

Sciencetown/December 12+13 2009

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Ghosts Will Bring You Food to Eat

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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Techs required for this notebook: Ghostbusting I, G.H.O.S.T., and Gigavolt Systems. Turn to page 2 now.

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You have a number of ghosts and not much time. You will need to train them somehow to get food for you. And that means you will have to teach them what food is. Head to the kitchen and acquire three items, each from a different food group (those food groups being fruit, grain, dairy, meat, vegetable, and om). Once you have done so, turn to page 3.

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Required Technology: Ghostbusting I

Head to the Paranormal Laboratory and enter the Haunted House. For each food item you have, put it on the floor and slowly chant the name of the item for thirty seconds, then destroy the item card. Once you have done so, turn to page 4.

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Ghosts are good at finding things, and they are also kleptomaniacs, so they will easily track down and take the things you have shown them. The trick is to get them to give it up afterwards. Enter the Haunted House (or stay inside, if you're already there). Capture a ghost in your Portable Ectoplasmic Container (97868). Then go to the kitchen and get a food item that you already fed to the ghosts. Then turn to page 5.

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Required Technology: G.H.O.S.T.

Find a GM, and tell him/her that you need a ghost. Also, find a volunteer. He will hold the food item while you release the ghost. The ghost will steal the food item, and then you will have to train it to give it to you. If it refuses, you will need to shock it with your Ecto-Gun so it drops the item. Then, give the item back to the volunteer and repeat the process until the ghost readily gives up the food item. Once it does, put the ghost back in the PEC and turn to page 6.

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Required Technology: Gigavolt Systems

Finally, you will need to amp up the ghosts so that they can efficiently carry food back in sufficient quantities to feed Sciencetown. Once you have researched the required tech, turn to page 7.

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You will need to construct a gigavolt charger to supercharge the ghost you currently have stored. Acquire a 900V battery (59160) and head to the Lex Luthor Laser Laboratory (L^4). Put the PEC and the battery in the RGB Laser and zap them both with green laser light. Once finished, destroy the battery and turn to page 8.

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Announce your plans to the world!

...Yeah, I know you don't want to. Suck it up. It's Sciencetown law. Once you finish, turn to page 9.

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Congratulations, you now have a supercharged ghost! Give the PEC with the charged ghost to Dr. Clayton Forrester and inform the GMs that you have completed this trail.

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