

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

Hair Recovery 101

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

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

This notebook will require the following technologies:

- Biopolymers
- Human Biology II
- Ray-diation therapy

Turn to page 2.

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

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.

staple along here

1

Do not open this page until you are directed to do so.

fold
back
here

staple along here

2

Do not open this page until you are directed to do so.

fold
back
here

Sciencetown/December 12+13 2009

Freely Transferable

staple binding along here

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 4

Sciencetown/December 12+13 2009

Freely Transferable

staple binding along here

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.

Sciencetown/December 12+13 2009

Freely Transferable

staple binding along here

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, procede to page 6.

staple along here

3

Do not open this page until you are directed to do so.

fold
back
here

staple along here

4

Do not open this page until you are directed to do so.

fold
back
here

staple along here

5

Do not open this page until you are directed to do so.

fold
back
here

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

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 7.

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

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.

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

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.

staple along here

6

Do not open this page until you are directed to do so.

fold:
back:
here:

staple along here

7

Do not open this page until you are directed to do so.

fold:
back:
here:

staple along here

8

Do not open this page until you are directed to do so.

fold:
back:
here:

Sciencetown/December 12+13 2009

Freely Transferable

staple binding along here

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!

Sciencetown/December 12+13 2009

Freely Transferable

staple binding along here

Required Techs: Human Bio II

Research the required technology, and then see the GMs to receive your Hair Growth Cream (41492).

Sciencetown/December 12+13 2009

Freely Transferable

staple binding along here

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.

staple along here

9

Do not open this page until you are directed to do so.

fold
back
here

staple along here

10

Do not open this page until you are directed to do so.

fold
back
here

staple along here

11

Do not open this page until you are directed to do so.

fold
back
here

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

Almost there! Go announce your mad plans to the world, as described in the Research Greensheet.
Turn the page when you're done.

Sciencetown/December 12+13 2009

Freely Transferable

sample binding along here

Now see the GMs to receive your Hair Growth Ray (29078). 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.

staple along here

12

Do not open this page until you are directed to do so.

fold
back
here

staple along here

13

Do not open this page until you are directed to do so.

fold
back
here