

ARASAKA

The first and foremost is Arasaka—the nasties that most PCs will cross at some time. Arasaka is a vast corporation with a heavy emphasis on security services (security is by no means Arasaka's only focus—just its most visible). Arasaka handles the bulk (over 70%) of "rent-a-cop" security worldwide. The implications are chilling—Arasaka may provide good watchmen, but who watches the watchmen? The result is that very little happens that Arasaka Saburo (last name first), the founder and official CEO of Arasaka, doesn't learn about.

Saburo's circle of important people is also presented—his son and heir apparent, Kei; his young daughter, Hanako; his rebel son, Yorinobu; director of security Takayama Shintaro; and up-and-coming assistant security director Iwashima Jatsuo. These people are given short personality profiles, motives and game statistics. The PCs may well end up encountering some of these people in person, so the stats are vital.

Equipment is presented—some of Arasaka manufacture, some just used by Arasaka employees. And Arasaka corporation's goals, tactics, habits and market strategies are revealed in full. There's even a section on how to referee Arasaka involvement, plus a short adventure dealing with some dirty work for Yorinobu.

Some nifty computer-generated maps are provided for the adventure—the PCs are dealing with some high-level skulking! Maps of Arasaka's Hoshu R&D facility and Arasaka Saburo's house are also included.

IEC

International Electric Corporation (IEC) is a German-based general electronics manufacturing firm with fingers extended into almost every electric pie around the world, into orbit and all the way to the moon. Who do you think manufactured the electronics for the Tycho mass-drivers that hold the earthbound powers at bay? Or the electric coffeepot that you used this morning? Of the remote control to your vid and possibly the vid-set itself? Or the chips in your brain.

IEC started as a small Berlin electronics firm, but rose to power through truly ruthless acquisition tactics during the recession of 1997-98. When the dust settled, IEC turned into a major world power, naturally tied to the strong United Germany economy. A leading metal manufacturer, IEC is better known for its all-pervasive consumer electronics. Its stranglehold on specialty electronics is less well-known; it's a rare piece of hardware that doesn't include at least some sort of electronic component made by IEC.

This sets the Berliners up in a curious (by *Cyberpunk* standards) situation: IEC has

little bad blood with the other corporations seeking to rule the world (or at least their corner of the market). If IEC gets snubbed, it can withdraw its services and products from the offender.

IEC's moves are more subtle and less personal than Arasaka's. Still, IEC's sneaky goals and business tactics may well involve PCs. A short mini-adventure introduces adventurers to some of the people who hate IEC, as well as featuring a truly warped posegang which has chosen the SNL Coneheads as role models!

GOOD AND BAD

This series of books is a wonderful idea. R. Talsorian Games may not publish the vast amounts of support material that FASAcrank out for *Shadowrun*, but its material is usually of higher information quality. With the information in this book, a referee can start involving his PCs in higher levels of corporate intrigue, because now he knows how these two particular corps act and think, and where they're going. A *Cyberpunk* game can rise above the streets and into the boardrooms, where

brains and cool count for more than a fast gun.

Some of the information may be a bit dry for most gamers, and some referees may have to struggle through the sections on corporate intents and policies. In addition, some of the artwork is really substandard.

If you run *Cyberpunk 2.0.2.0.*, this series of books is an excellent investment. The next book in the series details Lazarus Group and Militech. Ω



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