

Sciencetown/December 12+13 2009

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Purer water through “LASER” SHARKS

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 the following technologies:

- Evil Lasers
- Zoölogy

Turn to page 2 now.

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Unfortunately, all of your sharks with frickin’ “laser” beams on their heads are currently on deployment trying to take over the world. No matter, you should be able to create some more with the technology on hand here.

Find a Portable Laser (50963) and then proceed to the next page.

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Next, you need to mount the laser on a shark. Find someone to give you a hand, and then go to the Biology Laboratory.

As soon as you remove a shark from the Shark Tank, you may turn the page. The next page must be completed before the shark dies, so make sure you have time.

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Quickly take the shark and the Portable Laser (50963) down to the Particle Collider Control Center and collide them together to produce Shark with a frickin' laser beam on its head (64869). Once you have collided them together, see the GMs to receive a phsyrep for your Shark with a frickin' laser beam on its head (64869), and then return it to its tank and turn the page.

If you fail to reach the collider in time, you may go back and try again with a new shark until you succeed. Once you push the button on the collider, the timer stops.

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Time to test out the sharks as-is, in order to establish a baseline. Go cough or sneeze into the tank several times, to introduce some foreign germs, and then wait 10 minutes for them to develop, and turn the page.

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Take a sample of water from the shark tank in a Test Tube (84621), and then take a sip and turn to page 7.

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You'd recognize the taste of your own germs anywhere! It appears that unmodified sharks and "laser" beams aren't very good at sterilization. Perhaps increasing the power of the "laser" device would help. Go spend one minute inspecting the RGB Laser for inspiration, and then turn to page 8

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Required Techs: Evil Lasers

Ok, maybe if you up the Eeeeeevil output from the "laser" beams, that would do it. Once you have the required technology, move to page 9

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Spend 20s tinkering with your Shark with a frickin’ laser beam on its head (64869) to imbue the laser with Extra Evil, and note on the item card that the lasers are now “Evil.” Then turn to page 10.

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Required Techs: Zoölogy

Now, to do some research to find the optimal type of shark to perform this experiment. Once you have the required technology, turn to page 11.

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Happily, it appears that the shark you chose, *Centrophorus tessellatus*, the Mosaic Gulper Shark, is close the optimal shark to apply for this purpose. You are confident that with the power of its new evil “laser” beams, it will be able to cleanse Sciencetown’s water supply of the drone virus. Announce your plans to the world, as described in the research Greensheet, and then turn to page 12.

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You're done! Find the GMs to get your physrep, and find the Mayor (Dr. Clayton Forrester), and inform him of your success.

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