weapons

Type	Range	Damage	RoF	Cost	Min Str	Notes
Grenades						
Concussion	5/10/20	3d6	—	—	—	Medium Burst Template, Non-Lethal Damage, Double Damage in enclosed space
Flash bang	5/10/20	3d6	—	—	—	Medium Burst Template, Non-Physical Damage, Blinding

Grenades

Real estate is extremely important in War, Inc. No business wants to take over another corporation and lose all of the potential assets to be gained. Therefore, during a hostile takeover, non-lethal force is employed whenever possible. Manpower casualties are expected, but should be kept to a minimum. The same applies to the buildings, computers and other

equipment. For that reason, non-lethal, non-fragmentary and non-incendiary grenades are the grenade of choice when engaging in urban warfare.

Concussion Grenades: These grenades emit an ultra-high frequency shock wave, intended to knock a target out. This is a favored grenade as it leaves buildings undamaged (with the exception of windows and other fragile objects) while incapacitating troops. If the grenade detonates in a room that is filled by the Medium Burst Template, the damage is doubled.

Flash bang Grenades: These grenades are the preferred grenade of Corporate America. They do very little damage at all. They are designed to blind and disorient. Anyone looking in the general direction of a Flash bang when it goes off, suffers blindness for 1d6 rounds and all actions are performed at a -2. Everyone caught in the blast radius suffers the “damage” of the grenade from its loud, disorienting bang. The damage only causes a Shaken result, however, for every raise on the damage roll, a -1 is applied to the Vigor rolls to become Unshaken.

Powers

The following powers are not appropriate for a Role Model in War, Inc.: Armor, Barrier, Blast, Bolt, Detect/Conceal Arcana, Fly, Greater Healing, Healing, Invisibility, Light, Obscure, Shape Change, Smite, Speed, Telekinesis, Wave Runner, Zombie.

The following powers are not appropriate for an R&D in War, Inc.: Detect/Conceal Arcana, Greater Healing, Shape Change, Smite, Telekinesis, Wave Runner, Zombie.

Apples to Apples

Rank: Veteran

Power Points: 1 per gun effected

Range: Spirit X 2

Duration: 3 (1 per Gun/Round)

Trappings: Flesh wounds, Sucking Chest wounds

When comparing results, it is vital that a Role Model compare, apples to apples. The *apples to apples* power allows a Role Model to do just that. When in a combat situation, a Role Model can use this power to level the playing field from a damage perspective.

Apples to apples allows a Role Model to dictate what damage all weapons in the area of effect will do. This power only affects ranged weapons and the damage to be inflicted must be one of those available from the gun. Once the damage dice are determined they remain the same until the power is deactivated and reactivated. This power affects the weapons of the Role Model's team as well. If a Role Model does not have enough power points to affect all the weapons in the area, the unaffected guns should be determined randomly.

Example: *A hero with apples to apples is in the middle of a fire fight. The guns in the area of effect are a Peacemaker, a Glock, and a Desert Eagle. The player decides he would rather increase his damage for the Glock and lower the damage from the Desert Eagle, so goes with the middle man – the Peacemaker. All guns in the area of effect now do 2d6+1 damage.*

Best In Class

Rank: Novice

Power Points: 1

Range: Self

Duration: 3 (1/Round)

Trappings: Improved ability.

Best In Class is the same as *boost trait* power from the Savage Worlds Core Rules. However, it is only effective on the Role-Model, she cannot affect anyone else with this ability.

Blamestorming

Rank: Novice

Power Points: 4

Range: Smarts X 2

Duration: Instant

Trappings: Finger Pointing, Taunting.

Blamestorming is similar to the Fear power from the Savage Worlds Core Rules. Instead of causing dread and horror, *blamestorming* causes dissension among a group of enemies. The area of effect is the Large Burst Template. Every enemy beneath the template must make a Smarts check, or a Smarts check at -2 if the caster got a raise on his Providence roll.

Anyone who fails is considered Shaken until a successful Smarts check is made.

Center of Excellence

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/Round)

Trappings: Improved ability.

Center of excellence works the same as *boost/lower trait* power from the Savage Worlds Core Rules, except that it only raises traits.

Communication Skills

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: Instant

Trappings: Rallying speech.

Communication skills functions the same as *dispel* from the Savage Worlds Core Rules.

Corporate-speak

Rank: Novice

Power Points: 2

Range: 5/10/15

Duration: Special

Trappings: Corporate tirade.

Corporate-speak functions the same as the *stun* power from the Savage Worlds Core Rules. Instead of making a Vigor check, the targets must make a Smarts check.

Empower

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: 3 (1/Round)

Trappings: Improved ability.

Empower functions the same as the *boost trait* power from the Savage Worlds Core Rules. This power only increases traits – it can not be used to lower traits.

Incent

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: 3 (1/Round)

Trappings: Persuasive voice, commanding tone.

Incent functions the same as the *puppet* power from the Savage Worlds Core Rules.

Key Enabler

Rank: Seasoned

Power Points: 2 per person

Range: Smarts

Duration: Instant

Trappings: A charismatic speech.

Key enabler is what allows a character to advance more quickly above his comrades. This power can only be used when a major event has taken place, such as a large fight or key mission objective has been achieved.

Key enabler is an opposed role the characters Providence skill versus the target's Smarts. If successful against everyone in the group, the Role Model has successfully convinced the rest of the party that she was key to the success of the group. The group as a whole must be convinced of this.

If the character is successful in convincing the entire group, she gains an additional experience point. If the character scored a raise above the highest opposed roll, two additional experience points are awarded. The maximum additional experience points that can be awarded per session is two.

Low Hanging Fruit

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: Instant

Trappings: Searching glance.

Low hanging fruit allows the character to find an improvisational tool or weapon lying around that is needed in that instant. To everyone else, the character appears to be extremely lucky.

The player must specify what he wants to accomplish with the item, but the actual item is up to the GM. The player can make suggestions of items, however. The item should be able to accomplish the specified task.

More with Less

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: Instant

Trappings: The pull of a trigger.

More with less allows the character to continue firing her gun, even after all the ammunition is expended. On a successful *more with less* role, the weapon being fired has up to 5 rounds in it. On a raise, the number of rounds increases to 10. A weapon cannot hold more rounds than its capacity.

When using this power, the character can fire in the same round without the multiple action penalty.

Multi-Task

Rank: Seasoned

Power Points: 4

Range: Self

Duration: 3 (2/Round)

Trappings: Quick reflexes.

Multi-task functions the same as the quickness power from the Savage Worlds Core Rules. However, it only effects the Role Model.

Out of the Loop

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/Round)

Trappings: Awkward movements of the target.

Out of the loop functions the same as the *lower trait* power from the Savage Worlds Core Rules.

Outside the Box

Rank: Novice

Power Points: 2

Range: Touch

Duration: Instant

Trappings: Wriggling, untying, a hair pin.

Outside the box allows a character to escape from any bonds he may be confined in. By using this power, the character is able to untie any knot or unlock any lock that may be restricting his movement. This includes prison cells.

The character must be able to get to the lock, however. If the lock is on the outside of a door and there is no way for the character to get to the lock, *outside the box* cannot be used.

Paradigm Shift

Rank: Seasoned

Power Points: 2

Range: Self

Duration: 2 (1/round)

Trappings: A Contemplative look

When a Role Model has a Paradigm Shift, his perception of the existing problem is altered and new insight is received. The Role Model receives a +2 to trait rolls to overcome the problem. In the case of a fight, the +2 is applied to Damage as the Role Model has identified a weakness.

Once the Duration has passed, the Role Model has a tendency to slip back into viewing things the way he always has and loses the bonus, unless he maintains the Paradigm Shift.

Percussive Maintenance

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: Instant

Trappings: Hitting with something, kicking.

Percussive maintenance is the art of hitting something that is malfunctioning to get it to work. This power functions like a Repair roll, except that it repairs the item instantly. *Percussive maintenance* only repairs the malfunctioning inner parts; it does not repair any physical damage such as dents, rips or the like.

Proactive

Rank: Legendary

Power Points: 6

Range: Self

Duration: 3 (3/Round)

Trappings: Quick to act.

Proactive allows the character to go first regardless of the initiative card drawn. The character still gets an initiative card for the chance that she may draw a Joker.

If another person draws a Joker, an opposed Agility roll is required to see who goes first.

Synergy

Rank: Novice

Power Points: 1/person

Range: Providence

Duration: 3 (1 per person, per round)

Trappings: Rallying speech, words of encouragement.

Synergy allows the Role Model to harmonize the efforts of the team, making the team as a whole more effective.

When using *synergy*, the members of the Role Model's team gain a +1 on their attack rolls and an additional +1 for each raise. This modifier is in addition to any other modifiers that may be in effect due to ganging-up and the like.

Teflon

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/Round)

Trappings: A timely dodge.

Teflon functions the same as the *deflection* power from the Savage Worlds Core Rules.

Win-win

Rank: Legendary

Power Points: 10

Range: Smarts X 2

Duration: Instant

Trappings: A loud call for surrender

Win-win allows a Legendary hero to bring a quick closure a hostile situation. When a Role Model uses this ability, she calls for the opposing force to surrender and give up their arms. The area affected is a Large Burst Template. This is an opposed Providence roll versus the targets' Spirit. Those in the area of effect who fail the roll automatically throw down their weapons and surrender. If they are fired on after surrendering, the Extras will pick up their weapons and fight back – any subsequent attempts at using *win-win* in the encounter will automatically fail.

If there are any combatants who do not surrender, each round that the conflict continues, those who surrendered may make another Spirit roll to regain their courage and resume fighting.

This power does not effect Wild Cards.

Game Master's Section

War, Inc. is a setting designed for times when a break from the normal campaign is needed. It works especially well for one-shot games. It is a world of near-future civil war. As such, it can accommodate any war-type adventure. The backdrop is drastically different and so is the battlefield. Technology has advanced some, but not so drastically as to make the world completely futuristic. This section will provide some assistance in determining what type of campaign you wish to run.

The Big Ten

The write-ups earlier were meant to give an idea to the players of the companies their characters can work for. As a GM, you may need to have some additional information. The table below provides some nice to know information about each company. The companies are ordered in their Rank on the Board of Directors.

Company	Industry	Headquarters	CEO	Acting CEO
Gold Shield	Health Care	Providence, RI Sacramento, CA	Odessa Sharman	Warner Obery
Tesla Dynamo	Utilities	Salt Lake City, UT Phoenix, AZ Denver, CO Wahiawa, HI Des Moines, IA	Titus Montell	Florinda Lipsie
United Ivy League	Education	Boston, MA Killingworth, CT Charleston, SC	Leif Eschborn	Colton Mcclareen II
Metalika & Associates	Service & Hospitality	San Francisco, CA New York City, NY	Larson Ulrick	James Hatfield
Universal-Touchstone	Financial	Beverly Hills, CA Orlando, FL New York City, NY	Aleitha Orr	Zackary Keet
Mobile-Shell Oil	Technology	Dallas, TX Anchorage, AK Jacksonville, FL	Loree Brinden	Stanton Ovdenk
NyarloTech	Consumer Goods	Los Angeles, CA Anchorage, AK Indianapolis, IN	H.P. Lovejoy	Michael Grovier
Dizknee-Dupont	Transportation	New York City, NY Sacramento, CA	Ashley Crump	John R. Johnston
Hoover Enterprises	Entertainment	Las Vega, NV Honolulu, HI Atlantic City, NJ Chicago, IL Hana, HI	Kevina Lambson	David Medlin

Company	Industry	Headquarters	CEO	Acting CEO
Bank One of America	Natural Resource Extraction	Seattle, WA Honolulu, HI Dallas, TX Allentown, PA	Joanna Strunk	Adam Thrower

The CEO listed in the Table is the company's representative on the Corporate American Board of Directors, in most cases they are the true CEO of the company. The Acting CEO is the person standing in for the CEO while representation on the Board of Directors is required.

Salary Treatment

Although many times the equipment is provided for a mission, there are times when a character may wish to know how much she earns annually. For the most part, salary treatment is standardized across all the major players. Below is a breakdown of annual salaries by Rank.

Novice: \$30,000 - \$35,000

Seasoned: \$35,000 - \$40,000

Veteran: \$50,000 - \$60,000

Heroic: \$70,000 - \$100,000

Legendary: \$110,000+

Contractors will earn the same amount of money plus ten percent, unless they forego health insurance, in which case add fifty percent to the salaries. A quick way to determine how much money a character has on hand at any given time is to multiply their annual salary by .008. This will yield the average money available per month after all major expenses have been paid. This is assuming that the character is not overly extravagant for his salary range.

All the President's Men

As mentioned earlier, Felton Kopsho has been building his own network of power. He is tired of being a figure-head and has seen the writing on the wall. He has secretly been buying up most of the Security Agencies which supply the Big Ten with their Security Guards.

Mood

As with any setting, the mood lends a lot to the world. War, Inc. was designed to be just on the fringe of believability and thus have a very "campy" feel to it. This feeling of campiness can be enhanced, or completely ignored if desired. Here are some suggestions on how to evoke different moods from War, Inc.

Dark Future War, Inc.

For a grittier feel to the game, some may wish to run War, Inc. in a dark future setting ala Cyberpunk. This can be accomplished fairly easily based on the amount of grit you put into it. However, one key element to Cyberpunk type settings is the use of technology and cyberware. To run a dark future campaign in War, Inc. an optional edge may be necessary:

Arcane Background – Cybernetics

Requirements: Special

This allows a character to have cybernetic enhancements. This edge may be taken multiple times – each time granting the hero a new piece of cyberware. The cybernetics are merely technological manifestations of the Powers located in this setting as well as *Savage Worlds*. Thus, if there is a Rank pre-requisite for a power, the same pre-requisite applies to the piece of cyberware. Each device has a power pool rating of 10.

***Example:** Oberon Radley, a Novice Contractor working for NyarloTech, needs to have a concealed weapon – one that is difficult to find and even harder to take away. He decides to get a cybernetic implant providing him the ability to shoot lasers out of the palms of his hands. He takes the AB-Cybernetics edge and the Bolt power. The trapping is one of a laser bolt.*

Paranoid War, Inc.

Many people love the zaniness the role-playing game, *Paranoia*, is known for. This same mood can be captured in War, Inc. with just a few slight tweaks. To capture a *Paranoia* feel for War, Inc. each member of the party should be working for a different company, however all are working undercover infiltrating the same company. A main objective is provided to the team as a whole with individual objectives provided by each of the players' true employers. The objectives from the true employers should conflict with those provided by the supposed employer and with each other. It is up to the players to figure out how to accomplish their respective objectives while keeping everyone else in the dark as to their true employer.

Additionally, you may invoke the “Fourth Quarter Cut Backs” rule. Essentially, this rule reflects the tendency for business to enact severe cost-cutting initiatives during the fourth quarter. Ways to invoke this rule could be:

- All ammunition provided to the team is outdated and does not match the types of guns they are provided.
- If armor is provided, it may be a size or two too small. Or perhaps it is too large. Either way, this would apply a -1 modifier to Agility and related Skills.
- The players must collect their spent brass. For each round fired, if the brass is not returned, they are reprimanded.

Mission Types

The mission type adds just as much to the mood of the game as anything else. While War, Inc. lends itself to any warfare-type scenario, here are some examples to keep the corporate feel of the setting.

18 Hell Holes

The boss is playing in an intercompany charity golf match and he needs caddies/meat shields. The team needs to keep the boss alive for all 18 holes by fending off corporate assassins. The Skirmish rules could be used for this.

Arsenic and Old Suits

Drinks with the higher-ups after work, when everything goes awry.

Battlefield Royale / Getting Caught in the Cross Fire

The thrill of victory and the agony of defeat at the Aces & Eights Casino and Convention Center in Las Vegas, NV.

Bring 'em back alive

The harrowing tale of picking up the boss' son, or some other notable, from the airport. The person must be brought back alive. Great for chase scenes through crowded streets.

Bullets and noodle salad

The company picnic with un-invited guests.

Contingency plan

A rival corporation has somehow infiltrated your building. You must repel the intruders and neutralize any damage they have caused before a media leak occurs.

Disaster Recovery

While you were at lunch, the office has been overrun by a rival corporation. Can your team effectively effort a guerrilla campaign while rescuing or destroying essential data resources?

Fact-Finding Mission

The team is sent on a reconnaissance mission to ascertain a rival corporation's next marketing ploy.

Loose Lips

Somebody has been passing info about the team's department to HR and it could get the team downsized! Mission: Find the mole and plug the leak.

Mission Critical Deliverables

A team is needed to infiltrate a rival by posing as a parcel delivery company. Instead of packages, the truck carries a strike team.

Needs of the Business

A team is needed to retrieve something (the remains of a test module, stolen plans or marketing data, etc) for the company. The requirements may be as restrictive as covert ops type secrecy or as open as blatantly walking through the front door.

Rise to the Top

Entry-level associates are assigned to infiltrate a corporation from the bottom. Once inside, they are to work their way to the top, undermining the company from within.

The Game of Cubes

Survive the reorg! Reduce headcount in rival departments!

Glossary

Just as important to the feel of the game is the terminology used. As the corporate culture has changed, so too have some of the corporate phrases.

Change Management: This term has become literal now and is often used in reference to taking down a rival management structure.

Downsize: This term is still used pretty much the same, however it has a more final connotation now. When speaking of downsizing, it is at the end of a barrel.

Hatchet Man / Head Hunter: A corporate sanctioned assassin, usually brought in for downsizing.

Hostile Takeover: This is a very literal use of the term hostile. Hostile takeovers are conducted by strike teams and are generally conducted with extreme prejudice.

Open Door Policy: A term used to describe a company that does not employ security guards.

Parking Lot Issues: This term is used when a building is the object of a Hostile takeover, they have Parking Lot Issues.

Red Badge: Front Line personnel not expected to survive a conflict. Also synonymous with a Contractor.

Think Outside the Glocks: Used when a solution is not necessarily found in the gun, or a person must be taken alive. The team needs to think outside the glocks and should use force as the last option.

Win-win-win: This term is now completely one-sided. Sometimes used as the motivating call for a team about to be deployed.