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Sciencetown/December 12+13 2009

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Mecha Man

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: Death Bots, Neuroscience II, Automotive Engineering. Turn to page 2 now.

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There is a lot of work cut out for you before you can crush Mega Man in your giant mecha which you will call “Mecha Man”. The first thing you must do is figure out exactly what it should look like. Sketch out a mecha at the Coloring Station for Mad Scientists, making sure to label all armaments and dimensions carefully. Once you have finished, turn to page 3.

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Good, good! The first thing you need to do is figure out the mind-machine interface. If you screw that up, the first time you suit up you'll fry your brain. Not good, not good. Better to experiment on some unwilling, subhuman creature. (Not to mention tangible – ghosts are right out.) See if you can find a tank full of them, so that no one will miss the one you may end up killing. Once you do, turn to page 4.

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Required Technology: Neuroscience II

Yes, the sharks should do. You will need to construct a control helmet, but as you are a roboticist you do not understand the finer points of the interface. Time to hit the books! Turn to page 5 once you have acquired Neuroscience II.

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Aha, that is how it is done. Gather together one Ton of Wire, a Colander, and a 900V battery. In any lab, spend one minute tinkering with the materials, then destroy them and go to the GMs to get a Robo-Helmet (36225). Once you have it, turn to page 6.

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You'll need someone to help with this step. Head back to the Biology Laboratory. Select a shark and extract it from its tank. Hurry to the Particle Collider Control Center before the shark dies. Then, collide the Robo-Helmet (36225) with the shark. Once you've done so (no need to go to the GMs after this collision!), turn to page 7.

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Required Tech: Death Bots

When you open the chamber, you discover a dead shark with the Robo-Helmet (36225) attached to its head. You quickly retrieve the helmet and instruct the cleaning machines to sweep up the shark remains (find an GM/NPC who is willing to be a cleaning machine). Anyway, it seems like the signals overwhelmed the shark's feeble brain, but your genius intellect should handle it fine.

Now for the armaments! You'll need to do some research. Once you have acquired Death Bots, turn to page 8.

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Now that you know more about the secrets of constructing Death Bots, you'll have to cannibalize parts from previously constructed robots. Head to the Robotics Laboratory. Pick three of the robots you've previously built. For each, make "vrrrrm" buzzsaw noises for 30 seconds and then destroy the item card. Then, you need to have the automated systems combine the weapons into the main cannon of your mecha. This will take about 10 minutes, so you should go ahead and take the Moon Buggy out for a spin. Turn to page 9 once your joyride is over.

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Required Technology: Automotive Engineering

Head to the GMs and pick up your Main Cannon (49386). It is quite impressive, yes. There's one more piece to this whole thing, and that is the chassis. You'll have to research Automotive Engineering first. Once you have that, turn to page 10.

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Well, hmm. The simplest way to do this would be to pick a car from the Garage and turn it into the main body of the mecha. But... you don't own a car, in Sciencetown, and all of your flying saucers were destroyed long ago. So... maybe you can try to, er, convince someone else that they should give up their car, for the purposes of Science! That is to say, you'll either need to bribe someone, or, uh, get them out of the way somehow while you operate. Once you have acquired a car, turn to page 11.

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You need to, essentially, reconfigure the whole car's shape. The easiest way to do that is with a carefully-crafted explosive charge. Luckily, you have just the thing to do that! Fire a shot from the Main Cannon (49386) at the car, which will destroy the item card. Then, head to the Satellite Room and tell the henchman on duty to have the cleaning bots bring the remains to the Robotics Laboratory. This will take about five minutes; when the remains arrive, turn to page 12.

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Head back to the Robotics Laboratory now that the pieces of car are there. Put the Main Cannon (49386), Robo-Helmet (36225), and Pieces of Car (14820) together on a workbench, and spend four minutes welding them together and making appropriate noises. Once you're done, destroy the items and turn to page 13.

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Announce your invention to the world! Once finished, turn to page 14.

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

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