

Sciencetown/December 12+13 2009

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Hair Recovery 101

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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This notebook will require the following technologies:

- Biopolymers
- Human Biology II
- Ray-diation therapy

Turn to page 2.

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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.

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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

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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.

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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.

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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.

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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.

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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.

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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!

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Required Techs: Human Bio II

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

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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.

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

Tun the page when you’re done.

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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.

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The Deodorant of Science

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This notebook requires the following technologies:

- Organic Chemistry II
- Frightening Freshness

Turn to the next page now.

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The first step is to collect some samples of the particular smell you want to neutralize. Find a Test Tube (84621) and a pair of Tweezers (04611), 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.

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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 4.

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Take the tube to the Paranormal Laboratory and spend 30 seconds analyzing it under a microscope. Once you’re done, turn to page 5.

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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 6.

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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:

GGCTAGTGTGCGATACGGCATAATATTGT

Mix that into your test tube, and then heat it on the Hot Plate (78623) for one minute. Turn to page 7 once you're done.

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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.

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Almost there! Announce your mad plans to the world, as described in the Research greensheet. Then turn to page 9.

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You're done! See the GMs to received your Deodorant of Science (71455).

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The Infrared Matter Missile

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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).

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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.

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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.

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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.

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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.

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Required Techs: **Particle Physics**.

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

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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.

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

Acquire a Ton of Wire (61221), and then take it and the infrared matter to the robotics laboratory, and spend two minutes with a Arc Welder (76112) to assemble them into a missile.

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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!

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Purifying Water Through Ultrasound

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Techs required for this notebook:

- Acoustics
- Automation

Turn to page 2.

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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 3.

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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 4.

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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 5.

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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 6.

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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 7.

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Find the following materials:

- 900V battery (59160) x2
- Ton of Wire (61221)
- Reverse Oscilloscope (63739)

Then, turn to page 8.

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Required Techs: Automation

Research Automation. Then, spend two minutes tinkering with the materials, then destroy them and go to the GMs to get two Sound Generator (84959). Then turn to page 9.

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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 10.

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Announce your invention to the world! Once finished, turn to page 11.

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Congratulations! Hand off the completed Ultrasound Generator (72217) to Dr. Clayton Forrester and inform the GMs that you have completed this trail.

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The Awesome Evil Guitar

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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Required techs: Flamethrowers, Laser Modulation, Nano. Turn to page 2.

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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 3.

Once you have researched Laser Modulation, you may turn to page 6.

Once you have researched Nano, you may turn to page 8.

If your v stat is equal to 0, you may turn to page 11.

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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 Tank of Gas (05960), and turn to page 4.

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Now, you need to test out the flamethrowing part of it all. Find a Lighter (74407) and a Spray Bottle (99363). Tinker with the two items for 30 seconds, then destroy them and see the GMs to get a Makeshift Flamethrower (34876). 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 5.

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It works! Head to the Particle Collider Control Center and collide the Broken Acoustic Guitar (85134) and the Makeshift Flamethrower (34876). Once finished, destroy the Makeshift Flamethrower (34876) and write "+flamethrower" on the Broken Acoustic Guitar (85134) item card. The flamethrower becomes attached to the guitar. Decrease your v stat by one.

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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 900V battery (59160) and a Prism (19851), 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 7.

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Destroy both items and see the GMs to get a Laser Battery (72436). Then, head to the Particle Collider Control Center and collide it with the Broken Acoustic Guitar (85134). Once finished, destroy the Laser Battery (72436) and write “+laser” on the Broken Acoustic Guitar (85134) item card. The laser battery becomes attached to the guitar. Decrease your v stat by one.

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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 9.

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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 10.

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It seems the bots have been taught well enough. Pour the tube of nanobots onto the Broken Acoustic Guitar (85134). Make sizzling noises for a minute as they transform the guitar from wood into **METAL**. When finished, write “+metal” on the Broken Acoustic Guitar (85134) item card. Decrease your v stat by one.

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Finally, you’ve assembled your guitar. Announce your success to the world! Once you’ve finished, turn to page 12.

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Congratulations! Trade in the Broken Acoustic Guitar (85134) item card (with all three plusses on it) to the GMs and they will hand you your Awesome Evil Guitar (21028).

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The Grilled Cheese Sandwich

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

- Infrared Lasers
- Thermodynamics II
- Particle Physics

You may turn to page 2 now.

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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 3.

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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 4.

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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 Cream (58981) in the kitchen, and turn the page.

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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 Cream (58981) for some Butter (11060).

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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 7.
- If you have the Particle Physics tech, you may turn to page 8.
- If you have the Thermodynamics II, you may turn to page 9.

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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 10.

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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 10.

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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 10.

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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.

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The Science Sharpie

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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“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 2

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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 3

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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 4.

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"Confound it all, Pinky! You will undo all of my ingenious plans Fine. I have hidden a clue to the location of you 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.

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The number on the ς sign indicates which lab the Science Sharpie (87810) 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.

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Hair Recovery 101

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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This notebook will require the following technologies:

- Biopolymers
- Human Biology II
- Ray-diation therapy

Turn to page 2.

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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.

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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

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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.

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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.

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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.

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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.

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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.

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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!

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Required Techs: Human Bio II

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

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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.

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

Tun the page when you’re done.

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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.

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Purer water through “LASER” SHARKS

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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This notebook will require the following technologies:

- Evil Lasers
- Zoölogy

Turn to page 2 now.

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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 Portable Laser (50963) and then proceed to the next page.

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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.

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Quickly take the shark and the Portable Laser (50963) down to the Particle Collider Control Center and collide them together to produce Shark with a frickin' laser beam on its head (64869). Once you have collided them together, see the GMs to receive a phsyrep for your Shark with a frickin' laser beam on its head (64869), 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.

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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.

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Take a sample of water from the shark tank in a Test Tube (84621), and then take a sip and turn to page 7.

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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 8

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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 9

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Spend 20s tinkering with your Shark with a frickin’ laser beam on its head (64869) to imbue the laser with Extra Evil, and note on the item card that the lasers are now “Evil.” Then turn to page 10.

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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 11.

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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 12.

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

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The Commandar Taggart Memorial Turret Gun

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

Turn to page 2 now.

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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 3.

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

- 900V battery (59160)
- Slightly Portable Laser (50964)
- Microchip (37374)

Then, weld the objects together! Once finished, turn to page 4.

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Destroy the three items, and head to the GMs to get your Mothership Scanner (09288). Then scan the mothership (hovering above Tech Square), and ask the GMs what you’ve found out. Then turn to page 5.

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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 6.

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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 7.

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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 8.

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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 9.

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Go to the Robotics Laboratory and acquire a Microchip (37374). Then head to the Lex Luthor Laser Laboratory (L⁴) 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 10.

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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!

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Signal to Space

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

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Techs required for this notebook: Laser Modulation, Satellite Imaging. Turn to page 2.

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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 3.

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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 4.

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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 5.

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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 6.

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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 7.

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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 8.

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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 9.

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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 10 to figure out a vector to your ship.

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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 11.

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

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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 13.

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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 14.

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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!

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Import/Tame Drone Igor

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

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Techs required for this notebook: Dimensional Translation, Lightning. Turn to page 2 now.

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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 3.

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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 4.

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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 5.

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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 6.

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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 7.

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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 8.

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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 9... (If Igor doesn't rise, you may want to reread page 7 carefully.)

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AAAH! Zombie Igor has forgotten how to interact with the world! Calm him down. Once you have gotten his attention, turn to page 10.

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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 11.

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You are very close to having a functional henchman! Announce your plans to the world! When you have done so, turn to page 12.

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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 13.

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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.

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Shmeat

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 to create Shmeat: Zoölogy, Organic Chemistry I. Turn to page 2.

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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 3.

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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 4.

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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 5.

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Aha! You will have to culture cells in Fetal Bovine Serum (FBS). The DNA sequence that will create FBS is: CATGAAACATTAGGTACTAGC-TAATCA. Go to the Biology Laboratory and get some from the Jar of DNA. When you have the DNA, turn to page 6.

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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 7.

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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 8.

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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 9.

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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 10.

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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 11.

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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.

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Drone Virus

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Techs required for this notebook: Neuroscience I, Nano, Dimensional Translation. Turn to page 2 now.

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

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

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

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Required Technology: Nano

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

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

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Required Technology: Neuroscience I

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

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

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Required Technology: Dimensional Translation

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

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

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

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

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

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

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

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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This notebook will require the following technologies: Human Biology II, Amino Acids, and Laser Scanners.
Turn to page 2 now.

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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:

- Portable Laser (50963)
- Prism (19851)

Once you have all the required items, turn to page 3.

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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 Laser DNA Scanner of Science (10985), as well as an ability card to use it. Once you receive them, turn to page 4.

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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 Laser DNA Scanner of Science (10985). When you do so, turn to page 5.

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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 6.

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Required Technology: Amino Acids

You'll need to learn how to combine these disparate strands of DNA. Research Amino Acids, then turn to page 7.

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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 8.

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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 9.

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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 Miracle-Gro (89762). Turn to page 10 once you've poured in the necessary ingredients.

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Announce your plans to the world! Once finished, you may turn to page 11.

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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!

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

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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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 2 now.

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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 3. To start looking for enough vinegar, turn to page 6. Once you've finished both of those, turn to page 9.

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Step one is to find a source of baking soda. There definitely won't be enough in the kitchen. Explore Sciencetown until you find a likely location. When you do, turn to page 4.

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Alright. What you've got to do now is mine a bunch of it. That's easy enough – all you need is a Mattock of Science (93032). Once you've managed to mine five chunks of baking soda ore, turn to page 5.

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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!

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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 7.

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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 Centrifuge (28774) until it turns into juice. (On the item card, add the word "juice" after the name of the fruit.) Find a Stainless Steel Barrel (17281) 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 8.

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The ghosts scared the fruit juice into fermentation! Destroy the barrel item card and head to the GMs to get a Barrel of Vinegar (36122). Take that to the Volcano Staging Area. Congratulations, you're done gathering the vinegar!

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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 10.

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Announce your plans to the world! Once finished, turn to page 11.

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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!

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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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The Car Bubble

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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This research notebook will require the following technologies:

- Paranormal Containment
- Force Fields

Proceed to page 2.

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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 3

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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 7

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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 5

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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 6

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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 7.

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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 8.

- A 900V battery (59160)
- A pair of pliers

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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 9.

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Before you're totally done, announce your mad plans to the world, per the Research Greensheet. Then see the GMs to receive your μ Shield-Projector (91378).

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Creating Women

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Techs required for this notebook: Human Biology I, Neuroscience II.
Turn to page 2.

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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 3.

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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 4.

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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 5.

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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 6.

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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 Intelligent Calcium (88095) and Atmospherium (33048) 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 Sheet of Nylon (24209) item. Then, turn to page 7.

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You'll need to tailor the nylon into clothing. Go to the Lex Luthor Laser Laboratory (L^4). Put the Sheet of Nylon (24209) 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 Frilly Dress (05532) item and destroy the Sheet of Nylon (24209) item. Then you may turn to page 8.

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Take the Frilly Dress (05532) 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 9.

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Required Technology: Human Biology I
You will now need to research Human Biology I. Once you have it, you may turn to page 10.

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Announce your plans! Once finished, you may turn to page 11.

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You must now incubate the clone at Science-speed. Go to the Biology Laboratory, and get the sequence “ATCTGATGTTAGCTGGATCGAT-GCTTAAGGCCGT” from the Jar of DNA. When it’s finished assembling, turn to page 12.

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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 Miracle-Gro (89762). 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 13.

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Success! See the GMs and let them know you have finished this trail, and make sure to give them the Frilly Dress (05532) item.

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Shaken, Not Stirred: Vodka Distillation

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This notebook will require Organic Chemistry II. Continue to page 2.

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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 3.

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Now you're going to need to make a nice vodka is the raw ingredients. Go to the kitchen and pick up a Sack of Potatoes (75532) and Packet of Yeast (15630). Once you've got them, turn to page 4.

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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 5 once you have Organic Chemistry II.

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Find an actual scientist to help with this step, and spend the science you gained on page 2. Whoever you find to help must help with this entire step.

Find a Stainless Steel Barrel (17281) and bring it and the potatoes to your favorite lab. Destroy the item card for the potatoes and mash them up in a Stainless Steel Barrel (17281) for one minute, and then place them on the hot plate for another minute to sterilize the mixture. Now, remove the Packet of Yeast (15630) and note the current time. Turn to page 6.

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While the mix is fermenting, it's time to build the still to distill it. Find a Laboratory Condenser (66247) 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 7.

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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 8.

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Sample the mixture in the beaker and turn to page 9.

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Yep, that's vodka. Add 3 to your 1 stat now.
Once you sober up, see the GMs to receive your vodka.

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Toenail Soup

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Techs required for this notebook:

- Cooking Humans

Turn to page 2.

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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 3.

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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 4.

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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 5.

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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 6.

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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 7.

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Ahh, yes! The recipe is missing the section of the human genome responsible for tastiness, that DNA sequence that excites heterozygous osteobeef receptors in the stomach! Go to the Biology lab and synthesize the DNA sequence GTCCTAGACTAGCGCGCTGATCGATCA. Tasty! Then, turn to page 8.

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Collect the ingredients and put them in your soup container with the DNA sequence. Once this has been done, turn to page 9.

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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 Soup (65910). Turn to page 10.

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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 11.

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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 12.

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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 13.

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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!

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Importing Drones

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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This notebook will require the following technologies:

- Satellite Imaging
- Dimensional Translation

Turn to the next page now.

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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 3 once you've done so.

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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.

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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.

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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 Leg Shackles (80423) and some Chain (32971) and stash them in the Haunted House.

Once that's done, turn to page 6

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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 7 when done.

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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 8 when done.

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Required Technology: Dimensional Translation

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

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Congratulations, you're almost there. Announce your plans to the world as outlined in the Research Greensheet, and then turn to page 10.

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See the GMs to receive your Drone Importation ability card.

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Agriculture

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

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Techs required for this notebook: Environmental Science, Automation. Turn to page 2 now.

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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 3.

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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 4 once you find one.

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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 5.

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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 Radio Transmitter (55589), a 900V battery (59160), and a Reverse Oscilloscope (63739), then turn to page 6.

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Spend two minutes tinkering with the materials, then destroy them and go to the GMs to get a Lexmitter. Then turn to page 7.

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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 8.

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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 9.

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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 10.

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Announce your plans to the world! Make sure to boastfully display the plant you've created. Once you've done so, turn to page 11.

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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!

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Hair Recovery 101

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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This notebook will require the following technologies:

- Biopolymers
- Human Biology II
- Ray-diation therapy

Turn to page 2.

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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.

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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

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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.

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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.

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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.

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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.

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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.

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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!

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Required Techs: Human Bio II

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

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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.

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

Tun the page when you’re done.

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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.

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Importing H₂O from the Moon

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

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Techs required for this notebook: Rocketry. Turn to page 2.

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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 3.

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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 4.

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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 5.

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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 6.

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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 7.

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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 8.

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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 9.

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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 10.

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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 11.

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They look firmly attached! Great. Time to announce your amazing success to Sciencetown. Once you have done so, turn to page 12.

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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.

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Creating Women

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Techs required for this notebook: Human Biology I, Neuroscience II.
Turn to page 2.

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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 3.

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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 4.

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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 5.

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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 6.

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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 Intelligent Calcium (88095) and Atmospherium (33048) 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 Sheet of Nylon (24209) item. Then, turn to page 7.

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You'll need to tailor the nylon into clothing. Go to the Lex Luthor Laser Laboratory (L^4). Put the Sheet of Nylon (24209) 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 Frilly Dress (05532) item and destroy the Sheet of Nylon (24209) item. Then you may turn to page 8.

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Take the Frilly Dress (05532) 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 9.

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Required Technology: Human Biology I

You will now need to research Human Biology I. Once you have it, you may turn to page 10.

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Announce your plans! Once finished, you may turn to page 11.

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Sciencetown/December 12+13 2009

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You must now incubate the clone at Science-speed. Go to the Biology Laboratory, and get the sequence “ATCTGATGTTAGCTGGATCGAT-GCTTAAGGCCGT” from the Jar of DNA. When it’s finished assembling, turn to page 12.

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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 Miracle-Gro (89762). 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 13.

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Success! See the GMs and let them know you have finished this trail, and make sure to give them the Frilly Dress (05532) item.

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Viruses: Making Water Awesome

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

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Techs required for this notebook:

- Organic Chemistry I
- LAZERVOLUTION

Turn to page 2.

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

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

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

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Required Techs: Organic Chemistry I

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

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

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

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

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Required Techs: LASERVOLUTION

Probably not good enough. You need to supercharge your viruses. Head to the Lex Luthor Laser Laboratory (L⁴). Get a flask of viruses. Zap it with red laser light. Then turn to page 9.

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

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

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

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

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Science Mushrooms

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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This notebook will require the following technologies:

- Psychotropics
- Mystical Journeys

Turn to page 2 now.

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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 3.

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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 4.

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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 5.

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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 6.

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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.

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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.

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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.

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

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Ghosts Will Bring You Food to Eat

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

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Techs required for this notebook: Ghostbusting I, G.H.O.S.T., and Gigavolt Systems. Turn to page 2 now.

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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 3.

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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 4.

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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 Portable Ectoplasmic Container (97868). Then go to the kitchen and get a food item that you already fed to the ghosts. Then turn to page 5.

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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 6.

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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 7.

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You will need to construct a gigavolt charger to supercharge the ghost you currently have stored. Acquire a 900V battery (59160) and head to the Lex Luthor Laser Laboratory (L^4). 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 8.

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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 9.

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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.

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Bubblegum

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

- Organic Chemistry I
- Biopolymers

You may turn the page now.

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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.

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Required Tech: **Organic Chemistry**

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

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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.

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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.

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That's just about done it, but you'll need to remove that acid before it'll be usable for food purposes. Find a Centrifuge (28774) and centrifuge the acid out.

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

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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.

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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.

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Combine the flavoring and the gum mix in a BlendTec Blender (67046) 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.

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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!

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Kicking Drone Ass

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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This notebook will eventually require the following technologies:

- Dimensional Translation
- MWAHAHA!

You may turn the page now.

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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.

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Crafting the block of titanium is a simple matter for a Scientist like you. Take it to the Lex Luthor Laser Laboratory (L^4), 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 Titanium Knuckles (43140).

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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.

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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.

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Required Techs: **MWAHAHA!**

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

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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.

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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.

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

Then turn the page.

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See the GMs to receive your Drone Importation ability.

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ALIEN Lazor Sledgehammar

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

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Techs required for this notebook: Nuclear Lasers. Turn to page 2.

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Fitting the ALIEN Technologiees 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 3.

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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 4.

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With all this nuclear power, the ALIEN Rayce is unstoppable! Announce your fiendish plans to the world! Then, turn to page 5.

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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.

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Electron Microphone

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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This notebook will require the following technologies: Acoustics, Particle Physics, and Gigavolt Systems.
Turn to page 2 now.

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Sciencetown/December 12+13 2009

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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 3.
Once you have researched Acoustics, you may turn to page 5.
Once you have researched Gigavolt Systems, you may turn to page 7.
Once you have finished all three of those, you may turn to page 9.

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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 Sledgehammer (04993) and smash the quarks for a minute to turn them into microquarks. Then turn to page 4.

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Now that you have a cup full of microquarks, you'll need to combine them. Head to the Chemistry Lab and find yourself some Intelligent Calcium (88095), and pour it into the cup. Why? Well, you see, it turns out that Intelligent Calcium (88095) is smart enough to regulate the combination of microquarks into quarks, electrons, and other such subatomic particles. So put them all in a Centrifuge (28774), spin for two minutes, and you've got yourself a nice batch of electrons. Congratulations!

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Creating a microphone from scratch is a very simple process. First, you'll need to obtain a Banana (22836) and a Large Cellular Phone (90210). 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 6.

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Now that you have a BananaPhone, you'll need obtain a Microchip (37374) and collide those two items together to form a Microphone (30031). Once you have that, you're done! Wasn't that easy?

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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 900V battery (59160) and one chunk of Atmospherium (33048). Once you have them, turn to page 8.

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Find a blunt tool (like a Sledgehammer (04993)) so you can crack open the battery. Once you have done so, sprinkle the Atmospherium (33048) into the casing. Then, find an Arc Welder (76112) and weld the battery case back together. Once you've finished that, you're done!

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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 10.

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Announce your plans to the world! When finished, turn to page 11.

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staple binding along here

Congratulations! You’ve finished the Electron Microphone (22019). Tell the GMs that you’ve finished with this trail; they will set up the microphone in Tech Square for you.

staple along here

9

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

fold:
back:
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staple along here

10

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

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11

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