

# Cyberstorm 2: Corporate Wars

## The Corporations

*Decisions, decisions, decisions...*

Cyberstorm 2: Corporate Wars gives gamers the opportunity to be part of one of eight galactic corporations. Each corporation has its own characteristics and methods. The one common goal of all the varied corporations is this: The absolute domination of the Typhoeus star system. Here are two of the eight choices awaiting prospective HERC commanders:

### Sentinel Defense Inc.

*“The Best Defense is a Good Offense.”*

For over 150 years, the researchers and HERC commanders of the Sentinel Defense Family have set new standards of excellence in the development and implementation of the very finest in weapons and ordinance. They have prepared for the challenges of tomorrow by meeting the challenges of today head-on.

The focus of their research is military and they have been criticized in the past for their reluctance to delve into other areas of research. Sentinel Defense Inc. believes that this single-minded approach to business enables them to strike first and strike hard.

A few benefits of this corporation: For HERC commanders who think that bigger is better and might makes right, this corporation is for them. Weapons research is accelerated as compared to other corporations. Also, HERC commanders will have the opportunity to manage a unit of up to eight HERCs.

Drawbacks: Non-weapon research is cut in half. HERC commanders may have powerful HERCs with awesome weapons, but their Bioderms may not be the pick of the litter. Plus, a classic adventurer who wants to be the next Christopher Columbus should steer clear of this corporation, as there are no exploration missions.

### Yamaguchi, Inc.

*“Cyber: Vastly Superior to Reality”*

Once, in the archives of human history, there was a time before Bioderms. Humans piloted all HERCs and other vehicles. Yamaguchi Corporation changed all of that. They are the inventors of Bioderm technology -- a technology where humans have the opportunity to be the creator.



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In all of the years of research, Yamaguchi has searched for one thing: the perfect Bioderm. While they have never lost sight of this goal, the corporation has yet to achieve the perfect creation. Researchers at Yamaguchi grow closer to this everyday. As such, HERC commanders in the employ of Yamaguchi have the very finest available Bioderms at their disposal. Many Bioderm designs still in use at other corporations have been obsolete at Yamaguchi for years.

In the ultimate search to create a being that humans can create and control, Yamaguchi, Inc. has ignored almost every other aspect of research. Ethical issues aside, this corporation has been criticized for its lack of vision and persistent focus on this one topic.

Some advantages: This is the perfect corporation for a HERC commander with a god-complex. The Bioderm Facility will start out ahead of other competitors. So, while their opponents may have Bioderms that don't take direction very well or lack in weapons skill, members of the Yamaguchi Corporation will have access to superior Bioderm design from their first day on the base.

Some disadvantages: While the Bioderm Facility will be up and running way above par, the rest of the base may suffer. Weapons systems and other research will fall to the bottom on the list of 'home improvement.' Research, other than improving your Bioderms, will be slow. HERC commanders will have the opportunity to control only six units at a time.

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