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Sciencetown/December 12+13 2009

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**Recruiting a Whale**

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:

- Zoölogy
- Absurd Abductions

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

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

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Kidnapping a whale! My god, that would be ... fantastic. Incredible. Unbelievable! Perhaps even ... absurd.  
Research *Absurd Abductions* now, and then turn the page.

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

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

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

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

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

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

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

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

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

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

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