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Test Research Notebook

first

Get together 3 people who know how to juggle. Then get 9 juggling balls. Have each juggler juggle three at once, such that all 9 are being juggled at the same time.

If the group can go 1 minute or more without dropping a single ball, go to step 1min. If they can go for 5 minutes without dropping a single ball, go to step good.

1min

blah you need to juggle better.

nothing

blah

good

blah not bad. Continue for another 5 minutes, and you can go to step last.

last

blah you win! congratulations!

Importing H₂O from the Moon

tech Techs required for this notebook: Rocketry. Turn to page wait.

wait Sciencetown is in danger of a large H₂O shortage. H₂O from outside Sciencetown could be contaminated with the drone virus, so you can't just import H₂O from river outside the ScienceDome. It is widely known that there is some H₂O on the moon, though. You'll need to contact one of your LexBots in order to get it. Since you're already going to need to contact LexBots for your agriculture research, you should wait until your agriculture research allows you to contact your LexBots.

When you have a way to contact a LexBot, turn to page lexbot.

lexbot Good. Now you'll need a LexBot to send to the moon. Contact a LexBot, and order it to come to Sciencetown. It will take 15 minutes to arrive. If you are already bringing in a LexBot for other purposes, you may be able to use that one. When you have an expendable LexBot in Sciencetown, turn to page fast.

fast That is a slow LexBot. It will never be able to reach escape velocity and travel to the moon. You might be able to speed it up using a technique called Sciencepitch. You'll need to find someone who looks very strong. Hand them your slow LexBot and ask them to throw it across the room as hard as they can. If you shout "Science!" and spend 1 Science as they do this, your LexBot will become fast. If you do this, replace the word "Slow" on your LexBot card with the word "Fast." Then, turn to page rocketry.

rocketry **Required Technology: Rocketry**

Now you will have to get your Fast LexBot to the moon. If you collide the LexBot into the moon fast enough, it will create a crater large enough to expose lots of frozen H₂O. To make your LexBot even faster, you will need to research Rocketry. Once you have done so, turn to page fire.

fire Now you will need to fire off your rocket-powered LexBot! Go to the Satellite Room and roleplay setting up your LexBot for takeoff. Tell everyone in the area to duck, as this might cause some explosions. Then do a countdown and tell everyone what they see (a description of your LexBot taking off towards the moon). Tell them that a few seconds later, they see an explosion on the moon and a large splash. Then, tear up your Fast LexBot card and turn to page talk.

talk You definitely saw a splash of H₂O up there! Now you must figure out how to get the H₂O to Sciencetown. Interview three scientists for 2 minutes each to help brainstorm. Ask them how they would get the H₂O from the moon to Earth.

You think that whatever you come up with, it will probably require another LexBot. Go to the Satellite room and tell another LexBot to come to Sciencetown.

Once these tasks have *both* been accomplished, turn to page tractorbeam.

tractorbeam Hmm. Those were some interesting ideas. They have triggered a great idea – a tractor beam! A tractor beam could get the H₂O to Sciencetown. Every *fool* knows that tractor beams are made of lasers, and that they are generally blue. You'll need to find a source of blue laser photons. Once you have found this, turn to page collide.

collide Once you have a LexBot and a source of blue laser photons, you must do two things. First, gather some blue photons from the RGB laser. Trap them in something opaque – your hand or a suit pocket should do. Then, use the particle collider to collide your LexBot with the photons. When you are done, you should have a LexBot capable of producing a tractor beam. When you have this, turn to page microscope.

microscope In the interest of Scientific diligence, you must now look at the LexBot under a microscope to make sure the photons are attached. Once you have done this, turn to page success.

success They look firmly attached! Great. Time to announce your amazing success to Sciencetown. Once you have done so, turn to page final.

final You should now take your LexBot to TechSquare to set it up. Roleplay aiming the tractor beam at the moon, switch on the LexBot, and tell people what they see. Modify the LexBot item card to indicate that it now has a Sciencey blue tractor beam coming out of it and pointing at the moon. Congratulations, you have solved Sciencetown's H₂O problems!

The last thing you must do is present this proof of concept to Dr. Clayton Forrester.

Signal to Space

tech Techs required for this notebook: Laser Modulation, Satellite Imaging. Turn to page satroomA.

satroomA In order to contact your ship, you'll have to look into the communications capabilities of Sciencetown. Find an area with communications capabilities and spend 2 minutes interviewing the people in the area in order to figure out how Earth communications systems work. Then, turn to page testtube.

testtube Fascinating... that's not how SPACE communication works at all! SPACE communication technology involves many more lasers. There is no way you can contact your ship without adding some lasers to the system. Time to put your Klatu U Ph.D to work! To do Science, you'll need to find a test tube and stopper. When you have them, turn to page color.

color These Earth test tubes are clear! How can you expect to trap laser light in a test tube with clear test tubes? You'll have to find a way to make the test tube a dark color, preferably black. Maybe there's a dyeing area of some sort. Once the test tube is dark enough that no light will be able to escape it, turn to page RGB.

RGB Great. Time to go hunt some Earth laser! Surely there must be *some* laser facility in Sciencetown. When you find it, tune it to have the lowest wavelength possible to make sure it reaches the Klatu Nebula. Then, you'll do things using the Thermian SPACE method: put your test tube in the beam of the laser for 10 seconds to make sure you collect enough photons. Then stopper the test tube. Once you have a good sample of energetic photons, turn to page lasertalk.

lasertalk Now you'll have to see how fast Earth photons travel. Science works by averages, so you should talk to three different Earth scientists. Ask them how fast Earth photons travel. Once you get three number values, average them. You can assume this number is a good approximation of the speed of Earth photons. When you get this number, turn to page lasermodulation.

lasermodulation **Required Technology: Laser Modulation**

Oh no, that won't do. SPACE photons go at least 7 Gigatimes that fast! You'll have to modulate your Earth laser photons to go faster. Once you've researched Laser Modulation, you can turn to page findship.

findship Go to the communications room, find some minions, and order them to search the skies for the Klatu Nebula! When they have done so, turn to page satimaging.

satimaging **Required Technology: Satellite Imaging**

The henchhumans clearly have no idea where the Klatu Nebula is. Usually you'd be able to find it yourself – after all, you know that its space coordinates are zeta-8, iota-5, tau-rho-96 – but being on Earth has gotten your directional sense scrambled. You'll need to do some more Science. When you have researched Satellite Imaging, you can turn to page rightbelowyou to figure out a vector to your ship.

rightbelowyou Satellite Imaging reports that the Thermian ship, as well as the Klatu Nebula, is *directly below you!* That's why searching the skies didn't work... tricky. In order to get your signal to penetrate through Earth's core, you'll need a good helping of "down" quarks. About 100mL of them should do. Go get them, and turn to page mixerup.

mixerup Mix the quarks into your tube of SPACE-modulated photons. Shake well. Turn page.

gloat This looks great! You have a SPACE mixture of SPACE-modulated photons and homing quarks. This should be able to carry your message straight to your ship instantaneously! This has worked so well that you feel like announcing your success to the world! Once you've done so, turn to page install.

install Take your test tube to the satellite room. Order the henchhumans to direct their Earth communication devices straight downward and set power to FULL. Then, go and attach your test tube to the setup. Finally turn to page final.

final The last thing you have to do is add your message. You need to speak your message to your ship into the test tube so the ultrafast SPACE-photons resonate at the frequency of your message. Spend one minute speaking your message. Tell your crew that you're on Earth, and describe your surroundings so they can find you. Make sure to speak loudly, so your message will still be clear after travelling thousands of megalightyears!

When this is done, your test tube becomes empty. Modify your item cards accordingly. If you got everything right, your ship should be on the way!

Shmeat

tech Techs required to create Shmeat: Zoölogy, Organic Chemistry I. Turn to page begin.

begin As you know, tissue engineering food is inescapable future of humanity. The only question is, what type of meat should you make? You will need to base the meat on a type of animal you can find in Sciencetown. I guess that limits your options to human, shark (from the shark tank), and cat (from one of the other mad scientists' pets). Talk to as many residents (minimum of 7) of Sciencetown as you can, and take a poll of which type of meat they'd prefer. Once you have decided which meat to make, turn to page petridish.

petridish Great choice. Time to make some shmeat! Shmeat can be grown in Petri dish, so you must now search Sciencetown for a Petri dish. When you have one, turn to page orgchem.

orgchem **Required Technology: Organic Chemistry**

Okay. You have a Petri dish... what do you do now? I guess you should learn some organic chemistry before continuing. When you know Organic Chemistry I, continue to page FBS.

FBS Aha! You will have to culture cells in Fetal Bovine Serum (FBS). The DNA sequence that will create FBS is: CAT-GAAACATTAGGTACTAGCTAATCA. Go to the Biology Laboratory and get some from the Jar of DNA. When you have the

DNA, turn to page zoology.

zoology **Required Technology: Zoölogy**

You have the DNA, now how to get the FBS? You'll have to learn Zoölogy in order to answer that. Once you've learned it, turn to page protein.

protein Very interesting... Your Zoölogy knowledge indicates that you should *threaten* the DNA into creating FBS. And you know how to threaten DNA – acid! Get a pipette, go to the Chemistry Laboratory, and fill the pipette with acid. Make a threatening speech, directed at the jar of DNA. Then, drip precisely 3 drops of acid into the DNA to show it you mean business. Wait 5 minutes, and the DNA should spontaneously turn into FBS for you. Once this has happened, pour the FBS into the Petri dish. Then, turn to page syringe.

syringe Time to get the meat cells. Find a syringe, and get within ZoC of the type of animal you chose based on your poll at the beginning of your research. Spend 1 Science and act out the motion of extracting a syringe of cells from the animal. Once you have the cells, turn to page grow.

grow You have all your ingredients! Now, add the cells from your syringe into the Petri dish full of FBS. The cell culture will turn into tasty animal meat in 15 minutes! Once the ingredients have been combined, turn to page gloat.

gloat Your work is nearly done – all you have to do is wait! Take this time to announce your plans to the world! This would also be a good time to advertise your product, Shmeat. Inform the residents of Sciencetown that Shmeat is Inescapable Future of Humanity! When you have gloated, turn to page done.

done Once the 15 minutes have passed since combining the ingredients, your work is done! You have Shmeat! You may hand out samples from your Petri dish. If someone eats it, they notice:

- If it's cat shmeat, it tastes adorable.
- If it's shark shmeat, it tastes fierce.
- If it's human shmeat, it tastes... familiar.

Congratulations on your research! Let the Mayor know of your accomplishments.

Drone Virus

tech Techs required for this notebook: Neuroscience I, Nano, Dimensional Translation. Turn to page brainstorm now.

brainstorm 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 badideas.

badideas 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 goodideas.

goodideas **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 nano.

nano 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 neurotoxin.

neurotoxin **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 nanoevil.

nanoevil 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 teleport.

teleport **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 announce.

announce 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 final.

final 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!! *MWAHAHAHAHAHAHA!!*

ALIEN Lazor Sledgehammar

tech Techs required for this notebook: Nuclear Lasers. Turn to page complicated.

complicated Fitting the ALIEN Technologists together is going to be complicated. In fact, you don't think you know how to label all the parts in English. Both of you (Kro-Bar and Bamin) should return to the Coloring Station for the final time to draw up a blueprint of the best possible ALIEN Lazor Sledgehammar you can imagine. For simplicity, label all parts using the ALIEN Langwige. This is some Very Scientific stuff – each of you must spend 10 Science. When you have completed the diagram, turn to page nuclearlasers.

nuclearlasers **Required Technology: Nuclear Lasers**

Some nuclear tech was used in the ALIEN Sledgehammar, making it particularly deadly. The ALIEN Lazor could probably be improved with nuclear technology, too. When you have researched the Nuclear Lasers tech, continue to page announce.

announce With all this nuclear power, the ALIEN Rayce is unstoppable! Announce your fiendish plans to the world! Then, turn to page complete.

complete You must now complete your ALIEN Lazor Sledgehammar. Go to the particle collider, and use the ALIEN Lazor and the ALIEN Sledgehammar as the “particles.” When you have used the particle collider according to its instructions, go see the GMs to see what you get. . .

Note: you *know* the ALIEN Lazor Sledgehammar will work on the power nodes and the reactor core. If you follow the instructions on your *Destroying the Sciencedome* greensheet, you may assume that the power nodes and the reactor core are destroyed.

ALIEN Sledgehammar

tech Techs required for this notebook: Nuclear Engineering I, Superdense Materials. Turn to page sledgehammars now.

sledgehammars Time to learn about sledgehammars. Find someone who looks like they understand how to smash things up, and ask them to explain how sledgehammars function. Interview him for 2 minutes about the operation and construction of effective smashing devices. Then, turn to page nuke.

nuke **Required Technology: Nuclear Engineering I**

That was some interesting Science, but you think the design could be improved somehow. Learn Nuclear Engineering I before continuing your research. When you have it, turn to page improve.

improve Ah, yes! Now you understand how to improve on the design of the conventional sledgehammar! Time to sketch up a blueprint. Go to the Coloring Station for Mad Scientists and draw up a detailed blueprint for your nuclear-powered sledgehammar of destruction. Use as many colors and labels as you feel properly conveys your idea. Then take this blueprint with you and turn to page masterpiece.

masterpiece A masterpiece of sledgehammar engineering! Now, san-check your design. Show your diagram to the person you interviewed in ste sledgehammars. If you cannot find him, find someone else who looks like they understand how to destroy things through raw mechanical power instead. Explain the intricacies of your design and show him your blueprint. Describe the way you’ve incorporated nuclear engineering to create an unstoppable sledgehammar. Get some feedback, and revise your blueprint to incorporate the feedback. Then, turn to page secret.

secret Time to get secretive. Since you can only use ALIEN Weaponz, you must modify your design a bit further. Return to the Coloring Station for Mad Scientistse and add an ALIEN Touchh. Use a green crayon to add some antennae, slime, and any other ALIEN Detalez you feel the weapon might need. Then, turn to page build.

build **Required Technology: Superdense Materials**

Wonderful, that looks like an ALIEN Wepin you could use. Now, you just have to build it. To make the ALIEN Sledgehammar extra effective, you’re going to need some Superdense Materials. . . turn to page announce when you have them.

announce You are about to complete your ALIEN Sledgehammar! Announce your evil plans to the world! Then, turn to page smash.

smash Time to add some smashing power to your ALIEN Desine. Go to the Physics Laboratory. You’ll need to find some things to smash. . . how about quarks? To experiment with diversity and ensure you have a versatile ALIEN Sledgehammar, you’ll need to acquire 2 types of quarks (costing 10 Science total). Then, spend one minute smashing the quarks into nanoquarks using various laboratory materials that you find in the laboratory. Finally, turn to page success.

success You’re done! Go fetch an ALIEN Sledgehammar physrep from the GMs.

ALIEN Lazor

tech Techs required for this notebook: Lazor Science, Uberconductors. Turn to page lazors.

lazors Time to learn about lazors. Find someone who looks like they understand lazors and ask him to explain how they

function. Interview them for 2 minutes about the operation and construction of lazors. Then, turn to page lazorscience.

lazorscience **Required Technology: Lazor Science**

Whew... that was some complex Science! You'll have to learn the Lazor Science technology before continuing your research. When you have it, turn to page blueprint.

blueprint Ah, yes! Now you understand! Time to sketch up a blueprint. Go to the Coloring Station for Mad Scientists and draw a detailed blueprint for your lazor. Use as many colors and labels as you feel properly conveys your idea. Then take this blueprint with you and turn to page masterpiece.

masterpiece A masterpiece of lazor engineering! Now, san-check your design. Show your diagram to the person you interviewed in step lazors. If you cannot find him, find someone else who looks like they understand lazors instead. Spend 1 Science, and explain the intricacies of your design and show him your blueprint. Describe the parts you've added to create an unstoppable lazor. Get some feedback, and revise your blueprint to incorporate the feedback. Then, turn to page secret.

secret Time to get secretive. Since you can only use ALIEN Weaponz, you must modify your design a bit further. Return to the Coloring Station for Mad Scientists and add an ALIEN Touchh. Use a green crayon to add some antennae, slime, and any other ALIEN Detalez you feel the weapon might need. Then, turn to page uber.

uber **Required Technology: Uberconductors**

Wonderful, that looks like an ALIEN Wepin you could use. Now, you just have to build it. You're going to need some Uberconductors... turn to page announce when you have them.

announce You are about to complete your ALIEN Lazor! Announce your evil plans to the world! Then, turn to page laser.

laser Time to create your ALIEN Desine, using real laser light! Go to the Lex Luthor Laser Laboratory. Spend 20 seconds zapping various laboratory equipment, then 20 seconds zapping equipment with green laser light, then 20 seconds zapping it with blue laser light (costing 9 Science total). Finally, turn to page success.

success You're done! Go fetch an ALIEN Lazor physrep from the GMs.

Time Cube

preface Techs required for this research: Nuclear Engineering, Particle Physics, Rocketry, Automotive Engineering. Turn to page ttyounger.

ttyounger Pay attention to the space-time continuum! You must contact your younger self, "Dexter.". When you find him, remember to act like you remember yourself acting. Ruffle your hair up a bit, open your eyes so you look a bit insane, and go explain the situation to your younger self, remembering to use as many futuristic technical terms as you can. When you have enlisted your younger self's help, turn to page car.

car Your job is now to build a time machine, with your younger self's help. And all great time machines start with a great car. Go to the garage, and find your beloved DeLorean DMC-12. If it's not there, choose a different car. Turn to page quark when you have found it.

quark The theories behind the Time Cube are strange, and this vehicle is not yet strange enough. You'll have to collect some strage objects and sprinkle them over the DeLorean DMC-12 (or car of choice) in order to prepare it for travel through cubic time. Physicists are strange; perhaps you could find some strange objects in the Physics Laboratory?

When the car is thoroughly sprinkled with strange objects, turn to page cube to get started on the Time Cube itself.

Note: if, for whatever reason, the car you sprinkled with strange quarks gets destroyed or something... don't know why that would happen, but just in case... you will need to choose a replacement car and repeat this step, sprinkling it with strange quarks.

cube You must first locate an appropriate cube. You know that your cube crashed somewhere in the area. Go to the Satellite Room and order the NPC henchmen to scan the area around Sciencetown for a cube, and retrieve the cube for you. When they have given you the cube, turn to page simultaneous.

simultaneous As feared, the Time Cube has been destroyed. However, it is still cubic, and may still possess harmonic wisdom, so it's a start. First off, you'll need to make the Cube into a 4-Day Simultaneous Cube. Gather three other people who are willing to help. Have them stand in a square around the Cube and simultaneously follow commands. This can be accomplished by a simple game of "Dr. Horrible Says." Five or so commands should be enough. When this is done, modify the Cube's item card to read "4-Day Simultaneous Cube." Then, turn to page loop.

loop Now you must calibrate the "4-Day Simultaneous Cube" in a 24-minute rotation. A 24-hour rotation would be ideal, but since you don't have that much time, this will have to do... **Make a note of the time when you begin this exercise.** Walk/run (your choice) the 4-Day Simultaneous Cube in a loop around Tech Square 4 times, once for each side of the cube. Then, 24 minutes later, your younger self must complete the exact same loop in the exact same way. When this is complete, modify the item card to read "4-Day Simultaneous Time Cube." Then, turn to page physics.

physics Required Technology: Nuclear Engineering

The following page is going to teach you how to make the Time Cube possessed with harmonic wisdom. It is impossible to understand harmony without a firm grasp of Nuclear Engineering, though. Once you have the tech Nuclear Engineering, you may turn to page harmonic.

harmonic One final modification is required for the Cube itself. It must be possessed of harmonic wisdom. You will need three people (enough to make a chord) in this step. Have them circle around the Time Cube and chant the following wisdom simultaneously on three notes that form a chord:

"The **Word EARTH** indicates One, Entity or Singularity, **but Earth is not an Entity**, for the Half of Earth seen from Space cannot exist without the Opposite Half NOT SEEN - existing only as opposites with a plus and minus zero existence. As an Entity, the Opposites will cancel each other out to nothing. Teaching that Earth is an Entity equates to a Doomsday induced by Educators upon Humanity. **Earth is not a Singularity**, it is composed of Opposites."

The result should be a wise, harmonic chant. When this has been completed, further modify the item card to read "4-Day Simultaneous Harmonic Time Cube," and turn to page stupid.

stupid Lookin' good. That is a wise cube. Now you need to activate it, and to do so, the environment must be right. You must cure the people who are educated stupid. You'll need to gather an audience for this one. A good moment might be when the elections are held, but if those have already passed or are a long time away, you can gather your own audience. Get an audience of at least 5 people to listen to you speak. Then go to the The Podium of Science and spend 1 minute at the podium educating your audience with your cubic harmonic wisdom. Then turn to page rockets.

rockets Required Technology: Rocketry

The next step will require an understanding of Rocketry, for only Rocketry will allow objects to travel in spiraling quad helices around the Sun. When you have learned Rocketry, you may turn to page helix.

helix As you know, the movement of the Earth amounts to a spiraling quad helix around the Sun, rotating as it revolves around the Sun, to induce the value of the Sun revolving about the Earth. This act demonstrates that both Sun and Earth rotate around each other simultaneously – thus creating Opposites existing only as Opposites with a zero value existence between the binary and cancelling to nothing.

Go to the Coloring Station for Mad Scientists, along with Dexter. Draw a schematic of the spiraling quad helix. Find a helpless victim, and spend 1 minute while both you and Dexter *simultaneously* explain the spiraling quad helix to the victim. Then, turn to page particlephysics.

particlephys **Required Technology: Particle Physics**

Creation occurs between opposites. First, you'll need some opposite quarks. However, without a knowledge of Particle Physics, the opposite quarks may attract each other and annihilate! Once you have learned Particle Physics, you may continue to page creation.

creation Excellent, now the quarks will be safe in your hands. Since creation occurs between opposites, you must scoop out two containers of opposite quarks – either up and down, charm and strange, or top and bottom. Take them to the Biology Laboratory. Place the opposite quarks on either side of the Jar of DNA. Place the 4-Day Simultaneous Harmonic Time Cube next to the Jar of DNA. Then, *create* the sequence TCTCTCTC, to represent the four sides of the Time Cube.

Note: this act also equates the death of opposites, so you should destroy the opposite quarks when this is done. Then, turn to page oneness.

oneness Now that opposites have died, you have educated oneness brain and your mentality has been reduced to cyclopic half brain. To atone for your sins, spend the next five minutes with only one eye open. After this, turn to page theology.

theology Atoning for your cyclopic oneness has made you question the nature of reality. To put yourself back on track, you will have to confront one of the greatest questions in life: “Did God have bellybutton and did he have tailbone?” Ask this question to four different scientists, doing your best to get real, thoughtful answers out of each. Summarize each of their answers, and repeat them into the 4-Day Simultaneous Harmonic Time Cube. Then, turn to page calibrate.

calibrate Yes... the world makes more sense now. You are glad to have confronted this mystery. Now you may continue your work! Next step: calibrate the Time Cube. You will need Dexter for this step. Both of you must go to a room with blackboards. Both of you must choose a blackboard, and write down the current time at the top, in the form hhmmss. Then, both of you must Cube the Time simultaneously on the board. If you get different results, you must try again, using the new current time as your starting point. If you get the same result, you have cured your own educated stupid brains! What a feat! Turn to page auto when you have accomplished this.

auto **Required Technology: Automotive Engineering**

In theory, everything should work at this point. Your time machine has been doused with strange quarks, the people of Sciencetown have been educated not stupid, both you and Dexter are possessed of harmonic cubic wisdom, and most importantly, you have constructed your 4-Day Simultaneous Harmonic Time Cube. Time to take it out for a test drive. But first, you must learn how to attach the Time Cube to the DeLorean DMC-12 (or car of choice). Once you have learned Automotive Engineering, continue to page testdrive.

testdrive Now that you understand automotive engineering, you can put all the parts together. Take Dexter back to the DeLorean DMC-12 (or car of choice). Both of you should get into the car, place the 4-Day Simultaneous Harmonic Time Cube under the hood, and make a few “BLEEP BLOOP” noises as you program the time coordinates. Then, both of you should go **Not Here** for 5 minutes as you travel through the future! Return to the Garage when you are done. Turn to page announce!

announce That worked awesome! Your time machine works flawlessly! Announce your plans to the world! Finally, turn to page acid.

acid The only remaining step is to permanently fuse the 4-Day Simultaneous Harmonic Time Cube to the DeLorean DMC-12 (or car of choice). Hold the 4-Day Simultaneous Harmonic Time Cube to the hood of the DeLorean DMC-12 (or car of choice) for one minute. This should fuse opposites into oneness. When this is finished, congratulations! You have created a 4-Day Simultaneous Harmonic Time Machine, which you may give to your younger self to travel *Back to the Future!*

Import/Tame Drone Igor

tech Techs required for this notebook: Dimensional Translation, Lightning. Turn to page locate now.

locate 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 aha.

aha 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 explain.

explain 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 intelligence.

intelligence 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 flesh.

flesh 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 lightning.

lightning 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 bwahaha.

bwahaha 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! BWAHAHAHAHAHA! Spend 30 seconds making lightning noises and laughing maniacally. When Igor has risen, you may turn to page aaah...

(If Igor doesn’t rise, you may want to reread page lightning carefully.)

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

reteach 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 announce.

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

madscientist 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 last.

last 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.

Toenail Soup

tech Techs required for this notebook:

- Cooking Humans

Turn to page deliciousness.

deliciousness First, you must decide whether making soup out of toenails is worth it. Are the people around you tasty? Use your “Determine Deliciousness” ability to find at least three people with a deliciousness of 7 or higher. Then, turn to page container.

container Good, it looks like this is a tasty batch of scientists. Now you must find something in which to cook your soup. Go to the kitchens and choose something appropriate to contain your soup. Once you have completed this, turn to page quantity.

quantity You must determine how many toenails you will need. Use the conversion factor of $\frac{1\text{toenail}}{50\text{mL}}$ to determine how many toenails you need. Then, use your toenail clippers to collect enough toenails. Make sure to only collect toenails from delicious people! To make a good soup, the average deliciousness of the toenails must be at least 7. In other words:

$$\frac{1}{n} \sum_{i=1}^n \delta_i \geq 7, \text{ for } n = \text{number of toenails} = \text{capacity} \left(\frac{1\text{toenail}}{50\text{mL}} \right)$$

Once you have collected the toenails, turn to page recipe.

recipe You must now find a good recipe. Go to the Satellite Room and instruct the NPC henchmen to search the planet for good soup recipes! Make sure you have paper/pen handy to record the recipe for later reference. Once they have relayed a good recipe to you, turn to page questionable.

questionable **Required Technology: Cooking Humans**

You have your recipe. It looks questionable, but it was the best soup recipe the henchmen could find. Maybe it will be better when toenails are added. . . . Still, it looks like something’s missing. You’ve tasted many human dishes in the past, and you can tell when things aren’t right. What’s missing? Research the technology Cooking Humans. When you have it figured out, turn to page biolab.

biolab Ahh, yes! The recipe is missing the section of the human genome responsible for tastiness, that DNA sequence that excites heterozygous osteobeeft receptors in the stomach! Go to the Biology lab and synthesize the DNA sequence GTCCTA-GACTAGCGCGCTGATCGATCA. Tasty! Then, turn to page collect.

collect Collect the ingredients and put them in your soup container with the DNA sequence. Once this has been done, turn to page heat.

heat Find a heating device. Cook the ingredients for the soup in the container. When you are done, destroy the non-toenail ingredients and go to the GMs to get an item card for . Turn to page soooooop.

soooooop You are nearly done with the soup, and will soon be able to eat other scientists despite Sciencetown’s protective ScienceDome! Announce your plans to the world, as per the Research greensheet. When you have completed this, turn to page separate.

separate Looks like the toenails didn’t combine with the other ingredients well. They’re just floating around, completely separate from the rest of the ingredients. You’ll have to solve this problem. . . with Science! Find a particle collider. Then turn to page almost.

almost The soup is nearly ready now. Just need to find a way to make the toenails and soup combine into one delicious entity. Remove the toenails from the soup. Then use the particle collider to collide the toenails and soup at high speed. When you have created Toenail Soup, turn to page last.

last Congratulations! You may now feast upon the, um, keratin of others. Keep your container of Toenail Soup with you and eat some periodically. Savor it. Swig from the container. You may even offer some to others. Enjoy!

Creating Women

tech Techs required for this notebook: Human Biology I, Neuroscience II.

Turn to page start.

start Preliminaries first. Two people should have access to this research: Dr. Mario and Jekyll. Once you all meet up in the same place, you may turn to page interview.

interview You must interview the other residents of Sciencetown, asking them what qualities they would like to see in an ideal woman. **Make sure to write them down, you'll need them.** Between all the participants, you must interview at least five other residents and accumulate a list of at least fifteen different qualities. Once you're done, you may turn to page quality.

quality From the list of qualities you generated in step 2, you must select nine that you personally like most, three for each participant in the research. A quality may not be selected more than once – if there's a conflict, you'll need to discuss it. Once each person has selected their qualities, you may turn to page judge.

judge **Required Technology: Neuroscience II**

Find an impartial fourth party to serve as a judge. Each participant must spend 1 minute acting out their personality traits as a judge. The judge then selects one set out of the three. Once this whole process is complete, you may turn to page clothing.

clothing You'll need to acquire clothing for the woman you're creating, which means you'll need to synthesize nylon. Go to the Lex Luthor Chemistry Laboratory. Pour some and into a beaker. Then dip that beaker into the Acid Tank, making sure to use a set of tongs. Finally, take the beaker, smash it against the ground and run screaming from the bubbling mess. (If anyone else is in the lab as well, they must also evacuate.) After a minute, go see the GMs to acquire the item. Then, turn to page tailor.

tailor You'll need to tailor the nylon into clothing. Go to the Lex Luthor Laser Laboratory (L⁴). Put the in the RGB Laser and cut it using blue and green laser light, in that order. When done, go to the GMs to acquire the item and destroy the item. Then you may turn to page color.

color Take the to the Coloring Station for Mad Scientists. Using the crayons present, completely color the item card. This will have the effect of dyeing the dress into the color(s) used. Once done coloring, you may turn to page bio.

bio **Required Technology: Human Biology I**

You will now need to research Human Biology I. Once you have it, you may turn to page announce.

announce Announce your plans! Once finished, you may turn to page incubate.

incubate You must now incubate the clone at Science-speed. Go to the Biology Laboratory, and get the sequence "ATCT-GATGTTAGCTGGATCGATGCTTAAGGCCGT" from the Jar of DNA. When it's finished assembling, turn to page shark.

shark Make sure there is an empty slot in the Shark Tank. (If there isn't one, you'll have to evict something.) Pour the DNA you generated last step into that subtank, and also pour in the entire contents of a jar of . The clone will take ten minutes to fully grow, but because of its accelerated time frame you will need to imprint your personality traits on it. As such, for the ten minutes of incubation, you will all need to act out the three winning personality traits in front of the Shark Tank. Once this arduous process is done, extract the clone from the tank and turn to page success.

success Success! See the GMs and let them know you have finished this trail, and make sure to give them the item.

The Grilled Cheese Sandwich

prelim

This notebook will require some or all of the following techs:

- Infrared Lasers
- Thermodynamics II
- Particle Physics

You may turn to page first now.

first First, we need to acquire some ingredients. Unfortunately, Pinky is horribly indecisive about his grilled cheese. Ask at least four people what their favorite cheese to make grilled cheese with, and then procede to page ingredients.

ingredients All that discussion has reminded you of something! Muenster cheese is the only proper cheese to make a grilled cheese out of. Go find a slice. You'll also need two slices of white bread.

Once you have the ingredients, go to page cream.

cream Next you need butter! A delicious grilled cheese sandwich needs lots and lots of butter! Unfortunately, the Sciencetown kitchen is all out of butter. Find some in the kitchen, and turn the page.

butter We need to whip the cream into butter. Take the cream down to the Moon Buggy and strap it down to the buggy's frame. Drive the buggy around for 10 minutes. The buggy's suspension system, designed for the 1/6th gravity on the Moon, will make for a bumpy ride on Earth that should churn the cream quite effectively. When you're done, see the GMs to exchange the for some .

techs It's time to grill the sandwich. Unfortunately, the kitchen lacks a grill. Science can help!

- If you have the Infrared Lasers tech, you may turn to page laser1.
- If you have the Particle Physics tech, you may turn to page collide1.
- If you have the Thermodynamics II, you may turn to page thermo1.

laser1 We're going to use a high-powered laser beam to melt the cheese. Go to the Lex Luthor Laser Laboratory (L^4) and use the RGB Laser to zap the sandwich with red light for 30 seconds.

Procede to page done.

collide1 If we smash the cheese and the bread together in the physics collider, it should generate enough heat to melt the cheese. Go to the Particle Collider, and follow the instructions to smash them together.

Then go to page done.

thermo1 Mmm, chemistry.

Go to the Lex Luthor Chemistry Laboratory and collect a pair of tongs. Then, find a beaker of water, place it on top of the sandwich, and use the tongs to drop a chunk of sodium metal in it.

After 30 seconds, turn to page done.

done Congratulations! You're almost there. But before you can enjoy your delicious grilled cheese sandwich, be sure to announce your plans, as detailed in the Research greensheet. Once you're done. see the GMs to receive your delicious sandwich.

The Car Bubble

first

This research notebook will require the following technologies:

- Paranormal Containment
- Force Fields

Proceed to page inspect.

inspect

You're not actually a scientist! You have no idea how to make this kind of shielding technology. Maybe inspecting Sciencetown's shield projectors would be elucidating.

Find each of Sciencetown's four shield projectors, and spend a minute at each one inspecting it very carefully. When you're done, go to page egon

egon Well, that gave you some clues. Maybe talking them over with Egon Spengler, noted containment system expert, would help straighten things out.

Concoct an appropriately Mad-Science theory about how the shield generators work, spend at least 30 seconds explaining it to Egon, and request his opinion on the matter. Once you've heard from him, go to page build

tech **Required Technologies: Paranormal Containment**

At this point, you've got a rough idea of what's going on. Time to hit the lab to understand some of the theory. Research the required technology, and then procede to page test

test Time to test your newfound knowledge of paranormal containment. Procede to the Paranormal Laboratory and, concentrating your very hardest on not being spooked, enter the Haunted House. Once you're in there, turn to page spook

spook Ah, shit! Spooky ghosts! You were *not* quite ready for this! Flee from the haunted house in terror of the ghosts. Spend one minute being spooked out, and then open page build.

build **Required Technologies: Force Fields** Your terrifying experience with the ghosts has taught which aspects of the technology you didn't quite understand. You're ready to build this thing.

Research Force Fields, find the following materials, and then open page last.

- A
- A pair of pliers

last Find any other character to lend you a pair of hands, and bring them down to your car. If your car is gone for any reason, pick some other car. It'll have to do. Have both of you spend one minute together tinkering with the car. When you're done, destroy the battery, and turn to page announce.

announce Before you're totally done, announce your mad plans to the world, per the Research Greensheet. Then see the GMs to receive your .

Purifying Water Through Ultrasound

tech Techs required for this notebook:

- Acoustics
- Automation

Turn to page energy.

energy It's a good idea, before anything else, to figure out exactly how much energy you need to pump into the water before it becomes pure. So that means you have to find some water first. Head to the kitchen and find the water cooler. Once you have done so, you may turn to page beer.

beer Dammit, it's empty. I guess that makes sense, water shortage and all. Well, at least there's beer here. Drink at least two. Then you may turn to page waste.

waste Now that you're less inhibited, you realize that the waste water from the chemistry labs – while likely toxic – would work just fine for these purposes. Head to the lab, take a flask, and fill it with water. [OOG note: Do not actually fill it. Just grab a cup.] Then you may turn to page yell.

yell Experiment time! Before you can see how well ultrasound purifies water, you'll need to see how plain old sound purifies it. Round up at least three other residents of Sciencetown to have them help you with this step of the experiment. Each of you must scream into the cup for at least fifteen seconds, and measure the amount of purification achieved. [OOG note: Do not alarm the NPs. Do this in Tech Square. Please.] Then, you may turn to page acoustics.

acoustics **Required Techs: Acoustics**

Rats. Somehow that didn't work so great. Well, the only prescription is MORE COWBELL. Which really means more power. But you'll need more theoretical background to get this done. Research Acoustics, then turn to page gather.

gather Find the following materials:

- x2
-
-

Then, turn to page automation.

automation **Required Techs: Automation**

Research Automation. Then, spend two minutes tinkering with the materials, then destroy them and go to the GMs to get two . Then turn to page smash.

smash Head to the Particle Collider Control Center, and follow the instructions to smash the two Sound Generators together. Destroy the Sound Generators, and see the GMs to get an Ultrasound Generator. Then turn to page announce.

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

success Congratulations! Hand off the completed to Dr. Clayton Forrester and inform the GMs that you have completed this trail.

The Science Sharpie

first "But Brain, I was using that sharpie! I made all the signs funnier!"

"Silence, Pinky. I have work to do, and you were distracting me. I have hidden your sharpie somewhere in Sciencetown. If I deem it necessary for our plans, only then will I give it back to you."

"Aww, Brain... narf!"

You may turn to page ask

ask Egads! Perhaps there is another sharpie somewhere! Seize control of the robotic Dr. Doom long enough to ask 4 other scientists if they know anything about where to find a sharpie in the town.

Once you've done so, turn to page argue

argue Their answers were all useless! The only way to find is going to be to make Brain admit where he stashed it.

Stage a loud argument between Pinky and the Brain, lasting at least one minute, wherein Pinky attempts to force Brain to reveal the location of the sharpie. Once you're done, turn to page puzzle.

puzzle “Confound it all, Pinky! You will undo all of my ingenious plans Fine. I have hidden a clue to the location of your precious sharpie inside one of the Scientific Laboratories in Sciencetown. I wish you luck in finding it, you imbecilic rodent.”

Search the labs until you find a sign with a ς on it. Once you do, turn the page.

done The number on the ς sign indicates which lab the is hidden in:

- 1 Physics Laboratory
- 2 Lex Luthor Chemistry Laboratory
- 3 Biology Laboratory
- 4 Robotics Laboratory
- 5 Lex Luthor Laser Laboratory (L^4)
- 6 Paranormal Laboratory

Go to that lab, and open the Σ^2 packet to find the hidden sharpie.

Viruses: Making Water Awesome

tech Techs required for this notebook:

- Organic Chemistry I
- LAZERVOLUTION

Turn to page infect.

infect 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 harvest.

harvest 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 orgo.

orgo **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 particulate.

particulate 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 sludge.

sludge 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 sludgetwo.

sludgetwo 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 supercharge.

supercharge **Required Techs: LASERVOLUTION**

Probably not good enough. You need to supercharge your viruses. Head to the Lex Luthor Laser Laboratory (L⁴). Get a flask of viruses. Zap it with red laser light. Then turn to page supervirus.

supervirus 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 destroyshark.

destroyshark 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 announce.

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

success 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.

Agriculture

tech Techs required for this notebook: Environmental Science, Automation. Turn to page quantify now.

quantify 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 hydroponic.

hydroponic 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 sharks once you find one.

sharks 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 noseeds.

noseeds **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 , a , and a , then turn to page tinker.

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

convince 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 lexbots.

lexbots 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 proofofconcept.

proofofconcept 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 announce.

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

sample 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!

Shaken, Not Stirred: Vodka Distillation

techs This notebook will require Organic Chemistry II. Continue to page start.

start The first thing you're going to need to do is to drum up enthusiasm for this project. And Science, since you're somewhat lacking on your own.

Talk to people and advertise the fine quality vodka you'll be producing, and persuade them to donate Science to the cause. Once you've collected 3 Science, turn to page ingredients.

ingredients Now you're going to need to make a nice vodka is the raw ingredients. Go to the kitchen and pick up a and . Once you've got them, turn to page research.

research Required Technology: Organic Chemistry II

Uh. Hold on a second. Building a distillery is pretty straightforward, but, uh, how the hell do you ferment this shit, first? You need to boil it or something, but you have no idea what you're doing here. You're going to need do some research to continue. Turn to page ferment once you have Organic Chemistry II.

ferment Find an actual scientist to help with this step, and spend the science you gained on page start. Whoever you find to help must help with this entire step.

Find a and bring it and the potatoes to your favorite lab. Destroy the item card for the potatoes and mash them up in a for one minute, and then place them on the hot plate for another minute to sterilize the mixture. Now, remove the and note the current time. Turn to page still.

still While the mix is fermenting, it's time to build the still to distill it. Find a and a beaker to condense the alcohol into. Once you've got them, wait until at least half an hour has passed since you started the fermentation, and turn to page distill.

distill Now, put the barrel of fermented vodka back onto the hot plate, and set up the condenser and beaker to trap the condensed vapors. Spend 3 Science, and after half an hour, turn to page drink.

drink Sample the mixture in the beaker and turn to page drunk.

drunk Yep, that's vodka. Add 3 to your t stat now.

Once you sober up, see the GMs to receive your vodka.

Hair Recovery 101

tech This notebook will require the following technologies:

- Biopolymers

- Human Biology II
- Ray-diation therapy

Turn to page preface.

preface There should be three people working on this notebook:

- Blofeld
- Dr. Evil
- Lex Luthor

For convenience, each of you has your own copy of the notebook. You may always open your notebook to any page anyone else has opened. If a step specifies that three of you need to each do something, you need to all do it before any of you may advance the notebook.

Find each other and, as a group, turn the page now.

start What *do* the kids these days do with their hair? You have no idea. Each of the three people working on this notebook needs to find another character and engage them in a conversation on why they selected their current hairstyle, and how they feel about it. Once all three of you have done so, proceed to page debate

debate Now, discuss amongst yourself what you've learned, and come to an agreement about the ideal hairdo you're trying to accomplish. Once you've come to an agreement, turn to the next page.

color Now that you've arrived at consensus, it's time to do some Scientific modeling of the problem. Go to the Coloring Station for Mad Scientists and draw a picture of the hairdo you decided on in the last step, to help guide your research. Once you've got a sketch, proceed to page collect.

collect You'll need some hair samples to work with. Find at least three people and get them to agree to give you samples of their hair for study. Make item cards for the hair samples, and then turn to page analyze.

analyze Take the hair samples to the biology lab and analyze each one under the microscope (taking 30s, and appropriate Science, each). Once you've examined all of them, move on to the next page.

chem **Required Technology: Biopolymers**

That was pretty complicated stuff. More than you realized. Regrowing it might be a trick. Maybe you could make synthetic hair, instead. Go to the Lex Luthor Chemistry Laboratory, and spend one minute acting out mixing chemicals together to try to synthesize fake hair. You'll need to dip the mix into the Acid Tank at some point during this process.

Turn the page once you're done.

polymers Despite your tremendous Scientific prowess, it doesn't appear that synthetic hair is up to the task. It just doesn't look sufficiently convincing. Back to the biology plan!

cream **Required Techs: Human Bio II**

Research the required technology, and then see the GMs to receive your .

rays **Required Techs: Ray-diation therapy**

You've got a hair growth cream, but unfortunately, that will take far too long to work! With the Power of Science, however, you can transform it into a hair growth RAY, which will regrow hair instantly!

Once you have the required technology, turn the page.

announce Almost there! Go announce your mad plans to the world, as described in the Research Greensheet.

Turn the page when you're done.

doit Now see the GMs to receive your . Note that you've only been able to store three hairdos into the Ray, and each one can only be used once. You'll need to figure out some way to determine who gets first choice.

Science Mushrooms

begin This notebook will require the following technologies:

- Psychotropics
- Mystical Journeys

Turn to page start now.

start The first step, before you start on this project, should be to gauge interest. Need to know how many to cultivate, and whether you'll be able to sell them. Fortunately, Sciencetown doesn't have regulations against this kind of thing, so there isn't even any need to be particularly surreptitious.

Find at least three other characters and inquire about whether they've ever experienced the "special" mushrooms, and what they thought about the experience. Once you've done that, turn to page drink.

drink Man, talking to all those people reminded you how stressed out and fucked up everything is right now. You could really use some 'shrooms to go chill out, but you're no where near done. Very well – you'll have to settle for the next-best thing. Find and consume at least two alcoholic beverages within a single five-minute period. Once you're a little more relaxed from doing that, turn to page bio.

bio Alright, now you're feeling much better. Stop by the kitchen to pick up a package of store-bought, boring old normal mushrooms, and bring them to the biology lab. Spend one minute at the microscope working on them to imbue them with the special active ingredients, so that they may grow into Science Mushrooms. When you're done, turn to page plant.

plant With the power of Science, you have synthesized mushroom spores that can be grown to create Magic Mushrooms of Science! Go to the Paranormal laboratory to plant them – the unusual psychic energies focused on that place should enhance their potency as they grow. Spend 30 seconds to plant them, destroy your package of mushrooms, and then wait 30 minutes for them to grow before turning to page pick.

pick **Required Technology: Mystical Journeys**

Time to pick the mushroom crop. Return to the paranormal laboratory and spend 30 seconds to pick the mushrooms. When you're done, see the GMs to receive your freshly-picked mushrooms, and then turn to the next page.

dry **Required Technology: Psychotropics**

Now that you've grown the mushrooms, it's time to dry them to prepare them for consumption. Normally you'd let them dry for days, but you're impatient, damn it. Fortunately, you've got Science. Take the mushrooms to the Laser lab, and zap them for 30 seconds with blue light.

When you're done, turn the page.

announce You're almost done! The mushrooms just need to sit a little longer in order to be ready. Go announce your plans, as detailed in the Research Greensheet.

10 minutes after you opened this page, you may turn to page done.

done See the GMs to receive your mushrooms! As soon as you receive them, eat a pile in celebration.

Ghosts Will Bring You Food to Eat

tech Techs required for this notebook: Ghostbusting I, G.H.O.S.T., and Gigavolt Systems. Turn to page train now.

train You have a number of ghosts and not much time. You will need to train them somehow to get food for you. And that means you will have to teach them what food is. Head to the kitchen and acquire three items, each from a different food group (those food groups being fruit, grain, dairy, meat, vegetable, and om). Once you have done so, turn to page chant.

chant **Required Technology: Ghostbusting I**

Head to the Paranormal Laboratory and enter the Haunted House. For each food item you have, put it on the floor and slowly chant the name of the item for thirty seconds, then destroy the item card. Once you have done so, turn to page klepto.

klepto Ghosts are good at finding things, and they are also kleptomaniacs, so they will easily track down and take the things you have shown them. The trick is to get them to give it up afterwards. Enter the Haunted House (or stay inside, if you're already there). Capture a ghost in your . Then go to the kitchen and get a food item that you already fed to the ghosts. Then turn to page ghostshock.

ghostshock **Required Technology: G.H.O.S.T.**

Find a GM, and tell him/her that you need a ghost. Also, find a volunteer. He will hold the food item while you release the ghost. The ghost will steal the food item, and then you will have to train it to give it to you. If it refuses, you will need to shock it with your Ecto-Gun so it drops the item. Then, give the item back to the volunteer and repeat the process until the ghost readily gives up the food item. Once it does, put the ghost back in the PEC and turn to page amp.

amp **Required Technology: Gigavolt Systems**

Finally, you will need to amp up the ghosts so that they can efficiently carry food back in sufficient quantities to feed Sciencetown. Once you have researched the required tech, turn to page charger.

charger You will need to construct a gigavolt charger to supercharge the ghost you currently have stored. Acquire a and head to the Lex Luthor Laser Laboratory (L⁴). Put the PEC and the battery in the RGB Laser and zap them both with green laser light. Once finished, destroy the battery and turn to page announce.

announce Announce your plans to the world!

...Yeah, I know you don't want to. Suck it up. It's Sciencetown law. Once you finish, turn to page success.

success Congratulations, you now have a supercharged ghost! Give the PEC with the charged ghost to Dr. Clayton Forrester and inform the GMs that you have completed this trail.

The Deodorant of Science

start This notebook requires the following technologies:

- Organic Chemistry II
- Frightening Freshness

Turn to the next page now.

collect The first step is to collect some samples of the particular smell you want to neutralize. Find a and a pair of , and go down to the The Clawmobile. Spend 30 seconds extracting some samples from the car, and note that on the test tube item card.

When you're done, turn the page.

smell Phew! That reeks. Damn that Dr. Evil and his Mr. Bigglesworth. Before you can continue, track down Dr. Evil and force him to get a good whiff of your test tube full of his cat's piss. Then storm off and turn to step analyze.

analyze Take the tube to the Paranormal Laboratory and spend 30 seconds analyzing it under a microscope. Once you're done, turn to page ask.

ask You've got a decent sense of the compounds you're trying to neutralize, but you need to add something on top of that, some pleasant scent to cover the remaining odor. And for that, you're going to need some inspiration.

Find three other characters, and ask them to recall what their favorite scents are. Press for details and try to figure out exactly why they are what they are. Once you've talked to three people at some length about the topic, turn to page neutralize.

neutralize **Required Technology: Organic Chemistry II**

Now that you've got the information you need, it's time to work on synthesis.

Go to the Biology Laboratory and extract some DNA from the lab supplies. The sequence you are looking for is:

GGCTAGTGTCGATACGGCATAATATTTGT

Mix that into your test tube, and then heat it on the for one minute. Turn to page freshness once you're done.

freshness **Required Technology: Frightening Freshness**

You have discovered a most marvelous new Frighteningly Fresh scent sensation. Time to imbue it into your concoction. Bring the heated test tube to the Haunted House in the Paranormal Laboratory, and spend 30s to persuade a ghost to imbue it with that spookily sweet scent. (You will need to enter the Haunted House to do so). Once you've recovered from being spooked, turn the page.

announce Almost there! Announce your mad plans to the world, as described in the Research greensheet. Then turn to page done.

done You're done! See the GMs to received your .

Mecha Man

tech Techs required for this notebook: Death Bots, Neuroscience II, Automotive Engineering. Turn to page mechaman now.

mechaman There is a lot of work cut out for you before you can crush Mega Man in your giant mecha which you will call "Mecha Man". The first thing you must do is figure out exactly what it should look like. Sketch out a mecha at the Coloring Station for Mad Scientists, making sure to label all armaments and dimensions carefully. Once you have finished, turn to page interface.

interface Good, good! The first thing you need to do is figure out the mind-machine interface. If you screw that up, the first time you suit up you'll fry your brain. Not good, not good. Better to experiment on some unwilling, subhuman creature. (Not to mention tangible – ghosts are right out.) See if you can find a tank full of them, so that no one will miss the one you may end up killing. Once you do, turn to page sharks.

sharks **Required Technology: Neuroscience II**

Yes, the sharks should do. You will need to construct a control helmet, but as you are a roboticist you do not understand the finer points of the interface. Time to hit the books! Turn to page ingredients once you have acquired Neuroscience II.

ingredients Aha, that is how it is done. Gather together one Ton of Wire, a Colander, and a 900V battery. In any lab, spend one minute tinkering with the materials, then destroy them and go to the GMs to get a . Once you have it, turn to page helper.

helper You'll need someone to help with this step. Head back to the Biology Laboratory. Select a shark and extract it from its tank. Hurry to the Particle Collider Control Center before the shark dies. Then, collide the with the shark. Once you've done so (no need to go to the GMs after this collision!), turn to page collider.

collider Required Tech: Death Bots

When you open the chamber, you discover a dead shark with the attached to its head. You quickly retrieve the helmet and instruct the cleaning machines to sweep up the shark remains (find an GM/NPC who is willing to be a cleaning machine). Anyway, it seems like the signals overwhelmed the shark's feeble brain, but your genius intellect should handle it fine.

Now for the armaments! You'll need to do some research. Once you have acquired Death Bots, turn to page cannibalize.

cannibalize Now that you know more about the secrets of constructing Death Bots, you'll have to cannibalize parts from previously constructed robots. Head to the Robotics Laboratory. Pick three of the robots you've previously built. For each, make "vrrrrrm" buzzsaw noises for 30 seconds and then destroy the item card. Then, you need to have the automated systems combine the weapons into the main cannon of your mecha. This will take about 10 minutes, so you should go ahead and take the Moon Buggy out for a spin. Turn to page cannon once your joyride is over.

cannon Required Technology: Automotive Engineering

Head to the GMs and pick up your . It is quite impressive, yes. There's one more piece to this whole thing, and that is the chassis. You'll have to research Automotive Engineering first. Once you have that, turn to page car.

car Well, hmm. The simplest way to do this would be to pick a car from the Garage and turn it into the main body of the mecha. But... you don't own a car, in Sciencetown, and all of your flying saucers were destroyed long ago. So... maybe you can try to, er, convince someone else that they should give up their car, for the purposes of Science! That is to say, you'll either need to bribe someone, or, uh, get them out of the way somehow while you operate. Once you have acquired a car, turn to page shape.

shape You need to, essentially, reconfigure the whole car's shape. The easiest way to do that is with a carefully-crafted explosive charge. Luckily, you have just the thing to do that! Fire a shot from the at the car, which will destroy the item card. Then, head to the Satellite Room and tell the henchman on duty to have the cleaning bots bring the remains to the Robotics Laboratory. This will take about five minutes; when the remains arrive, turn to page piecesofcar.

piecesofcar Head back to the Robotics Laboratory now that the pieces of car are there. Put the , , and together on a workbench, and spend four minutes welding them together and making appropriate noises. Once you're done, destroy the items and turn to page announce.

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

success Congratulations! You've finished the construction of Mecha Man, and will be able to use it to crush Mega Man... soon. Inform the GMs that you have completed this trail.

The Awesome Evil Guitar

tech Required techs: Flamethrowers, Laser Modulation, Nano. Turn to page threethings.

threethings There are three things you need to get done to turn your broken acoustic guitar into an Awesome Evil Guitar, and each involves something you know little about. Lame-O.

Once you have researched Flamethrowers, you may turn to page flameA.

Once you have researched Laser Modulation, you may turn to page laserA.

Once you have researched Nano, you may turn to page nanoA.

If your v stat is equal to 0, you may turn to page boast.

flameA Flamethrowers need fuel. You don't have any. You'd better scavenge some, and the best way to do that is to take some from the cars in the Garage. Head there, and siphon some gas from four cars for thirty seconds each. Then, head to the GMs to get a , and turn to page flameB.

flameB Now, you need to test out the flamethrowing part of it all. Find a *flame* and a *flame*. Tinker with the two items for 30 seconds, then destroy them and see the GMs to get a *flame*. Then, head to the Biology Laboratory, and go set a shark on fire (note that this costs Science – you’ll need to extract the shark and then use the flamethrower). Once you’ve done that, turn to page flameC.

flameC It works! Head to the Particle Collider Control Center and collide the *flame* and the *flame*. Once finished, destroy the *flame* and write “+flamethrower” on the *flame* item card. The flamethrower becomes attached to the guitar. Decrease your v stat by one.

laserA Any respectable guitar shoots lasers. Yours should too. The best way to do it is to store up laser charge in a Laser Battery. Gather together a *laser* and a *laser*, then go to the Lex Luthor Laser Laboratory (L⁴). Zap both in the RGB Laser using the color of your choice, then turn to page laserB.

laserB Destroy both items and see the GMs to get a *laser*. Then, head to the Particle Collider Control Center and collide it with the *laser*. Once finished, destroy the *laser* and write “+laser” on the *laser* item card. The laser battery becomes attached to the guitar. Decrease your v stat by one.

nanoA To transform the guitar into a truly evil creation, it needs to be **METAL**. Which means you’ll need to get some nanobots and have them make your boring old acoustic guitar more metal. First up, you need to assemble a bunch of nanobots. Go to the Physics Laboratory. Get a test tube full of strange quarks from the Boxes of Quarks therein, then put that tube in the centrifuge. Spin for one minute, then turn to page nanoB.

nanoB Wow, that was strange and unexpected. The quarks self-assembled into nanobots! Now you’ve got to get them to think metal. Head to Science Square and put the tube in front of the main podium. Then stand at the podium and perform a metal song (air guitar and all), letting the tube of nanobots soak in the ambience. Do this for at least a minute. Then, turn to page nanoC.

nanoC It seems the bots have been taught well enough. Pour the tube of nanobots onto the *guitar*. Make sizzling noises for a minute as they transform the guitar from wood into **METAL**. When finished, write “+metal” on the *guitar* item card. Decrease your v stat by one.

boast Finally, you’ve assembled your guitar. Announce your success to the world! Once you’ve finished, turn to page done.

done Congratulations! Trade in the *guitar* item card (with all three plusses on it) to the GMs and they will hand you your *guitar*.

Importing Drones

techs This notebook will require the following technologies:

- Satellite Imaging
- Dimensional Translation

Turn to the next page now.

start You’re so very hungry. You haven’t enjoyed the succulent taste of human flesh in positively ages. These damned scientists are just too hard to kill. Importing drones brings you one possibility, but you need to ascertain whether or not it’s too risky. If they infected the entire ScienceDome, it would be death for all of you.

Dr. Frankenstein claims to have created the drone virus. Track him down and engage him in a conversation about how contagious the drone virus is.

Turn to page search once you’ve done so.

search **Required Technology: Satellite Imaging**

That fool, Frankenstein. He has no idea what he’s talking about. You wonder if he even knew what he was creating. Anyways, you’ll just have to chance it.

Now, you can't import just any drones. It has to be only the very tastiest, the most delicious. You are, after all, no mere cannibal – you are a connoisseur of flesh. The best chance to locate the tastiest of drone flesh will be to find their population centers, so you can pick and choose from the masses. To do that, you'll need intel. Once you've researched Satellite Imaging, turn to the next page.

image Go to the Satellite Room, spend 4 science, and instruct the NPC manning the satellite to **SEARCH FOR DRONE POPULATION CENTERS**.

Once you've received your response, you have knowledge of where the densest drone populations in the vicinity of Sciencetown are, and it's time to begin harvesting. Turn the page now.

haunted In order to receive the drones, you're going to need a location to stockpile them. You're not going to want to eat them all as soon as they arrive.

You need somewhere out of the way, with plenty of space, where no one is likely to stumble upon them...

The Haunted House in the Paranormal Laboratory is perfect! It's spacious, and no one will notice their shambling and moaning amongst all the ghosts in there. It doesn't lock, though. Locate two pairs of and some and stash them in the Haunted House.

Once that's done, turn to page shield

shield The next step is figuring out how to get the drones through the ScienceDome, without opening it entirely and exposing everyone to infection.

Find one of the shield projectors supporting the ScienceDome, and spend one minute examining it. Turn to page hack when done.

hack Ah yes, it should be a simple matter of inducing a trans-dimensional local instability in the neutron flux grid of the shield, to allow the drone through without violating the integrity of the shield. It should have the additional effect of sterilizing the drones of the virus (although it won't restore their atrophied brains).

Unfortunately, you're just a psychologist. You're not sure how to do this. Fortunately, Egon should. Find him, and persuade him to help. It may even be possible to persuade him to teach you how to do it, so you won't need his help.

Turn to page transport when done.

transport **Required Technology: Dimensional Translation**

Finally, you need the ability to import the drones themselves. Once you've researched Dimensional Translation, turn the page.

announce Congratulations, you're almost there. Announce your plans to the world as outlined in the Research Greensheet, and then turn to page done.

done See the GMs to receive your Drone Importation ability card.

Purer water through "LASER" SHARKS

start This notebook will require the following technologies:

- Evil Lasers
- Zoölogy

Turn to page laser now.

laser Unfortunately, all of your sharks with frickin' "laser" beams on their heads are currently on deployment trying to take

over the world. No matter, you should be able to create some more with the technology on hand here.

Find a and then proceed to the next page.

shark Next, you need to mount the laser on a shark. Find someone to give you a hand, and then go to the Biology Laboratory.

As soon as you remove a shark from the Shark Tank, you may turn the page. The next page must be completed before the shark dies, so make sure you have time.

collider Quickly take the shark and the down to the Particle Collider Control Center and collide them together to produce . Once you have collided them together, see the GMs to receive a physrep for your , and then return it to its tank and turn the page.

If you fail to reach the collider in time, you may go back and try again with a new shark until you succeed. Once you push the button on the collider, the timer stops.

test Time to test out the sharks as-is, in order to establish a baseline. Go cough or sneeze into the tank several times, to introduce some foreign germs, and then wait 10 minutes for them to develop, and turn the page.

observe Take a sample of water from the shark tank in a , and then take a sip and turn to page enhance.

enhance You'd recognize the taste of your own germs anywhere! It appears that unmodified sharks and "laser" beams aren't very good at sterilization. Perhaps increasing the power of the "laser" device would help. Go spend one minute inspecting the RGB Laser for inspiration, and then turn to page evil

evil **Required Techs: Evil Lasers**

Ok, maybe if you up the Eeeeeevil output from the "laser" beams, that would do it. Once you have the required technology, move to page tech

tech Spend 20s tinkering with your to imbue the laser with Extra Evil, and note on the item card that the lasers are now "Evil." Then turn to page zoology.

zoology **Required Techs: Zoölogy**

Now, to do some research to find the optimal type of shark to perform this experiment. Once you have the required technology, turn to page announce.

announce Happily, it appears that the shark you chose, *Centrophorus tessellatus*, the Mosaic Gulper Shark, is close the optimal shark to apply for this purpose. You are confident that with the power of its new evil "laser" beams, it will be able to cleanse Sciencetown's water supply of the drone virus. Announce your plans to the world, as described in the research Greensheet, and then turn to page done.

done You're done! Find the GMs to get your physrep, and find the Mayor (Dr. Clayton Forrester), and inform him of your success.

The Cloning-Children-in-a-Vat-o-Matic of Science

start

This notebook will require the following technologies: Human Biology II, Amino Acids, and Laser Scanners.

Turn to page scanner now.

scanner

The first thing you'll need to do is to create some sort of device that can extract a DNA pattern from a given person. You're short on time, so you're going to have to go with your first idea: The DNA Laser Reader of Science!

Gather together the following materials:

-
-

Once you have all the required items, turn to page buildscanner.

buildscanner

Required Technology: Laser Scanners

You'll need to research how conventional laser scanners work before you understand enough to build a DNA Laser Scanner. Once you've done that, take the two items to the Particle Collider and collide them. Once finished, destroy the items and see the GMs to get your , as well as an ability card to use it. Once you receive them, turn to page scanyourself.

scanyourself Well, now's the time for the moment of truth. You want there to be a little Billy Nye the Science Kid to continue your legacy. So... scan yourself with the . When you do so, turn to page scaneveryone.

scaneveryone Well, unfortunately it seems your DNA is already too corrupted by the dronifying process to use. There goes that hope. But you have to persevere! Identify four scientists whose traits you'd like your clone-spawn to emulate, and scan their DNA. Write the critical sequences down. Then, turn to page startcloning.

startcloning **Required Technology: Amino Acids**

You'll need to learn how to combine these disparate strands of DNA. Research Amino Acids, then turn to page cloningagain.

cloningagain Of course, it's so simple! Line the four DNA sections in descending order of desirability. Then, take the first DNA base pair from the first section, the second from the second, and so on, wrapping back around to the first. Once you're done, you'll have the complete DNA sequence! Turn to page humanbio.

humanbio **Required Technology: Human Biology II**

You will now need to research Human Biology II. Once you have researched it, go to the Biology Laboratory, and get the sequence you generated from the Jar of DNA. Once it's finish assembling, turn to page shark.

shark Make sure there is an empty slot in the Shark Tank. (If there isn't one, you'll have to evict something) Pour the DNA that you generated in the last step into that subtank, as well as an entire jar of . Turn to page announce once you've poured in the necessary ingredients.

announce Announce your plans to the world! Once finished, you may turn to page finale.

finale Ten minutes after the clone was put in the tank, the child will be ready. At that point, let the GMs know that you've finished this notebook. Congratulations!

The World's Largest Baking Soda and Vinegar Volcano of Science

start

This notebook will require the following technologies: Thermo II. Note that this will end up killing you, since you're trying to go out with a bang. If possible, finish this notebook after you've achieved everything else you wanted to.

Turn to page materials now.

materials You'll need two things to power the largest baking soda and vinegar volcano. Those two things are, shockingly enough, baking soda and vinegar.

You can do the two steps in parallel. To start looking for enough baking soda, turn to page bakingsodaA. To start looking for enough vinegar, turn to page vinegarA. Once you've finished both of those, turn to page assembly.

bakingsodaA Step one is to find a source of baking soda. There definitely won't be enough in the kitchen. Explore Science-

town until you find a likely location. When you do, turn to page bakingsodaB.

bakingsodaB Alright. What you've got to do now is mine a bunch of it. That's easy enough – all you need is a . Once you've managed to mine five chunks of baking soda ore, turn to page bakingsodaC.

bakingsodaC Well, you're not strong enough to transport them all. You'll need some kind of vehicle, like the Moon Buggy in the Robotics Laboratory. Go grab that, transport all of the baking soda to the Volcano Staging Area and into the packet attached there. Once you've finished, congratulations, you are done gathering the baking soda!

vinegarA There isn't any vinegar in the kitchen anymore. You suspect that Dr. Frankenstein used it for his last, disastrous experiment with salad dressing golems. But no matter! You'll need to find some other way to obtain a bunch of vinegar. Head to the kitchen and find some fruit, then turn to page vinegarB.

vinegarB The plan is to take this fruit, turn it into juice, and then somehow ferment that juice in a rapid manner. Spend a minute rapidly spinning the fruit in a until it turns into juice. (On the item card, add the word "juice" after the name of the fruit.) Find a and pour the juice into the barrel. Then, head to the Haunted House. Enter the house and drop the barrel, and stay for the next minute while the ghosts work their magic. Then turn to page vinegarC.

vinegarC The ghosts scared the fruit juice into fermentation! Destroy the barrel item card and head to the GMs to get a . Take that to the Volcano Staging Area. Congratulations, you're done gathering the vinegar!

assembly **Required Technology: Thermo II**

You've got the two main ingredients that you need. Now all that's left is to get them combined in the right proportion. Research Thermo II to figure out just what that is. Then, turn to page announce.

announce Announce your plans to the world! Once finished, turn to page doit.

doit The moment of truth! Head to the Volcano Staging Area. Spend thirty seconds pouring the vinegar into the cavity. Then, count to ten and jump in.

Once you have done so, immediately go out of game and tell a GM that you have completed this trail. Congratulations!

Electron Microphone

start This notebook will require the following technologies: Acoustics, Particle Physics, and Gigavolt Systems.

Turn to page overview now.

overview To create an electron microphone, there are three critical pieces: the electrons, the microphone, and the power source. They can pretty much be worked on independently, once you know what you're doing.

Once you have researched Particle Physics, you may turn to page electronA.

Once you have researched Acoustics, you may turn to page microphoneA.

Once you have researched Gigavolt Systems, you may turn to page powerA.

Once you have finished all three of those, you may turn to page assembly.

electronA As everyone knows, electrons are smaller than quarks. That means that if you smash some quarks into bits and then glue them back together, you can make some electrons. So head to the physics lab and scoop out some quarks. (Doesn't matter which. Quarks are quarks.) Take a and smash the quarks for a minute to turn them into microquarks. Then turn to page electronB.

electronB Now that you have a cup full of microquarks, you'll need to combine them. Head to the Chemistry Lab and find yourself some , and pour it into the cup. Why? Well, you see, it turns out that is smart enough to regulate the combination of microquarks into quarks, electrons, and other such subatomic particles. So put them all in a , spin for two minutes, and you've

got yourself a nice batch of electrons. Congratulations!

microphoneA Creating a microphone from scratch is a very simple process. First, you'll need to obtain a and a . Collide them together in the Particle Collider to form a BananaPhone. (Destroy one of the two item cards and write "BananaPhone" on the other.) Once you have it, go to page microphoneB.

microphoneB Now that you have a BananaPhone, you'll need obtain a and collide those two items together to form a . Once you have that, you're done! Wasn't that easy?

powerA A regular microphone uses a few volts. An electron microphone, amplifying sound by way of electrons, therefore requires gigavolts! (It's pronounced "jigga-volts", by the way.) Obtain a and one chunk of . Once you have them, turn to page powerB.

powerB Find a blunt tool (like a) so you can crack open the battery. Once you have done so, sprinkle the into the casing. Then, find an and weld the battery case back together. Once you've finished that, you're done!

assembly You have a powerful battery, some electrons, and a microphone. How to turn those into the final product? The question you should really be asking yourself is: "Will It Blend?" Once you find out the answer, destroy the items you put in, and turn to page announce.

announce Announce your plans to the world! When finished, turn to page done.

done Congratulations! You've finished the . Tell the GMs that you've finished with this trail; they will set up the microphone in Tech Square for you.

Recruiting a Whale

tech This notebook will require the following technologies:

- Zoölogy
- Absurd Abductions

You will need these eventually, but you may immediately turn the page now.

research Head over to the bio lab to do some research to learn more about these "whale" creatures. Find the textbooks on ocean life and spend 30 seconds leafing through them to learn more about these creatures. When you're done, turn the page.

abductions Kidnapping a whale! My god, that would be ... fantastic. Incredible. Unbelievable! Perhaps even ... absurd.

Research *Absurd Abductions* now, and then turn the page.

dna It's going to be hard to locate a whale with enough precision to perform the translocation inside the Sciencetown. If you had a sample of DNA from one of these mammalian sea creatures, perhaps you could set up a spatiobiological resonance that would let you do it with less precision. Find a container of any sort, and then proceed to Biology Laboratory and get some DNA from the Jar of DNA. Get a good sample, with lots of each letter. Get some extra *G*s for good measure, sea creatures seem very *G* to you. Once you've got it, turn the page.

shark Making whale DNA from scratch would be too hard. Start from a shark, which is sorta like a whale. Remove a shark from the Shark Tank, and quickly before it dies, assemble a pipette and pipette some of its DNA into your container.

Then turn the page.

assemble Find a hot plate, and heat the DNA on it, stirring and thinking very hard of whales. When you're done, turn the page.

zoology Time for a little more Science. Research *zoölogy* now and then turn the page.

locate Now you just need to locate a pod of whales somewhere in the wild. Proceed to the Satellite Room, and ask a henchmen to scan the Atlantic Ocean for whales. When he's done and has given you some coordinates, turn the page.

transport Proceed to the paranormal laboratory. Enter the haunted house, and then order a ghost to "Fetch me a whale!" pouring the whale DNA onto the floor. Notify the GMs, and turn the page when they tell you to.

announce It's ... slightly redundant with the whale lying right there, but make sure you announce to everyone your grand plan that has resulted in the abduction of a whale! Do so now, and then turn the page.

shrink Now, you'd better shrink the whale down to Time Cube size before it inconveniences anyone else.

Do a 10-count by your time cube and spend 3 Science to engage the Shrink-O-Ray, and then bundle the tape outline of the whale into a single ball of tape and see the GMs.

cube Oh, crap. You shrank the whale, but it's still as heavy as ever. Recruit as many people as you need to carry it to your timecube and place it inside.

The Commandar Taggart Memorial Turret Gun

start This research notebook will require the following technologies: Death Bots and Laser Scanners.

Turn to page turret now.

turret **Required Technologies: Laser Scanners**

The first step in making a turret gun capable of destroying the Conehead mothership is to determine how much you'll actually need to do to destroy it, and that means scanning its defenses. But it seems like Sciencetown's current technology isn't sufficient to do more than look at the ship in orbit at a 3x magnification. So you're going to have to do some research. Once you have researched Laser Scanners, turn to page scanner.

scanner Well, that certainly clears things up. Gather together the following materials:

-
-
-

Then, weld the objects together! Once finished, turn to page gotscanner.

gotscanner Destroy the three items, and head to the GMs to get your . Then scan the mothership (hovering above Tech Square), and ask the GMs what you've found out. Then turn to page scanresults.

scanresults The results are somewhat discouraging. The ship is armored well, as you might expect given its importance. You cannot rely on Sciencetown's existing weaponry to take it down. It is a blessing in disguise, though, since you will be able to advance human technology by leaps and bounds by leaving it here.

You should proceed to the Coloring Station for Mad Scientists and draw an image of what you expect the final product to look like. Take the blueprint with you and turn to page blueprint.

blueprint Find someone who looks like they understand weapons. (It could be any kind of weapon – laser, ballistic, missile, psychic – whatever.) Explain the intricacies of your design and show him the blueprint. Ask him to sanity check your design from the previous step, and get some feedback on what could be improved. Then, revise the blueprint to incorporate that feedback. Then turn to page buildit.

buildit **Required Technology: Death Bots**

That looks pretty good. Now you just have to build it. You're going to need to figure out the norms of human robotic technology, though. Once you've researched Death Bots, turn to page announce.

announce Wonderful! You think you can reconcile these two designs. That means that you are about to complete the turret! Announce your evil plans to the world! Then, turn to page deathbots.

deathbots Go to the Robotics Laboratory and acquire a . Then head to the Lex Luthor Laser Laboratory (L^4) and put both the Microchip and the blueprint in the RGB Laser and zap them with green laser light for a minute. Once finished, turn to page success.

success You're done! Inform the GMs of your success. They will set up the turret for you so that you can destroy the mothership once and for all!

The Infrared Matter Missile

first

In order to complete this notebook, you will require the following technologies:

- Warmth
- Particle Physics

You may open the next page now (before acquiring those technologies).

explain Before you can even start on this brilliant plan, you have to make sure these the other scientists appreciate your genius. Explain your brilliant plan to finally foil your nemesis to the next three scientists you encounter.

Then turn the page.

quarks Infrared matter starts with ordinary matter. But not just any matter.

It's a well-known fact that if you collide large hadrons together, you create a black hole. But you don't want to create one directly, so instead you'll need to collide some properly-prepared small hadrons.

Go to the Physics Laboratory, and collect some quarks. You'll need 7 strange, 6 charm, and 13 up quarks to proceed.

Now turn the page.

warmth Required Techs: **Warmth**

In order to properly imbue the hadrons with the infra-red nature, you will need to come to a new mastery of warmth, which is after all the fundamental property of infra-redness.

laser Take your hadrons to the Lex Luthor Laser Laboratory (L^4). Adjust the RGB Laser to red, and then give it a good kick to bump it into the infrared spectrum, and then irradiate all of your hadrons and turn the page.

particles Required Techs: **Particle Physics**.

You're almost ready to construct the infrared matter. Just a little more research left.

collide Ok! You now just need to collide your small hadrons together in the particle collider.

Once you've done so, see the GMs for your vial of infrared matter.

missile Now to load the matter into a missile in order to actually take out Gadget, once and for all!

Acquire a , and then take it and the infrared matter to the robotics laboratory, and spend two minutes with a to assemble them into a missile.

Turn the page now.

fire You may now bring the missile to the henchmen operating the satellite room to fire. Give them the missile, and the map coordinates you want. You've only got one shot, so use it well!

Bubblegum

first You will eventually require the following technologies in order to complete this notebook:

- Organic Chemistry I
- Biopolymers

You may turn the page now.

knife The first component to bubblegum is the gum base. Some kind of rubber should do nicely. Find a nice sharp knife, and then go carve some rubber off of some poor shmuck's tire in the garage. He didn't need it anyways. Make yourself an item card, and then turn the page.

ochem Required Tech: **Organic Chemistry**

Hmm. In order to process this correctly, you need to do some research.

hot You need to melt the rubber, to reform it into a more malleable shape. Find a hot plate and a container, and heat the rubber over the plate before turning the page.

acid Next, you need to cure the rubber in some acid. Dip your container of melty rubber into the acid tank in the Lex Luthor Chemistry Laboratory.

centrifuge That's just about done it, but you'll need to remove that acid before it'll be usable for food purposes. Find a and centrifuge the acid out.

scope Find a Microscope, and examine your remaining mix under high magnification to make sure it's settling correctly.

biopoly Required Tech: **Biopolymers**

It looks almost right, but you need to understand the underlying structures slightly better in order to get it to stabilize correctly.

flavor Almost there! Head over to the Kitchen, and find something that you think would make good flavoring for bubble gum. Whatever you want. Then turn the page.

blend Combine the flavoring and the gum mix in a in order to homogenize the mixture. Once you're done, bring it to a simmer on a hot plate, and then let it cool for 60 seconds and turn the page.

done Congratulations! Announce the completion of your plans to everyone from the Podium of Science, and then see the GMs to receive your pack of bubblegum. Offer some to everyone you meet!

Kicking Drone Ass

first This notebook will eventually require the following technologies:

- Dimensional Translation
- MWAHAHA!

You may turn the page now.

titanium So. Here's the plan. Get ready, find some drones out there with the best bling out there, then find a way to bring them inside the ScienceDome, kick some ass, and take their bling.

You can totally take some mindless drones with your bare hands, but in order to do this in style, you'll need a weapon. The classiest choice would be ... titanium knuckles. None of this mere "brass" crap for Dr. T. pities the fool who can't get better than brass.

Go find a block of solid titanium somewhere to start with, and then turn the page.

carve Crafting the block of titanium is a simple matter for a Scientist like you. Take it to the Lex Luthor Laser Laboratory (L⁴), and spend one minute using the RGB Laser to carve it down with green light. When you're done, destroy the block of titanium, and see the GMs to receive your .

locate Ok. Now you're in shape to kick some drone ass. Next task is to find the drones with the best bling in the land. Go to the Coloring Station for Mad Scientists and draw a diagram indicating which bling is the more important to you. Then turn the page.

search Take your diagram to the Satellite room, and instruct one of the henchmen to search for drones matching your description. Once they come back with an answer, turn the page.

mwaha Required Techs: **MWAHAHA!**

You're going to pity those foolish drones ... with SCIENCE.

egon Alright. Now you've found some drones, and you're all ready to go kick their asses when they show up. However, there is still one obstacle: The ScienceDome. You're not sure how to get drones through it, and, if so, whether it'd contaminate Sciencetown with the drone virus.

You're pretty sure it should be possible, though. Shortly after the drone virus hit, a convoy of Sigma-Aldritch hovertrucks, bearing shipments of precious glassware, arrived in the town. They got through the dome somehow, without bringing the drone virus in with them.

Egon seems to be the resident expert in containment technology. Maybe he knows how to work the shield control. See if you can track him down and get him to teach you.

dt Required Techs: **Dimensional Translation**

You're almost ready to go. There's just one step left – you need to research Dimensional Translation, in order to transport the drones you've found through the hole in the ScienceDome and into ScienceTown for you to kick their asses.

announce Before you are finished, you must announce your plans to the world from the Podium of Science!

Then turn the page.

done See the GMs to receive your Drone Importation ability.

Test Greensheet

"Use this macro for large quotes of prose and such. It justifies everything like a paragraph, except with no indentation."

– The Author

*"This macro is good
For shorter quotes
Or things like song lyrics:
It centers."*

– The Author

This is a test Greensheet.

This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text.

Directions

1. Do one thing.
2. Do another thing.
3. Do something else.

Destroying the ScienceDome

“So, you want a story? I’ll give you the greatest story of destruction the world has ever known.”

– The Mad Scientist to Lois Lane, “Superman” (1941)

The ALIEN Muthership is due to land in five hours hours, and your superiors believe that you have successfully eliminated all of Earth’s population with your ingenious drone virus. They will be extremely displeased if they land and discover Sciencetown still standing. In order to prevent the eternal disgrace and embarrassment of failure, you must destroy the Sciencetown Main ReacTor (SMRT) in order to bring down the shield protecting the town.

During ALIEN Intell Breefing, you were told that the ScienceDome covering Sciencetown is controlled by four “power nodes” and a “reactor core.” In order to destroy the ScienceDome and turn all the residents into drones, you will need to destroy all of these. However, tradition dictates that destroying the core is the absolute final step. Therefore, you must destroy all four power nodes before completing the job by destroying SMRT, the reactor core.

First, of course, you must locate the nodes and the core in Sciencetown, and complete your research into ALIEN Wepunree. After that, you must use your ALIEN Wepin on the power nodes. To use the weapon, you must have as many hands operating the weapon as the weapon is bulky. For example, a 46 hand bulky ALIEN Spase Tanck would require 23 people to operate.

To use your ALIEN Wepin on a power node, spend 30 seconds with the weapon within ZoC of the node, repeating the incant associated with the weapon in a loud voice. Once you have destroyed all four power nodes, you can use the ALIEN Wepin on the reactor core by spending 60 seconds with the weapon within ZoC of the core, again repeating the incant associated with the weapon in a loud voice.

Let’s repeat this again: a *loud* voice. Your ALIEN Technologiee Masterpeace is loud and proud!

You suspect that Sciencetown has some reserve batteries plugged into the ScienceDome, to ensure its continuing fuction in the event of brief blackouts. However, once you have taken out the power nodes and reactor core for good, the backup power will only last for a few hours at most. Just sit back, get some popcorn from the kitchens, and wait for the Dome to fail. You can consider your job done and return to Marva in ALIEN Stile.

Good ALIEN Lukk!

Cuisinetown

*“Les poissons, les poissons, hee hee hee! Hah hah hah!
With a cleaver I hack them in two,
I pull out what’s inside and I serve it up fried
God, I love little fishes, don’t you?”*

– Louis, “Les Poissons,” The Little Mermaid

Welcome to Cuisinetown! In this mechanics test, you will play with a very abstracted version of Sciencetown’s research mechanic, thereby giving the GMs valuable data to balance their game. We request that you keep a log of all your actions. We will give

each of you a log sheet, divided up into rounds (more on rounds later), to make this easier for you.

The six characters in Cuisinetown are Pierre, Bob, Claude, Renée, Jean-Paul, and François, and each of them are researching different “meals.” Each meal that you work on has its own **cookbook** (research notebook). Each cookbook requires a certain number of Food Ideas, which will be listed on the first page of the cookbook for your convenience. These Food Ideas will be required at some point in your cookbook, so it would be wise to plan ahead and try to acquire the Ideas early.

Cuisinetown runs in **rounds** (like turns in D&D combat), with each round representing a fixed amount of time (note: Sciencetown will not actually be using discrete time). A **phase** is 6 rounds. At the beginning of each phase, you receive income, in **Dining Dollars**, the currency of Cuisinetown. See *Purchasing Food Ideas* below for more information. Your income increases each phase, in order of prime numbers. Thus, your income for the phases is:

Phase	1	2	3	4	5	6
Income	2	3	5	7	11	13

During each round, all characters act simultaneously. During a round, you may:

- Spend Dining Dollars to purchase new Food Ideas,
- Do a step in your cookbook (though some steps may indicate that they take multiple rounds to complete), OR
- Work on your UROP, earning more Dining Dollars.

These actions are described in detail below.

Purchasing Food Ideas

The Food Ideas are hidden in something called the **FoodGrid**. The FoodGrid is a hex grid (thank you to the FF:YS GMs for the idea!), but we’ve made some changes from the hex grids you may have seen in FF:YS and Thebes. Each hex represents a **Food Idea**. All but one of the Food Ideas starts out locked.

Essentially, everyone shares the same FoodGrid. The FoodGrid starts with one Food Idea unlocked: Food 101. When a Food Idea becomes unlocked, you can use it in your meals! You can also see all adjacent, locked Food Ideas, which will help you plan where to go next. Thus, the initial state of the FoodGrid will show the six Food Ideas adjacent to Food 101: Fruit I, Veg I, Grain I, Dairy I, Meat I, and OM. In order to use any of these six Ideas, you must **purchase** them. You may purchase Food Ideas using the currency of Cuisinetown, Dining Dollars. Dining Dollars are transferrable, though you cannot steal them from others. Each Food Idea has a cost, specified on the FoodGrid.

When you purchase a Food Idea, you have the option to also draw a **Chance Card**. These may be good or may be bad for you. *Feelin’ lucky, punk?*

n.b.: If you choose to purchase a Food Idea, it becomes unlocked for you and you alone for **three rounds**. This means that only you can use the Food Idea, and only you can see the next adjacent hexes. However, you can trade either of these pieces of information to others, should you choose to do so. After the three rounds are over, the Food Idea becomes unlocked for everyone in Cuisinetown. If someone else purchases a Food Idea, his name will appear on the FoodGrid, indicating which Food Idea he has purchased. During the rounds before the purchased Idea becomes available to everyone, you may try to negotiate with the chef who purchased it. For example, you could trade some Dining Dollars or future help in exchange for being able to use the Food Idea before it becomes available to all.

Completing Steps in your Cookbook

Your cookbook has a number of steps in it. You must complete them in order. By default, a page takes a single round to complete. However, some of the pages may list additional requirements before you can advance to the following page. Some pages may cost extra Dining Dollars, some pages might take multiple rounds to complete (though you may take a break to do other things in between these rounds), and some pages may require you to have certain Food Ideas before you progress. When you complete

your cookbook, you complete your meal!

UROP for more Dining Dollars

If you would like more Dining Dollars than are provided by your income, you may work on your UROP. Spend one round tooling away at your advisor's project, and earn one Dining Dollar.

Thank you for participating in Cuisinetown! We hope to see you in Sciencetown in May!

– The Sciencetown GMs

NPCs of Sciencetown

SCIENCE!!!?!?!?!?

Thank you for volunteering to be an NPC in Sciencetown! A variety of roles may present themselves throughout the course of the 4-hour game. The roles are described below.

Satellite Room Henchmen

Sciencetown has a Satellite Room. It's full of technical things, and henchman who press buttons on the technical things and keep things moving smoothly. If you've seen a movie with a mad scientist, you've probably seen a room like this.

There must be at least one NPC henchman (ideally 2 or 3) at all times in the Satellite Room. When not interacting with characters, Satellite Room henchmen should keep themselves busy by pressing random buttons and playing with the RTIs¹ in the Satellite Room. If there are no characters in the room, you're allowed to slack on this somewhat. We assume henchmen probably goof off when their overlord isn't watching, too.

There is one important rule of henchmen in the SatRoom. When ordered to do something by a mad scientist, they must repeat the order down the line of henchmen, telephone style, until the order is transmitted to the henchman who will perform the task. This is best illustrated with an example:

Dr. Robotnik enters.

Robotnik: "Henchmen, fire the Gamma Ray Laser at sector E-5!"

Henchman A (to Henchman B): "Fire the Gamma Ray Laser at sector E-5!"

Henchman B (to Henchman C): "Fire the Gamma Ray Laser at sector E-5!"

Henchman C (to no one in particular): "Firing Gamma Ray Laser at sector E-5!"

Henchman C presses a few buttons on an RTI, making "bleep bloop" noises as appropriate.

Henchman C (to Henchman B): "Gamma Ray Laser fired!"

Henchman B (to Henchman A): "Gamma Ray Laser fired!"

Henchman A (to Dr. Robotnik): "Gamma Ray Laser fired, sir. Sector E-5 thoroughly scorched."

Robotnik: "Eeeexcellent. All my devilish plans are coming into place..."

All transactions with characters, whenever possible, should take place in this way. Yes, Henchman B's job is boring. Feel free to switch places from time to time.

¹Random Technical Items

n.b.: If a mad scientist orders you to do something that will hurt game, such as “Destroy Sciencetown using this laser I created,” you repeat the order down the line of henchmen if you’d like, but the request will fail: “Sorry, Dr. Robotnik, but that does not appear to have worked. Perhaps the ScienceDome is getting in the way?” However, if they ask you to do something ridiculous, such as “scan Antarctica for robopenguins,” you may feel free to play along, to keep the schtick high: “Antarctica scanned. 4260 robopenguins found.”

From time to time, characters are required to go and talk things over with NPC henchmen. Henchmen keep their mouths shut, after all. If a mad scientist enters the SatRoom and starts trying to explain the mad theory of bosonic flux transience, don’t be alarmed. Roleplay accordingly!

Some characters will have specific, research-related requests for the NPC henchmen in the SatRoom. Some characters will even expect the NPC henchmen to give them in-game items following certain requests. These requests, and how you should respond to them, are organized by character below:

- **Blofeld**
- **Dr. Claw**
- **Dexter:** If Dr. Horrible or Dexter asks you to scan the area around Sciencetown for cubes and retrieve them, do the drill where you repeat orders back and forth, press buttons on the SatRoom devices, and generally look like you are concentrating on scanning the area. Then, hand over the item labelled “Cube.”
- **Dr. Doom**
- **Dr. Evil**
- **Dr. Forrester:** Dr. Forrester will come to you and ask you to search the skies for the Klatu Nebula! You should say that you’re terribly sorry, but you cannot find the Klatu Nebula anywhere.
- **Dr. Frankenstein:** Will try to locate his henchman, Igor (see *Locating archnemeses and henchmen* below). When he finally finds Igor, he will leave. He will eventually return, claiming to have researched “Dimensional Translation,” and will spend two minutes describing the details of how this technology works, with diagrams and equations. Then he will tell you exactly which square Igor is in (make sure he gets this right), and then order you to use Dimensional Translation to import Igor! Do so, and hand him the item card for Igor’s Corpse.
- **Dr. Horrible:** If Dr. Horrible or Dexter asks you to scan the area around Sciencetown for cubes and retrieve them, do the drill where you repeat orders back and forth, press buttons on the SatRoom devices, and generally look like you are concentrating on scanning the area. Then, hand over the item labelled “Cube.”
- **Dr. Jekyll**
- **Dr. Hannibal Lecter:** Hannibal Lecter is trying to import drones to eat. He will instruct you to “search for drone population centers.” You can make up a few places – London, Rome, Beijing, whatever – and tell them to him. After relaying the order down the line of henchmen and poking at the RTIs, of course.

Hannibal is also trying to make toenail soup. At some point, he will instruct you to search the planet for good soup recipes! Once you have done so, you should relay the following recipe to him: “Add 1 corn dog and one piece of cheese to a beaker of beer. Sprinkle popcorn on top.”
- **Lex Luthor:** At some point, Lex Luthor will try to convince you to let him install a “Lexmitter” into the Satellite Room system. Depending on how convincing he is being, you should resist for anywhere between 30 seconds and a few minutes before giving in. If he wanders away at some point, comes back with a gun, and shoots you all, consider yourselves

convinced. He will probably forcefully install the Lexmitter while you are gone. Go **Not Here** for 5 minutes, then return as new henchmen and take up the posts again!

- **Dr. Mario**
- **Bill Nye the Science Guy**
- **Egon Spengler**
- **Dr. T**

Locating archnemeses and henchmen: Some people will need to locate their archnemesis or their henchman. The people locating their henchmen will have to search a 6x6 grid, and the guy looking for his henchman will be searching a 4x4 grid. When they search a square in the grid, they will ask you what they find, at which point you should consult the master Dealing with the Searchy Grids greensheet. Each of them will only be able to search four squares per phase (30 minutes). The people looking for their archnemesis will eventually want to annihilate one of the squares in the grid with an orbital laser. When they command you to fire the orbital laser at a given square, repeat the command down the line of henchman and do so.

Ghost

Egon Spengler is going to be training ghosts to get food for him, as part of his effort to deal with the food crisis of Sciencetown. At some point, he will need to teach his ghost how to steal food and return it to him. This is where you come in.

Egon will have a volunteer hold a food item. Then, Egon will release the ghost (you). You will roleplay floating around, and then will steal the food from the volunteer. The first time, you will refuse to give the food to Egon. He will shock you with his Ecto-Gun, and you will drop the item. You'll repeat this again, and get shocked again by the Ecto-Gun. You'll repeat this again, and get shocked a third time. On the fourth try, you will finally be trained, and will steal the food and give it directly to Egon. Then Egon will put you back in the "PEC," his Portable Ectoplasmic Container. Your job is done.

Princess Peach

At some point, Dr. Mario and Jekyll will complete a research notebook that allows them to create a woman! We will need an NPC (wearing a frilly dress, if possible) to basically follow them around and be arm candy.²

If you get bored, you can go out of game, but we'll need Peach back in game if one of the handsome men listed above wants to show her off.

Zombie Igor

Dr. Frankenstein is working on a project to import his long-lost henchman, Igor. When he succeeds in importing Igor, he will find that Igor is dead. Eventually, he will try to resurrect Igor, at which point we will need an NPC to roleplay the undead henchman. This is a roleplaying-heavy NPC part.

Before you play Zombie Igor, you should familiarize yourself with the "Zombie Igor" greensheet. If you have questions about any of the tasks that you might be asked to perform, please ask the GMs before you go into game.

²See guys, we're not sexist. We put a woman in game! What's that you say, we're objectifying her? My, aren't you picky.

When Frankenstein is ready, he will alert a GM that he is about to raise Igor. The NPC who will play Igor should bring a namebadge and a “Zombie Igor” greensheet with him/her. The greensheet will be given to Frankenstein at the completion of his research trail.

Frankenstein should lead you to the Physics Laboratory. He will put the corpse of Igor on a table, add some strange parts made out of playdoh, and call down the lightning. This should be amusing. Once he has made lightning sounds and laughed maniacally for thirty seconds, Dr. Frankenstein will be expecting Igor to rise from the dead. This is where you come in.

You are now in game; put on your namebadge. Initially, you should be have very unruly. Don’t break anything or hurt anyone, but go storming around the room noisily, very confused. You’ve been dead for a few days, you just had lightning shot through you, you have no idea what’s going on, and you’re undead. Feel free to say “BRAAAAINS” from time to time. Remember, though, due to the protective field under the ScienceDome, you cannot actually bite anyone or take their brains.

Frankenstein should try to get you under control and calm you down. You should gradually let him do so. Once Frankenstein has calmed you down, he will teach you how to interact with people and things in Sciencetown. He should show you around 2 laboratories, and show you how labs work. He should introduce you to 4 people, and teach you how to interact with them. Once he has done both of these, you should be pretty calm and well-adjusted (well, at least for a mindless zombie henchman). You will have reached steady state: basically a mindless thug who will follow Frankenstein and do as he tells you. However, the research trail is not finished quite yet.

Frankenstein will now announce his evil plans to the world and gloat about the fact that he has a henchman. Finally, he will spend 2 minutes describing his evil philosophy, his goals, his tactics, and how henchmen fit into his evil plans. Once he has completed this, his research trail is complete. **You should give him the “Zombie Igor” sheet.**

At this point, follow the instructions on the Zombie Igor sheet. You should follow Frankenstein around. If you get bored, you may wander around and interact with the other characters a bit. If you get too bored, you can disappear back to the GM room. Frankenstein might come by later to fetch you again for more tasks.

The Cloned Kid

Bill is attempting to clone kids to ensure the future of humanity. As such, he will take the DNA of four scientists, mix them together, and clone a human using that. (The clone is not a fetus because he made sure to add Miracle-Gro.) In a brilliant display of Lamarckian principles, the kid will have behaviors and mannerisms similar to each of the four scientists that were used as DNA hosts. As the kid, you can wander in and out of game whenever you wish, cause kids have a short attention span anyway.

There is one critical exception: if Bill used his own DNA (which is being corrupted by the drone virus) or DNA from Dr. Clayton Forrester (who is an alien), then the DNA recombination fails. Find Bill Nye, then roleplay a horrible writhing mass of cancer for about ten seconds or so. Then die. Hopefully he won’t be dumb enough to do this, but it’s best to be prepared.

Whoever is performing this role will be informed which scenario applies, and which scientists were chosen.

Other Parts

If you’re bored, feel free to slack off and swap out with other NPCs in order to wander game. You can go as either an observer (make sure to grab a white headband) or as some other mad scientist living in Sciencetown who wasn’t important enough to make into a PC. There are very few constraints on who you can be – the character just has to be (a) male, and (b) not already present in-universe, whether as a PC or as a past mayor. Run your choice by a GM, and if it’s okay, make yourself a name badge and go have fun!

If the GMs happen to need you for something, they may look for you and ask you to wrap up your NPC role to handle the Satellite Room or one of the “real” NPC parts above.

Dealing with the Searchy Grids

There should be one master copy of this sheet.

1 Archnemeses

Several Mad Scientists may come into the Satellite Room and ask to scan for their archnemesis. Check the coordinates they give you against their respective grid. If that spot is an “X”, give the description of the next hotspot on the grid, and cross it off the master copy. (This ensures that all hotspots are hit in order, no matter how the player chooses.)

Dexter [Mandark] \par ABCDEF 1..... 2...X.. 3..... 4.X.... 5.....X 6.X.... \par a Steve Urkel b Gilbert Lowe

Locating your Henchman

*“What kind of people is it in which I am comprised? Good people? Bad people?”
“Materials. Nothing more.”*

– The Creature, Dr. Frankenstein, “Frankenstein”

Although your henchman has made stupid errors at time, you’d like him back. He’s likely a motionless, brainless drone at this point, but you can probably fix that. Unfortunately, though you left him at your mansion when you left for Sciencetown, he may have wandered off, so you’re going to have to go looking for him. However, Igor moves slowly, so he can’t be far from your old mansion. So now you just have to search.

You’ve divided the area around your mansion into a 3-by-3 grid. In the Satellite Room, you may spend 1 Science to scan a given square, whereupon the NPC on duty will inform you what you’ve found. Once you find Igor, you may assume that he will not move around quickly enough to change location further.

Because of time sharing, however, you are limited in the number of times you can do anything. During a given phase, you may scan up to 4 squares. It’s a far cry from being able to search at will, 24-7, but these aren’t the old days anymore. Get to it!

Aid/Defeat The Resistance

*“But when you all get shot
And cannot carry on
Though you die, La Resistance lives on.”*

– “La Resistance”, South Park: Bigger, Longer, & Uncut

Shortly after the Drone Virus was deployed, you discovered the shocking knowledge that some people outside of Sciencetown had also managed to survive with their brains intact. These people are known as The Resistance, and you wish to [aid/defeat] them.

There are a number of ways to [aid/defeat] The Resistance, though the majority of them involve sending supplies directly to Resistance HQ. To aid you in this endeavor, the workers of Sciencetown have set up a drop box in Tech Square (34-3). You may put things to [aid/destroy] The Resistance into the drop box, and they will be shipped promptly by Sciencetown mailmen.

You may drop the following items into the drop box:

- **Science:** Science is always helpful. Write down the number of Science you are donating to the cause of [aiding/defeating] the resistance, and it will be used appropriately. Be sure to mark down whether you want the Science to be used for or against The Resistance.
- **Supplies:** You may place a variety of supplies into the drop box. What effect they will have on The Resistance depends on the state of the supplies. For example, you could send them [food/poisoned food] to eat. Some supplies will help The Resistance, some will hurt them, and some will have a neutral effect.
- **Weapons:** You may send weapons to [aid/hurt] The Resistance. Just find a [gun/exploding gun] and place it in the drop box.
- **Your choice:** If you find something else you feel The Resistance should have, you may also drop it into the drop box. Make sure it is one hand bulky or less – any larger and it won't fit through the slot in the box.

There may be other ways to [aid/defeat] The Resistance as well. For example, there's a good chance that Dr. Horrible will release a blog post about The Resistance. If you could get him to put a slant on his blog post, hinting at how [awesome/terrible] The Resistance is, you might be able to sway popular support for your cause.

You have a sneaking suspicion that people may be working against you in your quest to [aid/defeat] The Resistance. Make sure that you donate more supplies and gather more popular support for your cause than your opponents! You can check on how The Resistance is doing by visiting the Satellite Room. One of the boards on the Satellite Room will list the Ω stat – how many people are part of the surviving Resistance.

The fate of The Resistance is in your hands.

Zombie Igor

Congratulations! You have revived Igor as a vaguely functional zombie henchman. He's not quite as useful as he was when he had a live human brain, but he can still be somewhat useful. If nothing else, you can show off the fact that you, unlike most of your peers here in Sciencetown, have a henchman again.

Igor will follow you around and perform basic tasks, but nothing too complicated. Some of the tasks cost Science, and you may order him to do at most one task per 15-minute interval unless otherwise noted. Igor can:

- Attack someone. He will knock them down, shuffle through their item cards, take whichever one strikes his fancy, and deliver it to you. Cost: 4 Science.
- Follow someone for 5 minutes and give a limited report of their activity. Unfortunately, Igor's short attention span will now allow him to concentrate for any longer. Cost: 3 Science.
- Fetch an item or person from a specific location. Cost: 1 Science.
- Deliver an item to a specific person or location. Cost: 1 Science.

If Igor gets bored, he may wander off. You can fetch him again from the GM room if you need him.

The Mayoral Election

Jim McAllister: Paul, what is your favorite fruit?

Paul Metzler: Pears.

Jim McAllister: Okay, now...

Paul Metzler: No wait! Apples.

Jim McAllister: Great, now say that everyday you had an apple. An apple, an apple and more apples. You probably thought that apples were pretty good, even if you got a rotten one every once in awhile. Then one day there was an orange. Now you can choose, do you want an apple or do you want an orange? That's democracy.

Paul Metzler: I also like bananas.

Jim McAllister: Exactly!

–Election

Sciencetown's yearly election for mayor is coming up soon, and you are one of the people who intends to run.

To officially register as a candidate, you must create an election poster and put it up in Tech Square. Crayons and paper will be provided; pre-made posters are not allowed.

At T+2:15, there will be a town-wide election gathering, including speeches and a town-hall debate, prior to voting.

Each candidate for mayor shall present a one-minute speech from the The Podium of Science, followed by a question-and-answer period in a town-hall style debate, moderated by Dr. Hannibal Lecter. Hannibal will take questions from the crowd, and any candidates who wish to respond may take the podium to respond, taking no more than one minute each.

When the crowd runs out of questions, or no later than T+2:30, each candidate may have up to one more minute for a final speech, and then Lecter shall begin collecting votes.

Votes are secret ballot and should name one candidate. When all votes are cast OR by T+2:45, whichever comes first, the mayor will count the votes. The candidate receiving the most votes will be the new mayor. If there is a tie, runoff votes will be conducted between the leading candidates in a similar manner.

The previous mayor is a lame duck from the time of the election until some point after the end of game; he retains his duties and position.

Guiding the Mothership

"Don't worry, Betty. It's just like your house, only it travels through space."

– The Lost Skeleton of Cadavra

The ALIEN Muthership is here and it's trying to find a place to land. The pilot apparently decided on a landing spot out in the middle of the desert and did not think to do a terrain scan, which means the ship will land in quicksand at T+5:00. Worse yet, they've started their ALIEN Discent, which means strict radio silence to conserve energy, so you have no way to contact the ship. That is, unless you send a priority encoded message to them with better coordinates.

Throughout game there are *F* packets taped to signs. Each sign corresponds to a window looking out onto the terrain nearby. A description of the terrain is on the sign. Either of you may open the packet by spending 1 Science and then spending one minute touching the sign. Inside the packet is a set of coordinates.

Once you have a set of coordinates that you wish to transmit, you may send it to the ALIEN Muthership by going to the Satellite Room and telling the NPC on duty to transmit the coordinates on a tight beam to the ALIEN Muthership. Of course, to be slightly less suspicious, you have a pre-agreed ALIEN Koad that your intelligence officers devised that maps numbers to common English words; the code is included at the end of this greensheet.

Note that you only get one chance! Changing course in the atmosphere is energy-intensive, and because there's no gazflornium on this backwards planet, the mothership won't be able to change course twice AND reach escape velocity. So make sure you have a good set of coordinates.

The ALIEN Koad

Each number has multiple code possibilities, to ensure that no code word is repeated if the coordinates happen to have a repeated number.

- zero: ritardando, cantabile, con brio, fortissimo
- one: Domine, a priori, lorem ipsum, status quo
- two: The People's Elbow, DDT, Mandible Claw, Tombstone Piledriver
- three: Mötörhead, Mötley Crüe, Queensrÿche, Spiñal Tap
- four: mind probe, bladensburg, cthuberpunk, spin cycle
- five: interrobang, octothorpe, ampersand, ellipsis
- six: flambé, au gratin, à la mode, foie gras
- seven: tracheotomy, lupus, Vicodin, pleural effusion
- eight: pantyhose, brassiere, thong, garter belt
- nine: rocky road, fudge ripple, neapolitan, butter pecan

Research

Basic research is when I'm doing what I don't know I'm doing.

– Werner von Braun

Research is represented by the standard research notebook, and is carried out by following the instructions on the notebook. The final or penultimate step in all research notebooks requires announcing your new creation to the world and gloating about its power. In order to do so, ascend The Podium of Science in Tech Square, and boldly announce your creation in a strong voice to anyone who can hear. There must be at least one person around when you do this – no fair announcing your plans to an empty room.

Note that you may not lie about the general idea of your creation, though if you would like the details of your invention to remain secret, you may gloss over the details. For example, say you invented a death ray. Wait... Why would you lie about creating a death ray? Those are awesome, you should gloat about them all you can! Okay, let's see. Say you invented a device that would control the minds of people in Sciencetown and convert them to Mormonism. You could get away with saying you created a "mind-control device," but leave out the critical fact that you plan on using it against other people in Sciencetown. By itself, a mind-control device isn't too out-of-place, at least not here in Sciencetown.

Research notebooks will eventually require a specific type of technology (a "tech"), at which point you must interface with the Science Grid. Taking after the work of the FF:YS GMs, the Science Grid is represented by hexes. However, the Science Grid is public – more on that later. Everyone in Sciencetown starts in the center of the Grid with Mad Science 101. You can see all techs one step away, though you cannot use them until you unlock them. Each tech costs a certain amount of Science to unlock.

To unlock a specific tech, you must go to the Satellite room, spend the appropriate amount of Science, and tell the NPC or GM at the control station which technology you wish to research.

At this point, you "know" the tech for yourself, and the GM will tell you about any new techs that you can "see" from your new location in the Science Grid. 15 minutes after you unlock the tech, it becomes publicly available, and the adjacent hexes become visible to everyone. Before that time, however, you may choose to share some or all of this information with other players. You may share the identities of neighboring hexes simply by telling people. However, in order to teach them the tech itself, and make them know it, you must spend 30 seconds in-character explaining the technology to them. At this point, they know it, and may teach it to other characters, use it in their notebooks, or unlock adjacent techs.

You may only unlock techs that are adjacent to techs that you know. That is, they must be adjacent to a tech you unlocked

personally, or someone else unlocked more than 15 minutes ago, or someone else taught you.

The current state of the public version of the Science Grid will be displayed in the Satellite Room.

Techs and Research Notebooks

Most notebooks have a page 1 listing all the required techs for that research notebook. You do not have to collect all of them before turning to the next page. That information is just there so you can plan ahead. Later pages will require those techs.

Many steps in a research notebook will indicate that they require some technology. When you encounter such a page, note that the technology is required to *finish* that page, not start it. i.e. if a page has “**Required Tech: Singing**,” and requires you to compose and sing a ballad in Tech Square, you are allowed to compose and sing the ballad, and after that research the technology. But you cannot turn the page until you’ve done both.

The ALIENS Poür Struggel

If I could only reach you, we’d share... pain.

–Kro-Bar

While the ALIENS on your planet like to pretend that all rank and politics in their culture are strictly based on a Scientific meritocracy, in practice nearly all social interactions are part of complex political powerplays and machinations to gain an upper edge in the complex ALIEN political hierarchy.

Any ALIEN in game will have an α stat. This stat represents your relative success in the ongoing ALIEN power play. At the end of the day when the mothership lands, whoever’s α is higher will be the “alpha-ALIEN” on planet Earth and take charge in the ruling of Earth. You each have an initial α value, and there are several ways you may compete for additional α :

- Once per hour, each ALIEN may challenge the other’s supremacy in a small way to their face. This is mechanized by playing a game of ALIEN Rokk-Payper-Scissurs with the other (like all things ALIEN, it works backwards, so ALIEN Scissurs beat ALIEN Rokk, and so on). The winner receives one point of α .
- Science may be expended to gain status, by performing some demonstration of your Scientific superiority. Spend 30 seconds preparing a demonstration and then describe to the other ALIEN and anyone watching some Scientific demonstration you perform to gain a point of α . The first demonstration do you do costs one Science, the second two, the third four, and so on, since doing the same sort of demonstration again isn’t very impressive.
- Each of you has your own technique you’re researching to destroy the reactor. Accomplishing this before your colleague would be a major coup, so whoever completes their initial research notebook first receives 2 points of α .
- If any other opportunities come up to embarrass or one-up your partner, that could boost your α . Look for chances as they come!

How to Take Over the World

“I’m just another resource-consuming kid in an overpopulated planet, raised to an alarming extent by Hollywood and Madison Avenue, poised with my cynical and alienated peers to take over the world when you’re old and weak.”

– Calvin

What with the entire population of Earth being converted into drones, there should be little resistance to your revitalized plans to conquer the planet.

Earth is divided into six continental areas: North America, South America, Africa, Europe, Asia, and Australia. (Nobody has dared venture into Antarctica for twenty years for fear of the Robo-Penguins' wrath, and you're not going to tempt fate.) In each continent, you can place military forces at the cost of five units per Science by telling the on-duty NPC in the Satellite Room. You may not spend fractional Science, although you may (for example) spend 1 Science to put 2 units in Asia and 3 in Africa.

At the end of each half-hour cycle, the various forces on each continent battle it out. If a continent has forces from only one faction, those forces are considered to control the continent for the next cycle. Otherwise, the forces battle it out. Total up the number of units on the continent and divide by the number of factions present. Each faction loses that number of units rounded up.

Example 1: In Africa, Dr. X has 13 units, while Dr. Inconceivable has 9 and Dr. WTF has 1. The total number of units is 23 and the number of factions is 3, so each faction loses 8 units, so when the dust settles, Dr. X will have 5 units and Dr. Inconceivable will have 1.

Example 2: In Australia, Dr. Explosive has 17 units, while Dr. Awesome has 1. Each faction loses 9 units, so Dr. Explosive ends up with 8 units. Note that having a large number of units may hurt you! It's an unfortunate reality of hiring/creating incredibly stupid minions.

After any battles, bonus Science is awarded as follows. Any scientist who has the only units in a given continent gets 2 Science, and they are considered to control the continent. If a continent has more than one survivor at the end of a battle, anyone who has the most units remaining gains 1 Science. Each of these values is on a per-continent basis.

Conquering

If you control a continent for three consecutive phases, you are considered to have conquered it. At this point, you get several additional benefits for having conquered it:

1. No one, including you, may place any more units in the continent.
2. You gain the 2 Science bonus for controlling a continent automatically in every phase.

If you manage to conquer all six continents (seriously, forget Antarctica) you have conquered the outside world. Congratulations!

Killing Your Archnemesis for Fun and Profit

"Do you know what "nemesis" means? A righteous infliction of retribution by an appropriate agent."

— Brick Top Polford, Snatch

Although your archnemesis (whoever he/she/it may be) has thwarted your plans many times, you're sure that this time you'll be able to finish them off once and for all. The main reason behind that is that they've become a motionless, brainless drone, thus making the job easier. Unfortunately, that means that they blend in with all of the other drones, so you're going to have to go looking for them. Now, you know what city they live in, which makes the job easier. So now you just have to search.

You've divided the city into a 6-by-6 grid. Once per phase, you may go to the Satellite room spend 1 Science to scan up to four squares. The NPC on duty will tell you what, if anything, you find. You may also spend 4 Science to fire the orbital laser at a single square, annihilating everything in that square. Because of time-sharing requirements on the orbital equipment, that's unfortunately all you can get. Nothing like the old days when you had your own orbital death laser all to yourself. . . .

Because your archnemesis was quite popular, there will be lookalikes and false matches. However, your intelligence has

assured you that the lookalikes will never be in a square cardinally adjacent (north-south or east-west) to your actual nemesis, so finding them will help cut down the search space a bit. Once you find your nemesis, fire the laser to destroy them one and for all!

The Invention Exchange

“This week’s invention exchange is going to blow your little mind, Warthog. It’s the culmination of my life’s work.”

– Dr. Clayton Forrester

This year, at the 36th Annual Sciencetown Fair, there will be several new events that are happening for the first time. One of these is the Invention Exchange.

The origins of the exchange come from Dr. Clayton Forrester’s tenure at the Gizmonic Institute. Instead of saying hello to a co-worker, one would exchange one’s latest invention with them, which was a much more productive way to do things. Many of the company’s most profitable inventions came from Invention Exchanges, in fact.

This year several competitors are going to display their best inventions at the Exchange. Each competitor will reveal their invention to the crowd, explaining its name and usage, and then providing a demonstration. The winner of the Exchange will be determined by crowd response to each invention.

The event itself is being run by Lecter, and is scheduled to run at T+3:15.

Repairing Dr. Doom’s Robotic Arm

Remember that your right arm is completely useless and must hang limp at your side until you repair it.

Before you can continue, you need some knowledge of Robotics. Research **Robotics** before carrying out the rest of this sheet.

In order to repair your arm, collect:

- A
- A pair of

The necessary repairs can only be accomplished in the Robotics Laboratory. Find someone willing to lend you a hand, and go to the lab. Spend 30 seconds working on the arm with them and spend 2 Science to repair your arm. You may now use your arm normally again.

Psychology Sessions

“After ten years in therapy, my psychologist told me something very touching. He said, ‘No hablo inglés.’ ”

–Dennis Wolfberg

When attempting to cure deep-seated psychological issues, you tend to follow the approach of the late Dr. van Weierkamp, and that is to have the patient lay on a couch while you bombard them with questions. His original treatise called for a rapid-fire stream of questions lasting hours on end until the patient usually wound up curled up into a ball crying – which is, as he wrote, when “the true essence of the Science soul is revealed.”

In practice, you’ve found that hours are extremely unnecessary. In fact, in general asking just five questions will suffice, as long as the patient’s answers are sufficiently representative of their mental state at the time. You may not repeat a question to a single patient, even across sessions.

You've got it down to, well, a science. Ask a question. Wait for the patient to finish answering, then immediately follow up with another question. Repeat until five questions have been answered or five minutes passes, whichever comes first. Once that's done, you may use the Psychiatric Therapy ability.

Sample Questions

Here are some sample questions you may wish to use, if you are lacking for inspiration.

- What were your childhood fears?
- Tell me about your mother's approach to Science.
- If you were a flavor of ice cream, which would you be and why?
- What are your hopes? What are your dreams?
- What is your favorite childhood memory?
- Who do you like and dislike around town?

Bloggity Blog Blog

Blogging has been a time-honored occupation in Sciencetown since the town was founded. You yourself held a one-year position as Blogger in your home dome on Scienceplanet, in the year 2416. Of course, there are likely a bunch of differences between the profession in your time and what it is back in the Sciencetown of the past, but you can probably get by.

So, based on your best guess, the procedure you want to follow to write a blog post is:

1. Head to the Blogger's Terminal in the Satellite Room.
2. Type in an entry containing between 50 and 200 words. In the entry, you may highlight up to five words by enclosing them in double-asterisks. No duplicate words allowed.
3. Save the entry. After some processing time, it will be printed and posted in Science Square for the rest of the town to see.

Each entry costs 1 Science to publish.

Given the importance of the day, you should write a blog post about each major event of the day, and at least two more besides. Beyond that, you are free to write about whatever you want to write about; you may come up with your own ideas or you may be inspired by other residents.

Assembling the Alpha Team

The Alpha Team will need to be a crack team of scientists, masters both of Scientific research and of pitying anyone foolish enough to oppose them. You need to recruit three members aside from yourself to your team. There are two attributes you will need to vet potential recruits for:

Pitying Fools

You require scientists capable of destroying their foes and rising triumphant, and laying low their opponents with appropriate amounts of pity. Most of the other Scientists here had nemesis of some sort before arriving at Sciencetown. You can probably get a sense of their prowess by asking them to relate their past triumphs.

Doing Science

The other important skill is the ability to carry out Science! You will need to evaluate your fellow scientists for their ability to assist you in vital scientific endeavors going forward. Ultimately, there's no solution to learning someone's research abilities than working with them. You'll need to go out and work with the other Scientists on research projects to find out who's good enough for the Alpha team.

Learning Abilities

You have two abilities which will allow you to evaluate these scores. If you spend two minutes talking to a character about their triumphs against their foes and nemeses prior to arriving in Sciencetown, and hearing about their gloating speeches if appropriate, you may use Evaluate Pitude to learn their π_T score, representing their ability to pity fools.

If you and another character spend at least one science each on a project – e.g. using a Scientific instrument in a lab, or researching a technology – you may use Assess Research Potential to learn their ρ score, which represents their research proficiency.

You should aim to find and persuade three people to join the Alpha Team. You should try to maximize the sum of ρ and π_T across the entire team.

You are a test. This is a Test. You have special powers, as detailed in your Test Greensheet greensheet. I have special powers! You can assist someone else's attack. You must be within ZoC of both the attacker and target. Within two seconds of an attack, direct this at the attacker, saying "Assist" and your CR. I assist your attack. You can knock someone out as an attack. This requires a **blunt** weapon. Say "Knock Out" and your CR. I knock you out. You can wound someone as an attack. This requires an **edged** weapon, such as a knife. Say "Wound" and your CR. I wound you. You can disarm one item from someone as an attack. Say "Disarm" and your CR. Point at the item you want to disarm. If the attack works, they must drop that item. I disarm that item. You can restrain someone as an attack. Say "Restrain" and your CR. You may freely drag, attack, or (if you have a weapon) killing-blow them. To do anything else, or if your health state changes, incant "release" and let them go. I restrain you. You are restrained until I incant "release." You can throw someone as an attack. Say "Throw" and your CR. Point in the direction you want to throw them. I throw you. Go in the direction I point ten full steps or until you hit a wall or similar. You know how to recognize the value of any item. If x is the second-to-last digit of the item number, and y is the last digit of the item number, then the item will be worth $x \times 10^y$ quintillion Hyper-Credits in 2420.... You can vandalize signs using your Science Sharpie.

If you have a , you may spend 1 Science in front of an in-game sign and wait ten seconds, to change the symbol (letter, punctuation mark, etc.) of your choice. Look, I made the sign better! Narf! You can clip people's toenails. They must be willing to give you some toenail clippings in order for this ability to work, so act trustworthy and be clever. To clip a toenail from a willing target, spend five seconds holding the Toenail Clipper within a foot of the target's foot. Then, decrement their τ stat by 1 and create an item card for "Toenail," item number 72700. If their τ stat was ≤ 0 , this ability fails. I clip off one of your toenails. Tell me your τ stat. If your τ stat is ≥ 1 , decrement it by 1. You can determine how delicious people are. Stand within ZoC of your target and spend 10 seconds looking them over from a variety of angles. Then, spend one Science ask them for their δ stat

("delta" for "deliciousness"). Deliciousness is on a scale from 1 to 10, 1 being "inedible" and 10 being "your favorite food." Tell me your δ stat. You can use some of your viruses to infect other people with swine flu. Spend 1 Science to infect another player. They must then sneeze and then oink every 30 seconds for the next five minutes. You have been infected with swine flu. You must sneeze and then oink every 30 seconds for the next five minutes. If you are already infected, the timer resets. You may partially cure someone else's psychological problems. After following the procedure in the Psychology Sessions greensheet, you may use this ability to remove one psychlim from the patient. Lose a random psychlim. Please don't cheese the random bit. You know how the shield generators in this town work like the back of your hand. You've figured out how to work the control panels to induce a trans-dimensional local instability in the neutron flux grid of the shield, which is to say, allow large (human-sized or up) objects to pass through unharmed, without opening the town up to risk of infection.

For 2 science, you may use this ability to open a small hole in the ScienceDome. This hole lasts until one item has been passed through it.

The procedure is also relatively simple – if you wish, you may spend one minute with another character next to a shield generator in order to teach them the control sequence, and then they may go to the GMs to receive a copy of this item card. I open a small hole in the ScienceDome through which objects, but not the drone virus, can pass. You can import drones into Sciencetown from the wild through the ScienceDome. If a hole is open in the ScienceDome, you may spend two science to utilize Dimensional Translation to import a drone into Sciencetown. Contact a GM before doing so. A mindless drone appears out of nowhere through the Power of Science! You're not actually a scientist. You may not perform experiments to gain extra Science... Once per tournament fight, you may freeze time momentarily, long enough to step out the way of an incoming shot. Incant "dodge!" and ignore the effects of one projectile that hits you. I seem to instantly skip out of the incoming shot. Once per tournament duel, you may strike your opponent with your spiked, gloved, claws, dealing two points of damage.

To use, fire a dart from within double-ZoC, and incant "2" as it is fired. I strike you with my gloved fist. Once per tournament fight, you may throw a bomb at your opponent to deal 1 point of damage. To use, throw a spell packet and incant "1" as it is fired. I throw a bomb at you. If you are holding a , you may spend 1 Science to analyze the DNA of a target within ZOC. They will tell you the contents of their critical section of DNA. My zaps a chunk of flesh from your shoulder, which kinda hurts a lot. Tell me your \spadesuit stat. Additionally, for the next 2 minutes, you are unable to use your off-hand for anything until the wound heals. You can leave Sciencetown to venture outside because you are already infected with the drone virus. You may take the 26 stairs to 26-1 and 26-4. ... Talk to another character about their greatest triumph against their foes prior to arriving at Sciencetown. Have them relate their gloating speeches if appropriate. If you spend at least two minutes talking, you may use this ability on them. Tell me your π_T stat.

In order to use this ability, you and another scientist must together spend at least one Science each on any task. Once you've done so, you may use this ability on them.

Tell me your ρ stat. This is a test card. This is a Test. A swirl of fists about the head and chest. A swirl of fists about the head and chest. If hit, say "Oof" and stagger back a step. Funnier than a poke in the eye with a blunt stick. Requires a sharp stick. I poke you in the eye with a sharp stick. If hit, Clap your hand over your eye and exclaim "Ouch!"