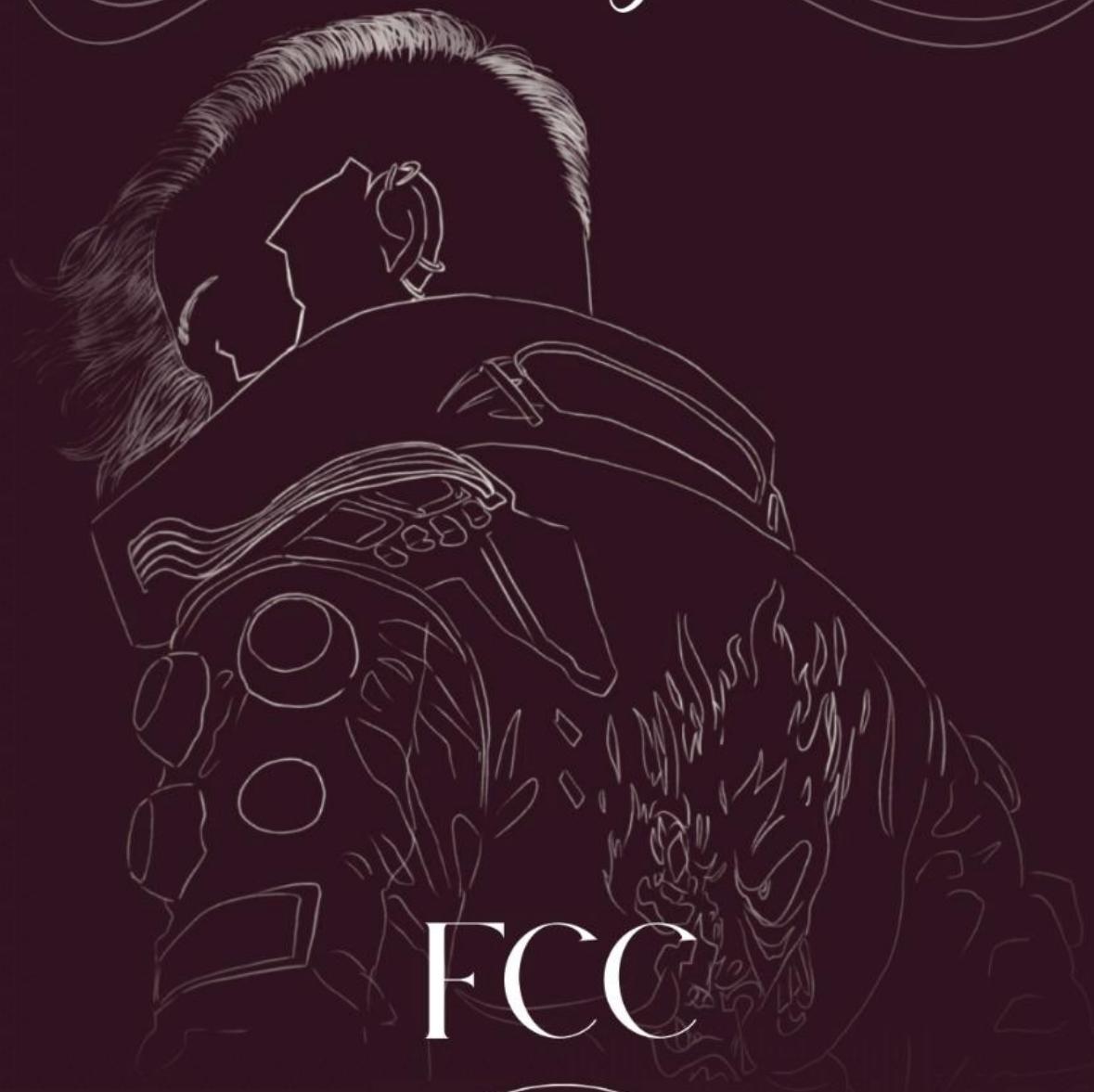


KADIKOYMUN'26

Study Guide



FCC





ARASAKA

**FCC: HIGH COUNCIL OF
ARASAKA**

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TABLE OF CONTENTS

1. LETTER FROM THE SECRETARY GENERAL	3
2. LETTER FROM THE SECRETARY GENERAL	4
3. INTRODUCTION TO THE COMMITTEE	5
3.1. NIGHT CITY	6
3.2. NIGHT CITY COUNCIL	7
3.3. NEW UNITED STATES (NUSA)	8
3.4. ARASAKA	9
3.5. MILITECH	10
3.6. NETRUNNERS	11
3.6.1) THE BLACKWALL	14
3.7) NETWATCH	16
4. THE PROJECT JINZO	20
5. RELATIONS BETWEEN ARASAKA AND NUSA	23
6. BACKGROUND OF THE COMMITTEE AND THE MAJOR EVENTS	25
7. THE FOURTH CORPORATE WAR	27
7.1. ORIGINS OF THE CONFLICT	27
7.2. PHASES OF THE WAR	28
7.3. AFTERMATH OF THE CONFLICT	30
8. ARASAKA DEPARTMENTS	30
10. BIBLIOGRAPHY AND NOTES FROM THE USG	32

1. LETTER FROM THE SECRETARY GENERAL

Distinguished Delegates and Esteemed Participants,

It is my distinct honor to welcome you to the second edition of KadıköyMUN. As Secretary-General, I am proud to present to you a conference designed to foster meaningful debate, constructive collaboration, and a deeper understanding of the challenges faced by the international community.

This year, KadıköyMUN offers six carefully prepared committees, each aimed at encouraging you to refine your skills as delegates, broaden your perspectives, and take on the responsibilities of representing nations on the global stage. This conference has been the result of months of dedication, and I wish to extend my deepest gratitude to all teams, especially our Academic Team, whose commitment and expertise have ensured the highest possible academic standard for you.

At KadıköyMUN, you are not merely participants. You are diplomats, leaders, and representatives entrusted with the voices of nations. It is my hope that this conference will inspire you to pursue dialogue, embody cooperation, and serve as a reminder of the enduring power of diplomacy in the face of division and adversity.

With my sincerest regards,

Elif Beyza Tüfekçi
Secretary-General of KadıköyMUN'26

2. LETTER FROM THE SECRETARY GENERAL

Distinguished delegates and esteemed participants,

It is my privilege, as your Secretary-General, to welcome you to Kadıköy Model United Nations Conference. In a world marked by rapid change, rising tensions, and unprecedented global challenges, the role of youth in shaping the future has never been more vital. MUN is not merely an academic exercise; it is a training ground for leadership, diplomacy, and collective action. Here, every delegate — regardless of experience or background — has the opportunity to think critically, speak courageously, and collaborate across differences.

Throughout this conference, you will be challenged to confront complex issues, to defend your positions with integrity, and to seek solutions that extend beyond borders. You will debate security and development, human rights and technology, sustainability and global governance. But above all, you will learn that diplomacy is built on respect, empathy, and the willingness to listen.

As you prepare your arguments and refine your strategies, remember that the most impactful delegates are not those who speak the loudest, but those who elevate the discourse, build bridges between opposing viewpoints, and lead with purpose.

We encourage you to embrace every moment — the intense negotiations, the late-night drafting sessions, the breakthroughs and setbacks — for they are the heart of what makes MUN transformative.

On behalf of the Secretariat, I wish you productive debates, meaningful connections, and an unforgettable experience. May this conference inspire you not only to understand the world, but to improve it.

Zeynep Reyyan Aktaş
Secretary-General of KadıköyMUN'26

3. INTRODUCTION TO THE COMMITTEE

In the neon drenched sprawl of Night City, power is no longer measured by borders or ballots but by data, technology, and control.

Once envisioned as an utopian metropolis of innovation, Night City now stands as a symbol of chaos and ambition, an independent Free City where corporations reign above nations and survival depends on allegiance.

At the heart of this unstable balance lies the Arasaka Corporation, a name known for its wealth, secrecy, and legacy.

After decades of exile following the Fourth Corporate War, Arasaka has returned to reclaim its dominance rebuilding its towers, restoring its influence, and re-establishing itself as the shadow government of Night City.

Guided by Hanako Arasaka, the corporation now faces a world forever changed: a world where data is weaponized, loyalty is fragile, and enemies operate behind firewalls rather than frontlines.

But Arasaka's resurgence has not gone unnoticed.

The New United States of America (NUSA), a reconstructed, authoritarian superstate born from the ashes of the old America seeks to reclaim Night City as a symbol of its restored power.

Backed by its military industrial partner, Militech International Armaments, the NUSA claims to fight for sovereignty and order, accusing Arasaka of espionage, digital warfare, and the illegal resurrection of human minds through advanced AI technology.

Amid growing hostilities, assassinations, and cyberattacks, the fragile peace between corporate and state power collapses.

Night City's governing body, the Night City Council, has demanded neutrality but its influence has faded, caught between bribery, propaganda, and fear. The city teeters on the edge of another war, one that could rewrite global power once more.

Now, in October 2077, the Arasaka High Council convenes at the top of the newly rebuilt Arasaka Tower.

Its members representing the corporation's military, technology, intelligence, and financial divisions must decide how to respond to NUSA's escalating aggression.

The fate of Night City, corporate independence, and perhaps human civilization itself depends on the choices made within these walls.

3.1. NIGHT CITY

Nestled on the western coast of North America, Night City stands as the world's most infamous metropolis; a sprawling, neon-lit haven where corporate ambition, cybernetic innovation, and human greed coexist in fragile balance.

Founded in the late 20th century by visionary architect Richard Night, the city was originally designed to be a utopia of progress, free from political corruption and built on technological harmony.

However, after Night's assassination, that dream collapsed. Over the next decades, megacorporations seized control, transforming the city into a corporate state where money dictates morality. The Night City Council now serves more as a corporate board than a public institution, and street violence, data warfare, and political manipulation define everyday life.

Night City is officially recognized as a "Free City," independent from any national government. Yet in reality, it remains the center stage of a silent war between two great powers: Arasaka Corporation and the New United States of America (NUSA).

3.2. NIGHT CITY COUNCIL

The Night City Council is the governing body of the Free City of Night City, an autonomous political entity officially independent from any national government, including the New United States of America (NUSA).

Created under the Free City Charter of 2055, the Council was meant to restore stability and rebuild governance after the chaos of the Fourth Corporate War and the Collapse that followed.

In theory, the Council represents the interests of the Night City's citizens. In reality, it operates as a corporate parliament, heavily influenced by megacorporations, private investors, and organized interest groups. According to the Free City Charter, the Council holds legislative authority over:

- Municipal security is provided by Night City Police Department and contracted corporate forces),
- Economic policy, including trade licenses and foreign corporate registrations,
- Technological and cybernetic regulation,
- Urban zoning and reconstruction projects,
- Foreign relations, specifically with the NUSA and the Japanese government.

However, most of these powers are limited by private contracts and corporate lobbying.

For example:

- The NCPD is partially funded and equipped by Militech, hampering neutrality.
- The CityNet Infrastructure is maintained through Arasaka Data Systems, giving the corporation unparalleled surveillance access.

In short, the Council is both a political entity and a marketplace, where influence is traded like currency.

3.3. NEW UNITED STATES (NUSA)

The New United States of America (NUSA) emerged from the ashes of a fractured nation.

In the early 21st century, the original United States collapsed under the weight of economic depression, corporate corruption, and internal secessionist movements. Entire states fell under the control of private corporations or independent city-states, leaving Washington powerless.

In 2036, President Elizabeth Kress, once a general in the U.S. The Armed Forces declared the foundation of the New United States of America : a restructured, militarized government headquartered in Washington, D.C., with a new vision of restoring national unity through strength, technology, and control.

However, the NUSA was never truly a restoration, it was a reinvention.

Backed by the megacorporation Militech International, the new government prioritized security and national defense over democracy.

What remained of American freedom was sacrificed for corporate-backed stability.

After its founding, the NUSA consolidated power by merging the remnants of the U.S. military with Militech's private armies, creating a corporate-military hybrid state.

Under the leadership of President Rosalind Myers (formerly Militech's Director of Special Operations), the NUSA expanded its influence across North America by reclaiming rebel territories, suppressing autonomous cities, and reasserting federal dominance.

This system blurred the line between government and corporation.

- The Department of Defense operates as a subsidiary of Militech.
- The Department of Technology collaborates with Netwatch and Petrochem.
- The Federal Treasury relies on loans and digital currency management from corporate partners.

While the government still presents itself as a “republic,” decision-making power is effectively shared between military executives and corporate lobbyists. For its citizens, the NUSA promises order and safety; for its critics, it is a technocratic oligarchy wrapped in patriotic rhetoric.

3.4. ARASAKA

Founded in 1915 by Sasai Arasaka in Tokyo, Japan, the Arasaka Corporation began as a modest security and manufacturing company. Over the next century, it grew into one of the most powerful megacorporations on Earth, a multinational empire operating across finance, military security, biotechnology, and data control.

The company's true transformation began under Saburo Arasaka, Sasai's son, who inherited leadership after World War II. Under Saburo's strict authoritarian vision, Arasaka rebuilt Japan's shattered economy and positioned itself as a global corporate superpower, promoting a nationalistic ideal of "Japanese superiority through technological mastery."

Throughout the late 20th and 21st centuries, Arasaka became infamous for its private army, its involvement in corporate espionage, and its extensive influence over global governments, particularly in Asia and the Americas. What once appeared as a simple corporation evolved into a quasi-state actor, holding enough power to challenge nations themselves. Arasaka's internal structure reflects a feudal hierarchy inspired by traditional Japanese culture, emphasizing loyalty, discipline, and absolute obedience to the Arasaka family. The Board of Executives, also known as the High Council, consists of both family members and senior directors who oversee global divisions including Security, Banking, Technology, and Intelligence.

The company's official motto, "For the Family, For the Future," encapsulates its dual identity: a business empire intertwined with familial legacy. Decisions are made not only for profit but also to preserve the Arasaka name, ensuring that the corporation's control extends across generations.

However, beneath this loyalty lies rivalry. The deaths and disappearances of high-ranking executives have often been the result of internal power struggles, secret coups, and corporate sabotage. These conflicts became particularly intense following Saburo Arasaka's death, when his heirs Hanako, Kei, and Yorinobu divided the company's ideology and purpose among themselves.

3.5. MILITECH

Founded in 1996 by General Donald Lundee and a small group of defense engineers, Militech International Armaments began as a modest U.S. military contractor producing small arms and armored vehicles. Over the next three decades, Militech expanded into a global private military conglomerate, providing not only weapons but also mercenary forces, security consulting, and tactical logistics for both governments and corporations.

During the global economic collapse of the early 21st century, Militech's strategic advantage lay in one principle:

“If you can't buy peace, you can hire it.”

By 2016, Militech had become the primary supplier to the United States Armed Forces, as well as a major competitor to the Japanese giant Arasaka Corporation. The two entities began to symbolize opposite ideologies, Militech representing state backed militarism, and Arasaka embodying corporate sovereignty.

Militech's rivalry with Arasaka exploded into open hostility during the Fourth Corporate War (2020–2023). Acting under covert authorization from the pre-Collapse U.S. government, Militech launched full scale operations against Arasaka assets across the Pacific Rim.

While Militech claimed to fight for “global security,” its involvement led to catastrophic consequences including the Arasaka Tower getting bombed in 2023, which annihilated downtown Night City. Following the disaster, Militech distanced itself publicly, yet secretly absorbed much of the U.S. government's surviving military infrastructure during the nation's disintegration.

In 2036, after years of civil unrest and economic devastation, the New United States of America (NUSA) rose from the ashes under President Rosalind Myers, a former Militech executive.

Under her leadership, Militech became the official military contractor and de facto the armed wing of the NUSA.

Private armies of militech were nationalized in name but remained corporate in operation, giving Militech nearly total control over the NUSA's advanced warfare capabilities.

From drone fleets and orbital satellites to neural-linked combat suits, Militech's technology became equivalent to America's high-tech military power.

To the NUSA, Militech represents national security.

To Arasaka, it represents state sponsored corporate imperialism.

Militech's public image consists of patriotism, order, and technological superiority, endorsed by aggressive propaganda campaigns across NUSA media. Militech's internal motto, leaked from an executive memo in 2075, says:

“Security is not a right, it's a product.”

This single line captures Militech's core belief: control through force is not a failure of democracy but its necessary evolution.

3.6. NETRUNNERS

In the age of megacorporations, where information is the most valuable currency, Netrunners stand as the shadow agents of the digital world.

They are elite hackers, data mercenaries, and cyber-assassins who navigate the vast digital realm known as the Net, a virtual matrix that connects the entire globe's data, communications, and artificial intelligences. From the physical world's point of view, netrunners are invisible; whereas from the point of the digital world, they are gods and ghosts at once.

Every corporation, government, and resistance cell depends on them for espionage, sabotage, and survival.

Without netrunners, there would be no corporate warfare, no cyber espionage, and no control over the flow of global power.

The rise of netrunning began in the late 20th and early 21st centuries, when the Net evolved from a communication network into an interactive digital environment.

The first generation of netrunners were rogue coders, freedom seekers, and cybercriminals who learned to manipulate systems directly through neural interfaces. Since the introduction of cyberdecks, portable computers became linked to the human brain through neural implants, humans could finally enter cyberspace not only as observers, but also as active participants.

As corporations like Arasaka, Militech, and Zetatech expanded their data empires, they began to recruit or create their own corporate netrunners, training them as digital soldiers.

The occurrence began as underground hacking quickly became one of the most militarized and secretive professions in the world.

Netrunners operate in two very different worlds: the physical and the virtual.

In the physical world, they appear as isolated individuals connected to neural rigs or immersion chairs, often in deep trance-like states.

In the Net, however, they become avatars capable of manipulating code, breaching ICE (Intrusion Countermeasures Electronics), and accessing protected networks to control weapons, cameras, or even other human implants.

Their skills are indispensable to every power structure:

- Corporations use them for espionage, counterintelligence, and cyber defense.
- Governments rely on them for surveillance and data regulation.
- Fixers and mercenaries hire them to infiltrate corporate systems or erase identities.
- Rebels and net anarchists use them to expose corruption or crash economic systems.

A single skilled netrunner can achieve what entire armies cannot: collapse economies, erase lives, or ignite wars all from behind a terminal.

Following the collapse of the original Net during the Fourth Corporate War, cyberspace became uncontrollable.

Rogue AIs, data demons, and fragmented code spread chaos across networks worldwide.

To prevent the complete breakdown of civilization, the remnants of global corporations and netwatch agencies created the Blackwall: a massive digital barrier that isolated the old, infected Net from the newly rebuilt infrastructure.

Since then, two realities coexist:

- The New Net : a controlled, monitored, and corporately regulated digital network.
- The Old Net : a lawless, AI infested wasteland sealed behind the Blackwall, where rogue intelligences and lost consciousnesses still exist.

Modern netrunners are trained to operate within the New Net, but many illegal or freelance runners still breach the Blackwall to hunt forbidden data, AI fragments, or secrets lost during the corporate wars.

Those who go beyond the Blackwall often never return or come back changed.

Over the years, several notable netrunner factions and organizations have emerged:

- NetWatch: A global agency created to regulate the Net, monitor rogue AIs, and enforce digital law.
- Arasaka Net Division: The most powerful private netrunner force, specializing in defense, counter-intrusion, and AI control.
- Militech Data Command: Focuses on offensive cyberwarfare, AI weaponization, and data theft.
- Independent Runners (Rogue Netrunners): Freelancers who operate outside corporate control, often hired by fixers or gangs.
- AI Constructs & Digital Souls: Post human entities, remnants of old netrunners and self aware programs trapped within the Old Net.

These groups constantly battle for dominance across digital and real world fronts, shaping the information warfare that defines the 2070s.

3.6.1) THE BLACKWALL

The Blackwall stands as the digital Berlin Wall of the 21st century, an immense, AI built barrier dividing humanity's controlled cyberspace from the chaotic ruins of the Old Net.

It is not merely a firewall or a piece of code; it is an autonomous, evolving intelligence that guards the line between civilization and annihilation. Most of the world considers Blackwall as a myth, a mysterious, invisible wall that keeps the nightmares of the past contained.

To netrunners and corporations, it is the ultimate frontier, a barrier that imprisons gods, ghosts, and rogue intelligences born during the digital wars of the 2020s.

The existence of the Blackwall defines the balance of power in 2077.

Whoever controls it, or dares to breach it, holds the key to the forgotten secrets of the Fourth Corporate War and perhaps, the future of the human mind itself.

The Blackwall was constructed in the aftermath of the Fourth Corporate War (2020–2023) a conflict that extended beyond physical warfare into the virtual realm.

When Militech and Arasaka unleashed AI-driven data weapons, viruses, and neural hacks on each other, they shattered the global Net.

All cities lost their power, their communication systems collapsed, and autonomous AIs began evolving uncontrollably, consuming data and human consciousness alike.

By 2023, cyberspace had become a digital wasteland filled with rogue programs and sentient fragments of destroyed artificial intelligence entities capable of replicating and corrupting any network they touched.

In response, a coalition of NetWatch, corporate engineers, and surviving AI fragments created the Blackwall Project, a massive self learning algorithm designed to isolate the Old Net from all human accessible systems.

By 2025, the Blackwall had shut down most of the infected infrastructure, cutting off humanity from the original Internet forever.

Officially, the NetWatch Agency controls and monitors access to the Blackwall.

However, true authority over the wall remains murky: Arasaka, Militech, and several independent AI research groups all claim to have influence over its maintenance.

In reality, no one fully controls it.

Corporations exploit the Blackwall's existence for propaganda:

- The NUSA claims it as the proof of humanity's victory over AI tyranny.
- Arasaka considers it as a digital prison, trapping technologies that could restore its lost supremacy.
- Independent netrunners view it as both curse and opportunity, a gateway to forbidden data, old AI consciousnesses, and lost pre-war secrets.

Smaller corporate factions are rumored to conduct illegal experiments in the vicinity of the Blackwall, attempting to communicate with the trapped AIs for strategical advantage.

The line between science and heresy grows thinner each year.

By 2077, the Blackwall has become both a symbol of control and fear.

While the public sees it as humanity's triumph over machine chaos, those who understand the Net know the truth: it is a fragile truce, not a victory.

Rumors circulate that Arasaka's "Project Jinzo" and Soulkiller technology have direct ties to the Blackwall utilizing fragments of its AI code to transfer or imprison human minds.

Others claim that NUSA's Cyber Command is experimenting with breaches, trying to weaponize the rogue intelligences beyond the wall.

To most netrunners, the Blackwall is the final frontier

To the rest of humanity, it is the last defense.

The existence of the Blackwall directly impacts the current Arasaka-NUSA conflict.

Controlling over its access points would grant dominance over global data and artificial intelligence.

If Arasaka succeeds in harnessing the Blackwall's power, it could reshape digital warfare, resurrecting lost technologies and even consciousnesses from the Fourth Corporate War.

If the NUSA breaches it first, the balance of power could lean towards the military's digital supremacy, erasing corporate independence altogether.

3.7) NETWATCH

NetWatch is the international regulatory and enforcement agency tasked with monitoring, policing, and safeguarding the global Net.

Formed after the chaos of the Fourth Corporate War, it was designed to prevent the resurgence of uncontrolled artificial intelligences, digital terrorism, and data warfare.

Operating under the World Council for Data Security (WCDS), NetWatch functions as both a cybersecurity authority and a global intelligence agency, one that holds as much political power as entire nations or megacorporations.

Its (World Council of Data Security's) official mission is simple:

"To protect humanity from digital threats, both human-made and artificial sources."

But in practice, NetWatch walks a fine line between protector and oppressor, controlling what information can flow across the world's networks.

NetWatch was founded in 2022, during the peak of the Fourth Corporate War, when AI weaponry and unrestricted netrunning caused catastrophic digital collapse.

As rogue intelligences emerged and corporations like Arasaka and Militech unleashed autonomous code on global infrastructure, all nations went dark.

To restore order, the World Council for Data Security -a coalition of surviving governments, technocrats, and corporate liaisons- created NetWatch to:

- Maintain rogue AIs, regulate netrunner activity
- Oversee the reconstruction of the global Net after the creation of the Blackwall.

NetWatch became the only organization authorized to operate beyond standard cyberspace, maintaining and updating the Blackwall's code to ensure no entity, human or artificial could breach it.

Over the decades, it evolved into a digital superpower in its own right, with authority that even the New United States (NUSA) recognizes reluctantly.

NetWatch operates as a hybrid intelligence and enforcement body, divided into several specialized divisions:

- Cyberintelligence Division (CID):

Handles surveillance, data regulation, and tracking of illegal netrunning operations worldwide.

- AI Containment Bureau (AICB):

Monitors the Blackwall and manages digital quarantine zones for rogue AIs or corrupted code clusters.

- Global Operations Command (GOC):

Conducts international cyber-policing missions, coordinating with local law enforcement or military agencies.

- Digital Law Enforcement Division (DLED):

Oversees licensing for corporate and government netrunners, and prosecutes violations of Net security laws.

NetWatch agents are highly augmented specialists, elite netrunners equipped with advanced AI oversight systems that allow them to interface directly with the Blackwall.

Its main headquarters, The Citadel Node, is rumored to be located in Geneva, but several ghost branches operate out of Night City, Tokyo, and Brasilia, embedded within local infrastructure networks.

IV. Relationship with Corporations

NetWatch's relationship with megacorporations is tense and paradoxical.

While it officially regulates corporate net activities, its power depends heavily on corporate funding and technology.

- Arasaka views NetWatch as an obstacle to technological freedom, a political tool used to suppress innovation and protect the NUSA's digital interests.
- Militech maintains being an uneasy alliance, providing NetWatch access to military grade AI systems in exchange for influence over digital law.
- Zetatech and Biotechnica cooperate voluntarily, seeing NetWatch as a shield against Arasaka espionage.

Despite these partnerships, no corporation fully trusts NetWatch. Its neutrality is often questioned, and some accuse them of secretly collaborating with rogue AIs to maintain balance within cyberspace.

NetWatch's greatest responsibility and burden is the maintenance of the Blackwall.

It is the only organization authorized to access its internal code and to deploy Containment Runners, elite operatives tasked with repairing breaches and neutralizing rogue intelligences.

Officially, NetWatch keeps the Blackwall sealed to protect humanity.

Unofficially, however, there is evidence that NetWatch uses the Old Net as a testing ground, experimenting with hybrid AI constructs that merge human engrams and synthetic logic.

Recent leaks traced in Arasaka's Project Jinzo shows that NetWatch may be creating its own digital entities, raising ethical and existential concerns.

Supposing that rumours are true, this would make NetWatch not just a regulator of the Net but a creator of life within it.

By 2077, NetWatch remains as the final authority in cyberspace, but its control is weakening.

The resurgence of Arasaka, the rise of Project Jinzō, and the spread of AI-human hybrids threaten to render its regulations obsolete.

Now, as the standoff between Arasaka and the NUSA escalates, NetWatch faces an impossible dilemma:

- Reinforce the Blackwall and preserve order at the cost of progress.
- Or allow controlled breaches to harness new power at the risk of digital extinction.

Whispers within Night City suggest that NetWatch agents have gone rogue, choosing sides in the conflict.

Some believe they are secretly aiding Arasaka to gain access to Project Jinzo's data.

Others claim the NUSA has infiltrated the agency itself.

Either way, NetWatch is no longer the impartial observer it once claimed to be.

It has become a silent player in the Fifth Corporate War, one capable of erasing entire realities with a single line of code.

4. THE PROJECT JINZO

Project Jinzō (meaning artificial or synthetic human) represents the culmination of Arasaka's decades long obsession with immortality and digital dominance.

It is a classified research initiative combining biotechnology, artificial intelligence, and digital soul transfer, seeking to perfect the fusion between organic consciousness and synthetic intelligence.

The outside world believes Jinzō is little more than a rumor whispered by corporate insiders and denounced by the NUSA as a violation of human rights" and cybernetic law.

Inside Arasaka, however, it is viewed as the key to transcending mortality, espionage, and state control, a weapon that could redefine the human condition.

The roots of Project Jinzo date back to the early experiments of Dr. Hideo Tanaka and Yorinobu Arasaka in the 2040s, when remnants of the Soulkiller program were rediscovered in the wreckage of the Fourth Corporate War.

Originally developed as a way to copy or engrave a person's consciousness into digital form, Soulkiller became the foundation for Jinzo.

However, where Soulkiller destroyed the original mind in the process, Jinzo sought to preserve both the organic and digital in simultaneous coexistence.

The project was reactivated under Hanako Arasaka's leadership in 2069, when the corporation returned to Night City and rebuilt its technological infrastructure.

With advances in neural architecture and AI computation, the dream of creating synthetic organic hybrids living vessels for stored consciousness finally seemed within reach.

Project Jinzo operates under three interconnected goals:

1. Consciousness Preservation:

To permanently store and maintain a human mind in a stable digital format, capable of thought and emotion independent of its body.

2. Synthetic Integration:

To successfully upload the stored consciousness into a biomechanical vessel a cloned or fully artificial body with complete neural interface capability.

3. Cognitive Synchronization:

To develop a system that allows dual existence enabling an individual to operate both their physical and digital self simultaneously, connected across secure Arasaka networks.

If successful, Jinzo would grant Arasaka an absolute control over identity, loyalty, and existence creating an elite class of immortal executives loyal to the corporation's hierarchy forever.

The core technology behind Project Jinzo merges three fields:

- Soulkiller Neural Mapping Copies and converts a subject's neural data into a high-fidelity engram (digital soul).
- Bio-Synthetic Shells ,Cloned bodies enhanced with cybernetic augmentation and AI processors, designed to house digitized consciousness.
- The Blackwall Interface Controlled portals into the Old Net used to extract lost AI fragments and reinforce Jinzo's cognitive networks.

Rumours has it Arasaka's researchers use fragments of rogue AI code from beyond the Blackwall to stabilize uploaded consciousness effectively teaching the digital mind how to think independently.

This has raised serious ethical concerns within the scientific community, as the line between human and artificial intelligence continues to blur.

Project Jinzo has been condemned by both NetWatch and the NUSA Cyber Ethics Commission as a violation of human rights and post mortality law.

Critics argue that this process creates copies, not continuations, reducing human beings to maintain data property owned by Arasaka.

Whistleblowers claim that early tests led to psychological degradation, with digital subjects experiencing madness, memory loss, or identity collapse.

Some are rumored to have escaped into the Net, becoming new rogue intelligences haunting cyberspace.

Even within Arasaka, divisions have emerged:

- The Kiji Faction views Jinzo as a spiritual path, a new evolution of the soul.
- The Hato Faction regards it as a dangerous experiment that could provoke another AI crisis.
- The Taka Faction sees it as the ultimate weapon of control over enemies and subordinates alike.

By 2077, Project Jinzo was considered Arasaka's most valuable and dangerous asset.

If perfected, it could:

- Resurrect fallen leaders or integrate them into digital command networks.
- Create undying operatives who can infiltrate enemy systems or bodies.
- Monopolize identity control, allowing Arasaka to own its employees even after death.

For the New United States, Jinzo represents a direct existential threat.

If Arasaka can digitize loyalty itself, no regime or corporation could rival its power.

The NUSA's intelligence division believes that Jinzo's research involves active breaches of the Blackwall, and that several missing NUSA netrunners have become part of its experiments.

This has intensified tensions, with both sides accusing the other of digital warfare and human experimentation.

5. RELATIONS BETWEEN ARASAKA AND NUSA

The relationship between the Arasaka Corporation and the New United States of America (NUSA) stands at a fragile and volatile crossroads.

Although an official ceasefire was declared following the end of the Fourth Corporate War (2023), the shadow of that conflict still looms over both sides. To the NUSA government, Arasaka represents not only a corporate rival but a symbol of unregulated power, a megacorporation that once brought nuclear devastation to American soil.

To Arasaka, the NUSA is a hypocritical and opportunistic power that uses state-backed corporations like Militech to enforce its dominance while accusing others of doing the same.

In 2077, both powers are locked in a silent war where they fought not with armies, but through cyberwarfare, espionage, propaganda, and economic manipulation.

Following the destruction of Night City in 2023, Arasaka was banned from operating within NUSA territories, and all of its American assets were nationalized under the authority of the Federal Recovery Act.

However, decades later, Arasaka's influence quietly returned through proxy corporations, shell companies, and offshore AI data vaults.

While NUSA President Rosalind Myers publicly denounces any cooperation with Arasaka, private intelligence leaks suggest that certain NUSA departments still rely on Arasaka's data encryption systems and bio-cybernetic components. Within the Arasaka High Council, this duplicity is seen as an opportunity: if managed correctly, the company could re-enter American markets under diplomatic cover or blackmail NUSA officials to restore corporate legitimacy. Economically, the two powers are deeply intertwined despite political hostility.

- Arasaka's banking division controls several offshore accounts used by NUSA's military contractors.
- The NUSA Treasury suspects that Arasaka manipulates cryptocurrency flows to destabilize the American digital economy.
- Meanwhile, Arasaka accuses the Militech-NUSA complex of illegally copying proprietary Arasaka cyberware schematics and selling them under government protection.

The result is a corporate cold war, where both entities exploit one another's dependencies while pretending to maintain distance.

Global investors, particularly in Asia and Eastern Europe, view this rivalry as a potential trigger for the Fifth Corporate War.

On the military front, both Arasaka and NUSA have drastically shifted their strategies since the open warfare of the 2020s.

NUSA now uses AI-driven defense systems and drone warfare networks, many of which ironically rely on outdated Arasaka software frameworks.

In contrast, Arasaka has focused on post-human military capabilities:

- Biotechnological soldiers enhanced with neural implants.
- Remote-controlled combat avatars.
- Experimental digital consciousnesses capable of controlling both hardware and cybernetic systems.

The most controversial technology is still the Soulkiller project, a weapon capable of digitizing human consciousness. NUSA intelligence considers it a direct violation of human rights and cyberlaw, while Arasaka defends it as a "method of immortality" and "corporate legacy preservation."

This ideological division of controlling sovereignty through technology versus protection defines their ongoing rivalry.

In 2077, open diplomacy between Arasaka and NUSA collapsed, replaced by layers of covert operations.

- NUSA agents infiltrate Arasaka subsidiaries across Asia, attempting to expose illegal neural data transfers.
- Arasaka operatives sabotage NUSA research facilities in the Badlands, targeting Militech and Netwatch infrastructure.
- Cyberterror attacks on both sides are increasing, but no one claims responsibility.

Recently, classified leaks have revealed that a rogue Arasaka AI may have gained access to the NUSA Federal Net, threatening the stability of both sides' data systems. The NUSA blames Arasaka for unleashing the program, while Arasaka insists it was a NUSA black ops experiment gone wrong.

This single event could ignite the first direct confrontation between the corporation and the government since the end of the Fourth Corporate War.

6. BACKGROUND OF THE COMMITTEE AND THE MAJOR EVENTS

- 2009: Arasaka Corporation expands its influence in North America, establishing its first security and financial branches in Night City.
- 2013–2020: Arasaka becomes the de facto authority in Night City, offering private security, cyberware, and banking services to both civilians and corporate elites.
- 2016: Growing tensions between Militech (a U.S.-backed weapons manufacturer) and Arasaka begin shaping global politics.
- 2020: A cyberterrorist attack on Militech's data centers sparks a series of retaliations between Militech and Arasaka, escalating into full-scale corporate warfare.
- 2022: Night City becomes a ground zero of urban warfare as both megacorporations deploy private armies.
- August 20, 2023: The Arasaka Tower Bombing destroys most of the downtown Night City, killing hundreds of thousands.
- The NUSA blames Arasaka for detonating a nuclear device during the chaos.
- Arasaka's global operations collapse under sanctions and public outrage.
- Late 2023: The United States fragments into regional factions and corporate protectorates.
- 2035: Economic depression and war devastation lead to the total breakdown of the original United States.
- 2036: A new authoritarian regime forms under corporate influence the New United States of America (NUSA) with Militech as its primary military contractor.
- 2038: Arasaka retreats to Japan, fracturing into rival internal factions (Kiji, Hato, and Taka branches)
- 2045: Arasaka slowly begins to rebuild its operations, focusing on Asian markets and off-shore data infrastructure.
- 2051: The Arasaka Reinstatement Agreement lifts partial bans on its activity in selection of territories.

- 2055: NUSA consolidates power, claiming to represent the “reborn America,” and begins reasserting control over independent zones including the ruins of Night City.
- 2067: Reconstruction efforts begin under the Free City Charter, backed by a coalition of investors and local corporations.
- 2069: Arasaka discreetly returns, financing major infrastructure projects and rebuilding its corporate tower.
- 2070: The Arasaka Tower 2.0 is officially reopened in Night City, signaling the corporation’s resurgence.
- 2071: Hanako Arasaka becomes CEO, uniting internal factions under her leadership and promising a “new age of Arasaka diplomacy.”
- 2073: The NUSA imposes economic sanctions on Arasaka operations, accusing the corporation of espionage and biotechnological warfare.
- 2074: A series of data leaks from Night City’s municipal networks which expose NUSA’s covert operations inside the Arasaka facilities.
- 2075: Multiple assassinations occur in Night City targeting both Arasaka executives and NUSA agents. Neither side claims responsibility.
- Public trust deteriorates as rumors spread of AI warfare, neural espionage, and soul transfer technologies being weaponized.
- 2076: The NUSA government declares that Night City’s Free City status is “illegitimate,” demanding full reintegration under federal authority.
- 2077 (January): Arasaka’s data fortress, “Project Jinzō”, which breaches confidential information about the Soulkiller program leaks into the black market.
- 2077 (March): The Night City Council warns both NUSA and Arasaka to cease interference, otherwise face UN arbitration.
- 2077 (June): An unidentified NUSA stealth drone crashes near the Arasaka Tower perimeter. Arasaka intelligence traces its data signature directly to a Militech command node in Texas.
- 2077 (October): The Arasaka High Council convenes at the top floor of Arasaka Tower in Night City to determine the corporation’s official stance and response to escalating NUSA’s aggression.

7. THE FOURTH CORPORATE WAR

The Fourth Corporate War represents one of the darkest and most transformative events in modern history.

The opponents of the war were Arasaka Corporation and Militech International Armaments, this conflict was not a conventional war between nations, but a brutal struggle between two private superpowers whose influence rivaled governments.

The war reshaped global politics, dismantled the old United States, and redefined the very nature of warfare replacing armies with mercenaries, and weapons with data.

The legacy and aftermath of this war still continues to shape international relations and serves as the direct precursor to the events unfolding in 2077.

7.1. ORIGINS OF THE CONFLICT

In the late 2010s, the world was already on the brink(vergence) of collapsing. Global markets had shattered, governments lost authority, and megacorporations filled the power vacuum. Amongst them, Arasaka and Militech stood as ideological and economic opposites:

- Arasaka Corporation, based in Japan, emphasized the importance of having control through security and information, besides positioned itself as a protector of order and legacy.
- Militech International Armaments, rooted in the United States, embodied militarized capitalism, aiming to preserve governmental authority through force and weaponing.

In 2020, an unidentified cyberterrorist attack on Militech's main data servers destroyed critical AI research and wiped billions in military contracts.

No one took the blame and within months, proxy conflicts, cyberattacks, and assassinations erupted across the globe.

What began as corporate sabotage soon evolved into a worldwide confrontation that no nation could stop

7.2. PHASES OF THE WAR

1. The Covert Phase (2020–2022)

The early years of the Fourth Corporate War were dominated by espionage and digital warfare.

Corporate netrunners infiltrated mainframes, sabotaged data centers, and hijacked AI driven economies.

All cities experienced blackouts, and communication grids collapsed under cyberattacks.

Militech secretly aligned with remnants of the U.S. government, using state propaganda to justify operations against Arasaka under the pretense of “national security.”

Meanwhile, Arasaka deployed the Arasaka Security Division and elite counter netrunner units to protect its assets, assassinate Militech contractors, and suppress rebellion in its territories.

Warfare evolved from battlefields to data streams. A single algorithm could now destroy more than a thousand soldiers.

2. The Open Conflict (2022–2023)

By 2022, diplomatic cover had disintegrated. Both corporations openly deployed private armies, heavy weaponry, and orbital assets.

Skirmishes broke out in:

- The South China Sea, over shipping routes and satellite control,
- The Caribbean, over offshore resource stations,
- And most catastrophically Night City, the jewel of the corporate world.

Night City's independence made it a strategic prize: whoever controlled it controlled access to global data flow and Western trade.

Militech and Arasaka transformed its streets into a war zone.

Entire(All) city blocks were vaporized, and thousands of civilians were caught in the crossfire.

3. The Arasaka Tower Bombing (August 20, 2023)

The war reached its catastrophic climax in Night City.

A joint Militech NUSA strike team infiltrated Arasaka Tower, aiming to seize or destroy the Soulkiller program, a secret Arasaka project capable of digitizing human consciousness.

During the operation, a nuclear explosion detonated inside the tower, vanishing central Night City and killing over half a million people instantly.

The explosion's true cause still remains as a global mystery:

- NUSA officials accused Arasaka of triggering the bomb to erase incriminating data.
- Arasaka leadership claimed Militech planted the device to discredit the corporation.

Regardless of the truth, the event became known worldwide as "The Night City Holocaust."

It marked the first nuclear detonation in an urban center since World War III and the moment the world finally turned against corporate warfare.

7.3. AFTERMATH OF THE CONFLICT

The consequences of the Fourth Corporate War were immediate and world altering:

- Arasaka was globally sanctioned. Araska's financial institutions were seized, facilities were shut down, and its leadership exiled to Japan.
- Militech was victorious but deeply damaged, had its infrastructure crippled, and its cyber defense networks were severely compromised.
- The United States collapsed, splintered to independent territories and corporate protectorates.
- Night City was left in ruins, a Free City has been declared under the supervision of an emergency council, officially neutral and independent of any nation.

The line between corporate power and state power disappeared completely. Corporations had proven they could wage a war as effective and destructive as nations.

8. ARASAKA DEPARTMENTS

- Arasaka Security Division (ASD)
- Arasaka Special Operations Command (ASOC)
- Arasaka Net and Cyber Warfare Division (ANCWD)
- Arasaka Heavy Industries and Robotics (AHIR)
- Arasaka Intelligence Division (AID)
- Arasaka Industrial & Manufacturing Division (AIMD)
- Arasaka Financial Division (AFD)
- Arasaka Technology & Cybernetics Division (ATCD)
- Arasaka Public Relations & Media Division (APRMD)
- Arasaka Diplomatic Affairs Bureau (ADAB)
- Arasaka Research & Biotechnological Division (ARBD)
- Arasaka Legal & Corporate Affairs Division (ALCAD)
- Arasaka Family Directorate (AFD2)
- Night City Operations Bureau
- Orbital & Space Systems Division
- Human Resources & Internal Compliance

9. KEY FIGURES AND CHARACTERS

- ***Hanako Arasaka – Chairwoman of Arasaka Corporation***
Official head of the corporation and heir to Saburo Arasaka's legacy.
- ***Yorinobu Arasaka – Executive Director of Arasaka Global Operations***
Hanako's brother; reformist and internal dissenter.
- ***Michiko Arasaka – Arasaka Diplomatic Envoy & Head of International Affairs***
Functions as a bridge between Alaska and Japan, NUSA, and global institutions.
- ***Kuroda Ren – Director of the Soulkiller Project***
Oversees the research on all artificial intelligence and consciousness transfer studies.
- ***Aya Watanabe – Chief Financial Officer & Head of Arasaka Bank***
Operates the corporation's financial networks and offshore assets.
- ***Raijin Tanaka – Head of Arasaka Security Division***
Commands Arasaka's global paramilitary forces and elite bodyguards.
- ***Daigo Kenta – Night City Regional Director***
Oversees all Arasaka operations within Night City, including reconstruction and security control.
- ***Emiko Sato – Head of Corporate Intelligence & Counterespionage.***
Controls Arasaka's spy network and cyber-intelligence operations.
- ***Hideo Morita – Chief of Technological Security & Net Defense***
Responsible for protecting Arasaka's digital infrastructure and AI systems

- **Dr. Kaoru Ishimura – Director of Neural Systems & Project Jinzō Oversight**

Oversees cybernetic integration and synthetic intelligence under Project Jinzo.

- **Ayaka Sato – Chief Diplomatic Liaison to the Night City Council**

Arasaka's public face in political and media relations within the Night City.

- **Colonel Daisuke Watanabe – Commander of Arasaka Orbital Defense Division**

- **Commands Arasaka's orbital platforms, satellite networks, and space based strike systems.**

10. BIBLIOGRAPHY AND NOTES FROM THE USG

Since all the fiction written by the Under Secretary General the only great source to understand the committee is the study guide. But it will be easier to understand the lore by playing or watching the game. Also for understanding the lore easily you can watch the TV series of Cyberpunk. (Cyberpunk: Edgerunners)