
Locating your Henchman

*“What kind of people is it in which I am comprised? Good people? Bad people?”
 “Materials. Nothing more.”*

– The Creature, Dr. Frankenstein, “Frankenstein”

Although your henchman has made stupid errors at time, you’d like him back. He’s likely a motionless, brainless drone at this point, but you can probably fix that. Unfortunately, though you left him at your mansion when you left for Sciencetown, he may have wandered off, so you’re going to have to go looking for him. However, Igor moves slowly, so he can’t be far from your old mansion. So now you just have to search.

You’ve divided the area around your mansion into a 3-by-3 grid. In the Satellite Room, you may spend 1 Science to scan a given square, whereupon the NPC on duty will inform you what you’ve found. Once you find Igor, you may assume that he will not move around quickly enough to change location further.

Because of time sharing, however, you are limited in the number of times you can do anything. During a given phase, you may scan up to 4 squares. It’s a far cry from being able to search at will, 24-7, but these aren’t the old days anymore. Get to it!