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Sciencetown/December 12+13 2009

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Drone Virus

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: Neuroscience I, Nano, Dimensional Translation. Turn to page 2 now.

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Alright. People are going to start asking questions soon. You'd better brainstorm some ideas, and you've always brainstormed best by discussing your ideas. You can probably trust the henchmen in the Satellite Room to keep their mouths shut. . .

Go to the Satellite Room, find a henchman who looks like he'd be good at keeping secrets, and spend 2 minutes telling him all the ideas you have that might result in converting all humans into a race of mindless drones. Hopefully you'll come up with something good. When you're done, turn to page 3.

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Did any of those ideas sound feasible? Okay, admittedly they were pretty bad. Maybe some of the other scientists here at ScienceTown will have some better ideas. Find three people who look smart. Spend at least a minute with each of them, subtly trying to figure out how exactly *they'd* go about creating the drone virus. Then, turn to page 4.

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Required Technology: Nano

Great, those ideas sounded awesome! You're not quite sure how to implement them yet, but you're pretty sure it will require Nanotech. When you know about Nano, turn to page 5.

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Yesss...nanotechnology. You can probably convert humans into drones by harnessing the power of evil forces that are...very small. Like a swarm of killer nanobees. But how will these forces interact with biological systems? Head over to the Coloring Station for Mad Scientists, spend 2 Science, and sketch out a diagram of the human brain and how very small evil things might infiltrate it. Keep this sketch with you. Turn to page 6.

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Required Technology: Neuroscience I

That looks like a great plan. Masterful artwork, Herr Doktor. But, if I may point this out, those little evil nanothings look kind of haphazardly placed. They might accidentally kill the entire human if you place them like that, and that wouldn't be a drone virus at all – that would just be a neurotoxin. Neurotoxins are horribly overdone. Better learn a little neuroscience before you do any more. When you have learned Neuroscience I, turn to page 7.

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You have learned that the orbitofrontal cortex plays a key role in decision making, something that every drone should be without. You'll want to insert the nanoevils in the orbitofrontal cortex, right near the front of the brain. Go back to the Coloring Station, spend 3 Science, and redirect your nanothings to the orbitofrontal cortex, then turn to page 8.

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Required Technology: Dimensional Translation

Now that your design is complete, you must figure out how to teleport the drone virus out of the ScienceDome. Since you're not allowed out yourself, you'll have to research Dimensional Translation. When you have done so, turn to page 9.

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You are very close to being done! Announce your plans to the world. Of course, since in theory you created the drone virus a week ago, you may want to choose your wording carefully...

When you have announced your plans, turn to page 10.

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One very last thing you need to do. There's a chance one of the mad scientists will ask to see the virus as proof. There's also a chance, of course, that you just want to show the virus off. In other words, you'll want some deliverables. Of course, the deliverables don't have to be what you *say* they are, since there's no way to test it within Sciencetown. It's time to make a show, pretending to do very complex Science.

Go to the Biology Laboratory (make a show of this, if you want), and pick up the smallest particle you can find. If people are watching you, you can pretend to do some complex science in order to "manufacture" this evil little particle. Then, make a complex DNA strand (of your choice) using the Jar of DNA.

Keep the particle, DNA strand, and the diagram from earlier with you. Now you can back up your claims of having invented the drone virus, and infinite presige is yours!! MWAHAHAHAHAHA!!!

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