

Sciencetown/December 12+13 2009

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Creating Women

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: Human Biology I, Neuroscience II.
Turn to page 2.

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Preliminaries first. Two people should have access to this research: Dr. Mario and Jekyll. Once you all meet up in the same place, you may turn to page 3.

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You must interview the other residents of Sciencetown, asking them what qualities they would like to see in an ideal woman. **Make sure to write them down, you'll need them.** Between all the participants, you must interview at least five other residents and accumulate a list of at least fifteen different qualities. Once you're done, you may turn to page 4.

Sciencetown/December 12+13 2009

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From the list of qualities you generated in step 2, you must select nine that you personally like most, three for each participant in the research. A quality may not be selected more than once – if there's a conflict, you'll need to discuss it. Once each person has selected their qualities, you may turn to page 5.

Sciencetown/December 12+13 2009

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Required Technology: Neuroscience II

Find an impartial fourth party to serve as a judge. Each participant must spend 1 minute acting out their personality traits as a judge. The judge then selects one set out of the three. Once this whole process is complete, you may turn to page 6.

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Sciencetown/December 12+13 2009

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You'll need to acquire clothing for the woman you're creating, which means you'll need to synthesize nylon. Go to the Lex Luthor Chemistry Laboratory. Pour some Intelligent Calcium (88095) and Atmospherium (33048) into a beaker. Then dip that beaker into the Acid Tank, making sure to use a set of tongs. Finally, take the beaker, smash it against the ground and run screaming from the bubbling mess. (If anyone else is in the lab as well, they must also evacuate.) After a minute, go see the GMs to acquire the Sheet of Nylon (24209) item. Then, turn to page 7.

Sciencetown/December 12+13 2009

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You'll need to tailor the nylon into clothing. Go to the Lex Luthor Laser Laboratory (L^4). Put the Sheet of Nylon (24209) in the RGB Laser and cut it using blue and green laser light, in that order. When done, go to the GMs to acquire the Frilly Dress (05532) item and destroy the Sheet of Nylon (24209) item. Then you may turn to page 8.

Sciencetown/December 12+13 2009

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Take the Frilly Dress (05532) to the Coloring Station for Mad Scientists. Using the crayons present, completely color the item card. This will have the effect of dyeing the dress into the color(s) used. Once done coloring, you may turn to page 9.

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Sciencetown/December 12+13 2009

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Required Technology: Human Biology I

You will now need to research Human Biology I. Once you have it, you may turn to page 10.

Sciencetown/December 12+13 2009

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Announce your plans! Once finished, you may turn to page 11.

Sciencetown/December 12+13 2009

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You must now incubate the clone at Science-speed. Go to the Biology Laboratory, and get the sequence “ATCTGATGTTAGCTGGATCGAT-GCTTAAGGCCGT” from the Jar of DNA. When it’s finished assembling, turn to page 12.

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Sciencetown/December 12+13 2009

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Make sure there is an empty slot in the Shark Tank. (If there isn't one, you'll have to evict something.) Pour the DNA you generated last step into that subtank, and also pour in the entire contents of a jar of Miracle-Gro (89762). The clone will take ten minutes to fully grow, but because of its accelerated time frame you will need to imprint your personality traits on it. As such, for the ten minutes of incubation, you will all need to act out the three winning personality traits in front of the Shark Tank. Once this arduous process is done, extract the clone from the tank and turn to page 13.

Sciencetown/December 12+13 2009

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Success! See the GMs and let them know you have finished this trail, and make sure to give them the Frilly Dress (05532) item.

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