Roles Overview

A. Control Team (Moderators)

These roles are essential for managing and facilitating the game. In most setups the Control Team consists of five main roles, with extra positions available if needed:

- **Game Control** – Overall oversight, answering questions and handling rule ambiguities.
- **Map Control** – Manages the main map and assists with unit movement and intercept actions.
- **UN/Political Control** – Oversees the United Nations meetings and ensures proper process (remember the veto powers of USA, UK, Russia, France, and China).
- **Science Control** – Supervises the science conferences and the progress of research projects.
- **Alien Control** – Helps guide the alien team, ensuring they understand their missions and how to interact with human players.
- **Additional Options (if available):**
  - Player Control (circulates to assist player teams)
  - A secondary Map Control

B. National Player Roles

Each country's team is made up of four players with the following roles:

- **Head of State** – Acts as the team leader, coordinating overall strategy and keeping an eye on the country's PR track.
- **Foreign Minister** – Represents the team at the United Nations, negotiates treaties, and manages international relations.
- **Chief of Defence Staff** – Commands the armed forces on the master map, overseeing movements (including intercepts and warfare).
- **Chief Scientist** – Conducts research into alien technology and coordinates scientific progress.

C. Press Team

The press is vital for shaping world opinion and ensuring news of events reaches all players:

- **Global News Network Editor in Chief**
- **Global News Network Chief Reporter**

D. Alien Team

The alien side is managed by a group that typically numbers between 3 and 6 players. Their roles focus on:

- Placing UFO and mission counters.
- Conducting missions (abduction, psychological terror, and infiltration).
- Managing the overall strategy of the Reticulan civilisation.

E. Countries and Player Breakdown

There are up to eight national teams, each with four players:

- **USA:** 4 players (Head of State, Foreign Minister, Chief of Defence, Chief Scientist)
- **Russia:** 4 players
- **UK:** 4 players
- **China:** 4 players
- **Japan:** 4 players
- **Brazil:** 4 players
- **France:** 4 players
- **India:** 4 players

That brings the total for national teams to 32 players. Add to this the 2 players in the Press team, the Alien team (typically 3–6 players), and the 5 (or more) moderators forming the Control team.

Typical Turn Breakdown

Each game turn lasts 40 minutes and follows a fixed sequence. Here's a detailed snapshot of what to expect, with an added focus on what the press team should be doing:

1. **Team Time (10 minutes)**
    - **All Player Teams:** Gather at their designated team tables for internal discussion and strategy planning.
    - **International Issue Briefing:** Each team receives an "International Issue" sheet that sets the turn's theme or crisis.
    - **Press Team:**
        - **News Gathering & Planning:** The press team convenes at their own table to review the day's issue, discuss potential angles, and plan interviews.
        - **Setting Up Interviews:** They may approach team members for quick informal or formal interviews, or prepare questions in advance to capture immediate reactions.

2. **Action Time (15 minutes)**
    - **National Teams:**
        - **Chief of Defence Staff:** Directs Space Interceptors against UFOs on the main map.
        - **Heads of State:** Assign Special Agents for covert actions.
        - **Foreign Ministers:** Head to the UN area for treaty negotiations.
        - **Chief Scientists:** Attend the International Science Conference to progress on research projects.
    - **Alien Team:**
        - Position UFO and Mission Counters on the main map to initiate their missions.
    - **Press Team:**
        - **Live Coverage:** Actively observe events as they unfold on the main map and in various designated areas (UN, science conference, etc.).
        - **Conduct Interviews:** Engage with players during the action, capturing immediate statements and reactions.
        - **Collect Leaked or On-the-Spot Information:** Keep an ear out for informal discussions, overheard details, or control team hints that may add depth to their report.

3. **Diplomacy Time (10 minutes)**
    - **Player Teams:** Reconvene to discuss the outcomes of Action Time. Heads of State may move between tables for deal-making and further coordination.
    - **UN Negotiations:** Foreign Ministers continue to work on treaties and resolutions.
    - **Press Team:**

        - **Interview Key Figures:** They may interview Heads of State, Foreign Ministers, or other notable players now engaged in diplomatic discussions.
        - **Gather and Cross-Verify Reports:** Compare notes and verify information from earlier in the turn to ensure accuracy in their final report.
        - **Prepare Draft Reports:** Begin structuring their news sheets or simulated broadcast segments.

4. **Update Time (5 minutes)**

    - **All Teams:** Update PR tracks, collect game income, and finalize turn outcomes.
    - **Press Team:**
        - **Finalize News Reporting:** Wrap up interviews, compile gathered news, and produce a concise news report.
        - **Distribute News Sheets or Broadcast:** Depending on the setup, they either print or project their news report for all players, ensuring that the turn's events are documented and disseminated.