

Sciencetown/December 12+13 2009

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The Deodorant of Science

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 requires the following technologies:

- Organic Chemistry II
- Frightening Freshness

Turn to the next page now.

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The first step is to collect some samples of the particular smell you want to neutralize. Find a Test Tube (84621) and a pair of Tweezers (04611), and go down to the The Clawmobile. Spend 30 seconds extracting some samples from the car, and note that on the test tube item card.

When you're done, turn the page.

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Phew! That reeks. Damn that Dr. Evil and his Mr. Bigglesworth. Before you can continue, track down Dr. Evil and force him to get a good whiff of your test tube full of his cat's piss. Then storm off and turn to step 4.

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Take the tube to the Paranormal Laboratory and spend 30 seconds analyzing it under a microscope. Once you're done, turn to page 5.

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You've got a decent sense of the compounds you're trying to neutralize, but you need to add something on top of that, some pleasant scent to cover the remaining odor. And for that, you're going to need some inspiration.

Find three other characters, and ask them to recall what their favorite scents are. Press for details and try to figure out exactly why they are what they are. Once you've talked to three people at some length about the topic, turn to page 6.

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Required Technology: Organic Chemistry II

Now that you've got the information you need, it's time to work on synthesis.

Go to the Biology Laboratory and extract some DNA from the lab supplies. The sequence you are looking for is:

GGCTAGTGTGCGATACGGCATAATATTGT

Mix that into your test tube, and then heat it on the Hot Plate (78623) for one minute. Turn to page 7 once you're done.

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Required Technology: Frightening Freshness

You have discovered a most marvelous new Frighteningly Fresh scent sensation. Time to imbue it into your concoction. Bring the heated test tube to the Haunted House in the Paranormal Laboratory, and spend 30s to persuade a ghost to imbue it with that spookily sweet scent. (You will need to enter the Haunted House to do so). Once you've recovered from being spooked, turn the page.

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Almost there! Announce your mad plans to the world, as described in the Research greensheet. Then turn to page 9.

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You're done! See the GMs to received your Deodorant of Science (71455).

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