

Sciencetown

December 12+13 2009

**Tech Square****Bill Nye the Science Guy Karaoke  
Station of Science**

A booth holding an Electron Microphone. If the microphone and the Podium of Science are both not in use, then you may take the microphone (for 1 Science), ascend the podium (for another 1 Science), and sing for no more than one minute. Each stanza of your song must refer to some sort of scientific principle.

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— The MIT Assassins' Guild —

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Sciencetown/December 12+13 2009      *F*

Looking out into the distance in this direction, you see:  
A broad sandy plain, covered in scattered leaves and twigs, with occasional marshy spots.  
Landing Coordinates: (8876,3331)

Sciencetown/December 12+13 2009      *F*

Looking out into the distance in this direction, you see:  
A vast body of water, stretching as far as the eye can see.  
Landing Coordinates: (7648,9215)

Sciencetown/December 12+13 2009      *F*

Looking out into the distance in this direction, you see:  
A sparse, rocky wasteland, dotted with the occasional shubbbery.  
Landing Coordinates: (8268,1845)

Sciencetown/December 12+13 2009      *F*

Looking out into the distance in this direction, you see:  
A broad, dense, forest of evergreens, with a few small clearings.  
Landing Coordinates: (1415,7350)

Sciencetown/December 12+13 2009      *F*

Looking out into the distance in this direction, you see:  
A enormous, pristine, field of wheat, hopelessly corrupted by the drone virus into inedibility.  
Landing Coordinates: (5398,1187)

Sciencetown/December 12+13 2009      *F*

Looking out into the distance in this direction, you see:  
A massive crater in the ground, probably the remnants of the last Scientist to attempt to escape from Sciencetown...  
Landing Coordinates: (5494,2791)

Sciencetown/December 12+13 2009      *F*

Looking out into the distance in this direction, you see:  
A wide, smooth, plain, gently sloping up away from Sciencetown. Actually, it's hard to tell quite how steep that is from this perspective...  
Landing Coordinates: (6313,7587)

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*F*

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Sciencetown/December 12+13 2009

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Sciencetown/December 12+13 2009

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Sciencetown/December 12+13 2009

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Sciencetown/December 12+13 2009

*F*

Sciencetown

December 12+13 2009

## Welcome to Luthorville

You are now entering Luthorville. Citizens of Sciencetown are reminded that all properties beyond this sign are wholly-owned possessions of Lex Luthor. Have a nice day.

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**26-210**Σ

You may not interact with this sign unless you  
know otherwise.

**6**

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**26-210**

## **Boxes of Quarks**

Six boxes of quarks, labelled “up,” “down,” “charm,” “strange,” “top,” and “bottom.” To take some quarks, get a container, spend 5 Science and scoop some out.

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26-210

## Physics Laboratory

The primary physics lab in Sciencetown

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**26-328**

## Microscope

An extremely high-power microscope, built into the lab. Its magnification level is over 9000!

You may spend 2 science to inspect something under the microscope.

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**26-328****Acid Tank**

A tank of bubbling, glowing acid. You may dip something in the acid for 5 Science.

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**26-328**

# Lex Luthor Chemistry Laboratory

Sciencetown's primary Chemistry Laboratory

(A wholly-owned subsidiary of LexCorp)

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**26-204**

## **Shark Tank**

A tank containing 10 hungry-looking sharks, each isolated in its own subtank to keep them from killing each other. Only one item may be in a subtank at any given time. To remove an item, spend 3 Science and 30 seconds miming out the actions of a (construction) crane moving the item out of the tank. Items may be placed in empty tanks for free.

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**26-204**

## Jar of DNA

A jar full of A, C, T, and G (never U). To get a DNA sequence, spend 2 Science, then clearly and loudly speak the sequence you want into the jar. Wait 1 minute for the DNA to assemble, then grab a container and scoop it out.

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**26-204**

## **Microscope**

An extremely high-power microscope, built into the lab. Its magnification level is over 9000!

You may spend 2 science to inspect something under the microscope.

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**26-204**

## **Biology Lab**

A lab for to study ze biology. Smells not unlike the ocean. Except worse.

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**26-210**

## **Moon Buggy**

A vintage 60s-era moon buggy. To drive it around, spend 5 Science, grab the sign, and drive it around for 10 minutes. Make sure to make vroom-vroom type noises. Return the sign here when you're done.

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**26-210**

# Robotics Laboratory

The largest robotics lab in Sciencetown

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**26-328**

## **RGB Laser**

A laser with a configurable color, which can be either red, green, or blue. There is a slot where you can insert one bulky item (up to 2 hands bulky) OR up to two non-bulky items to zap them with laser light of the color of your choice. Spend 3 Science to turn on the laser. While the laser is running, you must say “ZAP” every five seconds.

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26-328

# Lex Luthor Laser Laboratory (L<sup>4</sup>)

The world's largest single laboratory

A Wholly-owned subsidiary of LexCorp

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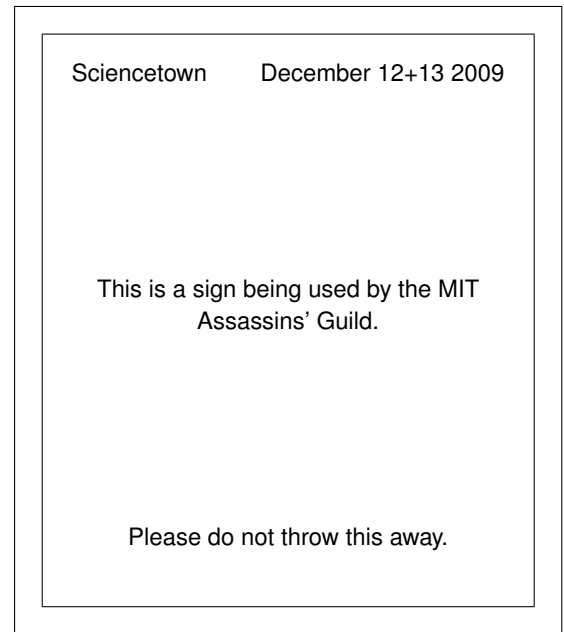
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**26-204** $\Sigma^2$ 

You may not open this packet unless instructed to.

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**26-204**

## Microscope

An extremely high-power microscope, built into the lab. Its magnification level is over 9000!

You may spend 2 science to inspect something under the microscope.

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**26-204**

## Haunted House

A house full of spooky ghosts. You may spend 3 science to enter the haunted house. You must do this in order to capture ghosts, or to place items in or remove items from the haunted house. While using the Haunted House in any way, you must make ghost sounds. If you enter the Haunted House, you are seriously spooked out for the next minute. Roleplay accordingly.

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26-204

## Paranormal Laboratory

A laboratory for the study of the paranormal. Spoooooky.

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**26-314**

## **Water Cooler**

A water cooler. There is no water in it, but there is beer. If you spend 30 seconds with both hands on the sign, you may grab a beer item card from inside the packet.

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**26-314**

## The Kitchens

The primary kitchens for Sciencetown. Unsurprisingly, it's kinda a mess, and the fridge smells pretty funny...

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**26-310**

## **Mayor's Office**

The official office of the mayor of Sciencetown. Open to the public.

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**26-302**

## Satellite Room

The main satellite and control room of Sciencetown. Massive screens cover the walls, relaying back information from the Science Satellite orbiting the globe. Henchmen sit at computer terminals furiously pressing buttons, pulling levers, and twiddling dials.

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**26-322**

## **Dr. Lecter's Office**

The office of Dr. Hannibal Lecter, resident psychiatrist of Sciencetown

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Sciencetown

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8-3

**The Clawmobile**

A sleek red-and-black vehicle. Smells strongly of something really unpleasant.

If you successfully deodorize this vehicle, replace this sign with the one under it.

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Sciencetown

December 12+13 2009

8-3

**DeLorean DMC-12**

A futuristic silver car with wires sticking out of the sides. Its wiring looks like it has been tampered with.

Please do not remove this until December 14, 2009.

— The MIT Assassins' Guild —

Sciencetown

December 12+13 2009

8-3

**The Clawmobile**

A sleek red-and-black vehicle. It smells of something *frighteningly* fresh.

Please do not remove this until December 14, 2009.

— The MIT Assassins' Guild —

Sciencetown

December 12+13 2009

8-3

**Aston Martin DB5**

A sleek silver car. If you approach within ZoC, spy music begins to play.

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8-3

## Garage

The Sciencetown Garage, where the Mad Scientists can keep their automobiles.

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**26-302**

## **GM Control Room**

The GM/Player Room. You may keep your shit here.

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16-3

## Coloring Station for Mad Scientists

A coloring booth filled with crayons.

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16-3

## The Podium of Science

A podium from which any Scientist who wishes may address all of Sciencetown. In order to ascend the podium, you must spend 1 science.

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16-3

## Sciencetown Main ReacTor (SMRT)

The Reactor Core that powers all of Sciencetown, including the ScienceDome

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16-3

## Mothership

An enormous, flying-saucer shaped, vessel of obviously non-terrestrial origin is hanging in space directly above Sciencetown.

Think *Independence Day*.

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16-3

**Statue of Magneto**

Magneto was elected Mayor of Sciencetown three years ago, on a platform of mutant dominance over normal humans. (In retrospect, many of the residents who had voted for him wondered why they had done so.) On the day he was voted out of office, Magneto suddenly went power-mad and started using his powers to destroy major portions of the city, and was only stopped by Dr. Totenkopf, who injected him with a vial of euthanasia. After this murder, the ScienceDome systems were upgraded to protect against lethal injections.

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16-3

**Statue of Dr. Manhattan**

Dr. Manhattan was elected Mayor of Sciencetown in a special election following the discovery of Dr. Totenkopf's death. The voters were impressed by the fact that he revealed all of his plans quite openly. He attempted to organize Sciencetown in a new and logical way, with the rules laid bare for everyone to gape at, but his plans ran into resistance from lazy residents. Finally, he lost all faith in the human race, and took off into deep space until he was no longer visible to the naked eye, thereby implicitly resigning from office.

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16-3

**Statue of Dr. Totenkopf**

Dr. Totenkopf was elected Mayor of Sciencetown two years ago on a platform of creating The World of Tomorrow, a utopia consisting only of the highest echelons of scientific society. He was extremely reclusive, and did not even emerge from his lair to run the next election or handle other important town business. Eventually, an expedition party led by Lecter discovered that Dr. Totenkopf had been dead for months and that a bank of computers were carrying out his agenda.

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16-3

**Statue of Dr. Caligari**

Dr. Caligari (along with his faithful henchman Cesare) was elected to the position of Mayor in a special election following Manhattan's resignation. Caligari's election was met with disapproval by the town psychiatrist, Lecter, and his suspicions were proven correct as Caligari attempted to hypnotize the town to elect him Mayor For Life using his mysterious cabinet. Various attempts to kill him met with failure as he continually performed miraculous escapes to stay alive, until Lecter discovered that biting was not protected against and ate Caligari to death. (That loophole was subsequently fixed.)

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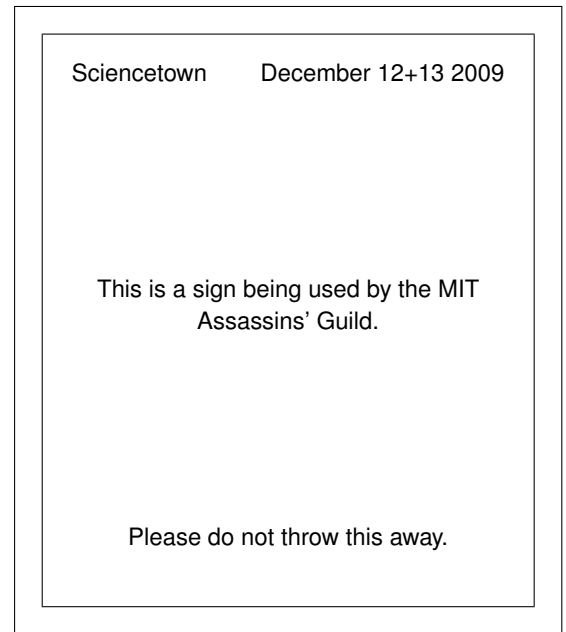
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**16-3****A Large Egg**

A large egg that is approximately 3 meters tall and 2 wide sits here next to the row of statues honoring past mayors. It seems to be a recent addition, but there are no obvious ways to interact with it. You may not interact with this sign and the attached packet unless you know otherwise.

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Sciencetown

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**56-3****Particle Chamber 1**

A place to insert a particle, for use in the particle collider.

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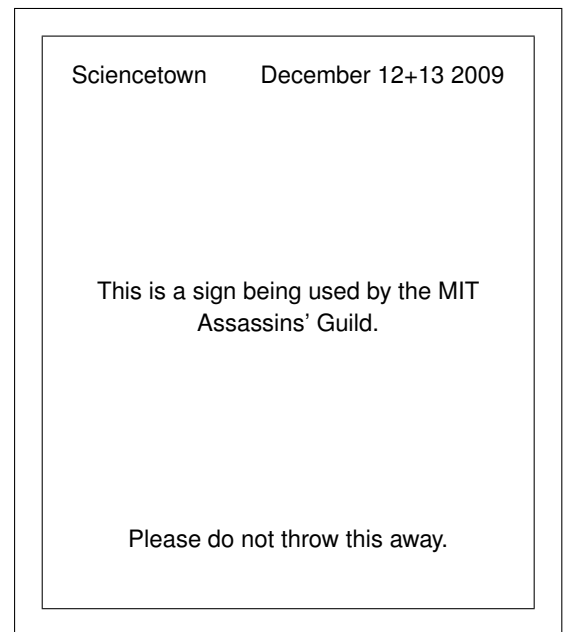
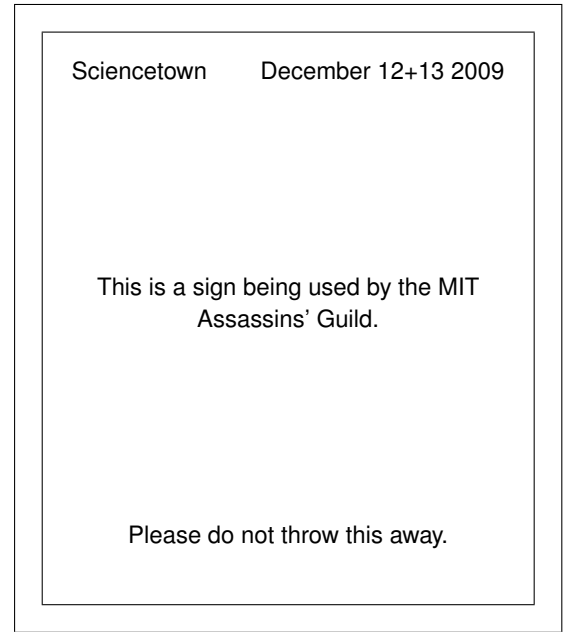
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**26-3 near 36****Lex Luthor Particle Chamber 2**

A place to insert a particle, for use in the particle collider.

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**16-3 lobby**

## Particle Collider Control Center

The main control center for the particle collider. To use the particle collider, place one object in each of the two particle chambers. Then, spend 3 Science, and pressen ze button!

See a GM to discover what new item you've made, if any!

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26-1

## Volcano Staging Area

There's a giant mountain of dirt here, with a channel dug down the middle. There's a lot of space inside.

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26-4

## Bicarbonate Mines

A vast strip mine running deep into the ground. Various bicarbonates are mined here, most notably sodium bicarbonate, or baking soda. If you have a Mattock of Science (93032), you may spend thirty seconds with your hand on this sign to pull a Chunk of Baking Soda Ore (59930) from the attached packet.

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