
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!