

Sciencetown/December 12+13 2009

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Purifying Water Through Ultrasound

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:

- Acoustics
- Automation

Turn to page 2.

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It's a good idea, before anything else, to figure out exactly how much energy you need to pump into the water before it becomes pure. So that means you have to find some water first. Head to the kitchen and find the water cooler. Once you have done so, you may turn to page 3.

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Dammit, it's empty. I guess that makes sense, water shortage and all. Well, at least there's beer here. Drink at least two. Then you may turn to page 4.

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Now that you're less inhibited, you realize that the waste water from the chemistry labs – while likely toxic – would work just fine for these purposes. Head to the lab, take a flask, and fill it with water. [OOG note: Do not actually fill it. Just grab a cup.] Then you may turn to page 5.

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Experiment time! Before you can see how well ultrasound purifies water, you'll need to see how plain old sound purifies it. Round up at least three other residents of Sciencetown to have them help you with this step of the experiment. Each of you must scream into the cup for at least fifteen seconds, and measure the amount of purification achieved. [OOG note: Do not alarm the NPs. Do this in Tech Square. Please.] Then, you may turn to page 6.

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Required Techs: Acoustics

Rats. Somehow that didn't work so great. Well, the only prescription is MORE COWBELL. Which really means more power. But you'll need more theoretical background to get this done. Research Acoustics, then turn to page 7.

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Find the following materials:

- 900V battery (59160) x2
- Ton of Wire (61221)
- Reverse Oscilloscope (63739)

Then, turn to page 8.

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Required Techs: Automation

Research Automation. Then, spend two minutes tinkering with the materials, then destroy them and go to the GMs to get two Sound Generator (84959). Then turn to page 9.

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Head to the Particle Collider Control Center, and follow the instructions to smash the two Sound Generators together. Destroy the Sound Generators, and see the GMs to get an Ultrasound Generator. Then turn to page 10.

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Announce your invention to the world! Once finished, turn to page 11.

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Congratulations! Hand off the completed Ultrasound Generator (72217) to Dr. Clayton Forrester and inform the GMs that you have completed this trail.

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