

Sciencetown/December 12+13 2009

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Time Cube

A Notebook. Opened pages are in-game items; un-opened pages are not. You may only open pages when directed to.

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Techs required for this research: Nuclear Engineering, Particle Physics, Rocketry, Automotive Engineering. Turn to page 2.

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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 3.

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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 4 when you have found it.

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The theories behind the Time Cube are strange, and this vehicle is not yet strange enough. You'll have to collect some strange 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 5 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.

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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 6.

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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 7.

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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 8.

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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 9.

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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 10.

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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 11.

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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 12.

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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 13.

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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 14.

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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 15.

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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 16.

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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 17.

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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 18 when you have accomplished this.

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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 19.

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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 20!

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That worked awesome! Your time machine works flawlessly! Announce your plans to the world! Finally, turn to page 21.

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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!*

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