

Appendix ART – Articles of Incorporation Examples**Sample 1 – Articles of Incorporation for Broadcasting Corporation**

The Confederacy will transfer to the Big Broadcasting Corporation (BBC) the orbital Tachyon Virtu Module (TV Module) located at the Capital Colony, an expensive Technological Device which broadcasts real-time, instantaneous news and information to planets within 50 movement of the Capital Colony which have been equipped with the proper receivers. Additionally, The Confederacy will build a network of proper orbital receivers on all colonies including the Capital Colony (cost, Technological Devices, 5 RPs and a Construction Power Activation each), and will support the BBC with 1 RP per turn from the Treasury. Receivers must be built at all new colonies or newly Converted colonies.

In return, The Confederacy receives one randomly determined Communication, Education, Equity, Nationhood, or Spirit Proficiency each Regular Turn for every 200 Friendly or Naturalized population reached by the BBC. The Proficiencies received will be randomly placed in an open available Monad on the Public Space. The Capital Colony is designated the Host Colony for BBC. The Articles of Incorporation expire every three Regular Turns.

Example Notes: This requires a large up-front investment by The Confederacy, for the Technological Device, and all of the receivers, could require hundreds of RPs, and perhaps a dozen Commerce & Construction Power Activations, plus having to obtain a Patent and build the TV Module, before the Corporation. Conversely, the ability to gain free Proficiencies each Regular Turn is priceless, especially in Culture Power activation savings.

- ✓ The Corporation functions as one or more Culture Power Activations for the purpose of Perfecting Proficiencies, a non-location specific Power Activation which cannot fail due to inactive Constructural Elements (see 1 Corporations, p. 1248 and 3 Culture, p. 381).
- ✓ Note that while Culture Power Activation for the purpose of Perfect Proficiencies is non-locational, the Corporation as described here is sufficiently location specific to function.

The BBC would cease to operate, however, if the TV Module is destroyed (e.g. in a Special Operations Black-Op or perhaps a Strike). The Concierge may suspend the BBC, or the position might not renew it if this happens and there could be Interventions at the colonies when instantaneous real-time communication from the Homeworld suddenly cease.

Sample 2 – Treaty for receipt of BBC signals.

This Treaty by and between The Confederacy, owner of the BBC, and Catspaw, is an agreement by which the Catspaw can receive BBC signals. The Confederacy hereby provides technical information to Catspaw sufficient to build a TV receiver at Dog IV, a Converted Colony of the Native Population Type of The Confederacy that is owned by Catspaw, and the Concierge will immediately remove 10 RPs from Catspaw's Treasury upon Catspaw's activation of the Diplomacy Power to Accept Treaty to cover the build cost of the receiver. Catspaw will begin receiving the benefits of this Treaty in the form of one free Communications Proficiency per Regular Turn (a savings in Culture Power activations, also supporting use of Writs) placed adjacent to the Dog IV colony at the end of Catspaw's Regular Turn processing.

Example Notes: This Treaty does not make the BBC a MegaCorporation. Catspaw (a position) does not gain any ownership in the BBC, and is only subscribing to receive the services. The game mechanical function of the Treaty (see Trick or Treaties, 1 Diplomacy, p. 1104) is the one-time removal of 10 RPs by the Concierge and the automatic receipt of a Communication Proficiency by Catspaw each Regular Turn. To benefit, Catspaw has to insure there is an open Monad to receive the Proficiency as specified and *protect the orbital receiver*. What does The Confederacy gain out of this? Who knows? It may be part of a larger agreement, concession of a planet or system for colonization, or a one-time delivery of RPs to a

Confederacy colony all of which are strictly beyond the bounds of a Treaty in GGDM terms. Catspaw on the other hand may be attempting Reverse Engineering or Special Operations.

Sample 3 – Articles of Incorporation for Larry, Curly & Mo Cargo MegaCorporation

The Larri-Mor-ons, Curly Quadrant (CurlyQ) and the Big Mo (3 positions) issue these Articles of Incorporation to form the Larry, Curly & Mo Cargo MegaCorporation. All three positions agree to automatically allow the Cargo Ship described in these Articles of Incorporation to Unload RPs only at their specified colonies. The Larri-Mor-ons for their part will supply one Cargo Ship of the capacity to carry 20 RPs and the ability to move between the three designated colonies in one jump from each colony to the next. The colonies agree to resupply and protect the Cargo Ship at each stop. Larri-Mor-ons' Slap Stick II colony is designated the Host Colony for the MegaCorporation.

- ✓ Said Cargo Ship will proceed empty from Larri-Mor-ons colony to the CurlyQ colony at Quadrant 51. There it will Load 20 RPs (enhanced value), which CurlyQ will have reserved a sufficient amount in the Treasury for that purpose (less than 20 RPs), and the Cargo Ship will then proceed to Big Mo colony at Spade III.
- ✓ At Spade III, the Cargo Ship will Unload 10 RPs of the 20 CurlyQ RPs for a fixed enhanced value of 15 RPs added to the Big Mo colony.
- ✓ The Cargo Ship will then load 10 Big Mo RPs (enhanced value) from the Spade III colony and depart with 20 RPs cargo for the Larri-Mor-ons colony at Slap Stick II, where it will unload 20 RPs.

The Cargo Ship will then return to the CurlyQ colony at Quadrant 51 where it will begin the route again. The movement of the Cargo Ship is keyed to Larri-Mor-ons' Regular Turn orders.

Example Notes: The Larri-Mor-ons provide a Cargo Ship to receive 20 enhanced value RPs at Slap Stick II every three Regular Turns; to take advantage of this, the Larri-Mor-ons must be ready to activate the Construction Power at Slap Stick II on the Unloading turns or the RPs are wasted.

- ✓ No Power Activations would be used to move, load or unload the Cargo Ship as that is the function of the Corporation (see Corporation Games, 1 Corporations, p. 1243); it would occur automatically per the program.

But they are not giving up any RPs or giving any RPs to their partners to get it. Moving RPs to Slap Stick II would require a Cargo Ship anyway and multiple Power Activations.

Big Mo gets 15 RPs at Spade III colony every three Regular Turns for free, but has to load 10 RPs enhanced value to the Cargo Ship which will take a lesser amount from the Treasury. Maybe Big Mo is exploiting the Cargo Ship for a Special Operation? Or maybe there is a side deal between CurlyQ and Big Mo? The Concierge will not judge or prevent an 'unfair' MegaCorporation arrangement.

CurlyQ gives up enough from the Treasury and against Quadrant 51 Colony's GDP limit once every three Regular Turns to load 20 RPs enhanced value on the Cargo Ship, and receives nothing in return via the MegaCorporation. Why would they agree to this? MegaCorporations might be created for many reasons, CurlyQ might be paying tribute or war reparations (e.g., France in 1870, Germany in 1919), or may be subsidizing allies e.g., the English subsidized the Prussians during the Seven Years War to counterbalance France, Russia and the Austrian Habsburgs on the Continent while they won a global colonial empire in India, North America and Africa.

As this MegaCorporation consists of only one Cargo Ship making rounds to three colonies, it would cease to function if the Cargo Ship in question is destroyed. The MegaCorporation would also cease to function if there were no RPs in the Treasury when needed or if any one of the three colonies were Conquered or destroyed. "It's all fun and games until someone loses an eye!" my mother used to say.