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## Assembling the Alpha Team

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The Alpha Team will need to be a crack team of scientists, masters both of Scientific research and of pitying anyone foolish enough to oppose them. You need to recruit three members aside from yourself to your team. There are two attributes you will need to vet potential recruits for:

### Pitying Fools

You require scientists capable of destroying their foes and rising triumphant, and laying low their opponents with appropriate amounts of pity. Most of the other Scientists here had nemesis of some sort before arriving at Sciencetown. You can probably get a sense of their prowess by asking them to relate their past triumphs.

### Doing Science

The other important skill is the ability to carry out Science! You will need to evaluate your fellow scientists for their ability to assist you in vital scientific endeavors going forward. Ultimately, there's no solution to learning someone's research abilities than working with them. You'll need to go out and work with the other Scientists on research projects to find out who's good enough for the Alpha team.

### Learning Abilities

You have two abilities which will allow you to evaluate these scores. If you spend two minutes talking to a character about their triumphs against their foes and nemeses prior to arriving in Sciencetown, and hearing about their gloating speeches if appropriate, you may use Evaluate Pitude to learn their  $\pi_T$  score, representing their ability to pity fools.

If you and another character spend at least one science each on a project – e.g. using a Scientific instrument in a lab, or researching a technology – you may use Assess Research Potential to learn their  $\rho$  score, which represents their research proficiency.

You should aim to find and persuade three people to join the Alpha Team. You should try to maximize the sum of  $\rho$  and  $\pi_T$  across the entire team.