

Sciencetown/December 12+13 2009

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Import/Tame Drone Igor

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: Dimensional Translation, Lightning. Turn to page 2 now.

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First you will need to locate Igor. He is probably a mindless drone, but you can fix that. Follow the instructions on your “Locating your Henchman” greensheet. Once you have found Igor, turn to page 3.

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Required Technology: Dimensional Translation

Aha, there's Igor! Now you must import him to Sciencetown. You'll need the Dimensional Translation tech for this step. Once you have it, turn to page 4.

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Yes... Dimensional Translation has become so clear to you! Go to the Satellite Room and spend two minutes describing the details of how this technology works, with diagrams and equations, to the NPC henchmen. Then tell them exactly where Igor is, and order them to use Dimensional Translation to import Igor! When they have followed, turn to page 5.

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Oh, dear. Becoming a drone seems to have removed the last remaining intelligence that Igor had, converting his brain to mush. And with a brain of mush, he appears to have forgotten to eat and died. Tragic, really, but no matter. You, of all people, can revive him! Unfortunately, the birds seem to have eaten away one of his eyes, an ear, and his nose. You'll have to create new ones. Find some containers of amorphous flesh and turn to page 6.

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These containers of amorphous flesh look slightly rotten, but they'll do. Construct an eyeball, a nose, and a left ear. Then, turn to page 7.

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Required Technology: Lightning

Truly, you are a master of human architecture! Time to revive your henchman. You'll need the Lightning tech before continuing. Once you have it, stop by the GM room – you'll need them in the next step. Then, take the corpse and the parts you've created to the Physics Laboratory and turn to page 8.

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Lay Igor's Corpse on the table. Put the eye, nose, and left ear in place. And now... Call down lightning from the very heavens themselves! BWAHAHAHAHA! Spend 30 seconds making lightning noises and laughing maniacally. When Igor has risen, you may turn to page 9... (If Igor doesn't rise, you may want to reread page 7 carefully.)

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AAAH! Zombie Igor has forgotten how to interact with the world! Calm him down. Once you have gotten his attention, turn to page 10.

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You'll have to re-teach Igor how to interact with the world. Show Igor around at least 2 laboratories, explaining how they work. Introduce Igor to at least 4 residents of Sciencetown, and show Igor how to interact with them. Once you have done this, turn to page 11.

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You are very close to having a functional henchman! Announce your plans to the world! When you have done so, turn to page 12.

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The final thing you must do is explain your mad scientist philosophy to Igor. Spend at least 2 minutes instructing Igor in the ways of the mad scientist. Detail your goals and tactics. Explain to Igor how important henchmen are. When you have finished this, turn to page 13.

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Once you believe Igor has at least partially grasped your philosophy, ask Igor what tasks he can perform. He should hand you some out-of-game instructions for how to do so.

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