

Scientific Experiment

Not transferable

Science Pictionary: “Nanoparticle”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

Sciencetown

December 12+13 2009

Scientific Experiment

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Science Pictionary: “Allele”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

Sciencetown

December 12+13 2009

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Science Pictionary: “Polymer”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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December 12+13 2009

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Science Pictionary: “Brownian Motion”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Pictionary: “Antifreeze”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Pictionary: “Barometer”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Pictionary: “Aorta”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Pictionary: “cell”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Pictionary: “Plutonium”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Pictionary: “chromatography”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Pictionary: “radiation”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “amoeba”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Pictionary: “retina”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “binary”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Pictionary: “satellite”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “boiling point”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Pictionary: “triceps”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “cactus”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Not transferable

Science Pictionary: “uterus”

Go the Coloring Station for Mad Scientists, and draw a picture of the word indicated above. Then, find someone (either a PC or NPC), and get them to guess what it's supposed to be. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “carnivore”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Not transferable

Science Charades: “circuit”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Scientific Experiment

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Science Charades: “evolution”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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December 12+13 2009

Scientific Experiment

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Science Charades: “continental drift”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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December 12+13 2009

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Science Charades: “extinction”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “convection”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “forest”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “current”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Not transferable

Science Charades: “fossil”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Scientific Experiment

Not transferable

Science Charades: “DNA”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Not transferable

Science Charades: “fungus”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Scientific Experiment

Not transferable

Science Charades: “gem”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Scientific Experiment

Not transferable

Science Charades: “lever”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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December 12+13 2009

Scientific Experiment

Not transferable

Science Charades: “gravity”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “lightning”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Scientific Experiment

Not transferable

Science Charades: “helium”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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December 12+13 2009

Scientific Experiment

Not transferable

Science Charades: “longitude”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “inertia”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “magma”

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Not transferable

Science Charades: “laser”

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Science Charades: “meteor”

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Not transferable

Science Charades: “molecule”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “photosynthesis”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “neuron”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “pollution”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “onion”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “predator”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “opaque”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Science Charades: “redshift”

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Science Charades: “owl”

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Science Charades: “reflection”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

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Not transferable

Science Charades: “refraction”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Charades: “velociraptor”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Charades: “spore”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Charades: “visual cortex”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Charades: “tornado”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Charades: “wavelength”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Charades: “ultraviolet”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “algae”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.
Forbidden words: **green, ocean, scum, photosynthesis, cell.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Charades: “uranium”

Find someone (either a PC or NPC), and get them to try and guess your word. You may not speak; you may only use gestures. If they guess the word (as many tries as they like, you may update the drawing), you get the Science indicated on the back of this card. If one or more people spend two minutes guessing in total, you get the Science automatically.

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “bacteria”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.
Forbidden words: ***E. coli*, infection, cell, antibiotic, colony.**

Sciencetown

December 12+13 2009

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Scientific Experiment

Not transferable

Science Taboo: “clone”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **identical, DNA, duplicate, me, sheep.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “Jupiter”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **planet, Zeus, gas, sun, spot.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “eclipse”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **moon, sun, Java, shadow, Heroes.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “laser”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **pointer, red, photon, beam, zap.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “enzyme”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **DNA, ribosome, cell, protein, amino acid.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “minion”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **henchman, underling, servant, slave, helper.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “genetic”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **gene, DNA, inherited, parent, illness.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “neuron”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **brain, signal, think, nervous, sense.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “gold”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **silver, coin, finger, metal, standard.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “rainforest”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **jungle, canopy, green, Amazon, tropical.**

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December 12+13 2009

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Scientific Experiment

Not transferable

Science Taboo: “skeleton”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **body, bone, frame, costume, inside.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “wave-particle duality”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **quantum, light, Heisenberg, uncertainty, diffraction.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “stomach”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **acid, gut, eat, esophagus, belly.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “x-ray”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **vision, bone, radiation, wavelength, skeleton.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “sulfuric acid”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **burn, base, hydrochloric, acetic, chemical.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “zap”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **sound, laser, zot, pow, zorch.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “thermometer”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **heat, temperature, mercury, Fahrenheit, Celsius.**

Sciencetown

December 12+13 2009

Scientific Experiment

Not transferable

Science Taboo: “valence”

Find someone (either a PC or NPC), and get them to try and guess your word by describing it in some way. You may not act out anything. You may not use any of the words listed below, or any word derived from them. If you do, you automatically fail the experiment and will gain no Science. If one or more people spend two minutes guessing in total, you get the Science automatically.

Forbidden words: **electron, shell, bond, band, ion.**

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December 12+13 2009

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