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Shaken, Not Stirred: Vodka Distillation

A Notebook. Opened pages are in-game items; un-opened pages are not. You may only open pages when directed to.

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This notebook will require Organic Chemistry II. Continue to page 2.

Sciencetown/December 12+13 2009

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The first thing you're going to need to do is to drum up enthusiasm for this project. And Science, since you're somewhat lacking on your own. Talk to people and advertise the fine quality vodka you'll be producing, and persuade them to donate Science to the cause. Once you've collected 3 Science, turn to page 3.

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Now you're going to need to make a nice vodka is the raw ingredients. Go to the kitchen and pick up a Sack of Potatoes (75532) and Packet of Yeast (15630). Once you've got them, turn to page 4.

Sciencetown/December 12+13 2009

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Required Technology: Organic Chemistry II

Uh. Hold on a second. Building a distillery is pretty straightforward, but, uh, how the hell do you ferment this shit, first? You need to boil it or something, but you have no idea what you're doing here. You're going to need do some research to continue. Turn to page 5 once you have Organic Chemistry II.

Sciencetown/December 12+13 2009

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Find an actual scientist to help with this step, and spend the science you gained on page 2. Whoever you find to help must help with this entire step.

Find a Stainless Steel Barrel (17281) and bring it and the potatoes to your favorite lab. Destroy the item card for the potatoes and mash them up in a Stainless Steel Barrel (17281) for one minute, and then place them on the hot plate for another minute to sterilize the mixture. Now, remove the Packet of Yeast (15630) and note the current time. Turn to page 6.

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Sciencetown/December 12+13 2009

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While the mix is fermenting, it's time to build the still to distill it. Find a Laboratory Condenser (66247) and a beaker to condense the alcohol into. Once you've got them, wait until at least half an hour has passed since you started the fermentation, and turn to page 7.

Sciencetown/December 12+13 2009

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Now, put the barrel of fermented vodka back onto the hot plate, and set up the condenser and beaker to trap the condensed vapors. Spend 3 Science, and after half an hour, turn to page 8.

Sciencetown/December 12+13 2009

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Sample the mixture in the beaker and turn to page 9.

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Sciencetown/December 12+13 2009

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Yep, that's vodka. Add 3 to your 1 stat now.
Once you sober up, see the GMs to receive your vodka.

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