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Sciencetown/December 12+13 2009

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Agriculture

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: Environmental Science, Automation. Turn to page 2 now.

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The severe food shortage in Sciencetown requires immediate action. The immediate and obvious plan is to start growing crops to enable self-sufficiency for the town. Before you can do anything else, though, you need to figure out how much food is necessary. Ask at least five residents how much they eat, per day, and convert that to a caloric requirement. Then average the answers scale up to the population of the town. (Ask the Mayor for the exact resident count – he surely knows.) Once you have a total amount of calories needed per day for the whole of Sciencetown, turn to page 3.

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That number looks to be just at the upper bound of what's plausible with hydroponic installations, but the population is likely to increase (in mass and whininess, if not in number).

First up, you'll need to find space for the hydroponics. Since there is a shortage of water as well, you'll need to reuse any existing sources. Look around for any large tank of water that you can appropriate. Turn to page 4 once you find one.

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Ah, yes... the shark tank. That's a nice large amount of water. Unfortunately, it's currently being used by said sharks, and that's no good. You'll have to free up a slot in the tank that isn't used by anything else. Additionally, since the Biology Laboratory isn't within Luthorville, you *probably* should go talk to the Mayor to get permission.

Once there is a free slot in the tank, turn to page 5.

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Required Technology: Automation

The next issue is that there are no seeds to start with, inside Sciencetown. You'll need to find some way to go out and get them. You still have semi-autonomous LexBots on the outside, but it'll be difficult to communicate with them, so you'll need to hook into the Satellite Room somehow, by creating your own uplink. Gather together a Radio Transmitter (55589), a 900V battery (59160), and a Reverse Oscilloscope (63739), then turn to page 6.

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Spend two minutes tinkering with the materials, then destroy them and go to the GMs to get a Lexmitter. Then turn to page 7.

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Convince the henchman on duty in the Satellite Room to let you install the Lexmitter into the system. Once you obtain permission (possibly by force), spend two minutes at the control panel installing it. Tape the Lexmitter to the control panel, then turn to page 8.

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Order the LexBots to retrieve various plant seeds by speaking into the control panel, and then let the GMs know what kind of seeds you've requested. The bots will make it to Sciencetown about fifteen minutes after you issue your orders; at that point, go to the GMs to get the seeds. Once you have the seeds, turn to page 9.

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Required Technology: Environmental Science

You need to present a proof of concept to the Mayor by the end of the day. Food plants usually take months to grow. This will not do. You will need to accelerate the process, and the answer to that is Special Relativity. If you place the seed at one end of the Supercollider and nothing at the other end, the seed will experience months of time in mere seconds!

Do this for both seeds. Once finished, go to the GMs to get an item cards for the fully-grown plant. Place one of them in the Shark Tank, and keep the other around for the time being. Turn to page 10.

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Announce your plans to the world! Make sure to boastfully display the plant you've created. Once you've done so, turn to page 11.

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You now have a sample of food to give to the Mayor. Once you've done that, let the GMs know you have finished this trail. Congratulations!

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