

Sciencetown/December 12+13 2009

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**Viruses: Making Water Awesome**

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:

- Organic Chemistry I
- LAZERVOLUTION

Turn to page 2.

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There's a lot of water to be purified, and your current stock of viruses is a little bit thin. The best way to ensure that you have enough is to start infecting people (with **non**-lethal viruses, of course) and have them do what they do best. Use your Infect ability on at least four people, then turn to page 3.

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Good, good. The viruses have spread throughout town to the point where you can harvest as many as you need: for the cost of 1 Science, you can create an item card for a flask full of viruses.

Now, you need to figure out how much gunk there is in the water. You don't think there's any water lying around but there definitely is motor oil in the Robotics Laboratory. Acquire some, then turn to page 4.

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**Required Techs: Organic Chemistry I**

Ugh, it's disgusting, but if your viruses can turn this into water, they can certainly solve Sciencetown's problem! Now you've got to figure out how bad the motor oil is. And the best way to do that is with your trained scientific stomach! Drink the bottle of motor oil, then turn to page 5.

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Seems like the density of particulate matter is at about 88.1 parts per thousand. Not surprising, really. It's time for an experiment! Get another liter of oil, and head to the Biology Laboratory. Pour a flask of viruses into the motor oil, and heat it on the laboratory hot plate. Turn to page 6.

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The viruses did their thing! Destroy both the motor oil and the flask of viruses, and go to the GMs to get several cups of sludgy water. Turn to page 7.

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Here's the tricky thing – you'll need to find other people to see if the sludgy water is good enough to consider clean. Have at least three people drink from the liter of sludgy water and tell you what they think. Then turn to page 8.

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**Required Techs: LASERVOLUTION**

Probably not good enough. You need to supercharge your viruses. Head to the Lex Luthor Laser Laboratory (L<sup>4</sup>). Get a flask of viruses. Zap it with red laser light. Then turn to page 9.

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From careful inspection, the viruses certainly look much stronger than they used to be. Enough so that they could reasonably be called Super-Viruses. Time to test them out! Head to the Shark Tank inside the Biology Laboratory and toss the Super-Viruses into one shark's tank. Wait three minutes for the viruses to take effect, then turn to page 10.

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As you suspected, the super-viruses have cleared the water of any harmful particulates, debris, and organic matter. Unfortunately, that includes the shark as well, but it's all in the name of SCIENCE! Destroy one of the Shark item cards, then turn to page 11.

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Announce your invention to the world! Once finished, turn to page 12.

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Congratulations! Inform the GMs that you have completed this trail. Obtain an item card for Super-Viruses and hand it off to Dr. Clayton Forrester.

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