





PRESENT





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# THE MERCHANT CORPORATIONS

The worlds of Mutant Chronicles are largely controlled by the boards of the megacorporations instead of, as in times past, the governments of nations. In fact, a person employed by the Capitol Corporation, for example, is actually termed a citizen of Capitol.

Politically, not much else is new, though, except that there are no longer any nations. Society is now multicultural, and on all levels of society, in every branch of employment, all that matters is that you're part of a team, your corporation.

This attitude was already set before the Brotherhood entered the scene. Large companies took control of smaller enterprises and incorporated these into their growing businesses. Large tracts of land were bought and reserved for the employees. The corporations could offer a lifestyle without starvation and insecurity. People lived their lives within their vertically integrated corporations. Education, housing, medicine,

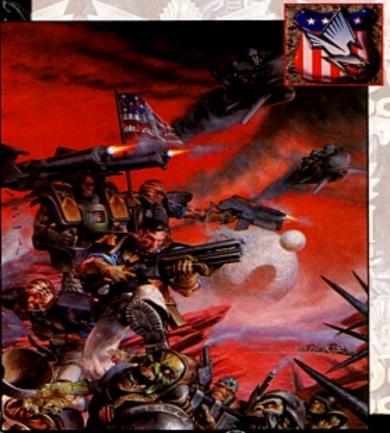
security—everything was provided by the employer. And so the megacorporations were born.

Four megacorporations managed to survive after the initial, wasting wars in our Solar System. These were corporations that personified certain ancient ideas and values, allowing them to present a strong front to other competitors. These four were Capitol, Bauhaus, Mishima and Imperial. Soon they were joined by a surprise, new force in the corporate world, Cybertronic.

Today, the five megacorporations make up the bulk of the corporate worlds. Their combined assets are enormous, and they indirectly control other independent businesses, the freelancers, which depend on the larger corporations for survival.

# WAYS OF LIFE

The megacorporations are much more than just financiers and employers. They are cultures, ways of life. And since most people







actually do have a way of life, they in one way or another belong to a megacorporation, even if they aren't directly employed.

All aspects of life involve the megacorporations in one way or another. They provide security in the cities, supply shelter, food and other goods people need to survive, and so on. For those employed by the corporations, life is often secure and uneventful. For those outside the corporate umbrellas, life is more of a hazard. But at least they can entertain the illusion of freedom.

### THE CONFLICTS

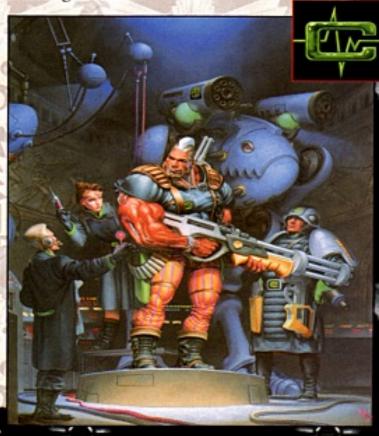
There is constant war between the corporations as they all try to grow and become the single, largest power in our Solar System. So far, no one has gained the upper hand, and only the future will determine if they can stand against the onslaught of the Dark Legion or if they will be engulfed by the powers of destruction.

To avoid disaster, the megacorporations have formed an organization through which they can solve their problems on a diplomatic level. This organization has been named the Cartel and consists of delegations from all five megacorporations, as well as Observers from the Brotherhood. It is the purpose of this organization to coordinate



the battle against the Dark Legion, as well as to promote a greater understanding between the different megacorporations. It is hard to tell which of the two tasks is more difficult.

And while the megacorporations bicker among themselves, the Darkness has infiltrated humanity and spreads like a rotting disease.





"I'm going to kick your butt...Twice!"

