
How to Take Over the World

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Killing Your Archnemesis for Fun and Profit

“Do you know what “nemesis” means? A righteous infliction of retribution by an appropriate agent.”

– Brick Top Polford, Snatch

Although your archnemesis (whoever he/she/it may be) has thwarted your plans many times, you’re sure that this time you’ll be able to finish them off once and for all. The main reason behind that is that they’ve become a motionless, brainless drone, thus making the job easier. Unfortunately, that means that they blend in with all of the other drones, so you’re going to have to go looking for them. Now, you know what city they live in, which makes the job easier. So now you just have to search.

You’ve divided the city into a 6-by-6 grid. Once per phase, you may go to the Satellite room spend 1 Science to scan up to four squares. The NPC on duty will tell you what, if anything, you find. You may also spend 4 Science to fire the orbital laser at a single square, annihilating everything in that square. Because of time-sharing requirements on the orbital equipment, that’s unfortunately all you can get. Nothing like the old days when you had your own orbital death laser all to yourself. . . .

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The Mayoral Election

Jim McAllister: Paul, what is your favorite fruit?

Paul Metzler: Pears.

Jim McAllister: Okay, now...

Paul Metzler: No wait! Apples.

Jim McAllister: Great, now say that everyday you had an apple. An apple, an apple and more apples. You probably thought that apples were pretty good, even if you got a rotten one every once in awhile. Then one day there was an orange. Now you can choose, do you want an apple or do you want an orange? That's democracy.

Paul Metzler: I also like bananas.

Jim McAllister: Exactly!

—Election

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To officially register as a candidate, you must create an election poster and put it up in Tech Square. Crayons and paper will be provided; pre-made posters are not allowed.

At T+2:15, there will be a town-wide election gathering, including speeches and a town-hall debate, prior to voting.

Each candidate for mayor shall present a one-minute speech from the The Podium of Science, followed by a question-and-answer period in a town-hall style debate, moderated by Dr. Hannibal Lecter. Hannibal will take questions from the crowd, and any candidates who wish to respond may take the podium to respond, taking no more than one minute each.

When the crowd runs out of questions, or no later than T+2:30, each candidate may have up to one more minute for a final speech, and then Lecter shall begin collecting votes.

Votes are secret ballot and should name one candidate. When all votes are cast OR by T+2:45, whichever comes first, the mayor will count the votes. The candidate receiving the most votes will be the new mayor. If there is a tie, runoff votes will be conducted between the leading candidates in a similar manner.

The previous mayor is a lame duck from the time of the election until some point after the end of game; he retains his duties and position.

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Repairing Dr. Doom's Robotic Arm

Remember that your right arm is completely useless and must hang limp at your side until you repair it.

Before you can continue, you need some knowledge of Robotics. Research **Robotics** before carrying out the rest of this sheet.

In order to repair your arm, collect:

- A Soldering Iron (96526)
- A pair of Needle-nose pliers (26861)

The necessary repairs can only be accomplished in the Robotics Laboratory. Find someone willing to lend you a hand, and go to the lab. Spend 30 seconds working on the arm with them and spend 2 Science to repair your arm. You may now use your arm normally again.

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Locating your Henchman

*“What kind of people is it in which I am comprised? Good people? Bad people?”
“Materials. Nothing more.”*

– The Creature, Dr. Frankenstein, “Frankenstein”

Although your henchman has made stupid errors at time, you’d like him back. He’s likely a motionless, brainless drone at this point, but you can probably fix that. Unfortunately, though you left him at your mansion when you left for Sciencetown, he may have wandered off, so you’re going to have to go looking for him. However, Igor moves slowly, so he can’t be far from your old mansion. So now you just have to search.

You’ve divided the area around your mansion into a 3-by-3 grid. In the Satellite Room, you may spend 1 Science to scan a given square, whereupon the NPC on duty will inform you what you’ve found. Once you find Igor, you may assume that he will not move around quickly enough to change location further.

Because of time sharing, however, you are limited in the number of times you can do anything. During a given phase, you may scan up to 4 squares. It’s a far cry from being able to search at will, 24-7, but these aren’t the old days anymore. Get to it!

Bloggity Blog Blog

Blogging has been a time-honored occupation in Sciencetown since the town was founded. You yourself held a one-year position as Blogger in your home dome on Scienceplanet, in the year 2416. Of course, there are likely a bunch of differences between the profession in your time and what it is back in the Sciencetown of the past, but you can probably get by.

So, based on your best guess, the procedure you want to follow to write a blog post is:

1. Head to the Blogger's Terminal in the Satellite Room.
2. Type in an entry containing between 50 and 200 words. In the entry, you may highlight up to five words by enclosing them in double-asterisks. No duplicate words allowed.
3. Save the entry. After some processing time, it will be printed and posted in Science Square for the rest of the town to see.

Each entry costs 1 Science to publish.

Given the importance of the day, you should write a blog post about each major event of the day, and at least two more besides. Beyond that, you are free to write about whatever you want to write about; you may come up with your own ideas or you may be inspired by other residents.

Psychology Sessions

“After ten years in therapy, my psychologist told me something very touching. He said, ‘No hablo inglés.’ ”

–Dennis Wolfberg

When attempting to cure deep-seated psychological issues, you tend to follow the approach of the late Dr. van Weierkamp, and that is to have the patient lay on a couch while you bombard them with questions. His original treatise called for a rapid-fire stream of questions lasting hours on end until the patient usually wound up curled up into a ball crying – which is, as he wrote, when “the true essence of the Science soul is revealed.”

In practice, you’ve found that hours are extremely unnecessary. In fact, in general asking just five questions will suffice, as long as the patient’s answers are sufficiently representative of their mental state at the time. You may not repeat a question to a single patient, even across sessions.

You’ve got it down to, well, a science. Ask a question. Wait for the patient to finish answering, then immediately follow up with another question. Repeat until five questions have been answered or five minutes passes, whichever comes first. Once that’s done, you may use the Psychiatric Therapy ability.

Sample Questions

Here are some sample questions you may wish to use, if you are lacking for inspiration.

- What were your childhood fears?
- Tell me about your mother’s approach to Science.
- If you were a flavor of ice cream, which would you be and why?
- What are your hopes? What are your dreams?
- What is your favorite childhood memory?
- Who do you like and dislike around town?

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Killing Your Archnemesis for Fun and Profit

“Do you know what “nemesis” means? A righteous infliction of retribution by an appropriate agent.”

– Brick Top Polford, Snatch

Although your archnemesis (whoever he/she/it may be) has thwarted your plans many times, you’re sure that this time you’ll be able to finish them off once and for all. The main reason behind that is that they’ve become a motionless, brainless drone, thus making the job easier. Unfortunately, that means that they blend in with all of the other drones, so you’re going to have to go looking for them. Now, you know what city they live in, which makes the job easier. So now you just have to search.

You’ve divided the city into a 6-by-6 grid. Once per phase, you may go to the Satellite room spend 1 Science to scan up to four squares. The NPC on duty will tell you what, if anything, you find. You may also spend 4 Science to fire the orbital laser at a single square, annihilating everything in that square. Because of time-sharing requirements on the orbital equipment, that’s unfortunately all you can get. Nothing like the old days when you had your own orbital death laser all to yourself. . . .

Because your archnemesis was quite popular, there will be lookalikes and false matches. However, your intelligence has assured you that the lookalikes will never be in a square cardinally adjacent (north-south or east-west) to your actual nemesis, so finding them will help cut down the search space a bit. Once you find your nemesis, fire the laser to destroy them one and for all!

How to Take Over the World

“I’m just another resource-consuming kid in an overpopulated planet, raised to an alarming extent by Hollywood and Madison Avenue, poised with my cynical and alienated peers to take over the world when you’re old and weak.”

– Calvin

What with the entire population of Earth being converted into drones, there should be little resistance to your revitalized plans to conquer the planet.

Earth is divided into six continental areas: North America, South America, Africa, Europe, Asia, and Australia. (Nobody has dared venture into Antarctica for twenty years for fear of the Robo-Penguins’ wrath, and you’re not going to tempt fate.) In each continent, you can place military forces at the cost of five units per Science by telling the on-duty NPC in the Satellite Room. You may not spend fractional Science, although you may (for example) spend 1 Science to put 2 units in Asia and 3 in Africa.

At the end of each half-hour cycle, the various forces on each continent battle it out. If a continent has forces from only one faction, those forces are considered to control the continent for the next cycle. Otherwise, the forces battle it out. Total up the number of units on the continent and divide by the number of factions present. Each faction loses that number of units rounded up.

Example 1: In Africa, Dr. X has 13 units, while Dr. Inconceivable has 9 and Dr. WTF has 1. The total number of units is 23 and the number of factions is 3, so each faction loses 8 units, so when the dust settles, Dr. X will have 5 units and Dr. Inconceivable will have 1.

Example 2: In Australia, Dr. Explosive has 17 units, while Dr. Awesome has 1. Each faction loses 9 units, so Dr. Explosive ends up with 8 units. Note that having a large number of units may hurt you! It’s an unfortunate reality of hiring/creating incredibly stupid minions.

After any battles, bonus Science is awarded as follows. Any scientist who has the only units in a given continent gets 2 Science, and they are considered to control the continent. If a continent has more than one survivor at the end of a battle, anyone who has the most units remaining gains 1 Science. Each of these values is on a per-continent basis.

Conquering

If you control a continent for three consecutive phases, you are considered to have conquered it. At this point, you get several additional benefits for having conquered it:

1. No one, including you, may place any more units in the continent.
2. You gain the 2 Science bonus for controlling a continent automatically in every phase.

If you manage to conquer all six continents (seriously, forget Antarctica) you have conquered the outside world. Congratulations!

The Mayoral Election

Jim McAllister: Paul, what is your favorite fruit?

Paul Metzler: Pears.

Jim McAllister: Okay, now...

Paul Metzler: No wait! Apples.

Jim McAllister: Great, now say that everyday you had an apple. An apple, an apple and more apples. You probably thought that apples were pretty good, even if you got a rotten one every once in awhile. Then one day there was an orange. Now you can choose, do you want an apple or do you want an orange? That's democracy.

Paul Metzler: I also like bananas.

Jim McAllister: Exactly!

—Election

Sciencetown's yearly election for mayor is coming up soon, and you are one of the people who intends to run.

To officially register as a candidate, you must create an election poster and put it up in Tech Square. Crayons and paper will be provided; pre-made posters are not allowed.

At T+2:15, there will be a town-wide election gathering, including speeches and a town-hall debate, prior to voting.

Each candidate for mayor shall present a one-minute speech from the The Podium of Science, followed by a question-and-answer period in a town-hall style debate, moderated by Dr. Hannibal Lecter. Hannibal will take questions from the crowd, and any candidates who wish to respond may take the podium to respond, taking no more than one minute each.

When the crowd runs out of questions, or no later than T+2:30, each candidate may have up to one more minute for a final speech, and then Lecter shall begin collecting votes.

Votes are secret ballot and should name one candidate. When all votes are cast OR by T+2:45, whichever comes first, the mayor will count the votes. The candidate receiving the most votes will be the new mayor. If there is a tie, runoff votes will be conducted between the leading candidates in a similar manner.

The previous mayor is a lame duck from the time of the election until some point after the end of game; he retains his duties and position.

Assembling the Alpha Team

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 π_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 ρ 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 ρ and π_T across the entire team.

Zombie Igor

Congratulations! You have revived Igor as a vaguely functional zombie henchman. He's not quite as useful as he was when he had a live human brain, but he can still be somewhat useful. If nothing else, you can show off the fact that you, unlike most of your peers here in Sciencetown, have a henchman again.

Igor will follow you around and perform basic tasks, but nothing too complicated. Some of the tasks cost Science, and you may order him to do at most one task per 15-minute interval unless otherwise noted. Igor can:

- Attack someone. He will knock them down, shuffle through their item cards, take whichever one strikes his fancy, and deliver it to you. Cost: 4 Science.
- Follow someone for 5 minutes and give a limited report of their activity. Unfortunately, Igor's short attention span will now allow him to concentrate for any longer. Cost: 3 Science.
- Fetch an item or person from a specific location. Cost: 1 Science.
- Deliver an item to a specific person or location. Cost: 1 Science.

If Igor gets bored, he may wander off. You can fetch him again from the GM room if you need him.

Dealing with the Searchy Grids

There should be one master copy of this sheet.

1 Archnemeses

Several Mad Scientists may come into the Satellite Room and ask to scan for their archnemeses. Check the coordinates they give you against their respective grid. If that spot is an “X”, give the description of the next hotspot on the grid, and cross it off the master copy. (This ensures that all hotspots are hit in order, no matter how the player chooses.)

Dexter [Mandark] \par ABCDEF 1..... 2...X.. 3..... 4.X.... 5.....X 6.X.... \par a Steve Urkel b Gilbert Lowe

