

Sciencetown/December 12+13 2009

Freely Transferable

**The Commandar Taggart Memorial Turret Gun**

A Notebook. Opened pages are in-game items; un-opened pages are not. You may only open pages when directed to.

Sciencetown/December 12+13 2009

Freely Transferable

This research notebook will require the following technologies: Death Bots and Laser Scanners.  
Turn to page 2 now.

Sciencetown/December 12+13 2009

Freely Transferable

**Required Technologies: Laser Scanners**

The first step in making a turret gun capable of destroying the Conehead mothership is to determine how much you'll actually need to do to destroy it, and that means scanning its defenses. But it seems like Sciencetown's current technology isn't sufficient to do more than look at the ship in orbit at a 3x magnification. So you're going to have to do some research. Once you have researched Laser Scanners, turn to page 3.

staple along here

1

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

2

Do not open this page until you are directed to do so.

fold  
back  
here

Sciencetown/December 12+13 2009

Freely Transferable

staple binding along here

Well, that certainly clears things up. Gather together the following materials:

- 900V battery (59160)
- Slightly Portable Laser (50964)
- Microchip (37374)

Then, weld the objects together! Once finished, turn to page 4.

Sciencetown/December 12+13 2009

Freely Transferable

staple binding along here

Destroy the three items, and head to the GMs to get your Mothership Scanner (09288). Then scan the mothership (hovering above Tech Square), and ask the GMs what you've found out. Then turn to page 5.

Sciencetown/December 12+13 2009

Freely Transferable

staple binding along here

The results are somewhat discouraging. The ship is armored well, as you might expect given its importance. You cannot rely on Sciencetown's existing weaponry to take it down. It is a blessing in disguise, though, since you will be able to advance human technology by leaps and bounds by leaving it here.

You should proceed to the Coloring Station for Mad Scientists and draw an image of what you expect the final product to look like. Take the blueprint with you and turn to page 6.

staple along here

3

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

4

Do not open this page until you are directed to do so.

fold  
back  
here

staple along here

5

Do not open this page until you are directed to do so.

fold  
back  
here

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

Find someone who looks like they understand weapons. (It could be any kind of weapon – laser, ballistic, missile, psychic – whatever.) Explain the intricacies of your design and show him the blueprint. Ask him to sanity check your design from the previous step, and get some feedback on what could be improved. Then, revise the blueprint to incorporate that feedback. Then turn to page 7.

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

**Required Technology: Death Bots**

That looks pretty good. Now you just have to build it. You're going to need to figure out the norms of human robotic technology, though. Once you've researched Death Bots, turn to page 8.

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

Wonderful! You think you can reconcile these two designs. That means that you are about to complete the turret! Announce your evil plans to the world! Then, turn to page 9.

staple along here

6

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

7

Do not open this page until you are directed to do so.

fold:  
back:  
here:

staple along here

8

Do not open this page until you are directed to do so.

fold:  
back:  
here:

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

Go to the Robotics Laboratory and acquire a Microchip (37374). Then head to the Lex Luthor Laser Laboratory (L<sup>4</sup>) and put both the Microchip and the blueprint in the RGB Laser and zap them with green laser light for a minute. Once finished, turn to page 10.

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

You're done! Inform the GMs of your success. They will set up the turret for you so that you can destroy the mothership once and for all!

staple along here

9

Do not open this page until you are  
directed to do so.

fold  
back  
here

staple along here

10

Do not open this page until you are  
directed to do so.

fold  
back  
here