

# WATCH THE SKIES: COLD WAR

## Science Brief

### How to do Science!

Your job is to do scientific research and to become Top Scientist. There may be all sorts of things you can study, but one of the most interesting will be alien technology that might be recovered from crashed alien flying saucers. Your team will be looking to you to provide the best assessment of the alien motives for terrorising Earth, any vulnerabilities that might be exploited, and whether or not it is possible to establish peaceful relations with the aliens.

#### ALIEN TECHNOLOGY CARDS

When alien technology is recovered by your country's Space Interceptors, you will get an ALIEN TECH CARD. You can also get Tech Cards from the undercover and officially denied 'Grey Market'. A Tech Card from the Grey Market will cost FOUR Resource Points (RPs) and is drawn at random from the Tech Card pack.

#### RESEARCH SHEETS

You use Alien Tech cards to complete Research Sheets. Completed Research Sheets give all sorts of advantages to you and your team. They might provide an opportunity to increase the fighting ability of your armed forces or they might improve the abilities of your Space Interceptors.

Each completed Research sheet will increase the number of Science Credits (SCs) your team gets each turn by one and contribute to you becoming Top Scientist.

At the start of the game you will have research sheets for:

- Alien Technology
- Alien Culture

#### COMPLETING RESEARCH SHEETS

As you collect Alien Tech Cards you place them on the research sheet you are working on. Once placed they CANNOT BE MOVED. There will also usually be a RESEARCH COST in RPs and/or SCs – the game tokens have to be placed on the sheet to count.

Once the research sheet has been filled, the research is complete and all the cards and tokens on the sheet are handed in to CONTROL. Usually there is information on the Research Sheet that explains what you get for your completed research. Completing a research sheet may lead to new research topics.

#### SHARING RESEARCH

You can only share research results from completed research sheets. If you share research with another scientist, they can ignore one Alien Tech card requirement on their own version of your completed research sheet.

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International Council of Scientific Unions (ICSU)

**When called by Control, you must attend the ICSU meeting.**

### SPACE RACE

The ICSU meeting starts with the Space Race. Each Scientist has ONE minute to make a bid of RPs and/or SCs. Bids are revealed, and successful teams advance along the Space Race track and have ONE minute to choose a reward card.

### COLLECTIVE RESEARCH

After the Space Race is resolved, the ICSU debates for TWO minutes about what research humanity should work on collectively. If there is a consensus, all teams gain SC equal to the last digit of the game year (e.g. in 1963 everyone gets 3 SCs) to be used to pay the completion cost of that research sheet only. If there is no consensus, no bonus SCs are gained by anyone.

### SCIENCE PRESENTATIONS

Each Scientist then has ONE minute to make a presentation about their research to the ICSU. You should boast about completed research! Feel free to exaggerate your own contribution to your nation's accomplishments. If you can make your presentation entertaining, Control may award you bonus SCs.

### NOBEL PRIZE

One scientist each turn will be awarded a Nobel prize. This increases the number of SCs the scientists team gets each turn by one.

If the scientists can come to a consensus on who should receive the award, the nominated scientists will get the Nobel prize. If the scientists cannot reach a consensus, Control will adjudicate who receives it. Control will consider positive contributions towards collective research, advances in the space race, research completions, and science presentation quality.

### DOOMSDAY CLOCK

All scientists debate about whether the hands on the Doomsday clock should be moved forward (closer to Midnight) or back (away from Midnight). A majority vote results in movement. Control will adjudicate the effect on influence, global stability, public relations, and the Terror track. Media are also likely to report on this decision.