

# Corporate Jungle

version 2022-03-19

by Mark Damon Hughes

© 2022 All Rights Reserved.

## Table of Contents

<ul style="list-style-type: none"><li>Minutiae</li><li>Employee Manual</li><li>Origin</li><li>Aptitudes</li><li>Division</li><li>Skills<ul style="list-style-type: none"><li>Physical Fitness Skills</li><li>Reaction Speed Skills</li><li>Arts &amp; Life Sciences Skills</li><li>Science &amp; Technology Skills</li><li>Leadership Skills</li></ul></li></ul>	<ul style="list-style-type: none"><li>Signing</li><li>Personal Development Opportunities (PDO)</li><li>Office Procedures &amp; Protocol</li><li>Dice Odds</li><li>Conflict Resolution</li><li>CEO Briefing</li><li>Office Building</li><li>Antagonists</li><li>Office Supplies &amp; Equipment</li><li>Inspirational</li><li>OmniCorp® Employee Permanent Record</li></ul>
--	--

## Minutiae

- **Players:** The player who runs the game is the **CEO**. The other players, and generally any person in the world, are **employees**.
- **Dice:** You will need two 10-sided dice ("#d10" means to roll and add # dice). "d5" means to roll 1d10/2, 1-2: 1, 3-4: 2, 5-6: 3, 7-8: 4, 9-10: 5.
- **Fractions:** Round all fractions 0.5 or more up, 0.499 or less down.
- **Marking:** Fill all survey ovals in completely with a #2 pencil or black ball-point pen.

## Employee Manual

GREETINGS, NEW EMPLOYEES!

YOUR SERVICES HAVE BEEN ACQUIRED BY **OmniCorp®**.

**OmniCorp®**: WE DO EVERYTHING™.

WELCOME TO INTAKE AND ORIENTATION.

YOU ARE ASSIGNED TO A MULTI-DISCIPLINARY WORK GROUP "POD".

One player should roll d10 four times, and read the digits as a number from 0000 to 9999, which is the team Pod Identifier.

For each employee, copy the **OmniCorp® Employee Permanent Record** at the end of this book, and determine Origin, Aptitudes, Division, Skills, and then Signing.

## Origin

New employees can come from one of three sources. These modify Aptitudes, and give two starting Skills. Roll d10 or choose:

d10	Origin
1-3	Badside
4-6	Renegade Company
7-10	Corporate Crèche

- **Badside.** Was acquired/captured/immigrated from the wastelands, ruins, or Detroit. Admirably tough and violent, but poor technical skills. Aptitudes: +1 PF & RS, -1 AL & ST. Skills: *Melee Weapon* 1, *Survival* 1.
- **Renegade Company.** Was acquired/hired/kidnapped from a rival. Accustomed to a looser, more touchy-feely hippie, and less productive work environment. Aptitudes: +1 AL, -1 EN. Skills: *Creativity* 1, *Persuasion* 1.
- **Corporate Crèche.** Raised by OmniCorp® and knows no other life. Tends to be obedient and brown-nosing, but very familiar with protocol. Aptitudes: +1 EN & LD, -1 PF & AL. Skills: *Corpspeak* 1, *Paperwork* 1.

## Aptitudes

Roll 2d10/2 (round up) six times in order for the six Aptitudes. Pick one Aptitude and reroll, and take the better roll. Then apply modifiers from Origin.

You will be allowed more Personal Development Opportunities (PDO) later.

- **Physical Fitness (PF):** Strength, athletics, health. *A healthy worker is a productive worker!*
- **Reaction Speed (RS):** Speed, coordination, dexterity, agility.
- **Energy (EN):** Willpower, drive, enthusiasm, zanshin.
- **Arts & Life Sciences (AL):** Liberal arts, and medical education.
- **Science & Technology (ST):** Hard science technical education.
- **Leadership (LD):** Social skills and corporate survival strategies.

## Division

You will be creating a multi-disciplinary Pod, so every employee should have a different Division. Roll d10 or choose Division:

d10	Division
1-2	Human Resources
3-4	Logistics
5	Mergers & Acquisitions
6	Research & Development
7-8	Security
9-10	Technical Services

Assign scores of 3, 2, and 1 to three relevant skills. (*italics* indicates a restricted skill).

You can add to the skill scores from Origin, or take different skills for more variety.

- **Human Resources:** *Corpspeak, Empathy, First Aid, Interrogation, Paperwork, Persuasion, Pharmacology.*  
Manage all employees under their care. Prevent losses, keep up morale & health, enforce corporate policies.  
HR tend to be tightly-wound, alert for disloyalty, fake / plastic personalities.
- **Logistics:** *Boating, Driving, Paperwork, Persuasion, Piloting, Vehicle Maintenance, Vehicular Weapons.*  
Move materials & people around, and keep vehicles in working order.  
Logistics tend to be easy-going and have access to contraband.
- **Mergers & Acquisitions:** *Bribery, Corpspeak, Driving, Paperwork, Persuasion, Social Engineering, Stunner.*  
The core of the corporate "war machine", finding new assets and renegade companies, and acquiring them for OmniCorp®.  
M&A see themselves as sharks in business suits; everyone else sees them as useless MBAs.
- **Research & Development:** *Computer Programming, Electrical Engineering, Mechanical Engineering, Structural Engineering.*  
The Future is Invented Here™, the banners in R&D say, and they believe it.  
Almost entirely energy, robotics, and computing-focused nerds. Very poor to nonexistent belief in safety and precautions.
- **Security:** *Firearms, Interrogation, Intimidation, Security Systems, Sports, Stealth, Stunner, Truncheon, Unarmed.*  
Defense against badlanders, renegade companies, and insurrection from inside the company.  
Most security wear a fake smile, just waiting for an opportunity to beat someone down. They really like the mindless violence.
- **Technical Services:** *Corpspeak, HVAC Maintenance, Paperwork, Power Systems, Printer Maintenance, any one non-restricted skill.*  
They keep everything running, except the wires Security says they're not allowed to touch.  
TS know they're the undisputed lords and masters of the building, they always have a way to get around anything. "Work" is kind of optional as long as things run.

There are a number of other Closed Divisions, which you cannot currently join, including Management.

---

## Skills

Choose 1 additional skill with score of 1. This is your hobby, personal development, or prior history skill. Unless given in your Origin or Division skills, you may not take (restricted) skills at the start.

### Physical Fitness Skills

- **Melee Weapon** (restricted): Use of all hand-to-hand weapons. Badsiders often use knives, spears, swords, maces, chains, and other medieval weapons. Melee Weapon can be used to handle a Truncheon.
- **Sports**: XXX
- **Survival**: XXX
- **Truncheon**: Use of the corporate approved Hostility Reduction Tool: A half-meter stick with a cord for holding onto it, and a hand guard. Truncheon can be used to handle primitive maces and similar clubs, but not other melee weapons.
- **Unarmed**: Skill at brawling, wrestling, or martial arts.

### Reaction Speed Skills

- **Acrobatics**: XXX
- **Boating**: XXX
- **Driving**: XXX
- **Field Weapons** (restricted): Use of heavy squad support weapons, such as machine guns, blinders, firehoses, mortars, bazookas, and other man-portable missile launchers.
- **Firearms** (restricted): Use of all modern firearms, from pistols to rifles and shotguns.
- **Missile Weapons** (restricted): Use of all primitive projectile weapons. Badsiders may use slings, bows, and even crossbows, if they can't get firearms.
- **Piloting** (restricted): XXX
- **Stealth**: XXX
- **Stunner**: Use of the electro-stunner weapon, like a taser™ without the wires. It behaves almost totally unlike any firearm.
- **Thrown Weapons**: Use of hand-held, thrown weapons. Badsiders often throw stones, knives, darts, axes, and javelins. Corporate forces are sometimes issued smoke, fragmentation, glue, and other grenades.
- **Vehicular Weapons** (restricted): Use of heavy weapons mounted on vehicles, whether turrets, fore, aft, or main guns in tanks.
- **Videogames**: XXX

### Arts & Life Sciences Skills

- **Cooking**: XXX
- **Creativity**: XXX
- **First Aid**: XXX
- **Literature**: XXX
- **Paperwork**: XXX
- **Pharmacology** (restricted): XXX

### Science & Technology Skills

- **Computer Programming** (restricted): XXX
- **Electrical Engineering**: XXX
- **HVAC Maintenance** (restricted): XXX
- **Mechanical Engineering**: XXX
- **Power Systems** (restricted): XXX
- **Printer Maintenance** (restricted): XXX
- **Security Systems** (restricted): XXX
- **Structural Engineering**: XXX
- **Vehicle Maintenance**: XXX

### Leadership Skills

- **Bribery** (restricted): XXX
  - **Corpspeak**: XXX
  - **Empathy**: XXX
  - **Interrogation** (restricted): XXX
  - **Intimidation**: XXX
  - **Persuasion**: XXX
  - **Social Engineering** (restricted): XXX
-

## Signing

STATE YOUR FIRST NAME, AGE, GENDER IF ANY, AND DISTINGUISHING MARKS FOR THE RECORD.

Roll d10 six times, and read the digits as an **Employee ID** from 000-000 to 999-999; but reroll if you get 000 or 999 for the first three digits. From now on, your "name" is your first name, followed by the employee number. Friends may call each other by the last 3 digits of their number. This familiarity is allowed in the corporate handbook.

DETERMINE YOUR RANK AND CONDITION.

- **Rank** equals your Energy + Leadership scores, +5 if you are in Human Resources or Security, +10 if you are in Mergers & Acquisitions, -2 if you are in Technical Services or Logistics. The employee with the highest Rank is the Team Manager of the Pod.
- **Hits** equal your Physical Fitness + Energy scores. Hits are lost when you take damage, and recover 1 per day of rest, or 2 per day in hospital (only authorized for major injuries). When Hits reach 0, employees fall unconscious. At negative Hits, they are permanently terminated.
- **Awards** start at 0, and are gained for meritorious work, rarely more than 1 per successful mission.
- **Demerits** start at 0, and are gained for anti-corporate behavior or failure to achieve objectives. DM = Demerits - Awards. When DM are 1-4, the employee is on warning. When DM are 5-9, the employee is on probation, and closely monitored by Security and HR. When DM reaches 10+, the employee is fired, and may either be liquidated or exiled to Badside. Demerits never go away.

YOU WILL BE ASSIGNED HOUSING, TOOLS, AND SUPPLIES AS NEEDED.

You initially have:

- Appropriate business or work clothes for your Division.
- Keycard. Do not lose this! You cannot access building functions without it, and getting a new one from Security is... unpleasant.
- 1 x pen, roll 1d10: 1-5: black ink, 6-7: blue, 8-9: red, 10: green.
- 1 x A5-sized (148x210mm) notepad of up to 32 pages, with a cover specific to your Division.
- 2d10 Tokens for vending machines. A limited number of Tokens are assigned each week based on work quotas.

You are assigned apartments and cafeteria access:

- Apartments are 2m x 3m, 2 occupants, bunk beds, desk, 2 lockers, 2 chairs, small sink/mirror, videoscreen. Decide how you're going to bunk up. Bathroom's down the hall.
- Cafeteria food is excessively bland, but free twice per day. Water (hot and cold), and "tea" bags ( **Notpil** brand, like drinking caffeinated drain cleaner) are available for free. Better food and drink is available from vending machines.

*Example: Alice rolls Origin 3, Badside. PF (3,8=11/2)+1 = 7, RS (5,5=10/2)+1 = 6, EN (10,8=18/2) = 9 (!), AL (6,2=8/2)-1 = 3, ST (10,2=12/2)-1 = 5, LD (3,4=7/2) = 4. Rerolls that RS, gets (10,4=14/2)+1 = 8 (!), much more competent. Skills: Badside gives Melee Weapons 1, Survival 1, picks Security Systems 1, Stealth 3, Stunner 2, hobby Driving 1. Alice 719-913 is her OmniCorp® name. Rank is 18, she's likely to be Team Manager. Hits = 16. Rolls (9,3)=12 Tokens.*

## Personal Development Opportunities (PDO)

At the end of each session, each employee can attempt to develop a Skill by rolling 2d10/2; if greater than their current score, increase the score by 1. Except, if the Skill was equal to the Aptitude, instead increase the Aptitude by 1.

Learning a new Skill requires finding a trainer or manual for it, and then making a PDO which needs a roll of 6-10, in which case it starts with score 1.

Increasing Energy can be attempted, but a failure reduces Energy by 1.

*Example: Some time later, Alice '913 has ST 5, and Security Systems 4. Rolling 2d10/2, she gets 11/2=6, and increases SecSys to 5. Next session, she rolls on SecSys again, gets 10/2=5, nothing happens. Third session, she rolls on SecSys, gets 16/2=8. SecSys can't exceed ST, so increases ST to 6, SecSys is still 5.*

# Office Procedures & Protocol

To do anything, the CEO declares which Skill (and related Aptitude) is being tested, and difficulty:

Difficulty	Modifier
Trivial	+10
Easy	+5
Average	+0
Hard	-5
Challenging	-10
Improbable	-15

If the employee does not have the tested Skill, the difficulty increases one step (-5) (Energy does not have skills, and does not take this penalty).

The employee rolls 2d10. If they roll less than or equal to Aptitude + Skill + Difficulty, they succeed. A natural roll of 19-20 always fails. Natural low does not always succeed, it is very possible to have a task so difficult you can only fail.

Opposed actions are resolved by both sides rolling. Whoever succeeds and rolls highest (without going over) wins.

Multiple employees can collaborate on a task. Every one with Aptitude + Skill of 10 or higher can add +1, of 15 or higher can add +2, of 20 (MVP!) can add +3.

## Dice Odds

2d10	Chance =	<=
2	1%	1%
3	2%	3%
4	3%	6%
5	4%	10%
6	5%	15%
7	6%	21%
8	7%	28%
9	8%	36%
10	9%	45%
11	10%	55%
12	9%	64%
13	8%	72%
14	7%	79%
15	6%	85%
16	5%	90%
17	4%	94%
18	3%	97%
19	2%	99%
20	1%	100%

## Conflict Resolution

When loyal OmniCorp® employees encounter recalcitrant employees, renegade company goons, or badside raiders, they are required to follow OmniCorp® priorities:

1. Protect OmniCorp® property at all costs.
2. Protect OmniCorp® employees where possible.
3. Acquire skilled outsiders as future OmniCorp® employees if practical.
4. Eliminate threats to OmniCorp®.

Initial contact with "others" starts with reaction/surprise. Everyone makes an Energy roll at Easy. On success, they can act in the first round, on failure they are surprised. In each round, first and later, everyone acts in order from highest success roll to lowest, then lowest failure to highest.

Conflict rounds are typically 1 minute long, allowing for monologuing, jostling for position, finding improvised weapons, looking up protocols in the handbook, and so on. The polite fiction that you only get one action per minute is maintained for aesthetic reasons. If the CEO and players want a very fast-paced scene, they can change the round, 3 seconds is probably realistic, but communications and goofing off will have to be curtailed to only what can be done in that time.

Attacks are simply a Skill roll, most often Unarmed. On success, roll weapon's damage, typically given as a die roll (d5 for unarmed attacks), and subtract it from target's Hits. Non-lethal weapons and unarmed attacks will not reduce a target's Hits below 0.

If a target has armor (rare), the armor takes a number of Hits first and is then depleted.

Ranged attacks are Easy at point blank range (1-3m), Average out to 10m, Hard out to 100m, Challenging out to 1000m. Most weapons are limited to shorter ranges.

Environmental conditions and the target's cover may increase the difficulty of an attack. Soft cover provides no protection against a successful hit, while hard cover must be rated in Hits by the CEO, it takes all damage inflicted first, and when that is reduced to 0, the cover is destroyed. Total darkness or smoke bombs are Challenging. Brush is at most Hard difficulty, but only 0-3 Hits. Decorative glass walls have no difficulty, but 3 Hits of cover. Interior walls are Hard or more, and provide 10 Hits of cover. Stone pillars or defensive bollards are Hard or more, and provide 50 Hits, only the heaviest of weapons will ever whittle them away.

A character may choose not to attack, only defend. In that case, they make a Sports or Acrobatics roll, and on success all attacks against them that round must beat their roll.

Movement, Skills, and other actions in the course of conflict will be resolved by the CEO. Typically a battleground will be divided into several areas, and moving one area takes a full round. Hand-to-hand attacks can only be made against targets in the same area.

Persuasion and such social skills are usually ineffective during a fight, but Intimidation can make an opponent stop for a round or more, and open up other options.

*Example: Alice '913 has caught a traitor (all Stats 5, Unarmed 1, Hits 10) pilfering office supplies. She has a Stunner (1d10 damage, non-lethal, range 30m). Each rolls Easy Energy, Alice needs EN 9+5=14, rolls (4,6)=10, success, traitor needs EN 5+5, rolls (7,2)=9, success, Alice goes first.*

*Alice shoots on sight with her Stunner, short range = Average, needs RS 8 + Stunner 2 = 10, rolls (5,4)=9, success! Rolling 1d10, 8 Hits on the traitor.*

*Traitor tries to charge Alice and punch his way out of the supply room. Needs PF 5 + Unarmed 1 = 6, rolls (6,6)=12, no.*

*This goes on until one of them reaches 0 Hits (neither has a lethal weapon).*

## **CEO Briefing**

Employees should skip ahead to the Inspirational section.

XXX

## **Office Building**

XXX

## **Antagonists**

XXX

## **Office Supplies & Equipment**

XXX

---

# Inspirational

Employees are expected to research their new position, and the following morale-building works are approved for all employees. **Bold-face** is highest priority. In all cases, read the corporate/government side as OmniCorp®, any rebels as threats to be eliminated.

<p><b>Books</b></p> <ul style="list-style-type: none"><li>• Bruce Bethke, Headcrash</li><li>• <b>CIA, Simple Sabotage Field Manual</b> <a href="https://www.openculture.com/2022/01/read-the-cias-simple-sabotage-field-manual.html">https://www.openculture.com/2022/01/read-the-cias-simple-sabotage-field-manual.html</a></li><li>• Douglas Coupland, Microserfs</li><li>• <b>Aldous Huxley, Brave New World</b></li><li>• Franz Kafka, The Trial, The Castle</li><li>• George Orwell, 1984</li><li>• Eric Frank Russell, Wasp</li><li>• <b>Yevgeny Zamyatin, We</b></li></ul> <p><b>Comics/Animation/Art</b></p> <ul style="list-style-type: none"><li>• American Flagg</li><li>• <b>Appleseed</b></li><li>• Big O</li><li>• Demotivators posters. "COMMITTEE: All of us are dumber than some of us.", etc.</li><li>• That Time I Got Reincarnated (Again!) as a Workaholic Slime</li></ul> <p><b>Music</b></p> <ul style="list-style-type: none"><li>• <b>Einstürzende Neubauten</b></li><li>• Fear Factory</li><li>• <b>Front Line Assembly</b></li><li>• Front242</li><li>• Getz/Gilberto, "The Girl from Ipanema" (play in every elevator)</li><li>• <b>Sister Machine Gun</b></li><li>• Snog</li></ul> <p><b>Role-Playing Games</b></p> <ul style="list-style-type: none"><li>• A State</li><li>• Cyberpunk 2013/2020</li><li>• Dark Conspiracy</li><li>• <b>Paranoia, more "serious" 1st Ed.</b></li><li>• Shadowrun, 1st/2nd Ed.</li><li>• TORG, Cyberpapacy &amp; Nippon Tech</li></ul>	<p><b>Video</b></p> <ul style="list-style-type: none"><li>• <b>Better Off Ted</b></li><li>• Brazil</li><li>• Cube</li><li>• Demolition Man</li><li>• Equilibrium</li><li>• Fringe</li><li>• <b>Max Headroom</b></li><li>• Moon</li><li>• Office Space</li><li>• The Office</li><li>• Paycheck</li><li>• RoboCop</li><li>• <b>Severance</b></li><li>• Stargate SG-1, "Beneath the Surface"</li><li>• THX-1138, <b>Electronic Labyrinth THX-1138</b></li><li>• Warehouse 13</li></ul> <p><b>Videogames</b></p> <ul style="list-style-type: none"><li>• Bureaucracy (Infocom)</li><li>• Papers, Please</li><li>• Portal</li><li>• <b>The Stanley Parable</b></li><li>• Syndicate</li></ul> <p><b>Websites</b></p> <ul style="list-style-type: none"><li>• <b>SCP Foundation</b> <a href="https://scp-wiki.wikidot.com">https://scp-wiki.wikidot.com</a> In particular, SCP-3008, Infinite IKEA.</li></ul>
---	--

