

MONOLITH CORPORATION

OVERALL

Monolith Corporation is a mega-corporation that physically spans much of its native continent. Its status rose through the merging of mercantile unions until it became a fully-fledged state. It is still overseen by a board of directors, headed by a CEO.

Capital: Monolith City

Cities: Deltalock City, Daiwa City, Mann City, Apton City, Aegis City, Kaen City, Viumbe City, Senlin City, Tunajenga City, Acme City, Hudson City and Linnaeus city

Government: Mega-corporation

Territory: Mostly plain with many plateaus and deserts.

Transportation: Railways mostly, but there are also highways connecting the major cities.

Population: 200 million

Designation of individual: Employ.

Miscellaneous: This state features the most functioning infrastructure and safest settlements. Most of their major cities were rebuilt from the ashes of Fallen Cities once they were properly decontaminated.

Military Specialism: Genetically augmented soldiers and land vehicles

Important Countries and Cities

Monolith Corporation's Holdings does not have countries but is instead divided into 15 sectors, each named after a Corporation or commercial enterprise of the Old Civilization. The name of each sector is connected to its main function. Each sector has multiple settlements, mega-factories and other structures under the control of several different divisions.

Many sectors are large and complex enough to have diversified into other industries, but are primarily known for their main functions, as described below.

Monolith Sector

The most important sector covering a sizeable area of Holding's west coast. It is the home of Monolith City itself and thus the Corporation's headquarters.

Monolith City

The Holdings' capital city, Monolith City has the highest population of Executives, to the point that they outnumber the City's Employees and Workers. It serves as a centre of administration and banking.

It is considered the most functional and populous metropolitan city on the planet. It was the first city to be refurbished by the Monolith Corporation. The City was chosen as the capital city due

to its relatively favourable architectural conditions, and its distance from nuclear meltdown sites or nanite plants compared to other cities.

The refurbishment project interested mostly the upper and middle stratum of the City, shedding away almost any resemblance of the cataclysm's passage replacing it with lofty high-rises, huge malls and glossy streets, display screens and billboards with the Corporate logos. The deep underground infrastructure was left derelict and has become the refuge of many unemploys and the local black markets. It features several quasi-arcology towers which serve as headquarters of the other divisions, each prominently showing the division's logo.

The composition of the City's population is unusual. The majority of the people living in the City in descending order are Executives, Employees (especially Plus Employees), then Workers and finally slaves. The City's technological superiority, smooth administration and dynamic automated systems are thanks to the presence of the Monolith Mainframe, which doubles as the City's monitoring and control system, allowing for superior coordination besides serving as the Corporation's central data hub.

DeltaLock Sector

This sector, named after an old-world big data company, is remote, under-developed and contains multiple unexplored Fallen Cities. It recently attracted interest from Monolith City which is interested in exploring and revitalising these Cities., and investment to this effect has begun. Monolith City's ulterior interest in this is DeltaLock's remote location, which makes it ideal for secret corporate projects, particularly involving remnants.

The Infrastructure Division is becoming very well developed, as is the R&D division, which is coordinating the project.

DeltaLock City

Due to the City receiving attention only in recent times, its architecture and population are in stark contrast to those of Monolith City. The architecture is mostly utilitarian and featureless, even though the recent funding and interest has lead to a certain amount of architectural transformation, with new high rises and malls popping up all over the skyline and gradually overwhelming the previous appearance of the City. However, black markets still currently flourish in its undeveloped zones. The only area that resembles other major corporate settlements is the central business district.

Its Worker population outnumbers Employees and Executives combined. The Worker area is extensive yet scarcely serviced. Many Workers live in mass dorms, as private rooms are too costly even for multiple families. The situation has recently been improving due to investment.

Daiwa Sector

Named after an old-world biotech company, this sector is located in a mountainous region accessible through tunnels which are utilised for maximum security. The sector's most prominent activity is biotech research and applications, with particular interest paid to discoveries of Old Civilization technology.

The R&D division maintains a strong presence within the area, and the Sustenance, Military and Sapient Resource divisions are also present as they often employ biotech. This sector features

many red sites, closed off strips of land used for field testing of biotech. Many indentured assets (especially non bipeds and avians as war prisoners) are used as test subjects here.

Daiwa City

Daiwa City has an ostentatious appearance similar to that of Monolith City, with investment in this coming as a direct result of the company's regard for the importance of research into biotech. The City has many laboratories and testing grounds which occupy much of the inner structure and surrounding wastelands. The testing grounds are usually covered by domes or feature bunkers of sorts to avoid unnecessary contaminations. A rare feature of this city is that the underground structure was refurbished to the same degree as the above ground structure, and many of its most important labs are located there.

The population is mostly comprised of Plus Employees and Executives, closely followed by Employees and finally Workers who perform the technical and janitorial tasks. There is also a population of slaves serving as test subjects.

Mann Sector

Named after an old-world mining company, this sector spans the mountain ridges around the Holdings provides the Company with the minerals necessary for its own heavy industry and consumer goods factories.

The heavy industry division controls most of this sector with an iron fist in order to keep the smelters in the nearby Apton Sector fuelled. The consumer goods division demands as much resource as the Heavy industry division if not more, leading to a heavy presence of the Security Division as well to keep the population in check.

This is the sector with the most indentured assets, including non bipeds (especially terrestrials).

Mann City

This city has a humble feel yet it is an important city, serving as a logistics and administration node. It is situated by a steep mountain range and enjoys better protection than most from solar radiation. However the weather there is therefore usually cold with strong winds. Wind turbines are common throughout, and the power they generate is vital for providing warmth to homes and work spaces there. The architecture is austere and mostly featureless except for the business and entertainment district.

The City's main population are Workers, who commute into the city to the nearby mining outposts. The population is followed very closely by Employees who act as supervisors and evaluators of new mining sites.

Basalt City

A settlement for the personnel necessary to operate the current largest active mine on the planet. Like most such settlements it is extremely utilitarian and compact, designed to be connected directly with the mine in question and containing all the utilities and services needed by the population, which isn't much, given that the population mainly comprises poor Workers

Apton Sector

Named after an old-world heavy industry company, this sector is dotted with mega-forges, mega-refineries, foundries and smelters, all processing minerals from the Mann Sector nearby, into useful alloys and substances, heavy equipment such as vehicles of various weights, transportation devices from trains to planes, and even robots.

The R&D division maintains a presence within it to study new materials and machines. Droids are highly coveted both by said division and the Military.

Apton City

While this city has a fairly balanced economy, it is best known for its heavy hot air, typical of the Apton sector owing to the forges, smelters and dirty factories operating within it. The City is also plagued by noise and water pollution, although the latter is offset with water treatment., including the largest water treatment facility in the Holdings Among the City's noticeable quirks are the air filters installed in areas frequented by higher-ranking parts of the population.

The City also hosts the planet's largest robotics factory, which is an important research and development site. This contributes to the presence of Employees.

Aegis Sector

Named after an old-world defence company, this sector is close to the coast but also covers a sizeable part of the mountains. It is renowned for training enforcers, soldiers and for the production of defence systems ranging from alarms to anti-aircraft technology. The mountainous areas are used to train the guards in various terrain. The sector also produces offensive weapons ranging from assault rifles to missiles

Aegis City

The City is close to Fort Guardian and provides accommodation for most of its personnel . It has stark architecture, featureless and functional in all its aspects, reflecting the sector's functional purpose. It is surrounded by military airports and bases along with large land strips for military simulations.

The City's substructure was refurbished to house important infrastructure, such as weapons production facilities and armouries, and also serves to provide direct access to fort guardian via a tunnel.

The Corporation's largest military academy is situated here and is one of the few that can install gene mods.

CogWork City

This city provides accommodation for the employs staffing the military harbour and also serves as the main training hub for sailors.

Kaen Sector

This sector spans a sizeable part of the desert, reaching all the way to the BlackStone and the Grad Dividend area.

This sector is the largest energy supplier in the Holdings, and is the home to one of its most impressive Corporate facilities: The Star Ignition Plant. In addition to nuclear energy this sector is also a source of geothermal and solar power. It is also dominant in the production of energy-harvesting devices and other energy solutions.

Kaen City

A city dominated by solar panels and wind turbines, it is one of the richest and safest places within the Holdings due to the sector's importance (and therefore its security). Thanks to its favourable position in the market, the power supply is constant and with a guaranteed continuous supply.

Most of its inhabitants are Employees, however there is also a sizeable Worker presence. Executives are also present in smaller numbers, overseeing its settlements from comfortable offices.

Star City

A settlement nearby the Star Ignition facility, it is staffed mostly by Employees and a contingent of Workers serving as technicians to monitor the reactor's operativity. The R&D division is very present as well to study the reactor's functioning and the Security division to ensure the plant's safety.

Sunshine City

A settlement near to the Sunshine fields, accommodating the Workers and Employees staffing the plant. Its most prominent feature is its strong shielding, which is necessary due to its position in the open desert..

BlackStone City

A small developing city close to the BlackStone Caldera, and the result of a project designed to turn the site into a vacation spot for Executives. Its current speciality is heat channelling, and the harvesting of chemicals and minerals.

Viumbe Sector

This sector covers much of the coast. It was named after an old-world logistics company. This harbour is the Corporation's main centre of commerce with the Aquatic Republic and to a portion of the Holy Empire as well. It is located close to the Monolith Sector.

Viumbe City

Another rich city. The sector's administrative site, it is separate from the main harbour for safety reasons.

Its population is mostly composed of Executives and Plus Employees, who are posted there to help ensure the Corporation's growth by trade. This city also houses the planet's largest, most elaborate highway node.

Gateway City

A refurbished old civilization city, near to the gateway harbour. The Security division maintains a strong presence here. It has the highest population of aquatics, and because of this security is particularly tight. As a result some mechanized police units are used.

Senlin Sector

This sector was named after an old civilization food company and produces most of the food and beverages consumed within the Holdings. It has the largest number of food processors in the Holdings and several hydroponic facilities, the most impressive one being the Hydroponic Forest.

This is another sector with many indentured assets as residents, biped and non-biped (both aquatic and terrestrial).

Senlin City

A city with the lowest number of people going hungry after Monolith City itself. This city is the hub that controls the largest food and beverage supply route in the Holdings. The sustenance division is highly present as is the security division, the former for administration and the latter to protect against robbery of the supply route.

Forest City

A large utility settlement built close to the hydroponic forest, inhabited mostly by the Workers tending the fields.

Lake City

This city accommodates the Employees and Workers staffing the dam.

Saltwater City

A large utility settlement built nearby the Saltwater plant, inhabited mostly by Workers and Employees staffing the plant and ensuring one of the major fresh water supplies remains functional.

Tunajenga Sector

Named after an old-world civilization construction company, this sector is focused on engineering and construction technique innovation. Its fallen cities are used as testing grounds for urban planning and construction experiments. It is a sector of primary importance due to the presence of the Tunnel, the only safe trade route between the Corporation and the Holy Empire.

Tunajenga City

A city of mostly Employees and Workers, it is a typical balanced corporate city with utilitarian residential districts, glossy and shiny business and commercial enterprises.

Tunnel City

A city built from scratch as opposed to being a refurbished Fallen City, and the main nucleus of commerce exchange with the Holy Empire. It is situated near the Tunnel which connects the continents. The Security division maintains a strong presence here, along with the utility division to keep the tunnel in working order. It is the current largest utility settlement.

Acme Sector

The company's primary tourist destination for Executives wanting to spend some time away from the cities in a relaxing resort or witnessing some breathtaking landscapes, and for Employees on the rise. It is the second smallest of all sectors and has the lowest density of settlements, most of which are hotels with virtual entertainment options.

The sector serves also as a destination for entertainment. It boasts studios that produce video games, flicks and full length colossal each year, and these are appreciated both domestically and abroad.

Acme City

A fairly wealthy city with resorts, casinos and the other entertainment venues in great numbers. Any kind of entertainment can be found here, from basic environmental simulations for Employees to luxurious domed retreats for Executives. This city hosts the largest of these, including an entire jungle for safaris. The City also houses the largest video game and movie development studios.

Canyon City

A city of resorts and hotels, inhabited mostly by Employees and Workers who work to staff the resorts, which each year are regularly flocked to by Executives and Employees alike. Most hotels have large sky decks with fantastic views of the ravine. Its residents also include miners who mine the canyon for materials. However, this work is kept low-level to avoid spoiling the views.

Hudson Sector

The Holding's most important sector after Znaniye and Monolith sectors. This sector produces most of the goods necessary to the Corporation's economy, both domestic and foreign except for provisions, including synthetic paper, clothing, soaps, data drives, screens, and appliances.

Hudson City

Twinned with Apton City, this settlement is economically balanced with a heavy Employee presence. The pollution is a bit lower than its twin city, however it is still polluted enough that filters have been installed in parts of the City.

Linnaeus Sector

This sector, the R&D sector, is of major interest to the company and is among the wealthiest in the Holding thanks to investment. It is also permanently represented on the board of directors through the CTO. There are many mountains within this sector, along with a valley of monumental mesas and canyons, offering natural support for hidden facilities and laboratories.

The Double Helix labs and several other research installations are based here. It is close to the Kaen Sector for power supply and to the Aegis Sector for security. A number of sites within the sector are devoted to the Corporation's space program.

Linnaeus City

The second most important city within the Holdings after Monolith City. The population is almost entirely Plus Employees and Executives, most of whom work as scientists or researchers within

the City's many labs or as professors in its prestigious universities. It is a city of knowledge and innovation, and it is possible to see many examples of applied science that might not otherwise reach the market.

Besides the corporate settlements there are other settlements belonging to the black Market.

Major Landmarks

Natural Landmarks

HotStone caldera

A volcanic caldera and the source of multiple thermal springs. A new resort city, which is being developed to specialise in the provision of luxury spa treatments, is in development nearby.

BlackStone caldera

A volcanic caldera with many thermal springs around it. It is mostly utilized as power and heat source for the nearby settlements, however there are several harvesting sites around it to make use of the chemicals and minerals within the area. BlackStone City is the main base of operation for all of these enterprises, though lately due to a growth in popularity of thermal treatments and similar, the City is slowly turning into a vacation spot that might compete with others.

Grand Dividend

An active fault-line with several research bases built along it to study the planet's geology. Besides that, the area nearby is exploited for geothermal energy. There are no proper cities build close to it. Instead the population staffing the plants build alongside it reside within the utility settlements, built specifically to be seismic tremor-resistant.

Beholder Lake

Beholder Lake serves as a fresh water reservoir and is one of the largest fresh water reservoirs on the planet. Its water runs through the hydroelectric power plant. It came into being as a result of a meteoric impact millions of years prior (causing an extinction event long before the one caused by the cataclysm), and grew larger after the structure that later became the Beholder dam was built on one of its emissaries. The site beside the Beholder dam is used as a vacation spot.

The Grand Depression

A large canyon spanning throughout the Holdings, it is mined but also used for recreational purposes. The Luxurious resort city of Canyon City is built close by. It is generally agreed to be the most impressive feature in the whole of the whole Acme sector. Many movies have been shot in this wonderful location

Vast Plains

Large spans of toxic wastelands that cover most of the Holdings. At one time in its history it had a relatively dense population of predatory amalgamations, and this made it dangerous to explore, however an extermination campaign by the Corporation and following decontamination made the Plains safe enough to rebuild a few cities throughout the centuries. Despite this, most

Fallen Cities remain off-limits. A major part of these plains used to be covered in petrified forests, but they were torn down during a Corporate demolition sweep and recycled as building materials.

Grey Mesa

An imposing Mesa which contains the Double Helix Labs, and ensured the lab's safety from the destruction wrought by the cataclysm. The laboratory's external units are hardly noticeable, however their location can be inferred when some important experiment is in progress or some matter requires helicopter support into or out of the facility.

Sil Valley

A valley of mesas, one of which hosts the Double Helix Laboratories and the Golden Parachute. While it is a beautiful site, access is strongly restricted to authorized personnel only, and all access routes are fortified with checkpoints.

Elysian Plateaus

Situated within the DeltaLock sector, these plateaus host many fallen cities, some of which have been refurbished, however most remain derelict. Another peculiarity of the plateau is the number of mysterious sealed -off remnants which seem to have had some important role with the old world.

Evergreen Valley

A valley with a dense population of amalgamations, the largest population in the Holdings and the most lethal. The horrors within are kept at bay thanks to the efforts of the Security division (and unofficially by the Singularity) keeping them under control, utilizing advanced machinery and weapons, from the Old Civilisation, including weather control systems. It was a Singularity 'red site' where its experiments ran out of its control, so since then it does all it can to abort any growth of flora or fauna.

Hanging Fruit Craters

A series of craters left by meteoric impacts that took place several thousands years before the events of the Exoth story, exploited by the Exoths and the Corporation as mining sites. The impacts revealed many mineral-rich areas of land and the meteorites themselves deposited many precious materials of their own.

Lay off gorge

A gorge utilized as a dump for toxic, unrecyclable materials. The danger exposure range is several kilometres. Rumours have that it is also used to execute prisoners.

Nesting Caverns

The largest cave system in the Holdings, it is mostly used to grow mushrooms and lichens in a controlled space. However this is a miniscule cooperation compared with the farms of the Holy Empire. Amalgamations used to live in the Caverns but they were exterminated.

Petrified Forest

The continent's largest petrified forest, which is nonetheless miniscule compared with the forests of the Holy Empire. It was capitalized on as a vacation spot due to the sights it offers from up above, and observation decks were built within and close to it. It also offers the 'Firewatch experience', also known as the opportunity (for a price) to spend a number of days in complete solitude or with your loved one in a cabin atop a tower surrounded by the sights. Amalgamations used to live in the forests but were killed off.

Python Lake

A lake that formed as a result of the climatic upheaval of the cataclysm, when the waters brought by the storms filled up a valley sealed up by landslides. The only feature left standing within it are the tops of the hills and a peculiar house, one that was built on top of a tower. It has since been picked clean of all useful materials and data, and the structure has been left to rot.

Artificial Landmarks

Monolith Tower

At a staggering height of 1,500 meters, the Monolith Tower is currently the tallest building on the entire planet.

The tower was originally designed as a multi-purpose quasi-arcology building. As such it was large enough to contain its own weather system and its own utilities. It still depended on outside supplies to sustain itself, however it also had a system to lock down the whole structure in case of emergency. Due to certain construction techniques, architectural choices and a great dash of luck, the tower was among the few super-tall structures that resisted the cataclysm.

As a result it was chosen by the Corporation to be their headquarters. After a long refurbishment project and several initiatives, the tower became the beating heart and brain of the Company, the most prestigious place in the Holdings, and home to many Executives and even the members of the board themselves. The building as a whole is made of several strata, like the City around it:

The layout of Monolith Tower includes:

- Within the lower section is the middle management offices needed to run the building and the City. It also houses the main corporate stock exchange, the central bank, and the transit hub connecting to the highway and train station. The City's manager office is here too, close to the middle section.
- The middle section contains the upper management offices and the Executive residences along with their exclusive leisure facilities, parks, instruction facilities, clinics, congress centres and other facilities, all with a breathtaking view of the City below and the inferiors inhabiting it. It also houses the City's manager residence.
- The upper section houses the apartments reserved to the members of the board themselves and their families, the infamous Repka Skydeck, the boardroom, and the main control room, from which it is possible to control of the City's network of technology directly.
- The tower is crowned by an advanced transmission array, flak artillery and automated hover-ports overseen by a control tower.
- At the bottom of the tower, within its basement and hidden below thick concrete and infrastructure, is the City's central utility hub, which supplies the surrounding districts with water, energy, heat, and enables cable communications. Below it is the Monolith Mainframe system core, which serves as the Corporation's brain, gathering information from all over the continent.

Beholder Dam

While not the largest on the planet, it is the most powerful facility currently active on the planet, and stretches alongside Beholder's main emissary. It serves many settlements with electricity and running water. Swimming close to the dome is strictly forbidden and grounds for termination, and the company refuses accountability in case of injury or death.

Double Helix Labs

The largest genetic research laboratory on the planet. It belongs to the Corporation and was refurbished from an old-world structure that existed before the cataclysm. It stretches through a large mesa and underneath it. The structure also contains dormitories, utilities and sustenance facilities, all of which make it self-sufficient. For as long as the Corporation continues to heavily invest in biotech, the lab is equipped to pursue several research initiatives, from physics to engineering.

Hydroponic Forests

A large, refurbished food production structure, and the largest on the planet. While it is surrounded by the grey and nearly sterile vast plains which are populated by amalgamations, within it the environment is lush and fertile, like the fabled landscapes of old. The crops produced here are reserved for the Executive level mostly, though some scraps are used for the production of Employee level food. Other minor products provided here include raw medicinal substances, biofuel, and starch. However, these are mostly left to specifically built agri-domes. The facility is surrounded by structures to process the various products, including refineries for the biofuel.

Saltwater River Complex

The largest desalination plant on the planet. Situated near the coastline far away from Beholder Lake, it serves as a direct source of drinkable water. A nearby solar plant keeps it running 24/7. It is a site of prime importance given the strict water rationing policy enforced by the Company.

Sunshine Fields

The largest active solar farm on the planet. Only a relatively small portion of it works, and its output is far below its full capabilities due to fact that it can't connect to the solar satellites in space. It is however an important site for both energy and fuel production as it is often used as a means of producing hydrogen from water from a nearby river (namely Bitflow River).

Star Ignition Plant

One of the few remaining and major active nuclear fusion plants on the planet. It is located close to a river's output site, which both serves as fuel source and a heat dampening system. Of its original 8 nuclear fusion reactors only two are still working in interchange to assure a continuous energy output and many cities' baseload energy. It is guarded by flak artillery and the security division maintains many bases around it to protect against attack and ensure continuity of service.

Scalab Excavation Initiative

The mining system active within the Hanging Fruit mine, and the largest currently active on the planet. Even though only a small part of it is active do to the remainder of the mine being in a state of disrepair (if not destroyed completely), it still serves the company well enough to keep the initiative going.

Golden Parachute

The Corporation's main storage facility for valuable substances, where the Company's liquid wealth is stored along with precious materials and artefacts of the old civilization. It is situated

inside a mesa within Golden Valley. It is far away from Grey Mesa and the mesa used is a smaller one.

Gateway Harbor

The planet's largest commercial harbour and the Corporation's main means of exchange with the other states via the ocean. It was refurbished from an old world structure as well, of which many sections still lay destroyed or in disrepair. It sports one of the planet's largest lighthouses.

The Tunnel

An immense old-civilization tunnel stretching from the Holdings to the Holy Empire, through rock and ocean, built using a technology lost to the cataclysm but similar to the techniques used for production of oil rigs tendons. It is very well guarded as it is a vital means of exchange with the Holy Empire. It comprises two tunnels, one outgoing and one incoming, along with a maintenance shaft going in between.

Guardian Fort

The largest military compound in the Holdings, placed within the Aegis sector, it is the primary military and security coordination centre for the company and keeps track of all troops both domestic and foreign. It also houses the control centre for the nuclear missile defence and offence system (the office has sworn off the use of nuclear weapons for offence however due to the potential for mutually assured destruction. The Singularity also ensures that the use of nuclear weapons is not authorised unless it chooses to). The R&D division has been increasing its presence within the structure as the Corporation is trying to get hold of satellite weaponry in order to capitalize the immense weapon potential above their heads.

Six Sigma

The Corporation's main prison complex. Split into several areas, with different levels of security. It has a railway connecting it directly with two experimentation complexes within the Daiwa and Linnaeus sectors. The population includes many avians, most awaiting death by Execution or experimentation.

Joined Up Interchange

The planet's current largest active free way and railway interchange. The pride of Viumbe sector, even though most of it is still a remnant awaiting refurbishment, and only a small fraction of the roads and railways using it are currently being utilized.

Loop water Reservoir

A complex of tanks and pipelines that serves as the planet's largest purified water reservoir. It is heavily guarded and the security division maintains a presence that is even more heavy-handed than the Utility Division administering the plant. It was repurposed from an old-civilization hydroelectric plant and serves several sectors in the outback with fresh water.

Suburbia

A refurbished old-world domed settlement turned into a retirement village. It comprises an environment akin to a calm suburban neighbourhood with cul de sacs, greenery, and homes which are inhabited by retirees. Similar settlements exist but there aren't many due to not many retirees being able to afford this lifestyle. The retirees who can afford this are mostly Executives.

Oceans / Major Rivers

The Corporation has three major rivers, and this helped it develop its economic strength during its earlier years.

All three of the major rivers are exploited for use in cooling plants, water harvesting and purification facilities, and in some rare cases as a dumping ground for unrecyclable industrial waste or surplus goods (however, this isn't so much the case for Bitflow River).

Bitflow River

Its delta is controlled by the Gateway Harbour, the planet's largest commercial port.

Cogwork River

The shortest river on the continent. There is a smaller harbour in the estuary of this river, which is used for military purposes.

Factorial River

The longest river on the continent. This river has a delta at its mouth, and within this delta lies Monolith City Itself.

Where the Story is Focused

The story of the first book is based around DeltaLock City and Monolith City, with small references to the other cities and towns.

Climate

The climate across the planet is unstable, and the Holdings' climate is no exception. The Holdings experiences common destructive nanite-based meteorological events.

The ozone layer is particularly thin over the Holdings, leading to the formation of the vast desert plains. However, this makes solar energy more readily available and with greater outputs. This was caused by the Exoth civilization's pollution prior to the cataclysm.

Some areas are kept climatically stable thanks to recovered weather control technology, namely those with the largest numbers of Executives, important structures and structures that depend upon a particular environment.

Misc Details

This continent used to be Exoth's equivalent of the US, but much more capitalist and elitist. Their industrial development was rampant, and thus, by the time the cataclysm happened there wasn't much of the untouched environment left. A lot of technology was lost. This situation prompted the Singularity to turn the continent into a recovery site, as it knew there was much to be recovered from the wreckages.

The Singularity maintains few black sites to the current day as the biped population had already reached acceptable numbers. The bipeds themselves are providing the Singularity with the information it needs through their own research, and due to their development, establishing facilities safely has been becoming increasingly difficult.

Planet's name according to them: Evergreen

Gas Giant's name according to them: Eye of the Beholder.

ECOSYSTEM

Plant Life

Due to rampant industrial development prior to the cataclysm, the ecosystem of the bipeds' continent used to flourish far less than the rest of the planet. Needless to say, the cataclysm finished off what was left of the jungles once covering this continent.

What is left of the jungles consists mostly of small petrified forests and dunes of ashes. The dunes are becoming more and more common as the company demolishes the petrified forests in order to obtain raw materials and build more settlements.

Dominant Species

Biped. These are tall humanoids with dark skins. The Singularity shaped them so that they had enhanced intelligence and perception (hence their most developed neo-organs are cerebral and nervous system-related). On the other hand, traits such as strength and endurance were neglected.

Other species on the planet are present in the Holdings, but mostly as indentured assets (i.e., slaves), aquatics around the coastal settlements and cities, and terrestrials for their outback equivalents.

The bipeds' policy towards "anomalous" people is to have them detained and experimented on in structures like the Double Helix Labs, often with fatal results. The disappearances are systematically covered up. However in recent years some individuals have found workarounds so not to be detected and therefore not be detained.

Predators

Due to the Bipeds' understanding of technology and weaponry, the predator population of the Holdings was decimated during the Corporation's expansion. The Singularity helped with this

and closely monitored the process to learn about environmental models. Those that survived are now kept in laboratories or within private zoos as “exotic pets”.

Prey

The larger amalgamations prey on smaller ones, or in other cases on unfortunate members of the Holdings or other civilizations.

Specialist Species

Due to the extermination campaigns the special species created by the Singularity are more unique than rare in the Holdings, thriving only in the wildest, least populated, most remote wastelands, petrified forests and deepest caves. They are most often seen imprisoned in laboratories.

Common Species

Due to the extermination campaigns, the amalgamation population is too sparse for any one species be numerous enough to be considered common.

Ocean Life

The sea around the Monolith Holdings is made even less hospitable than it had been prior to the cataclysm because of the Corporation's industrial liquid waste products. Some resort towns exist along the coast with artificial lakes that emulate a cleaner water but these do not contain much in the way of marine life.

The population of amalgamations close to the coast is negligible.

Major Viruses and Bacterial Diseases

During their early development the Corporation faced several epidemics but managed to overcome them efficiently through the development of vaccines. The epidemics were caused by the Singularity to prompt them to either evolve better immune systems or develop advanced medicines quicker.

Misc Details

The Singularity contrived to make the planet's environment harsh in order to develop a hardy and adaptable race of Workers and Fighters. All environmental calamities were caused with the purpose of forcing the population of the Holdings to adapt and innovate. The bipeds responded by developing their interests in biotech, advanced weaponry, and security systems.

The interest of the bipeds in the field of biotech stemmed from a curiosity about their own biology and that of the amalgamations, even as they hunted them to extinction. They were

especially interested in the specialist amalgamations and the solutions they implied for business purposes, and for bettering the biped species above all other races. This direction was encouraged by the Singularity. However, the Singularity also made sure that they wouldn't get too curious or went beyond its control.

HISTORY

Populations in Major Areas

Once the Singularity had reactivated the repurposed Project Omega facilities approximately 50 years after the cataclysm, the repopulation process for the Biped species slowly commenced. Batches of individuals in numbers large enough to sustain sufficient genetic diversity were synthesized from the organic matter and beings harvested from the wastelands. 60 years after the cataclysm there were then transported to the inhabitation sites: strips of land safe enough to allow their growth and development.

The first group to be released was the group of New Lancaster County, which would serve as a main unifier, along with the other unifier groups. 100 years after the cataclysm other groups, that served to increase numbers and genetic stability, were deployed later, relatively close to the unifier groups.

The groups sought shelter and eventually started moving towards the least devastated fallen cities, with Monolith City being the first one to be founded (around 20 years after the population had started moving in), followed by the several soon-to-become sector capitals, one after the other. The last of the capital cities was established 140 years after the cataclysm.

The synthesis facilities were deactivated at around this time.

Under the Singularity's guidance, the Monolith City group started to expand outwards, joining with the other unifier groups and annexing the population groups and their sectors' resources, which were poured into the reconstruction of Monolith City and the infrastructure needed to travel across the continent. This process was aided by the utilization of old world technology for transport and communication. This was well underway by 200 years after the cataclysm.

At around 220 years after the cataclysm the new species completed the process and the biped civilization known as the Monolith Corporation was born. The last city to be founded was DeltaLock City.

Major Wars

As mentioned above the Monolith Corporation came to be mostly through mergers, but also thanks to violent takeovers. These were usually short but numerous, and continued until the whole continent was under one authority after several decades of expansion.

The first major war the Corporation faced was against the Aerial Alignment, which occurred soon after first contact was made. The two races worked hard to develop further and outcompete the other, but the war ended in a draw, as by then their military powers were very well matched. This was the outcome the Singularity had predicted.

The war itself could be described as a cool economic war: cool because while there weren't any major exchanges, skirmishes, assassinations and sabotage aren't uncommon with outright invasions being rare, and economical as both states depended on their exports in order to keep growing while simultaneously trying to ruin one another's standing with the Republic and the Empire, and with it, their economic prospects.

Misc Details

Between 50 years and 70 years after the cataclysm, and after countless experiments, the Singularity finally managed to develop the blueprints for 4 fully sentient species, each with different attributes. One of these species, designated as "biped", was modelled largely after the Exoths of the old civilisation, but were capable of surviving in the incredibly unstable and otherwise toxic environment. The biped as a species had advanced cognitive capabilities, and was a race designed to serve as thinkers and innovators.

To put these new species into action the Singularity picked the planet's formerly most advanced continent, which had the largest density of fallen cities and remnants in its habitat, and used it to shape the new species' culture and government in such a way that could maximize their contribution to its projects while keeping them easily controlled and self contained: mega-corporations. A society based on a twisted form of personal achievements, the survival of the fittest, made a state, with the intention of keeping them from achieving large-scale spontaneous coalescence and thus becoming a danger to the Singularity itself.

The Singularity directly influenced the operation by being in direct contact with the New Lancaster County repopulation group, posing and being regarded as a Great Benefactor to the current day. Although its existence isn't known to the public, the official story is that the biped species learned much from the old world and developed a magnificent and advanced civilization.

CULTURE

Common Foods

The food available to the employ depends on that particular employ's level of income. Even though there are no social rules about eating, the steep differences in quality between the different kinds of food makes it essentially class dependent.

Worker foods

- Food bars (they come in several flavours and textures)*
- Nutritive goo (for easier consumption)*
- Supplementary pills (vitamins and minerals)
- Liquors
- Water (1 litres of potable water per day, 5 litres of washing water per day)

Employee foods

- Precooked meals
- Dried meat, vegetables and fruits
 - Mostly synthetic
 - Some non synthetic versions exist, but they are pricey, made from scraps of killed amalgamation
- Chemically enhanced condiments
- Energy drinks
- Low quality coffee
- Water (3 litres of potable water per day, 15 litres of washing water per day)

Executive foods

- Fresh vegetables and fruit
- Pasta
- Spices
- Natural condiments
- Brews
- Health Drinks
- High quality liquors, including champagne
- Fresh meat
- From Amalgamations
- From Non-bipeds, however it is a habit mostly kept hidden as it is considered off putting and against the Corporation's civilized standards
- Unlimited access to water

*Foods marked with this indicate that they are often produced through recycled organic waste.

Social Rules about Eating

The Corporation considers its citizens as property, so is very strict about the provision of food, giving only the dregs to low-level Workers and slaves, and using the best food as a reward for its higher-rankers.

Workers

Low level Workers have little to eat and drink, and usually choose to buy nutrition bars, nutrient goo and water – the worst Monolith has to offer. Some occasionally save up for Employee food but they still find it hard to afford.

Employees

An Employee's diet is a little bit better, but still not high quality. Most Employee food is pre-prepared and boxed synthetic meals, usually presented as a form of fast food. They drink water but can access coffee and energy drinks.

Executives

Executives have access to medium to high quality food. It is still largely synthetic but the processes used to make it are more advanced, producing a superior product. They can also access fresh fruits, vegetables, and meat.

Art

The art made by the Corporation mostly comprises electronic artworks ranging from digital drawings to video games. They are used mostly for advertisements, entertainment, collectibles, and items designed for stress reduction. Both live action and animated movies exist, however they are costly and don't come out very often.

Art made with consumables consists mainly of high-tech sculpting and drawing, utilizing lasers and similar techniques. Such art is considered a quirky status symbol among Executives, however artworks made with old civilization artefacts are considered more valuable.

Art is also used to deliver a moral message. Sculptures adorn the parks and squares of the most important districts, mostly depicting lions pouncing on other creatures perceived as inferior, such as hyenas (representing criminals) and avians (representing the company's main enemy).

Language

They speak a modified version of the Exothians' standard language, which was modified by the Singularity to efficiently fit their society. Some elements were removed to avoid some unnecessary and borderline dangerous thought patterns, e.g., concepts of charity or altruism.

Group-Forming Tendencies

The company classifies their citizens according to their level of income, as a way of keeping track of their progress, social standing, and position.

Workers

The blue collar Workers of the company, who do the primary and secondary sector jobs. In Monolith City, Workers and slaves perform functions related to servitude rather than heavy labour due to the City being more automated than most.

They have the lowest salaries and the least purchasing power, and therefore the most restricted access to goods and services. Because everything within the company has a price they tend to be in poor health, have a low level or quality of education, and have a shorter than average life expectancy. This is offset by their numbers.

Common roles include:

- Farmer
- Hunter
- Soldier
- Mason
- Workman
- Miner
- Technician
- Clerk
- Firefighter

Employees

These are the white collar Workers of the company, with tertiary and quaternary sector jobs. They have average salaries and thus average purchasing power, which they can either invest (such as in the stock market), try to advance their position, or use to buy soothing items to reduce their stress levels. The latter is the most common use of surplus money.

While they enjoy better living conditions they are under even more stress than their Worker counterparts, as they are constantly under the threat of demotion should they relax too much. The only alternative to becoming a Worker is to fight to keep their position or fight even harder to become an Executive.

Common roles include:

- Teacher
- Medic
- Lower and middle management
- Researcher
- Engineer
- Architect
- Guard
- Entertainer
- Agent
- Handler

Executives

The de facto leaders of the company, the Executives occupy positions of direction, administration and ruling (ranging from being the mayors of cities to the Executive officers of entire sectors). They are few in number compared with the other classes, but wield most of the power.

Their large incomes allow access to luxuries their peers can barely imagine, including fresh foods, plastic surgeries, and the cures to otherwise deadly diseases.

Executives are the only class eligible for election to the board of directors and can be voted in by the council themselves if they present their candidacy. Due to their knowledge of investment and relatively unlimited funds (especially for those born in an Executive family), the threat of demotion is mostly moot to them, however they prefer to keep their class as exclusive as possible.

They often use works of art and symbols to indicate their status, especially art depicting lions.

Common roles include:

- Director
- Actor
- Upper management
- Sector/settlement manager
- Executive Officer
- General
- Member of the Board

Unemployees

These are former employs who were fired for reasons ranging from under-performance to breaking company policy. The company does not support Unemployees so an unemployed individual is no longer considered a citizen. The individual's only options for survival are to steal, try to survive in the wastelands, emigrate (which is a suicidal choice for most), or join the black market. The least fortunate are used as test subjects in experiments.

Common roles (or fates) include:

- Test Subject
- Scapegoat

Or the following for the black market:

- Clerk
- Cleaner
- Burglar
- Killer
- Scavenger
- Hunter
- Chemist
- Technician
- Hacker

Unruly Elements

Breaking of policy is looked down upon no matter the reason nor the circumstances. However the amount of scorn depends on the gravity of the offence. Criminals are mostly considered lazy, parasitic individuals, feeding off honest hard-working people to make up for their lack of skills or motivation.

Within the company there are several special groups with their own privileges and functions:

Members of the Board

The company's active decision-makers. These Executives were voted into position by the members of the board already present. They enjoy a great range of immunities and privileges, including access to state secrets, support from the state itself, and even life extension procedures. The members of the board are also the ones acting as intermediaries with the Singularity, whom they refer to as their benefactor. Even though they deny it, they have power of life and death over their employs.

Think Tankers

Brilliant employs, mostly Executives, working together to brainstorm innovations and new ideas to benefit the company. These associations are the key to the Corporation's technological success, putting motivated people close to each other in a controlled environment, to ensure an active (albeit controlled) flow of ideas. They are sometimes given the means of realizing their ideas, however only a small fraction of the resulting innovations enters the market. Think tankers tend to be the most accepting and open-minded employs.

Jet-setters

Executives who made it their job to travel the planet in search of new business opportunities, either by travelling privately or by joining expeditions in the unexplored areas. It is a dangerous lifestyle but very adventurous and rewarding. Some documentaries are made about them, describing the exploits of their travels. They tend to be the most deviant Employes (though they keep in line as much as they can) and are the ones with the most... uncommon tastes.

Indentured Assets

Indentured assets are employes or residents with contracts binding them directly to the company or one of its members. Essentially they belong to the company as slaves. Becoming an indentured asset is the penalty for anyone who defaults on their debts to the company, committed a crime, or have been imprisoned. Their training (which is quite brutal) and management is mostly left to professional handlers. Their living conditions and the tasks they are assigned to depend completely on their handlers, but are often as bad as the Workers' if not borderline unemployee level.

Plus Employees

Employees close to being promoted to the rank of Executives. They often begin to separate themselves from their less successful peers in order to continue the elevation of their status.

Employees who belong to this class enjoy a number of privileges, nowhere near Executive level and they cannot be voted into the board of any upper management positions, however redeemable benefits include: discounts, reservations, and access to premium packages.

However, the purpose of this class is more twisted than first appears. It was formed in order to avoid allowing the Executive class to lose its exclusivity by being polluted by outsiders. To this end the Plus Employees are given more advantages so that they might become complacent and end up not moving any further up the corporate ladder.

Promotees

The Promotees are all the employes that have been promoted thus reaching a higher level of income. Due to the climate of competition among peers, employes tend to cling aggressively to their positions, and any signs of change that might mean a decrease in their social standings are often met with conflict and scorn. This is the case when people are promoted to higher ranks which means an higher probability of those already in the rank being demoted. In order to

face the aggressivity of those who were “born” into the positions or accessed them through recommendation, the promotees tend to band together to support each other and ensure all parties can keep their hard-earned privileges and rights.

Relationships Between Subcultures

Like all the countries affiliated with the Singularity, people with ideas differing from the prevailing ideology are scorned, while those with ideas conflicting directly with the ideology are often eliminated, or at the very least, ostracised.

Differences Between Species

The bipeds consider themselves a superior, civilized, more advanced and better functioning society and species. This leads them to think lowly of the other species. They regard the warring states, namely the Holy Empire and Aquatic Republic, as customer bins at best or as societies of savages at worst. They feel a particular hatred toward the Pyramid Alignment due to their conflicting ideologies and see them as enemies to be destroyed. As such Aquatics and Terrestrials residing within the Holdings are seen as nothing more than residents, and are considered similar to indentured assets most of the time, or as Workers in the best case scenarios. Aerials are often killed or imprisoned.

Differences Between Levels of Income

Within the Holdings, money is considered a means to quantify a person’s social standing, as it translates into purchasing power, which is the company’s main source of leverage over its population. People with vast amounts of money are held in high regard and can even become idols in some cases, while the poor are scorned and regarded as too lazy to earn their fair share.

Social Classes

There is a certain amount of social mobility, however despite the fact that a person can move up or down the ranks depending on their ability, it is rare for a Worker to reach the level of Executive. It is unusual for an Executive to be demoted, especially if they were born into the role.

The Corporation often develops new technologies. However, it is also unwilling to destabilise the economy so these technologies rarely leave the designing board.

Hyenas

The term hyena is a derogatory term that has no connection to the individual's species. Hyenas are thought to be scavengers, and individuals in the Corporation who are called hyenas have earned that title by trying to get money in some way other than by earning it via the Corporation. Being caught doing so earns them scorn and contempt from the rest of society.

Workers

The blue-collar Workers of the Corporation, and work as farmers, miners, factory Workers and other similar roles, often at very long hours. Most live outside the security walls of their cities, in ultra-dense habitation projects, dormitory sheds, and mega-condos. Most have bad hygiene and are therefore shunned by Employees and Executives. In some cases, they are banned from certain parts of their cities except for when they are needed to work there, and in case of emergencies.

Employees

The white-collar Workers and specialists of the Corporation. Many of them are in direct competition with one another to hold onto their positions and avoid demotion. Their lives are stressful so many use their incomes to buy soothing items. They live in large, featureless but comfortable condos that resemble filing cabinets.

Executives

Live within gated communities, prestigious high-rises or elaborately designed neighbourhoods, often with trees, fountains, and meadows, within their cities. Many of them call themselves 'lions', as the species is symbolic within their culture of status and success.

Special Classes

Mercenaries

Hired guns.

Misc. Details

Status symbols are used as both refugee goods (long term investments) and as means of showing off one's status to their peers.

Executives like symbols related to the long-extinct lion species, which they consider majestic and awe inspiring. Some of them even regard themselves as the lions of the new world due to their positions of power and dominance.

Another example of animal symbolism utilized by the company is the term 'hyena' which, due to the species' appearance and habits both as an old-world creature and as hyenalings, is used as

a term to identify criminals and policy breakers in general. Sometimes it is also used as a name for Workers that are perceived as lazy or dishonest.

Due to the Corporate settlements' high degree of urbanization, sports that require little space, that can be played in an urban layout, or that generally require less space are preferred.

Parkour, Mini golf and Tennis are the most common sports among almost all levels of income, especially execs and Employees. Parkour is popular because it helps individuals get to the work place more easily.

Most employes practice these sports within simulators or cheaply made courses, which are rented for small amounts of time, while Executives can afford membership to exclusive high-quality courses or even actual golf clubs. Golf in particular is the signature sport of the Execs.

Championships and tournaments of the sports mentioned above are held from time to time for the amusement of the masses, and gambling is possible. All of this is handled by the Media Division.

Romance is mostly viewed as a form of trade at best by most Execs and Employees, a means to an end, a way to improve each individual's social standing, financial situation, connections. Procreation may or may not be a goal within this, while Workers tend to have a more passionate view of romance.

Sexuality is greatly frowned upon, however execs find it easy to hide their fetishes. Sexuality, like romance, is regarded as another means to an end. It leads to procreation as the best potential outcome, and is seen as a very inefficient, hardly cost effective means to dampen stress in the worst. The Singularity has tweaked the species' sex drives over the course of many generations so that in the current day, they are weak enough that the Corporation's employees are disinclined to enjoy sexual pleasure for its own sake and simply decide to artificially inseminate when they decide to have a child.

Energy is considered a commodity, and raising children is understood by the population to be energy-intensive, so the Corporation gives tax benefits and other incentives to encourage more births.

POLITICS

Alliances between Countries / Cities

The Corporation is in a commercial pact with both the Aquatic Republic and the Holy Empire, supplying a wide variety of goods ranging from consumer goods, to vehicles, to weapons. Services such as power, urban planning and similar are provided as well.

Part of the commercial agreement is that the Corporation may establish branch offices around the continents to sell goods to the populations of those states.

Alliances between Species

The alliance mentioned above isn't between the species per se as they barely tolerate one another. It is merely a formality between the states to keep the war economy going. Even if they aren't slaves people of different species in foreign land are treated as residents at best.

Religions

No religion is practised within the Holdings, mostly because it is banned due to the fact it is perceived as a time and resource drain, not to mention that it could encourage behaviours that could go against corporate policy.

Law

The laws are determined by the Management Board, while the Supervisory Board works as a juridical body. The laws are subsequently enforced by the Security Division and the corporate guardians.

Grades in the police:

- **Guardsmen**

- Can be deployed either as individuals or in groups
- Standard issue equipment includes a stun baton and gun, along with a partial Kevlar armour covering the vitals and the joints. The vital signs are monitored by a sensor that can detect if the unit has been killed, which sends an alarm
- Have partial headsets to communicate with teammates and central command even though communication with the latter can be delayed
- The most common units

- **Elite Guardsmen**

- Equipped with more advanced weapons and have better and more covering armour
- Includes ranks of specialist units including:
 - **Cybers:** Tasked with preventing or repelling cyber-attacks
 - **Barrier:** Carry several types of multilayer shields capable of repelling projectiles and lasers
 - **Riot:** Carry heavy non-lethal weapons which serve to tame riots or for use against powerful adversaries. Ranging from heavy duty tasers to grenade launchers
- Further specialist units exist, for which gene mods are available:
 - **Basic modding:** Enables better agility, reflexes and stamina
 - **Strength modding:** Increases the unit's strength
 - **Tactical modding:** Affects the unit's cognition
 - **Sensory modding:** Affects the unit's sensory organs

- **Head Guardian**

- Serve as team leaders, rarely deployed alone, but serve as reinforcements when they do
- Usually carry a rifle and gun, and armour that covers their entire body
- Their headsets conceal their faces completely and grant them direct communication with their squad and central control without delays
- Their suit's sensory apparatus is sensitive enough to detect when they are knocked out
- **Elite Head Guardian**
 - Individuals of this level receive an upgraded version of the head guardian's gear, as well as a set of grenades of several kinds, including lethal ones
 - Training is very multidisciplinary
 - Free access to gene mods by contract, as well as full health coverage
- **Other Units**
 - Drones: A common sight within the Corporation's Holdings. Most commonly used for surveillance and reconnaissance, as they are ideal to carry cameras and sensory systems
 - Droids: Uncommon even within the Holdings and extremely rare outside. Operational security droids are used by the Corporation for automated surveillance and security of their most important infrastructures
 - Light Droid: A small quadruped droid carrying a small gun firing light rounds
 - Taser Droid: Another small droid carrying a wireless taser
 - Heavy Droid: A bulky droid with several rifles grafted to its structure. It has a near 360 degree view
 - Turrets: Automated stationary defensive positions, capable of mounting any kind of weaponry and often armoured. It can move automatically, however it needs to install itself into firing position before entering over watch.
 - Rifle turret
 - Flame turret
 - Taser turret
 - Rocket turret
 - Combined turret

Misc Details

The Corporation claims that the policies it enforces are meant to guarantee the security and efficiency of all employs and to encourage them to strive to improve their contribution to the company as whole. However, most of these words are empty due to the presence of many, hardly detectable loopholes designed to ensure that only specific people prosper while the rest consume themselves to the bone willingly.

The government also justifies the poor living conditions of the lower classes (and even sometimes middle classes), their usual abuses of authority, and atrocities committed, on the

necessity of maintaining the ongoing economic war against the aerals, deeming every action taken and resource used a necessary measure to continue the war effort.

While the Board of Directors is in charge of the company, the Singularity holds the true authority over every matter of state and can influence any aspect of the government directly, even the market itself.

ECONOMY

Major Businesses and Organisations

Head Office / Omni-Conglomerate

Serves as body of government, law making and justice organisation (both nationwide and locally), banking, and the overseeing of the Company's relationship with other nations

- The Board of Directors serve as an administrative and law-making body. It is made up of Executives voted into the council by the members themselves
- The Board of Directors is made up of two collegiate bodies:
 - Management Board (Law Making and Executive body)
 - Supervisory Board (Juridical body)
- The Chief Technology Officer acts as the representative of the R&D division within the council and it is also responsible for it
- The Chief Financial Officer is directly in charge of the banking system
- The Chief Executive Officer is the de facto leader of the company and has a near limitless authority in certain circumstances, such as the war against the aerals

Services and goods are supplied by the divisions, akin to sub companies and are represented within the board of directors by a vice president:

Sustenance Division

This division is in charge of the sustenance available within the holdings, for all the classes of income from the lowliest worker to the members of the board. They control the food production facilities, the water desalination plants, the reserves, the processing plants all the way up to the distribution points such as markets, vending machines and restaurants. They hire mostly from the worker class and are the second most popular working choice.

- Food
- Spices
- Drinkable Water

- Beverages

Sapient Resources Division

This division is in charge of the populace's formation and management. They are the most multifaceted and multi-functional division as they cover 3 important sectors: Healthcare, Education, and Entertainment and Cultural works. However, they have a darker side, as they are also expected to administer the indentured assets and the non-biped population, ensuring that they submit to the state by any means necessary.

- Healthcare
- Education
- Formation
- Culture
- Sports
- Indentured Assets

Consumer Goods Division

This division is in charge of supplying the population with the consumer goods needed to keep the economy going. They control the factories and processing plants needed to turn the raw materials into goods from the most humble to the most luxurious all the way up to the distribution points. This division has the largest number of facilities and, as a result, of jobs, however the salaries are usually meagre, and the factories, while being largely automated, are dangerous.

- Consumer goods
- Luxury goods

Heavy Industry Division

This division keeps the corporation supplied with processed raw materials and heavy machinery, ranging from vehicles to industrial devices such as assembly lines and blast furnaces. While its products aren't really meant for public consumption, this division is of paramount importance, since almost all of the other divisions depend on their products. It is the third most prolific division for creating jobs, but also has some of the most dangerous workplaces in the holdings.

- Alloys
- Machinery
- Vehicles

- Mining

Security Division

This division is in charge of enforcing order, safety and security, and keeping the behaviour of the population in check. They oversee the recruitment, training and discipline of the guards, the production of advanced security systems, the reformation system, and the population profiling. Its workforce is mostly composed of Employees, who are deemed trustworthy enough to work in a legal capacity. The security systems they produce are sold all over the planet. They hire mostly middle class employs.

- Law Enforcement
- Homeland Security
- Private Security
- Secret services
- Corrective services

Utilities Division

This division manages the maintenance of the settlements' infrastructure, from the smallest towns to the largest cities. They control the power and water supply, heating, sewage treatment, waste disposal and recycling, and transportation. They work closely with the Construction Division but their role is more specialized and more closely related to maintenance than installation. They hire mostly Employees but also workers for the more menial tasks.

- Electricity
- Running water
- Sewage treatment
- Waste disposal (and recycling)
- Heating/Cooling systems
- Transportation

Research & Development Division

Considered within the culture of the Board as the most important of all the divisions, this division is permanently represented within the Board by the CTO himself.

This division is in charge of keeping the Corporation's technology and scientific knowledge up to date and ensure that it is used in the service of the company and its agenda. It controls all of the labs, testing zones and archaeological sites. Among its projects are the recovery of the old world technology and its utilization, the recovery of artefacts and data from the Project Omega facilities under the Singularity's directions, and the corporate space program (a moderately

successful initiative which allowed the Corporation to have a small but significant edge against the Alignment's aerial superiority, thanks to an innovative satellite network. This was quite overhyped by the media division).

The leaders of this division have extremely high standards of education and security. Being hired by them is notoriously hard but rewarding, with executive retirement almost guaranteed.

- Scientific research
- Application of technologies
- Software development
- Space program
- Classified research

Construction Division

A division often misunderstood for the Utilities division but fundamentally different. In charge of the planning and execution of the refurbishment operations or settlement construction. This division hires in quotas similar to the Utilities division, however leans towards Workers, which it uses as a disposable workforce to staff its dangerous work sites.

- Urban planning
- Construction materials
- Construction techniques
- Construction machinery

Military Division

This division manages the company's military operations. Unlike the Security division, it focuses on border security, keeping the corporation protected from the Alignment, and training mercenaries to be employed by the Corporation's allies broad or by extremely paranoid executives. It also produces weapons for both internal and foreign distribution, including weapons of mass destruction, however these are mostly kept under strictly secure conditions. This division hires most of its work force from the Worker population.

- Weapons
- Mercenaries
- Indentured war assets
- Homeland defence
- Private defence

Media Division

One of the most important divisions. In charge of keeping the state connected and the information in check and flowing. This division maintains safe and fast communication channels within the Corporation. The division facilitates control of the Corporation's settlements easily over large distances and curates information to discourage the population from having radical thoughts. Works closely with the R&D division to develop new means of communication and techniques for controlling the populace.

- Media outlets
- Entertainment
- News outlets
- Connectivity

Black Market

The supercell in charge of the operations within the Monolith Corporation's Holdings.

Due to the advanced surveillance and weapon technology possessed by the Monolith Corporation, the black markets tend to avoid large scale operations within the Holdings, particularly those that involve raids and attacks. Instead they use cat burglary, economic destabilization, distribution of illegal substances, infiltration, kidnapping, and white collar crime in general.

The only examples of large scale operations used by the black market within the cities are coordinated cyber attacks, though they happen sparsely for safety reasons and only when there is an expandable location to base the operation from. Other large scale operations include the mass plundering of unexplored fallen cities.

In order to avoid unnecessary risks, the supercell has a decentralized leadership and no major strongholds or bases. Instead its cohesion is guaranteed via communication networks augmented with quantum encoding rings.

Due to the Singularity not maintaining many black sites within the continent, special infiltration missions are rare. The special cells are mostly focused on kidnapping with specific objectives, conduction of field experiments, assassination, and data manipulation.

Some of these operations are done by introducing disruptive goods and services appealing to the lower and middle classes, such as drugs, but also through more direct approaches such as robbery, kidnapping, sabotage and assassination. Secrecy is paramount and the black market has a strict no witnesses policy.

In addition to more general operations, specialist cells operate within the black market, working directly for Alpha and the exiles (also known as the Suppliers or the Mastermind) in complete secrecy even from the other cells. Their main tasks include:

- Identifying and gathering test subjects for the Nexus Program. They either ship candidates off to the Arcology or monitor their development in a non controlled, hostile environment.
- Infiltrating the Singularity's facilities and gathering data regarding its operations. This type of operation is particularly dangerous and mortality rates are extremely high.

International Trading

While the internal market keeps the Corporation's economy in a stable situation, the true source of growth for the Corporation is its trade with The Aquatic Republic and the Holy Empire. Both lack technological resources so depend on the company and Alignment for advanced weaponry and trained personnel.

The most traded merchandises are:

- Weapons
- Indentured assets (slaves)
- Mercenaries
- Clean water
- Processed food
- Energy
- Information about the old civilization

These trades are vital to the company's continued development.

Education

Administered by the Sapient Resources Division. It serves to prepare everyone for working life, from Workers to Executives, both on a disciplinary and professional level. Children of all stages of development are conditioned to respect and fear the Corporation and abide by its policies and creed.

Education comes in 4 packages with several attachments:

Basic Education

- The student is taught how to speak, count, read, and write

Primary Education

- The student is introduced to more subjects such as math, history, sciences and geography
- Above package included

Secondary Education

- The student is introduced to additional subjects such as physics, biology, chemistry, computer science, law and technical drawing
- Above packages included

Full Education

- The student's education is completed with a branching in several specializations of their choice
- All packages included

Premium Full Education

- All packages and attachments included, as well as faster credits gain

Attachments which are purchased separately for an extra charge:

- Student transportation
- Uniforms
- Extra hours
- eBooks
- Tutors
- After school
- Activities
- Daycare
- Baby sitting
- Private teachers
- Sports
- Access to premium areas such as museums, art galleries and libraries.
- Access to better facilities
- Boarding
- Vocational formation

Passage between grades for all packages is done through the accrual of credits. In case of failure to meet the number of credits required, the courses are to be taken again with a charge of an increasingly high fee the longer the debt continues.

The obtaining of certification isn't guaranteed by the purchase of the package. For those who cannot afford any form of course extensions nor additional help, this can be a dangerous gamble.

The credits are accumulated mostly through passing tests which serve both to test the student's preparation and the student's attitudes.

Some course additions can help students to gain more credits within a shorter length of time. This obviously favours the wealthier students, with Executives and Plus Employees benefiting the most, while putting the less wealthy at a disadvantage. This is done with the ulterior motive of preserving the elite's privileges and to ensure that the middle class doesn't become too cohesive.

The Vocational Formation

A relatively expensive attachment which can be activated at any level. The student is taken for a stage with an expert of the sector they want to specialize in, and upon completion of the stage they are given a certification and are considered successfully trained. This is effectively a Faustian bargain as it is expensive by most employs' standards, and while it guarantees employment it also nullifies any possibility of promotion or changing field.

Upgrades can be purchased by employs who wish to increase their education, however they are pricier than the packages themselves.

The educational facilities' quality varies according to the type of package purchased. However, a student can move to a better facility if an upgrade is purchased as well.

Executives tend to purchase the premium full education package and make liberal use of the private teachers and tutors as they don't wish their offspring to mingle when learning, or worse, develop friendships or other relationships with citizens of inferior level of income.

Medical Technology

Healthcare, like education, is administered by the Sapient Resources Division and is available to anyone. The following packages are available:

- Basic coverage: for minor illnesses
- Advanced coverage: for more severe illnesses
- Complete coverage: Coverage for all illnesses
- Premium coverage: Same as the Complete Coverage but also all attachments are included.

Attachments to be paid for separately:

- Access to specialist clinics

- Checks
- Dentistry
- Vaccinations
- Transportation
- Plastics
- Prosthetics
- Home assistance
- Lifeline (a service that allows the user to be constantly monitored by the nearest hospital within the Holdings)
- Nutritionist and dietologist

Executives can purchase premium coverages easily, and can even ensure themselves postmortem treatment. Usually corpses are cremated as buying a tomb is quite costly.

Building Construction Technology

The City has a grid layout with both an above ground and underground system. The grid above ground is divided into districts, each defined by a different class of income or function. The underground system is not in use and has become derelict. The City is surrounded by walls armed with powerful flak artillery.

The Corporation rarely builds new settlements as they find it more cost-effective to refurbish Fallen Cities. New towns are usually next to work in mining, industrial, utilities, farming, research, or recreational settlements. They are almost exclusively designed to have a grid-like shape.

Due to their high intelligence the bipeds understood and re-applied the construction techniques they discovered from information salvaged from the ruins and remnants of the old civilization. Inspired by their great cities, they decided to rebuilt them by salvaging what could be saved, and building over the ruins.

Their building materials are fairly advanced, such as concrete, plastic, steel and crystal.

All of their major cities were obtained by cleansing, decontaminating, refurbishing and then resupplying fallen cities. On the surface nothing is left of these cities' ruined appearances, as they have been completely replaced by a skyline of shining, glossy and clean buildings, all bearing multiple logos (plus the Corporation's logo) and screens, towering over the wastelands and the Worker areas in the cities' outskirts.

However, the condition of repair below ground is very different, as only the vital infrastructure was refurbished while the rest was left in its state of disrepair. Suburban areas are sparse due to the necessity of saving habitable space.

The business districts and Executive districts usually get the most attention, with particular attention given to projecting the company's vision of a bright future with them at the helm. Malls, high-rises, luxurious homes, important offices, and control centres are present in such areas. The most exclusive areas even feature parks with living trees.

Employee districts and similar spaces get less investment, however it is ensured that they are well kept, safe and easy to traverse. In districts such as this it is possible to find non-important offices, decent homes for rent, laboratories and entertainment areas. Industrial sectors are treated in a similar way, with more care and surveillance, as these are considered of paramount importance to the company. Some parks are present but they are holographic.

The Worker districts get minimal investment, and the work that is done is focused, at best, on the goal of ensuring that the buildings won't collapse. The buildings featured within them are very low quality, ranging from patchwork apartment towers to dormitory sheds. Utilities barely reach these areas, almost never privately, leaving the Workers to depend on public outputs. They have the least automated surveillance.

The utility settlements are semi-arcologic structures built close to areas of interest within the outback and generally away from the cities. They are designed to protect the resident employs from the outside environment and be self-sufficient in case of being cut from the main grid. Their population is mostly made up of Workers, Employees and Plus Employees. Executives prefer instead to administer such settlements from comfortable offices within the cities, though they physically visit them from time to time. They are often cramped and very uncomfortable, and Employees who work there consider themselves quite unlucky.

Exceptions to this are the employs staffing the utility settlements close to any one of the rare pleasant landscapes and the ones that are connected with the domed farms, as the environment underneath the domes is lush, fertile, green and refreshing.

The settlements belonging to the black market are often within structures that were previously plundered but not refurbished, such as vaults, stable buildings and tunnels within fallen cities and the like. The few settlements above ground have a patchwork aspect, like some Worker residential towers.

Taxation and Distribution of Goods

The Corporation believes that everything has a price and does not provide any kind of social welfare. However, no items are taxed due to there being only one business present in the state, and nothing in Monolith Corporation state that is outside of the business.

The Corporation has a large number of branches based in the Aquatic Republic and Holy Empire's territories, which they use to provide services and goods in return for payment.

There is no form of social assistance whatsoever, and all the goods and services are administered by the "private" sector. A pricing system dictated by market laws and fluctuations ensures that certain goods and services are available only to certain classes.

However, this market can be easily manipulated by Head Office in order to benefit certain individuals and projects, and the Singularity manipulates it regularly to ensure its projects receive the most resources.

Workers have a purchasing power sufficient to obtain their basic sustenance and few if any luxuries, assuming they aren't behind schedule on their workloads. If they desire or require anything beyond their monetary capabilities, they may find themselves forced to indenture themselves in order to settle their debts. Luxuries include cosmetics, clothes that aren't uniforms, education, healthcare, use of police services, fire-fighting, and recreational drugs and alcohol.

Employees have a better deal than the Workers, but this is offset by the constant stress their jobs put them under. As a result they spend most of their income on recreational or other soothing products, ranging from entertainment services subscriptions to video games. to medical drugs. Recreational drugs and alcohol consumption is frowned upon strongly among Employees, thus it is kept secret for many people with dangerous consequences. Employees rarely utilize saving accounts and when they do it is in order to afford upgrades to their services, larger homes, or more expensive goods such as cars and vacations.

Executives have disproportionate purchasing power by comparison, and in addition, aren't under pressure to buy and invest. They enjoy their affluence in a variety of ways, however most of them prefer to save money or invest in goods such as gold in case their peers try to evict them from their Executive role. Aside from this Executives like to possess status symbols such as treasures, old civilization artefacts, artworks and slaves (mostly of foreign origin) for their own sake.

The Stock Market

The same currency is used all over the planet: the Bitcoin, and the Corporation has no other currency besides this. Bitcoin is generated by the Singularity itself, thus giving it complete power over the market.

The Corporation has a stock market which makes shares available to the populace as a means of investment. Other investments are available, but all are designed with the aim of extracting money from the population. Riskier investments are marketed more aggressively to the lower classes with lower risk, higher return investments being offered more readily to the higher classes.

There are also lotteries and other gambling-related games, which are run citywide, sector-wide and nationwide. Prizes are usually highly desirable to Employees and Workers such as vehicles, advanced technology, even vacation houses on occasion. However, the most common prizes are extra supplies of water and higher quality food. These prizes are usually cast-offs from the Executives and the tickets are priced highly enough that returns on these lotteries are usually around 10 times the value of the prize.

Credits

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Want to organise your updates and talk with me about integrating them into your worldbuilding? Email me on thecharacterconsultancy@gmail.com and I will be happy to help you!

~Hayley, The Character Consultancy