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The Infrared Matter Missile

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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In order to complete this notebook, you will require the following technologies:

- Warmth
- Particle Physics

You may open the next page now (before acquiring those technologies).

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Before you can even start on this brilliant plan, you have to make sure these the other scientists appreciate your genius. Explain your brilliant plan to finally foil your nemesis to the next three scientists you encounter.

Then turn the page.

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Infrared matter starts with ordinary matter. But not just any matter.

It's a well-known fact that if you collide large hadrons together, you create a black hole. But you don't want to create one directly, so instead you'll need to collide some properly-prepared small hadrons.

Go to the Physics Laboratory, and collect some quarks. You'll need 7 strange, 6 charm, and 13 up quarks to proceed.

Now turn the page.

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Required Techs: **Warmth**

In order to properly imbue the hadrons with the infra-red nature, you will need to come to a new mastery of warmth, which is after all the fundamental property of infra-redness.

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Take your hadrons to the Lex Luthor Laser Laboratory (L^4). Adjust the RGB Laser to red, and then give it a good kick to bump it into the infrared spectrum, and then irradiate all of your hadrons and turn the page.

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Required Techs: **Particle Physics**.

You're almost ready to construct the infrared matter. Just a little more research left.

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Ok! You now just need to collide your small hadrons together in the particle collider.

Once you've done so, see the GMs for your vial of infrared matter.

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Now to load the matter into a missile in order to actually take out Gadget, once and for all!

Acquire a Ton of Wire (61221), and then take it and the infrared matter to the robotics laboratory, and spend two minutes with a Arc Welder (76112) to assemble them into a missile.

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You may now bring the missile to the henchmen operating the satellite room to fire. Give them the missile, and the map coordinates you want. You've only got one shot, so use it well!

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