
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!