



INCOMING FEED.....

## STRANGE BEDFELLOWS

Keeping track of the megacorps and their shifting relationships with each other usually requires a scorecard—especially since they can and do change with the winds. Economic conditions, market movements, rises and falls of key players' fortunes, even the whims of a particular executive or board member—these are the things that lead to collusion and betrayal.

Because the corps usually don't overtly admit to these mercurial alliances and spats, this is one of the largest areas where shadowrunners can provide the grease that keeps the big machines running smoothly.

Most shadowrunners interact with the megacorporations with a sort of uneasy symbiosis—they hate the monolithic entities and everything they stand for, but on the other hand, they know they'd be out of a job if the corps didn't exist. In order to reconcile these two views, most 'runners are masters of compartmentalization, justifying the dirty work they do at the corps' behest by rationalizing that the cred's good and there aren't that many legal ways to pay the rent and keep the cat fed when you're SINless.

On the other side of this symbiotic relationship from hell are the megacorps themselves—huge, faceless, accountable to no one but themselves (and the Corporate Court)—but still constrained against running roughshod over the competition overtly by agreements with other corps and by fear of retribution. After all, if Aztechnology can just waltz in and blow up Mitsuhamas's research lab, what's to stop MCT from turning

around and torching the Azzies' secret testing facility? That's where shadowrunners come in: deniable assets that the megas push around like chess pieces in a deadly game. A team gets caught with their hands on a rival's hot new prototype? Hey, we don't know about any runners! Sure, go ahead and cack them—why should we care? All the corps do it, all the corps know about it, and nobody will ever mention a word about it in the light. There's a reason they call it *shadowrunning*, after all. While both sides are loath to admit it, the fact is that shadowrunners and megacorporations are inextricably bound to each other.

## LIVIN' LARGE

Entertainment is big business in the Seventies, running the gamut from the sanitized and corp-approved to the downright deviant. No matter what floats your boat, it's guaranteed that somebody's out there to provide it—and probably to try selling you something in the process. Here's a quick survey of the smorgasbord of entertainment possibilities available in any sprawl.

## NIGHTLIFE

The world of 2070 rarely sleeps, and most of the interesting stuff (at least from a shadowrunner's point of view) happens after the sun goes down.

Mainstream nightclubs—with their synthahol specials, DJs, and dance floors—are a dime a dozen. Some are more