Research

Basic research is when I'm doing what I don't know I'm doing.

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– Werner von Braun

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Research is represented by the standard research notebook, and is carried out by following the instructions on the notebook. The final or penultimate step in all research notebooks requires announcing your new creation to the world and gloating about its power. In order to do so, ascend The Podium of Science in Tech Square, and boldly announce your creation in a strong voice to anyone who can hear. There must be at least one person around when you do this – no fair announcing your plans to an empty room.

Note that you may not lie about the general idea of your creation, though if you would like the details of your invention to remain secret, you may gloss over the details. For example, say you invented a death ray. Wait... Why would you lie about creating a death ray? Those are awesome, you should gloat about them all you can! Okay, let's see. Say you invented a device that would control the minds of people in Sciencetown and convert them to Mormonism. You could get away with saying you created a "mind-control device," but leave out the critical fact that you plan on using it against other people in Sciencetown. In itself, a mind-control device isn't too out-of-place, at least not here in Sciencetown.

Research notebooks will eventually require a specific type of technology (a "tech"), at which point you must interface with the Science Grid. Taking after the work of the FF:YS GMs, the Science Grid is represented by hexes. However, the Science Grid is public – more on that later. Everyone in Sciencetown starts in the center of the Grid with Mad Science 101. You can see all techs one step away, though you cannot use them until you unlock them. Each tech costs a certain amount of Science to unlock.

To unlock a specific tech, you must go to the Satellite room, spend the appropriate amount of Science, and tell the NPC or GM at the control station which technology you wish to research.

At this point, you "know" the tech for yourself, and the GM will tell you about any new techs that you can "see" from your new location in the Science Grid. 15 minutes after you unlock the tech, it becomes publicly available, and the adjacent hexes become visible to everyone. Before that time, however, you may choose to share some or all of this information with other players. You may share the identities of neighboring hexes simply by telling people. However, in order to teach them the tech itself, and make them know it, you must spend 30 seconds in-character explaining the technology to them. At this point, they know it, and may teach it to other characters, use it in their notebooks, or unlock adjacent techs.

You may only unlock techs that are adjacent to techs that you know. That is, they must be adjacent to a tech you unlocked personally, or someone else unlocked more than 15 minutes ago, or someone else taught you.

The current state of the public version of the Science Grid will be displayed in the Satellite Room.

Techs and Research Notebooks

Many steps in a research notebook will indicate that they require some technology. When you encounter such a page, note that the technology is required to *finish* that page, not start it. i.e. if a page has "**Required Tech: Singing**," and requires you to compose and sing a ballad in Tech Square, you are allowed to compose and sing the ballad, and only then research the technology. But you cannot turn the page until you've done both.