

Sciencetown/December 12+13 2009

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ALIEN Sledgehammar

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: Nuclear Engineering I, Superdense Materials. Turn to page 2 now.

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Time to learn about sledgehammars. Find someone who looks like they understand how to smash things up, and ask them to explain how sledgehammars function. Interview him for 2 minutes about the operation and construction of effective smashing devices. Then, turn to page 3.

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Required Technology: Nuclear Engineering I

That was some interesting Science, but you think the design could be improved somehow. Learn Nuclear Engineering I before continuing your research. When you have it, turn to page 4.

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Ah, yes! Now you understand how to improve on the design of the conventional sledgehammar! Time to sketch up a blueprint. Go to the Coloring Station for Mad Scientists and draw up a detailed blueprint for your nuclear-powered sledgehammar of destruction. Use as many colors and labels as you feel properly conveys your idea. Then take this blueprint with you and turn to page 5.

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A masterpiece of sledgehammar engineering! Now, san-check your design. Show your diagram to the person you interviewed in ste 2. If you cannot find him, find someone else who looks like they understand how to destroy things through raw mechanical power instead. Explain the intricacies of your design and show him your blueprint. Describe the way you've incorporated nuclear engineering to create an unstoppable sledgehammar. Get some feedback, and revise your blueprint to incorporate the feedback. Then, turn to page 6.

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Time to get secretive. Since you can only use ALIEN Weaponz, you must modify your design a bit further. Return to the Coloring Station for Mad Scientistse and add an ALIEN Touchh. Use a green crayon to add some antennae, slime, and any other ALIEN Detalez you feel the weapon might need. Then, turn to page 7.

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Required Technology: Superdense Materials

Wonderful, that looks like an ALIEN Wepin you could use. Now, you just have to build it. To make the ALIEN Sledgehammar extra effective, you're going to need some Superdense Materials... turn to page 8 when you have them.

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You are about to complete your ALIEN Sledgehammar! Announce your evil plans to the world! Then, turn to page 9.

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Time to add some smashing power to your ALIEN Desine. Go to the Physics Laboratory. You'll need to find some things to smash... how about quarks? To experiment with diversity and ensure you have a versatile ALIEN Sledgehammar, you'll need to acquire 2 types of quarks (costing 10 Science total). Then, spend one minute smashing the quarks into nanoquarks using various laboratory materials that you find in the laboratory. Finally, turn to page 10.

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You're done! Go fetch an ALIEN Sledgehammar physrep from the GMs.

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