

POWER OF TEN



You have gained the power of ten. You can use this power to scale things up and down by a factor of ten. In particular, you can use this to shrink large objects which are blocking older meteorite shards. At the moment, the power doesn't seem to work on every object in your way.

So, citizens, your exposure to the meteorite has given you a strange and wondrous power. When we heard the meteors were coming, we had a feeling they might have some sort of odd effects. In fact, we had more than a feeling... we had evidence. [dramatic chord]

You see, according to the city's Hall of Records, a meteor shower just like this one occurred one hundred years ago when the town was founded, and the meteorites had similar effects on the city's founders. They were not as adept at removing the shards as you are proving to be; in fact, many of those older meteorite shards are still within the city limits, hidden away for many years.

If you'd like to use your new superpower to help the town, wander around the city using your power to gain access to the shards of an older meteorite (of the color matching the one you got your power from.) Our science advisors, who have recently become invaluable, suspect that further details about how to use your superpower can be gained by analyzing the information from these older meteorite shards in conjunction with the information from the new meteorite shards of the same color. Note that this means you must use the data you've already gotten from the recent meteorite AGAIN.

If you manage to extract a conclusion from ALL of the meteorite shards (old and new) of a particular color, please let us know. Also, to discuss your findings relating to these new shards with the Hall of Records, please contact us at 617-452-3063 (or 2-3063). Calling the city council about these shards will be rather unproductive.