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The Multilingual Solutions Company

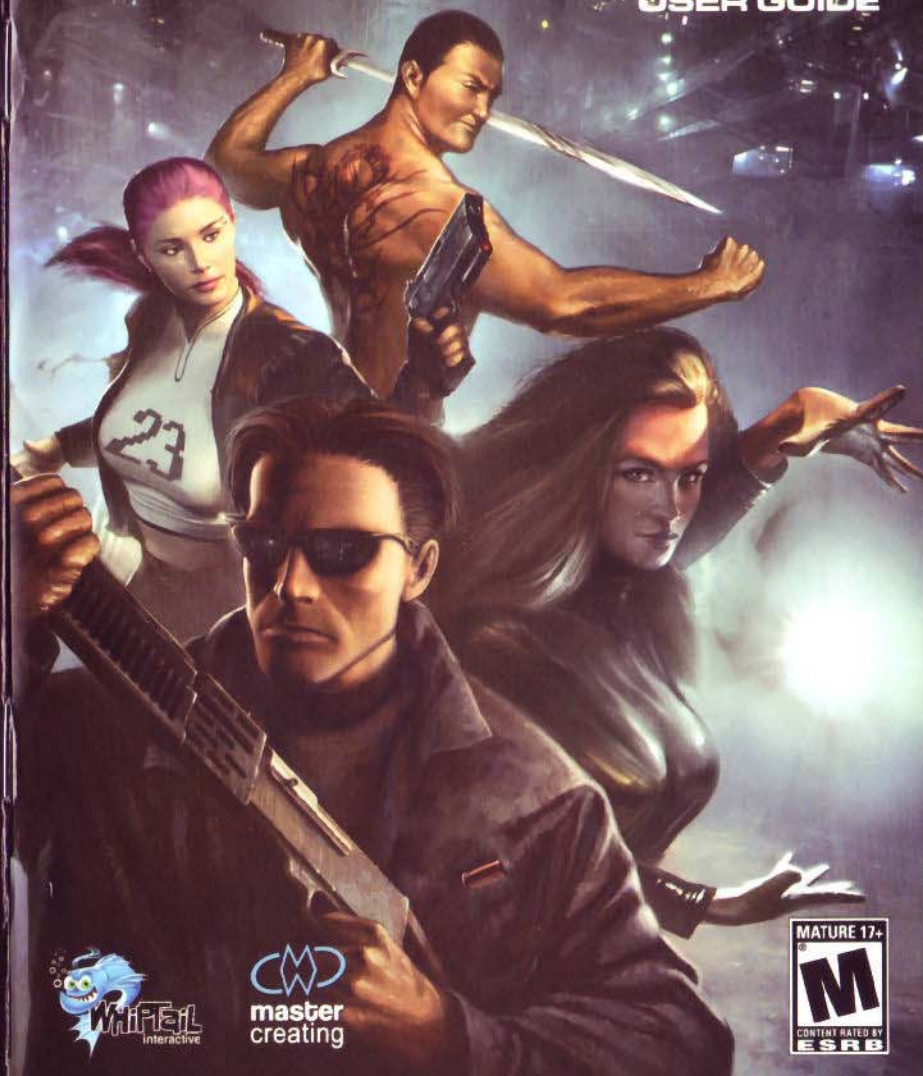
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<http://www.replacementdoes.com>



RESTRICTED[®] AREA

USER GUIDE



SHORT CUT KEYS

The standard settings for short cut keys are below. To show or to adjust the settings click on 'Options' in the main menu.

Main menu:	Escape
Inventory:	I + C
Skills:	T + S
Pick up everything:	A
Screenshot:	Print
Stand and shoot:	Left shift
Chat:	Enter
Mini-map:	Tab
Mission log:	M + Q
Show objects:	Alt
Show help text:	H + F1
Use Medikit:	Space
Battle drugs:	K
Up/down:	Up/down arrow key
Right/left:	Right/left arrow key
Skill shortcut 1:	1
Skill shortcut 2:	2
Skill shortcut 3:	3
Skill shortcut 4:	4
Skill shortcut 5:	5
Skill shortcut 6:	6
Skill shortcut 7:	7
Skill shortcut 8:	8
Quick save:	F5

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How has the loyal city turned into such darkness? It was once a place of law and justice, but now murder dwells in the city. Your silver has become tarnished and your wine has become adulterated with water. Your princes are a disloyal pack of bandits accepting presents and seeking gifts. They do not provide justice for orphans and they completely ignore the widows' circumstances.

Fountains without water and clouds, surrounded by whirlwinds, theirs is a dark and gloomy lot. They speak proud but empty words to attract those who had narrowly escaped from those living unjust lives, and promise them freedom even though they, themselves, are the servants of destruction. Whoever vanquishes you, you are their slave. To fight and lose is a better fate than to not fight and live a vanquished life in darkness. You would have been better never having known the path of righteousness than having known it and deviating from the holy order that you were given.

AMOXI, STREET PREACHER



CHAPTER 1: QUICK START INSTALLATION

Before installing Restricted Area make sure you are aware of the minimum and recommended system requirements. Your computer should meet all the minimum requirements to allow problem-free play. If your computer meets or even exceeds the minimum requirements you will get increased play performance from Restricted Area. If possible you should defragment the hard disk before installation (use the 'defragmentation' program that you can usually find at START, Programs/Accessories/System programs) for maximum play-performance. Should you still have problems with loading times, make sure that DMA is activated for your hard disk.

MINIMUM SYSTEM REQUIREMENTS:

Operating system:	Windows 98, ME, 2000 or XP
CPU:	Intel Pentium III 800Mhz or better
RAM:	256 MB
Hard disk:	2,5 GB of uncompromised storage space
Graphic card:	GeForce 2 / Radeon 7000 with 32 MB memory
Multiplayer:	56K Modem

RECOMMENDED:

Operating system:	Windows XP
CPU:	Intel Pentium IV 1,4 Ghz or better
RAM:	512 MB
Graphic card:	GeForce 3 / Radeon 9200 with 64 MB memory
Sound card:	Sound card with EAX support
Multiplayer:	Broadband Connection

AUTO-RUN INSTALLATION

Install Restricted Area as follows:

- 1) Insert the Restricted Area CD Disc 1 into your computer's CD or DVD drive
- 2) When the auto-run function is activated the installation screen automatically appears. Select the 'Install' option and follow the onscreen instructions.

MANUAL INSTALLATION

If the installation screen does not appear after inserting the CD it may be that the auto-run function is disabled. In this case, proceed as follows:

- 1) Double click on 'Work station' on the Windows desktop or open Windows Explorer.
- 2) Double click on the icon for your computer's CD or DVD drive to show the contents of the Restricted Area CD.
- 3) Double click on the 'SETUP.EXE' data file to start installation.

TROUBLESHOOTING

If you have problems with the screen display, difficulties in starting the game or the game crashes at the desktop you should either change the game's settings or your computer's system configuration. Before changing your computer's configuration or settings, make sure you are using the latest driver for your hardware.

NVIDIA (GeForce)

<http://www.nvidia.com>

ATI (Radeon)

<http://www.ati.com>

If you still experience problems, make sure that you are using the standard settings, as functions such as 'ATI-Truform', full-screen antialiasing (FSAA) or deactivated VSYNC can cause display faults.

Further trouble-shooting tips and technical support information can be found in the 'Read me' data file in the Restricted Area file.

TECHNICAL SUPPORT

Before contacting our technical support please prepare a detailed specification of your computer and a specific description of your problem. This will allow to us to help you as quickly as possible.

INFORMATION REQUIRED

Processor, CD or DVD-ROM, RAM, video/sound card, Direct X version and version of Windows. To find this information go to 'Run' in your Windows Start menu, input 'dxdiag' in 'Open' and click 'OK'. You will then get all the relevant data about the driver installed. To create a text file from this, please press 'Save all information'. You can then store a text file with the required information on your hard disk and forward this to us by e-mail.

CONTACT

www.whiptailinteractive.com/support/

email: support@whiptailinteractive.com

For further information and updates please visit:

Restricted Area web site: www.restricted-area.net

Master Creating: www.master-creating.de

Restricted Area fan site: www.planet-ra.com

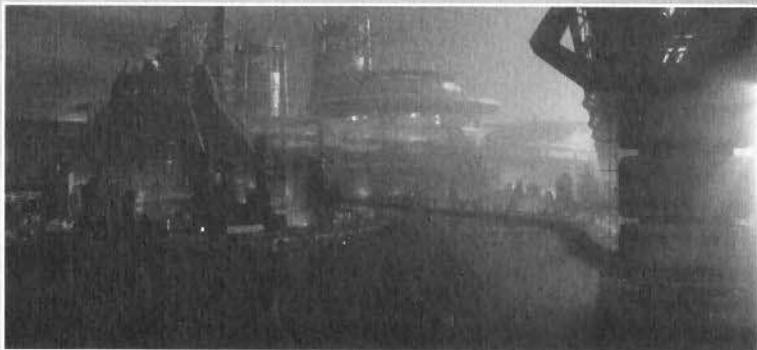
CHAPTER 2: THE WORLD

2.1 HISTORY

Everyone had sensed that the end was near. All the information was available, everyone had access to it. However, no one wanted to accept it, and the few people that predicted what was about to happen were denounced and isolated. Thus, everyone lived with the lie and, does a lie not become the truth if everyone believes it?

Around the middle of the 21st century, humanity really had to face reality. The massive destruction of the environment over the previous century had fundamentally disturbed the climate and the pending catastrophe could no longer be avoided. Face to face with imminent downfall, civilization disappeared and chaos reigned. Hunger, misery and war destroyed the earth but something new arose from the ashes.

It is the year 2083. For the first time in its history humankind has united under a common government. This carries the hopes of everyone living in the newly constructed mega-cities awaiting a brighter future. These overpopulated patches of human life are always surrounded by their own smog, and only the pale, artificial light and the provocative projected advertising interrupt their monotonous drudgery. However, where new hope arises, new darkness also appears. The shadows of the past have survived the catastrophe and have become even stronger as a result. Seven mega-corporations now represent the real power. They rule the wastelands and the abandoned barren lands where the world government has no influence. In the Wastelands, they exercise their own law: the law of the strong over the weak. Anybody that gets in their way feels their wrath. From the gutters of society they recruit killers for enough credits to do the corporations' dirty work. Some of them are hackers that surf cyberspace and steal the only thing left with any value: information. Others are former soldiers or police using financial reward to fill the void left behind, after the death of their ideals. Armed with readily available cyber-ware and bio-ware implants, they are the perfect mega-corporation warriors. What all these rejects have in common is that they only have one place where they can gain recognition, and this is the Restricted Area.



2.2 TIME LINE

- 2013 M.A.R.S. founded
- 2025 Last industrial nation converts to vehicles powered by fuel cells
- 2026 Delhi peace accord (ends the Middle East conflict)
- 2027 M.A.R.S. merges with sections of the Russian weapons industry
- 2030 Start of the golden decade of the Chinese economy
- 2031 Shanghai Hospital Supplies founded (Pharma Inc)
- 2032 Masahiro Osaki born in Yokohama, Japan, the son of a large industrialist
- 2033 The second Perestroika fails in Russia causing the country to break up into dozens of republics
- 2039 End of the golden decade in China
- 2040 Start of the Great Depression
- 2049 Pharma Inc develops cyber interface
- 2052 Masahiro Osaki's father loses his company
- 2053 Poverty and hunger cause revolution throughout South America
- 2054 Overload regulators built into the cyber-ports by Inventure
- 2057 Forced merger: VSB / Unikraft takes over Swiss competitor (LifeTec SA)

- 2058 Start of the second American civil war / Shanghai Hospital Supplies moves its headquarters to LA and changes its name to Pharma Inc
- 2059 Start of the Great Exodus, the climate catastrophe reaches its zenith, the formation of deserts advances with unbelievable speed
- 2062 Privatization of VSB (Money Group)
- 2063 LifeTec SA bought by the Eastern States government / tsunami destroys much of Japan
- 2064 End of the second American civil war / declaration of the Global Republic ('Global Government') / VSB becomes the Money Group
- 2065 End of the Great Exodus: 2.5 billion people died as a result / the climate stabilizes at a new level / humanity has divided with one section now living in the mega-cities and the other section outside in the wastelands / the new government confirms LifeTec's status as a mega-corporation
- 2072 Overload regulators prohibited by the world government
- 2073 In response to the heightening tension with the mega-corporations the world government founds the World Defense Guard (WDG)
- 2083 Government conferences to develop new regulations on the use of outer space / World Defending Guard dissolved by the world government due to the lack of any visible progress

CHAPTER 3: CHARACTERS

Main figures

At the start of the game you arrive downtown by train as one of the four characters. The four characters only have one thing in common: they have to start a new life as a freelancer. The choice of character does not only determine their skills but also the manner in which they will experience the story. During the course of the story you may meet the other characters and you will have the chance to form alliances with them.

3.1 SELECTING CHARACTERS

Start the game with the icon on the desktop or the entry in the start menu. Click on 'Create new character'. Left click to select one of the figures.

There is a 'demand level' item in the character descriptions that shows how easy a character is to manage – not to be confused with the overall degree of difficulty setting of the game. So, if you have never played an action role playing game before, you are recommended to first try a more straightforward character such as Johnson (demand level 1) rather than with Jessica (demand level 4). Now enter a codename below – it must be at least 3 letters long. Press **Enter** and the intro will start ...

Johnson



Johnson is a former Special Unit Commander who fought in the World Defending Guard for the government against the power of the corporations. Once an idealist and a fighter for justice, reality has since caught up with him. When the Guard was disbanded for dubious reasons and Johnson was dishonorably discharged, the last flicker of hope for a better future was extinguished in him. He was a soldier and if you rob a soldier of their ideals, you are just left

with a killer – and this is exactly how Johnson now makes his living.

Tip: Johnson is the only character who can use plasma throwers and flame throwers

Victoria Williams



Some people call her a mutant, others a miracle of nature. Whatever people say to her, Victoria knows what they are going to say before they speak. She is the first person to have 'psionic' abilities, and she has learned to consciously control her abilities, although not voluntarily. Oxygenetic kidnapped her when she was very young and subjected her to countless tests against her will. She would certainly be the corporation's tool

had she not managed to escape during an attack on the laboratory by government units. Since then she has worked independantly and has continued to perfect her psi-abilities. However, she has not forgotten what was done to her and, one day, she will bring those responsible to account.

Tip: Implants have a negative effect on Victoria's PSI-abilities – use adapted bio-ware wherever possible.

Tip: PSI abilities regenerate faster if you increase will power.

Kenji Takahasi



The son of one of the most powerful men in the Yakuza. Brought up and educated in the traditional Japanese manner, he places a high value on honor and loyalty, and has also trained since childhood in Japanese sword fighting. During such a fight he killed his father under as yet unknown circumstances. Since then he has been on the run from the Yakuza who do not want to let the death of one of their highest-ranking members go unpunished.

However, he has sworn to return one day and become the most powerful man in the Yakuza.

Tip: Kenji is the only character that can use close combat weapons. He is also the only one who is able to carry two pistols at once.

Tip: Kenji's zen bar only fills up if opponents are injured when fighting.

Jessica Parker



The highly talented Jessica grew up among the upper class and from the moment she was born, was destined for a perfect and prosperous life. To escape the sterile perfection of her family home, the young Jessica fled to cyberspace where she found the recognition and affection within a group of hackers that she had never experienced in her materialistic family home. When she was 13, she was prosecuted for the first time for crimes committed within cyberspace

and she was only saved from a prison sentence because of her parents' power and influence. Up to the age of 21 she continued to commit various crimes, which eventually led to a sentence of life in prison. However, she managed to escape with the assistance of an unprogrammed guard robot. Since then she has been earning her living as a freelancer in cyberspace and is fighting against the corporations' policy of suppression.

Tip: Jessica is the only person that can enter cyberspace – the control points obtained in Cyberspace are important for using her special abilities. Assign these points well!

Tip: Jessica's drone is constantly using energy if it is turned to fight mode. Only activate the drone if you actually need its assistance.

Tip: Intelligence increases the effect of most of Jessica's abilities.

CHAPTER 4: INTERFACE AND CONTROL

4.1 INTERFACE

As long as you have not deactivated the help for new characters in the start-menu, at the start of the game you will see an overview via the interface that explains every display and every click button on screen. Leave the help screen by pressing the Escape key. If you later forget what a click button is used for, place the mouse over the click button and a help text will explain the relevant function.



4.2 CONTROL

Restricted Area is played using the mouse and keyboard. There is a full summary of key assignment and all hot keys in Options. Here you can also individually change all settings.

The mouse keys are assigned as below:

Left mouse key:	Run / Attack
Right mouse key:	Character specific (eg Attack)
Middle mouse key:	Collect everything

You can change the mouse key allocation by using the first three icons at the lower left edge of the screen. Clicking the relevant symbol shows the possible alternative functions (such as: use battle drugs).

CHAPTER 5: THE FIRST MISSION

You are now in an outlying district of the gigantic city with your new life in front of you. You have an appointment with Marc, the information dealer. By left clicking you move through the game world, start conversations and open menus. To the top right, you will see a mini map of the town plan.

Tip: Instead of constantly clicking, you can also simply hold down the left mouse key.



Marc

The exclamation mark above your informant's (Marc's) head lets you know that he has something to tell you. His location is also marked in red on the mini map. When you are talking to Marc you have the option of choosing your replies. Think carefully about what you are, or are not, going to tell him.

Tip: You can end any dialogue at any time by using the Escape key.

After your conversation with Marc, another red dot should appear on the mini map. Who could be there that might also want something from you? Move towards the red dot. You will meet various people along the way that also live in this part of town. Whether or not you speak to these people is entirely up to you.

Tip: You should speak to Doc and equip yourself with medikits for the first mission. Every character can carry up to 10 medikits without blocking the inventory for other items. You will see these medikits at the fourth icon on the lower left bar.



Jones

When you have reached the red dot you will discover that a shady businessman, calling himself Mr Jones, has an interesting job for you. Accept his job.

You will now see a flashing icon to the lower right flashing – the mission log. You can view the mission details here. You can delete sub-missions in the mission log but not main missions (such as the mission that you have been given).

Tip: During the mission you can use the mission log to return to the city at any time.

Leave the mission log once you have viewed your mission objectives again. Now there is just one question. How do you achieve your mission objectives? You don't want to walk through the unending wastelands. A quick look at the mini map shows you another red dot. When you reach this location, a pilot called Jason is offering you his services. As he is the only person in the neighborhood with a glider you had better come to an arrangement with him, although this does not mean that you can't haggle over the price. Rumor has it that the good man has a weakness for women so, if you are playing as one of the woman characters, you may be able to use this to your advantage.



Jason – the pilot

So long as you come to an arrangement with Jason you can now select 'Fly' as a conversation option. Click on this button. You will now see a locality map of the wastelands. The city is to the lower right. If you change your mind about flying, just click on the city again or press Escape. Otherwise select the 'Old Bunker'. Once the mission has loaded you will be back in the wastelands. Be prepared for enemy attacks in this mutant infested area. If you have followed the recommendation and played Johnson, you can just fire away, which wasn't possible in the city. Just try it for a moment.

You will now see a red dot somewhere on the mini map. It is the entrance to the old bunker. Fight your way through the mutants that live in the wastelands to the old bunker. If your life energy is running low, just press the Space key to use a medikit.

If your inventory becomes too full during the mission or your medikits run out, don't forget that you can use the mission log to return to the city at any time. Unless you have died, when you fly back you will come right back to the location where you left the mission.

NB: If your character has died you must go back to the city and play the previous level again. Try to avoid this.



The wastelands – let's get down to business!

Once you have reached the old bunker, you will find an unknown complex. Follow the mini map. Stairs are marked in red, closed doors in light blue, open doors in dark blue. If you haven't found the next stairway or your mission objective, investigate the doors that you haven't yet paid attention to – one of them will take you safely to your objective.

When you have fought your way far enough down, you will find a large chest that is illuminated by a spotlight. Selecting the chest completes your mission. If you don't want to investigate this level any further you should use the mission log to return to the city.

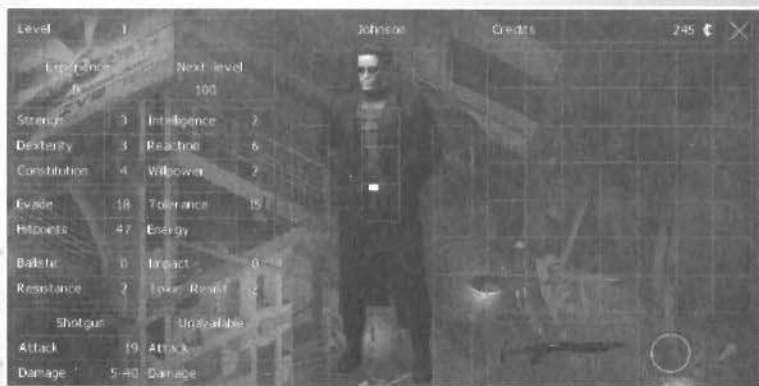
NB: Once you have completed a mission you cannot return there. Before leaving the location you should collect everything that you want to keep.

Congratulations – you have successfully completed the first mission. From now on we will leave you alone in the dark streets of the metroplex, and wish you more luck than the other freelancers that lost their lives on underpaid suicide missions.

CHAPTER 6: ROLE PLAY SYSTEM

Experience points are allocated to your character for each opponent defeated and every mission successfully completed. When you reach a certain number, the character moves onto a higher experience level (a 'Level Up'). Following each Level Up the character receives a certain number of points that can be allocated to particular attributes, such as strength, skill, etc.

Clicking on the C or I key (or clicking on 'Character screen' to the bottom right) opens the character screen. This shows you at a glance all the useful information about your character.



Character level:

The character level is to the top left, directly next to it (if available) are the remaining attribute points that you can use to increase your character's attributes.

Experience:

The experience points obtained so far are below the character level. You receive experience points by defeating an opponent. The stronger the opponent the more experience you get. The number of points you need for your next experience level is shown next to the experience points.

Attributes:

Each character in Restricted Area has six attributes:

Strength:	Increases injury in close combat and tolerance value.
Skill:	Increases injury in remote combat and accuracy.
Constitution:	Increases life energy.
Intelligence:	As it increases it attracts development points for skills.
Reaction:	Makes it more difficult for enemies to shoot you.
Will-power:	Reduces the effect of injury.

For each Level Up you can allocate 3 points to these attributes. Which ones should be increased will depend on each character and situation. If you have cyber-ware that you cannot use yet because of the high tolerance value, you would be best to increase strength. If you are not hitting your opponent often enough, you would be best to increase skill. The final decision on how to use the Level Up points is yours.

Secondary values:

Your character's secondary values are calculated from their attributes, skills and armaments used, such as cyber-ware and bio-ware.

Evasion: The higher the evasion value the more difficult it is for the opponent to hit you. Place the mouse over the word 'Evasion' to see what chance the last opponent to attack you had of scoring a hit to your character.

Tolerance: The tolerance value shows how much cyber-ware and bio-ware the character can accept in their body. The tolerance value is determined by strength. Modifying strength with cyber-ware and bio-ware does not increase the tolerance value.

Life: Shows how many hits your character can take before it dies. The higher the number the better. Life energy is primarily determined by your constitution.

Energy: Energy is rather a complicated issue, as it means something different for each character.

Johnson:

Energy is only shown if you have selected as your Weapon, a plasma thrower or a flamethrower. Energy relates to weapon overheating. If the value goes above the weapon's tolerance, it will cause the weapon to fire more slowly. This can be corrected by not firing the weapon for a period of time and allowing it to cool.

Kenji:

Zen is required for special attacks (eg flying kick). You get zen points if an opponent is hit during an attack. Zen is not self-regenerating.

Victoria:

PSI is self-regenerating and can be applied to use Victoria's PSI abilities. The amount of PSI energy is primarily determined by intelligence.

Jessica:

Energy is the amount of energy reserves held by the drone. The drone's energy is not self-regenerating unless you have learned Jessica's ultimate skill. However, the drone cannot be destroyed by enemy attacks, although it loses energy rapidly in battle mode.

Ballistics: Ballistic armor reduces injuries suffered by the character in remote combat.

Shock armor: Shock armor reduces injuries suffered in close combat.

Resistance: Reduces all injuries suffered.

Toxic resistance: Reduces injury from contaminated opponents.

Attack: The attack value that an armed character achieves gives the likelihood of hitting an opponent. The higher the value the better. The likelihood of a hit may not fall below 5% or exceed 95%.

Injury: The injury caused by a hit from the weapon used.

6.1 LEARNING SKILLS

Each time your character achieves a Level Up, a number of **development points** are awarded that can be applied to learning particular skills. Press the S or T key (or click on 'Skills' below right) to open the skills screen. This is where you will find the skills that the character can learn.



Each character has 15 different skills that only their character can learn (specific skills) and 15 skills that all of the characters can learn (general skills). You can use the Switch button (top left corner) to switch between the two skills screens.

Point the mouse to a skill icon for interesting information about a particular skill.

Each time a character achieves a level, it receives 10 development points that it can spend on skills. How many development points a skill costs

depends on its position in the pyramid and its actual level. You can find this out by pointing to the skill with the mouse.

Further information about the precise effect of skills can be found at: www.restricted-area.net

Tip: The more a skill intensifies the more expensive it is to expand it. You are recommended, therefore, not to invest all your development points in just one skill.

Tip: In the city you can also 'heighten' your skills at the Doc's for credits. The skill then falls again and you can reallocate your points.

CHAPTER 7: OBJECTS

In the world of Restricted Area there are a number of objects to be found, that you can use to equip your character.

7.1 MANAGING THE INVENTORY

If you pick up an object off the floor it is automatically placed in your inventory. Each object that you pick up requires space in your inventory. If your inventory is full you cannot pick up any more objects. If you point to an object in your inventory the name and description of the object will be superimposed. To remove an object from your inventory just click on the object and take it out of your inventory onto the game world floor.

Tip: You can automatically sort your equipment objects using the 'Sort inventory' click button.

Tip: The pilot, Jason, has storage room in his glider that you can use for free to store your objects as necessary.

7.2 EQUIPPING CHARACTERS

Open your inventory by pressing the **C** or **I** key or clicking on 'Character screen' to the bottom right. The objects your character is carrying will be displayed on the right hand side. Click on any object and drag the object with the mouse key held down to the relevant equipment field. Remember that certain objects can only be used by characters that have reached a particular development level or that have particular skills. For example, to use a particularly effective pistol, in certain circumstances you need a specific minimum value in the 'Pistols' general skills.

Tip: Click on 'Apply optimum equipment' (to the bottom right in the character screen) to automatically use the best combination of implants available at the time.

7.3 WEAPONS

One of the most important pieces of equipment is a weapon. Each character can always only use one weapon at a time (exception: Kenji can use two pistols at the same time).

7.4 CYBER-WARE/BIO-WARE

Installing cyber-ware/bio-ware can increase a character's abilities and attributes. Each cyber implant 'costs' a certain value that is referred to as the **cyber tolerance**. If the tolerance threshold is exceeded, no more implants can be installed.

By learning or increasing certain skills and heightening particular character attributes (strength), you can increase this tolerance threshold.

Implants can be divided into the following groups:

Arms: Left and right cyber-arm/bio-arm.

Legs: Left and right cyber-leg/bio-leg.

Tip: The Doc can change cyber and bio arms and legs so that, for example, a left leg can become a right leg.









Brain amplifier: Improves the character's cognitive abilities.

Artificial eyes: Improves perception and aim.

Internal cyber-ware: This includes everything that is not included within another category: reflex amplifiers, artificial skin and artificial bones, etc.

Tip: There can only be one type of cyber-ware or bio-ware in the body at any time. You cannot have two hearts.

Here is a short list:

			
Artificial Hearts		Artificial Skin Reinforcement	
			
Reflex Amplifiers		Adrenalin Pumps (only bio-ware)	Artificial Bones (only cyber-ware)

7.5 OTHER OBJECTS

In addition to weapons and implants there is a whole range of other objects that will help you to survive in the Restricted Area world. Here is a small selection:

- Crowbar:** Lets you break open locked doors.
The crowbar just has to be carried in the inventory.
- Tool bag:** If you have the tool bag in your inventory you can repair damaged equipment while you are on the move.
- Night sight:** Lets you see what is happening even in the darkest bunker. Just right click on the object to activate.
- Medikit:** Restores you to health.
- Battle drugs:** Turn your characters into invincible fighting machines for a limited time.

7.6 BUYING AND SELLING OBJECTS

There are a number of dealers in the city where you can sell the objects that you have found during your adventure. You can also buy weapons, cyber-ware, bio-ware, and other things. If you haven't visited a shop in a while, stop by to see what new items are available.

View what's on sale

Left click on one of the dealers and select the relevant entry in the dialogue box. This opens the shop menu. On the left side of the menu you will now see the range of objects available, and on the right hand side the inventory. Point to an object to display a description and a price.

Some objects can only be used by characters that have reached a particular development level or that have particular skills.

For example: an object that requires 'Experience level 10' can only be used by a character that has already achieved this level of experience. These requirements appear in red if the character does not meet them.

Buying and selling

Click on the object and drag the symbol from the shop menu into your inventory or vice-versa. The relevant amount of credits will be withdrawn or paid to your account.

7.7 IMPROVING WEAPONS AND CYBER-WARE/BIO-WARE

Some weapons and implants can be modified or improved in the right shops for a specific amount of credits.

The following options are available for cyber-ware/bio-ware:



- o Turn cyber-ware/bio-ware
- o Genetically adapt bio-ware / hard face cyber-ware
- o Modify cyber-ware/bio-ware

Weapons can be improved as follows:



- o Adjust the handle
- o Improve the weapon
- o Modify the weapon

To undertake the particular action, click on the relevant icon then move the mouse pointer to the object in your inventory that you want to modify. The price and the effect of the modification will now appear in a window. Left click on the object or weapon to undertake the modification.

CHAPTER 8: MULTI-PLAYER

Restricted Area has a multi-player mode in which you can go mutant hunting together with friends via a local area network or over the Internet.

To set up a multi-player game you first need a character. You can select a single-player character or set up a new character. Once the character has been set up and saved, click on multi-player in the main menu. You have the option here to either set up or to join a game. If you set up a game the computer will wait for another player to join your game. If you want to join a game, you will need either the name of the other computer in the local network or its IP address. Enter the relevant data in the entry field and press the input key. If a connection can be established with the other player, the game now begins on both computers.

For logical reasons the main mission is not available in the network game, although it is stored wherever your characters are in the story line if you join a multi-player game.

RESTRICTED AREA

ANNEX

The Corporations

OXYGENETIC

The world's largest mega-corporation is a giant amongst giants. Although it produces almost everything, its main focus is the ordinary, yet fundamental production of oxygen.

Oxygen, the source of human life, became a commodity following the climate catastrophe; but the history of Oxygenetic begins much earlier. No other mega-corporation is so closely linked to the history of its founder as Oxygenetic is to its chairman and founder, Masahiro Osaki.

Osaki was born in 1932 in Yokohama, Japan. He was the youngest of four siblings. He grew up, at his father's wish, with his grandparents in Japan. In 1992, during Alberto Fujimori's term of office, the latter emigrated to Peru and made a small fortune, but spent the twilight of their lives in Japan. The rest of Osaki's family continued to live in Peru, where his father carried on running the family business and built it up to large concern with new partners. The company's main product was hydrogen as the demand for this raw material had increased to the same extent as oil prices had risen, causing all large nations to switch vehicles to fuel cells from 2025. The fuel cells needed hydrogen and Osaki's father was able to supply this at a reasonable price. This was due to particularly lucrative windy areas in South America. Wind energy was used to split water into its constituent parts, producing the much-sought-after hydrogen and, as a by-product, oxygen. Osaki was now sent to Japan where he would later manage the Japanese market for his father, as Japan was one of the company's most important consumers. From a very early age Osaki was brought up to be able to take over his father's company but, when he was eventually old enough to fulfill his role, things did not go to plan.

In 2052 Osaki's father had ensured great success for the company. He had obtained a patent that put it in a position where it was able to split seawater into its constituent parts using genetically modified bacteria. This was the huge breakthrough, as drinking water had since become a rare commodity and, whoever succeeded in switching its production to seawater would be ultimately successful. Unfortunately the threat came from a side that Osaki's father had not thought possible: his own partners. With the Japanese ideals of loyalty and honor, such a betrayal hit him hard, both personally and economically. The partners managed to buy out Osaki's father for a fraction of the company's actual value. He even lost the patent and only the production of oxygen was left for him. However, this did not seem to be of any great value at the time. He tried to build up a new company in Peru but in 2053 the army rose up in a fight against the ruling elite because it blamed them for the increasing environmental catastrophe. Almost the whole of South America fell into anarchy. His father returned to Japan as a broken man together with the rest of Osaki's family.

In spite of everything, he built up a new company in Tokyo that tried to survive with the oxygen patent, which was unsuccessful.

This changed very suddenly with the start of the Great Exodus (2060-2065) during which the extent of the wastelands increased exponentially. Only then did it become clear that the measures that had so far been introduced to stabilize the global oxygen budget were not remotely sufficient to maintain the required level for human life. Immediate solutions were required, and these could be at any cost. Osaki's father suddenly became one of the most sought-after men and everything seemed to take a turn for the better. Osaki was on a business trip; it was a January morning in 2063, when he saw live broadcasts of the largest ever recorded tsunami rolling over Japan. Tokyo disappeared and, along with the city, his father, brothers and sisters, his entire family and the company. Osaki was alone, completely alone and he became aware of certain fundamental issues when he looked back at his and his father's life.

Ultimately you are always alone, even your family, partner and your home eventually disappear, so you can get by without them.

You are only safe when you take care of your own safety, being in a large group of people doesn't protect you from anything.

Trust nobody, as nobody will trust you; respect nobody, as nobody will respect you; control everyone else, or they will control you.

Using the remaining funds and a compensation payment he founded a new company, and Oxygenetic was born. The contracts that his father had concluded still existed, but Osaki knew that these would not be enough. Selling oxygen to people doesn't make anything, as others would be able to produce Oxygen as well at some time in the near future. Osaki sold the people more, he sold them OXY. OXY was more than oxygen; OXY was 'pure life' as promised in the adverts. Oxygenetic mixed the air with gene manipulated micro-organisms that released particular active substances when inhaled, for example, vitamins that rejuvenated the skin, a feeling of satisfaction, basically everything that the customer wanted or, more specifically, everything that Oxygenetic made them believe that they had to have. Whilst it was countries and, later, the world government that used to be Oxygenetic's customers, the corporation now took private households by storm. No other corporation achieved such growth rates as Oxygenetic did.

These profits, however, were achieved with no regard for human losses. The gene-manipulated microorganisms that were added to OXY were not always stable during the production process. On numerous occasions this resulted in OXY employees suffering terrible mutations. When the government stepped in and demanded protective measures, Osaki made over 1 million employees redundant in one day and replaced them with machines. The resultant loss of production caused a price explosion, with Oxygenetic actually profiting from this. This intimidated the government to such an extent that it never seriously tackled the issue again, even when the Theta 2 Complex incident of 2074 occurred. Oxygenetic was manufacturing high-grade mutagenic bacteria in this complex and it escaped as

the result of an incident. However, this time it was not only the employees that were affected but, due to unfavorable winds, a residential area with 120,000 people was contaminated. This caused terrible mutations and government troops needed 3 days to restore order to the situation. Compensation for the victims was only provided if they agreed to be used for research purposes by Oxygenetic. The corporation was very interested in discovering more about the mutation mechanism.

The last serious resistance from the world government was during the '78 air embargo against the deep-sea colony. A dispute with the government escalated in 2078, with the result that Oxygenetic put political pressure by placing an embargo on the deep-sea colony. The government had placed great hope in settling the oceans and had set up many small pioneer colonies. These were, however, provided with oxygen exclusively by Oxygenetic. Osaki personally gave the order to make an example of this issue. Despite the government giving way, Osaki did not release the oxygen for the colonies. 6,000 colonists died and, since then, the government's deep-sea project has been on hold.

The last threat to Osaki himself surfaced two years later in the public eye. Chiabra Canseco, Osaki's right hand man and closest confidant, gave himself up to a special unit of the World Defending Guard (WDG). He had extensive information in his luggage about Oxygenetic's activities in exchange for his freedom from prosecution, and the WDG took immediate action. There was a particularly interesting data file that could have shown Osaki himself guilty of a crime for the first time. There was a film showing Osaki himself mistreating a survivor of the '63 tsunami until the latter agreed to assign the compensation to which he was entitled in law to Osaki. Osaki had built up Oxygenetic with stolen money, money that was intended to provide the victims of a terrible catastrophe with a new future. But the evidence never reached the courts, gradually disappearing, just like the important investigators, public prosecutors, the Attorney General, the chief witness Chiabra Canseco, the head of the WDG and, finally, even the WDG itself. Osaki killed everything that was in any way involved with the case, and the evidence was destroyed. The extent of political murders was so great that the government had to completely resign, as it was no longer in charge of the situation. There were even 'new appointments' within Oxygenetic. Osaki was shocked by Canseco's betrayal and was reminded of his father's mistakes. He took all the necessary steps to ensure that nothing similar would ever happen again. There was almost an inquisition amongst Oxygenetic's management led by a certain Vermod. Nobody outside Oxygenetic had ever seen him, and it was said that he was bred specifically for Osaki in the corporation's own laboratories, absolutely loyal, the perfect henchman for Osaki. Following the clean up at Oxygenetic the entire structure of the corporation changed. Where the same people occupied their positions, many people said that they behaved differently, and some thought that they had been replaced by clones. However, anyone that mentioned this aloud disappeared soon afterwards. There is no opposition at Oxygenetic any more, and everything is focused on just one person, Masahiro Osaki. He is in sole charge of the corporation now and, as long as he lives, nobody at Oxygenetic will be able to change this. He has total control.

And, in line with its maxim, Oxygenetic tries to be as independent as possible. The corporation does not trust the mega-cities or the government that administrates them. All they have is sales locations and representative buildings. Oxygenetic has transferred everything else to the wastelands where it has direct control. The corporation also wants to gain control over all other business processes, which has earned it the resentment of the other mega-corporations. Inventure is annoyed because Oxygenetic has created its own cyberspace realm that was impregnable until a young hacker managed to penetrate the inner sanctum. The Money Group has fallen out with Oxygenetic because the corporation is handling its own financial transactions, LiveVision is not getting any construction orders, LifeTec SA cannot sell its food products to Oxygenetic and M.A.R.S. is annoyed about the Oxygenetic weapons' program. There are even rumors of a PSI element to this, although this has never been officially confirmed. If the corporation was not so powerful the other corporations would have united long ago to crush it, but they are too frightened of this colossus. Pharma Inc is the only exception. They are the only mega-corporation to have agreed to a lasting collaboration with Oxygenetic. Most people feel that it was the joint fight against the world government that brought them together. There are, however, voices saying that Pharma Inc has something in its gene laboratories that Oxygenetic is desperate to get its hands on. Some even maintain that they have seen Pharma Inc scientists in the Oxygenetic laboratories, which can be dismissed as completely incredible after Oxygenetic's previous behavior.

There is, however, a contradictory relationship with the world government. There is mutual need, but each side deeply mistrusts the other. Oxygenetic has, therefore, never questioned the existence of a world government per se, but is always trying to exert influence over it and control it as much as possible. And, although the world government is weaker than ever before, Osaki's media presence, the initiator of the whole thing, is constantly diminishing. There are rumors that he was planning the final blow, some people even suspect that he would like to see himself at the head of a new world government. All that is known, though, is that he is living in a castle in the wastelands. Only a very few know where, and nobody would dare to call without a direct invitation.

M.A.R.S.

The second largest mega-corporation and the largest producer of weapons and military equipment. Also a leading player in vehicle and aircraft construction.

Founded in 2013 as a simple commercial enterprise dealing in weapons, the initially Israeli company purposefully grew to a considerable size. The environmental catastrophes linked to the climatic collapse quickly led to destabilization of the third world and M.A.R.S. made a huge profit out of this situation. M.A.R.S. had no moral impediments, though; if you paid, you would be supplied. It was not uncommon for M.A.R.S. to be supplying both sides of a conflict. Even today, the anecdote is told of M.A.R.S. managers attending negotiations during a military coup and, while the former negotiators were being shot outside in the courtyard, the M.A.R.S. managers continued to negotiate the agreement inside with the new rulers.

The company faced its first major crisis in 2026. With the Delhi peace accord the conflict in the Middle East finally ended, resulting in the collapse of one of their major sales markets. At this time the company merged with a union of the major Russian weapons' manufacturers led by Alexander Medvedev and Dimitry Ananenko.

The first initial from their last name became the M and A for M.A.R.S. while the Israeli founders, Elena Srur and Ziv Reinstein supplied the R and S in the name. The following years saw an upturn for M.A.R.S., particularly after the failure of the second perestroika in Russia and regional conflict erupted everywhere.

The foundations as a mega-corporation were not laid, though, until the start of the second American civil war in 2058. The major competitors were all prevented from becoming actively involved in the conflict by their governments to prevent a potential retaliatory nuclear strike for their indirect support. M.A.R.S. had since moved its headquarters to Russia, which had disintegrated into dozens of republics and the central government was too weak to implement its export ban. In addition to the internal companies M.A.R.S. was the only supplier in the war, to both sides, of course. The company made breathtaking profits. As their American partners ran out of money they paid M.A.R.S. direct with shares. These gave the company control over many other companies, particularly in the vehicle and aircraft construction sectors, which explains its supremacy in these areas to this day. This is why M.A.R.S. also owns large blocks of shares in almost all mega-corporations. The most significant share is a 28% holding in LifeTec SA, which allows M.A.R.S. to make any merger and amendment of articles of association dependant on its goodwill, which LifeTec SA does not exactly enjoy.

After the proclamation of the Global Republic, M.A.R.S. became the major supplier of its security forces, which considerably reduced the world government's initial skepticism towards it. However, these days, civil production is clearly the stronger corporate sector and it is continuing to grow. M.A.R.S. is also noticeably trying to penetrate other mega-corporations' business sectors, particularly the construction of acro-houses. The present market leader, Live Vision, reacted very aggressively to M.A.R.S.'s actions.

A sort of cold war broke out between the two corporations and it was suspected that things were getting heated out in the wastelands.

The company logo shows Pegasus, a winged horse with the characteristic that its hooves set fire to the ground when they come into contact with it. This logo has been used since the company was founded in 2013. However, it previously had a meaning more closely related to the mythological background. According to the company's philosophy the logo is seen as representation of the company's 3 most important sectors. The wings for aircraft construction, the horse for vehicle construction and the flames for weapons.

INVENTURE

The third largest mega-corporation in the world that has significant involvement in the development of cyber space.

Inventure arose out of a Franco-German software company that had specialized in the production of business software. The foundation of the company's history was based on specific software that allowed inventories to be maintained without direct human presence. It employed a virtual room from where a few people directly controlled a large number of inventory robots. This was the birth of the original form of cyber space. Further software versions also integrated more entertainment options to relieve the sometimes monotonous work with small games and chat programs.

As a side effect inventory jobs became more popular and opportunities to access cyber space became a highly sought after privilege.

Inventure soon recognized the potential of this and continued to increase its product range. However, access was still relatively expensive as it involved a complicated helmet or a special suit having to be worn. The technology was also too expensive to make it within the reach of the private user. This did not change until 2049 when Pharma Inc managed to manufacture a permanent, fault free connection between human nerves and electronic components. Through a joint venture, reasonably priced access solutions for the private user were brought onto the market. The second Internet revolution (later also known as the cyber space revolution) thus began. Within five years Inventure managed to replace the previously dominant Internet with cyber space based almost exclusively on Inventure software. However, lessons had been learned from the Internet and they wanted to minimize the number of hackers from the very beginning. For this reason two types of cyberspace were introduced, the 'touched' and the 'sensed'. Touched access is by the skin contacting a cyber space terminal. The majority of people use cyber space this way. However, this limits itself because of the transfer time between point of touch and the brain. This does not allow access to higher functions. If you want to go further you have to 'sense' cyber space. This requires an outrageously expensive deep implant in the hypothalamus. Only three groups can manage this; the corporations to fill cyber space with content and to protect it, the world government to monitor the corporations and, what are referred to as, the criminal elements that both fight against the other two and work for them. The latter are recruited mainly from

frustrated members of the first two groups and prefer to be referred to as hackers. However, there are also members of the Mafia that are trained directly by them for their purposes. To combat the criminals, in 2054 external controllable overload regulators were installed into cyber space accesses. In the event of illegal access Inventure and licensed partner companies could then directly render these harmless by positioning the attacker. However, there were many incidences of mistaken interpretation of the containment software resulting in the world government being forced to ban this technology in 2072. According to certain rumors this resulted in a sort of cease-fire between the government and the hackers. The fact is that there were considerably more attacks from hackers on corporation space than on government space. As a result of this law Inventure withdrew as a supporter of the world government. Initially the corporation had been one of the greatest advocates, particularly because the world government promised as a reciprocal gesture not to disturb Inventure's quasi-monopoly on cyber space software. Various national states had previously tried to keep Inventure's supremacy at bay.

Since then nobody has doubted its supremacy, apart from one mega-corporation, Oxygenetic. This also explains the somewhat difficult atmosphere that exists between the two corporations. The fact that its competitor managed to develop a system that was impenetrable to hackers hit Inventure's ego particularly hard, but they can console themselves from the fact that Oxygenetic only sells its software internally and not in direct competition with Inventure. However, Inventure derided them when a young hacker recently managed to penetrate the inner sanctum, the Oxygenetic Central Backup Server (OCBS).

Now that the pioneer cyber space years are over the corporation is increasingly focusing on improving security applications. These have again become a serious threat to hackers since Inventure managed to be able to cause serious brain damage using feedback waves. However, the hackers have a better chance of defending themselves against attacks from the security programs or even combating them themselves. Whilst reorganising the corporation, Inventure also changed its company logo. It now shows an eternal flame from cyber space codes. Inventure is showing on the one hand its claim to the mastery of cyber space and, on the other hand, the fire can be interpreted as a firewall to express its realignment to the protection of cyber space. According to rumors Inventure is so confident in itself that it took the cyber space codes in the logo from parts of the Inventure source code. So far nobody has been able to test this rumor and come out of cyber space alive.

LIFETEC SA

The fourth largest corporation in the world and its products can be found on most people's plates on a daily basis. LifeTec SA is the largest food producers of the 21st century.

Created from the strong US-American foodstuffs company, Unikraft, that was able to buy out its strongest competitor as a result of the revolutions in Switzerland and become the absolute number one company in the foodstuffs sector. However, just one year later the dream was shattered with the start of the war in the States. As an Eastern States company it lost its properties in the West, part of its property abroad was confiscated and production under conditions of (atomic) war were not exactly ideal. 2063 saw the end for Unikraft as an independent company. The war tipped the scales in favor of the Western States and Washington needed more money. Thus, LifeTec SA arose from the merger of Unikraft with other food producers and various agricultural operations confiscated from the Western States. The SA stands for state administration and points to the (temporary) direct state administration. On the ground that the population's food supply must be guaranteed, the Eastern States government acquired quite a valuable crown jewel that it then proceeded to distribute. M.A.R.S. was promised the largest share in consideration of its weapons provision, amounting to 28% of the shares by the end of the war. Thanks to this blocking minority, M.A.R.S. can block many fundamental decisions that results in a rather strained relationship between the two corporations. The rest of the shares were also converted to money, with LifeTec SA having relatively large scattered holdings amongst the mega-corporations. By the end of the war the Eastern States government only owned 15%, which was transferred to the ownership of the Global Republic on its proclamation. LifeTec SA is thus the only mega-corporation in which the world government has any considerable share. However, the board finds this equally as disconcerting as the influence that M.A.R.S. has on the corporation.

However, it was this state share that allowed LifeTec SA to survive the end of the war, as formally the special administration should have ended and the individual company sectors divided up again. But the newly founded government did not want to readily give over its best card and made a sustainable agreement from the special administration by means of which the merger became permanent. M.A.R.S. again disapproved of this as the corporation would have preferred to have absorbed the individual parts instead of retaining just one portion in a further mega-corporation.

However, there is a third faction that owns a considerable share, and that is Yakuza. Everything that could not be sold legally during the war had to be arranged on the black market, and the Yakuza was always prepared to get involved. A total of 12.4% of LifeTec SA is currently under the control of bogus Mafia companies. Until now, Yakuza has behaved more like a silent partner; however, recently there appears to have been a change in the organization's management structure that has also had an influence on LifeTec. It is even suspected that two recent accidents involving well-known board members could be attributed to the Mafia. However, it is not entirely clear what this was intended to achieve, as there was very little profit involved.

LifeTec has adjusted its company strategy in recent years and now mainly produces very profitable foodstuffs whilst the chemical and not very profitable raw materials for synthetic food come from smaller producers. The food that is still wholly produced by LifeTec is marketed under the name of RealFood. This is naturally grown food that is only affordable by the upper classes because there is still a severe lack of arable land in the world following the climate catastrophe. For example, a dish of real strawberries costs a month's wages for a factory worker.

Although natural food still only comprises a fraction of overall production, the LifeTec logo still shows a hand with a tree in bloom bearing various ripe fruits in its palm. Cynics maintain that the other hand, that is not portrayed, is having to exchange several thousand credits with the owner before anyone can actually hold this amount of fruit in his hands. LifeTec has reacted to such views and is conducting taste experience education in schools as its latest PR initiative, in which selected pupils from the middle and lower classes can eat a piece of real fruit for the first (and probably last) time in their lives.

LIVE VISION

The corporation whose products are most apparent to the greatest number of residents of the mega-cities; LiveVision is the construction company of the 21st century, which has taken it to 5th place in the table of mega-corporations. No other corporation has made such an impression on the look of the mega-cities.

Live Vision was founded in 2036. It was a joint venture of the Japanese construction and computer industry. The objective was to further perfect networked living and to expand across the entire globe. Therefore, Live Vision did not just construct buildings but also provided completely networked facilities. Refrigerators that automatically ordered fresh contents, televisions that planned a personalized programme for every user and coffee machines that had the coffee ready when people got out of the bath in the morning became more and more common. Business was good, but only in the countries that had not yet sunk too far into civil war. Even during the great depression of the 40s, Live Vision managed to maintain its profits, particularly through its healthy business in the USA. For this reason the board increasingly invested in this market. It paid the price for this, though, when the USA sank into its 2nd civil war. Not only did Live Vision's most important market collapse but the Western States in particular also confiscated huge amounts of property from foreign companies to raise money for the war. As the outcome of the war could not be predicted, the corporation remained neutral to avoid endangering potential claims to retransfer at the end of the war. Instead it co-operated with the League of Neutral American States (LNAS) comprising the former US federal states of Alaska, Hawaii and Cuba.

Live Vision was able to obtain extensive construction contracts in the military sector as these states were afraid of an invasion from the two sides involved in the civil war.

The meteoric rise only kicked in, though, with the start of the Great Exodus (2060-2065). During this period the climate catastrophe reached its zenith, with the expansion of the wastelands never reaching the tempo that was feared. People fled from the countryside, which was descending into chaos, to the cities. When the climate stabilized at a new level, 2.5 billion people had died as a result of the catastrophe. However, the survivors were now accommodated in acro-houses and mega-residential complexes constructed by Live Vision or were waiting in refugee camps until they could finally move into them. Live Vision obtained construction contracts worth billions for the construction of administrative buildings in the mega-cities. Due to the dense construction in Japan the corporation was best equipped to accommodate large numbers of people in the least amount of space. However, the corporation suffered a personal reverse of fortune with the '63 tsunami. The largest tsunami ever recorded destroyed the entire main Japanese island of Aomori in the north to Osaka in the south and caused wide spread damage in the rest of the country. The tsunami was so strong that even Chinese coastal areas were flooded. This disaster was described by many as the crisis to end all crises. Live Vision lost many important employees, its company headquarters and major production sites. However, it did get the exclusive license to construct a new mega-city in the ruins of Japan. Live Vision constructed its new head offices and sections of the city directly in the sea to be prepared for any future tidal waves. The poorer sections of the city, however, were still on the surface.

The world government proclaimed that the expropriation during the war was final and conclusive. This meant that Live Vision had no chance of claiming back its property. Even worse was the fact that the Americans had used Live Vision to pay M.A.R.S. for supplying weapons, which placed a considerable strain on the relationship between the two parties. When M.A.R.S. then tried to use its knowledge of material research to construct acro-houses, thus forcing its way into one of its core markets, Live Vision finally lost patience. According to unconfirmed reports they had the laboratory in which the M.A.R.S. acro-houses were being developed completely destroyed then placed bounties on the heads of any of their leading scientists that were still alive. There has since been a state of war between the two sides, but only out of the public eye, in other words: in the wastelands. As it was clear that M.A.R.S. had the military advantage from the very start Live Vision sought alliances at an early stage. Whilst the other corporations did not want to become involved in a war, LifeTec SA seems to have expressed its willingness to co-operate. At the least they approved of Live Vision's actions.

As a result of the conflict Live Vision started its own weapons development program, with production that was no longer exclusively under the M.A.R.S. license, as with most of the other mega-corporations. Until now, though, nothing ready for production has yet emerged, although it is suspected that there are several very interesting prototypes in the Live Vision laboratory warehouses. The corporation also tried to introduce a PSI program, but it soon became apparent that it had no suitable

subjects with which it could initially obtain usable results. Oxygenetic, though, is thought to have been more successful in this field, although that is only based on rumors.

The company logo shows Live Vision's first acro-house, the alpha-complex, which, unlike the original, stands in the outlines of water and rises up far into the sky. The appropriate company motto is 'Comfort and safety at any height or depth - Live Vision'. This expressed the company's claim to city dweller's residential comfort and showed at the same time that there was only one place on the planet where you could live comfortably and securely, and that was in a Live Vision apartment.

PHARMA INC.

Pharma Inc is sixth in the world among the mega-corporations. Its core competencies are clearly in the medical sector, both medicines and medical technology.

Pharma Inc is a child of the Chinese boom years of the fourth decade of the 21st century. As with Japan, the Chinese economy began primarily with high-technology duplicates and copies before becoming a high-technology location itself with Shanghai at its center. It was there that Pharma Inc was first founded in 2031 under the name of Shanghai Hospital Supplies. The demand for medical goods was enormous. Pharma Inc developed magnificently within this breeding ground. However, unlike other companies at the time it operated more cautiously and took care of the future, in particular through an extensive research program. This explains the company's strength during the great depression that followed the boom years. At this time Pharma Inc managed to bring additional fields in the Asian medical sector under its control. In 2049 their foresight and planning with regard to their research finally paid off. Pharma Inc was the first company to manage to develop a stable interface between human cells and electronic components. This resulted in two very lucrative projects. On the one hand, a joint venture with Inventure that led to unexpected possibilities in cyber space. On the other hand, the board decided to further develop classic Chinese medicine. This particularly related to theories that stated that imbalances in the body resulted in illness and that it was these imbalances rather than the illness that had to be combated. Using the new implant technology, scientists managed to artificially restore the balance of cancer patients with a 93% success rate, that led to complete recovery in 98% of cases. Cancer was, effectively beaten and Pharma Inc had the patent. However, the government in Beijing forced the company to make the anti-cancer technology available to the mass population at an affordable price, which, from Pharma's point of view, was much too low a price. This made Pharma Inc one of the first supporters of a world government, to escape the yoke of its national government. The 2nd American civil war produced a second great opportunity. To avoid the Chinese embargo of the USA, Pharma Inc moved its headquarters to Los Angeles, as a special clause provided for branches of American companies in China to continue to supply to America. The Chinese government reacted resolutely to this move and declared many of Pharma Inc's most important patents as void.

This further increased the pressure on Pharma Inc, that had used this name since moving to LA, to support the cause of a world government. Besides, war related business was booming and, as with M.A.R.S., Pharma Inc also managed to be paid by the Americans in shares, which further strengthened its role in the medical sector. The choice of LA as the new headquarters had two consequences; firstly they had now clearly shown their backing for the Western States. Secondly LA was completely destroyed in the war by a hydrogen bomb attack. For this reason, Pharma Inc did not come out of the war as strong as the M.A.R.S. corporation. M.A.R.S. managers still love to rub this in, which has led to a certain irritability in relations between the two companies.

At the end of the war, which coincided with the proclamation of a Global republic, Pharma Inc finally got its patents back, but this time without any government price control. The corporation increased its prices for the anti-cancer implant by 450% during the first year of the Republic, which angered many government representatives. Since then there has been an extremely tense relationship between the two parties. This also resulted in many visits from the World Defending Guard (WDG), the very government organization intended to restrain the extent of the corporations' power. As the battle for a cheap cancer treatment could be lucratively exploited amongst the masses, Pharma Inc, together with Oxygenetic, was most in the WDG's sights.

This situation resulted in a strategic partnership between the two corporations, which was all the more astounding, because Oxygenetic was otherwise so firmly founded on independence. According to rumors, though, not only are they collaborating in the fight against the world government but also co-operating on a large project in the gene technology field.

Until it moved to LA the company logo was the Chinese symbol for health; during the war this changed to the flag of the Western States along with the Pharma Inc character. When the Global Republic was proclaimed the logo changed again as it had come to the favorable attention of the International Red Cross, to whose logo they added their own symbol.

MONEY GROUP

The seventh largest mega-corporation in the world and the smallest that can carry this name. The Money Group is a union of banks and rich private investors whose global investment is several times the world government's annual budget.

The group arose from the Vereinigter Schweizer Bankverein (VSB) that arose from a compulsory merger of all Swiss Banks following a referendum in 2057. There had previously been a bitter power struggle between the government and the major Swiss banks. The latter won tremendous influence when even the financial markets collaborated at the beginning of the climate collapse. While all other nations were suffering as a result, investors chose Switzerland as the only safe haven for their money. The country was absolutely flooded with foreign capital and the major Banks controlled this flood. The tremendous demand for Swiss francs, however, resulted in mass unemployment in export trade, which set off the struggle between the government and the banks. After the government's narrow victory the situation appeared to return to normal until global problems also caught up with Switzerland. The rate at which the glaciers were melting increased tremendously and large parts of Switzerland disappeared under the debris and mud from the floods that were fuelled by the melting water. The government now needed a lot of money very quickly and the state VSB was not in a position to provide it. Private investors now entered the ring and made the Swiss government an offer that it couldn't refuse in its current situation – quick money against long-term control of the VSB.

The new VSB board immediately took measures to prevent the conflict with the government from ever re-igniting. It saw the social change pointing to the proclamation of a world government as a mundane way of serving its own interests. There was tremendous support for the world government. In the year that it was introduced the VSB completely changed its name to the Money Group as a symbol of the new global ideology that the Money Group wanted to represent indefinitely. In gratitude for its support the world government constructed its headquarters in the territory of former Switzerland and the Money Group has been on excellent terms with it ever since.

Since then the Money Group has been involved in almost every major investment. It handles the world government's financial transactions and is a partner in the Central Bank. 81% of the world's population* have an account with the various banks that are controlled by the Money Group. A proverb says: 'If you are rich they love you, if you have money they welcome you, if you need money they examine you, if you have no money you don't exist', which is pretty accurate. Generally speaking Money Group employees are pretty arrogant. According to their own conception of themselves they are the only people involved in clean work. What they mean by 'clean' is that the Money Group does not produce anything itself so does not manufacture any material goods. The fact that they produce company revenue entirely through intellectual work gives Money Group employees a sense of self-esteem. This idea is further expressed in the company logo. It comprises a white mountain with a golden peak. (Golden) Profits are based on clean work (that is not

tarnished by industrial work). Critics deride that the Money Group has financed almost every industrial project of the last decade and, therefore, basically produces everything itself. Not to mention the fact that the business that the Money Group handles is anything but 'clean'. It is suspected that there are several hundred thousand so called wasteland number accounts to which no state office has access because these accounts are operated in the wastelands outside the world government's sphere of influence.

*Low techs are not counted as part of the world population, cf §5a of the Global Statistics Act (GSA)

RESTRICTED AREA

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