
The ALIENS Poür Struggle

If I could only reach you, we'd share... pain.

—Kro-Bar

While the ALIENS on your planet like to pretend that all rank and politics in their culture are strictly based on a Scientific meritocracy, in practice nearly all social interactions are part of complex political powerplays and machinations to gain an upper edge in the complex ALIEN political hierarchy.

Any ALIEN in game will have an α stat. This stat represents your relative success in the ongoing ALIEN power play. At the end of the day when the mothership lands, whoever's α is higher will be the "alpha-ALIEN" on planet Earth and take charge in the ruling of Earth. You each have an initial α value, and there are several ways you may compete for additional α :

- Once per hour, each ALIEN may challenge the other's supremacy in a small way to their face. This is mechanized by playing a game of ALIEN Rokk-Payper-Scissurs with the other (like all things ALIEN, it works backwards, so ALIEN Scissurs beat ALIEN Rokk, and so on). The winner receives one point of α .
- Science may be expended to gain status, by performing some demonstration of your Scientific superiority. Spend 30 seconds preparing a demonstration and then describe to the other ALIEN and anyone watching some Scientific demonstration you perform to gain a point of α . The first demonstration do you do costs one Science, the second two, the third four, and so on, since doing the same sort of demonstration again isn't very impressive.
- Each of you has your own technique you're researching to destroy the reactor. Accomplishing this before your colleague would be a major coup, so whoever completes their initial research notebook first receives 2 points of α .
- If any other opportunities come up to embarrass or one-up your partner, that could boost your α . Look for chances as they come!