

---

## Megacorps

---

### 1 Shares in Corporations

Corporations are controlled by their board of directors, which is chosen by their shareholders. As such, major stakeholders in the company have some influence over how the corporation is run, and are given certain privileges by the company. Because individual shares mean very little, each “share” item in this game is actually a large bundle of shares, each worth 2.5% of the corporation. Shares are virtual items; they can be transferred and shown to people, but not stolen. **Unlike most virtual items, shares cannot be copied.** Shares belonging to a dead person go out of game, to be argued over by lawyers, unless there is a will (see “Wills” in the rules), in which case the shares will be transferred to your designated beneficiary.

Shares of megacorps can be purchased on the stock market from NPCs. The stock market is a magnetic board in the Human Mechanics Room (4-253); each company will have a set of shares attached to the board, and a list of prices next to them, in Money, reflecting the current market price if that quantity of shares is available. You may buy shares from NPCs for the price listed adjacent to that share; shares **must** be purchased from the top of the stack. You may also sell shares back to the NPCs; you receive Money equal to the price listed next to the share once it is restored to the board. Again, shares **must** be placed on the next empty space on the board for that company, immediately above the current top share.

**Any attempt by a non-human to enter into a binding contract—such as by purchasing shares—is currently invalid and illegal. Non-humans cannot participate in the stock market, by buying or selling, unless the laws are changed.**

### 2 Stock Price Fluctuation

Some events in game, such as the release of blackmail or successful corporate research reports, may cause a corp’s stock to go up or down. If you cause it to go up by 1 tier, then the threshold at which stock sells for 2 instead of 1, or 3 instead of 2, increases by 1, causing some shares to be worth more; if you cause it to drop by 1 tier, the reverse happens, causing some shares to be worth less.

**Never change the stock price yourself.** When any effect happens that changes stock prices, tell the GMs. Be clear on what caused the change (i.e., say “Corp X drops by 3 tiers because I released the blackmail about its corrupt executive board”, not just “Corp X down 3”) so that the GMs can detect duplicate operations. Either send e-mail to contact-gms with a subject like “Stock Price Change: Description” or drop a note in the GM folder in the Box.

**Effects that change stock prices are not instantaneous; they only occur if the effect is publicized by a journalist.** Stock prices only change if the world has decided your corporation is worth more or less; you *must* have a press conference, find a friendly journalist to report on your project, etc.

Yes, this means that you may well be able to engage in insider trading by buying or selling stock before the news breaks. Have fun!

#### 2.1 Research

One way to influence stock is via technological breakthroughs. Some research has a *Stock Impact* line at the end. If your corporation has a journalist publish a news story announcing that you have completed this research, it will help your stock price.

**You must still notify the GMs via e-mail or the Box of the change in stock value and the reason; don't count on us noticing the press release ourselves.**

If you're the first corp to announce this notebook, your stock goes up by twice the listed amount. If you're the second, your stock goes up by the given amount, and the first corp's stock goes down by that amount (so both of you got the same net benefit). If you're the third or later, your stock will simply increase by the same amount.

### 3 Acquiring Shares via Non-Public Methods

Not all shares of a corporation are available on the open market. Some shares are in the hands of organizations or private parties, who are not willing to sell for money. However, there may be information available (such as blackmail; see the Blackmail section of the rules) which can be traded for these shares. These pieces of information will clearly state what they can be traded for.

### 4 Factories and Production

Corporations own factories, which they use to produce goods. Each corporation has a set of Factory uses, which define how much manufacturing capability that corporation has, and which are posted in the Human Mechanics Room (4-253). There exist blueprints and research notebooks which use Factory uses as well as other resources (usually Workforce and/or Money) and produce a useful effect. You can only use a given corporation's Factory uses if you know you can. Someone with Factory access can spend the relevant resources (which may be provided by another character), and must check off boxes in the Human Mechanics Room (4-253) as they are used. Unless otherwise specified, blueprints can be used as many times per day as you can find Factory uses and resources for. Once all of a company's Factory uses have been checked off for the day, you'll have to wait til tomorrow to build stuff, or find another company.

Factories are interchangeable; there is no difference between manufacturing your goods at Kirijo Group versus ACME Corporation, except for which corporation's Factory uses are used.

### 5 Influencing a Corporation

Corporations are willing to give perks to major shareholders, and even grant them some influence over the company's decisions. The following benefits are available to those who control as much or more than the listed percentage of the company. They stack, but you only receive one copy of each level benefit; i.e., if you own 20% of a company, you only receive the 10% benefit; if you own 25%, you receive both the 10% and 25% benefits.

**Stock benefits do not persist if you drop below that level.**

- **10%:** The company is willing to make you a temporary employee; you count as an Employee of the company for any shadowrun challenges<sup>1</sup>. Postgame, 10% or more of a megacorp is enough to make any individual extremely rich.
- **25%:** You may use up to 1 Factory charge of the company per day, as long as it is still available. You may also influence corporate choices, such as the locations to open new factories in, or which country is the next target for expansion. (This is a postgame effect.)

<sup>1</sup>Note that you don't get an ID card or password however; the security department will send those up on the next shuttle.

- **51%** You have a controlling interest in the corporation, and can dictate its policies and select your choice of board members. You may freely spend available Factory uses of the company each day. Postgame, having a controlling interest in a megacorp brings in enough money to put an individual on the “World’s Richest People” list, and to be beneficial to even wealthy countries’ budgets.

