STAR·TREK®

The Kobayashi Alternative

PROCEDURES MANUAL

FEDERATION CLASSIFIED

Briefing
For All Cadets

KOBAYASHI ALTERNATIVE SIMULATION

Authorized personnel only

PURPOSE

This briefing tells you how to use the computer simulation, and gives you information that will help you succeed with The Kobayashi Alternative *test scenario*. It includes hints for resolving the dilemmas encountered on each planet and in other space regions during the mission. The briefing does not tell you what to do in every situation; that is left to your resourcefulness. However, each cadet should familiarize him/her/itself with these materials prior to proceeding with the test to ensure the maximum possible score.

PROCEDURE

To begin *The Kobayashi Alternative*, first read this briefing and the book that accompanies the diskette. Starfleet strongly recommends that you become thoroughly familiar with these materials before you begin the test scenario. Next, run through the trial mission to Orna described in this briefing. Then, begin the search for Sulu and the *Heinlein*.

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THE SIMULATION

The Kobayashi Alternative differs in several important ways from other interactive text simulations that you may have used.

Challenge

The program is completely open-ended. You must decide where to lead your crew in the search for Sulu. You can go to any planet or anywhere on the surface of a planet at any time you wish. The challenge is to use the information you discover as you visit each new world to do two things: First, you must decide the best strategy for exploring each new world and solving the dilemmas you face there. Second, you must piece together an accurate picture of what has happened to Sulu and the *Heinlein* from the information you obtain. *The Kobayashi Alternative* is like a jigsaw puzzle: All of the pieces are there, and your job is to put the pieces together in the correct way to accomplish the mission and optimize your score.

However, the freedom to go anywhere you wish at any time presents a new type of challenge. You must choose the best strategy for exploration to avoid wandering aimlessly. Your ability to use your powers of observation, evaluation, multilevel synthesis, and deduction will ultimately determine your success in *The Kobayashi Alternative*.

Input

All of the commands you need are contained in this briefing. Use the approved set of commands and queries to resolve each new dilemma you encounter. You are Captain James T. Kirk, and your task is to command the crew of the starship *Enterprise* through a successful mission. The approved Starfleet commands and queries listed in the section

"Communicating with the Crew" are all of the phrases you will need to complete the mission successfully. The object is to use these phrases in the most efficient way in any given situation. You do not have to guess whether you will be understood if you use the approved set of commands and questions. Other phrases can be interpreted by the computer simulation, but they may not lead to optimal performance and the highest score.

Screens

The method of presenting information on the screen differs from that of other simulations. First, information is presented in interactive text windows. This means that multiple channels of information are presented at once. Second, you type only the things you want to say to the crew of the *Enterprise*, aliens, or the *Enterprise* computer.

Movement

Moving about on the surface of planets and inside the Enterprise *is accomplished with arrow keys (or equivalent command keys for those computers lacking arrow keys).* Just as you would not walk to the north by saying to yourself, "Go north," you do not move in *The Kobayashi Alternative* by typing commands to yourself. Instead, you use the arrow keys (or equivalent command keys) to move about, just as you would use your feet, not your mouth, to move in real life. Anything you type into the "Kirk" window is interpreted as speech.

Actions

Functions such as looking, examining, and shooting are accomplished with function keys. A list of these keys is included in this briefing and can be displayed on screen by pressing the HELP key(s). (On the Macintosh you can see this list by pulling down the Actions menu.) You do not tell yourself to shoot or look by typing commands into the "Kirk" window. Instead, you simply press a key, or click on a Macintosh menu choice, to accomplish the action.

HARDWARE VARIATIONS

Note that the basic elements of the test scenario are the same for each computer version. There is the same number of tests, and the logic for solving the problems on each planet is the same. However, the specifics of operation and the overall capacity of each computer vary as does the screen display. Therefore, cadets should take time to become familiar with screens and keypresses that apply to the particular computers they are using. In this briefing, Macintosh users should pay particular attention to special instructions for their computer.

STARTUP

To start the program, follow the instructions for your computer.

IBM

1. Boot DOS 2.0 (or higher).
2. Insert *The Kobayashi Alternative* disk into drive A.
3. Type **ST** and press RETURN (↵) after the A> prompt.

APPLE II

1. Turn off your computer.
2. Insert *The Kobayashi Alternative* disk into the disk drive (side 1 up).
3. Turn on the computer and monitor.

MACINTOSH

1. Turn off the computer, then turn it on.
2. Insert *The Kobayashi Alternative* disk into the disk drive.

COMMODORE 64

1. Turn on the computer and disk drive.
2. Insert *The Kobayashi Alternative* disk into the disk drive (side 1 up).
3. Type **LOAD "ST",8** and press RETURN.
4. Then type **RUN** and press RETURN.

COMMODORE 128

1. Turn on the computer and disk drive.
2. Insert *The Kobayashi Alternative* disk into the disk drive (side 1 up).
3. Type **GO64** and press RETURN.
4. At the prompt, "Are you sure?" type **Y** and press RETURN.
5. Type **LOAD "ST",8** and press RETURN.
6. Then type **RUN** and press RETURN.

Mission Procedures

There are six skills that each cadet must master in order to be successful in the operation of *The Kobayashi Alternative* computer simulation. Once you master these six skills, you will be prepared to focus on the real challenge, the solution of the dilemmas you will face throughout the mission and ultimately the resolution of the mission itself. These six critical skills are:

1. Communicating with the Crew
2. Moving
3. Acting
4. Using Portable Equipment
5. Commanding the *Enterprise*
6. Communicating with Aliens

The sections that follow give detailed explanations of these six skills. You can test your ability on the trial mission to Orna outlined in this briefing.

COMMUNICATING WITH THE CREW
Overview

The crew of the starship *Enterprise* is your primary resource. Therefore, communicating with each crew member in a clear and precise manner is essential to the success of the mission. On a starship, there is little room for error.

Communication with the crew is accomplished by typing commands or questions, which appear in the text window labeled "Kirk." Once you press ENTER or RETURN your command or question is evaluated by the computer simulation. *If the statement is a valid Starfleet command, then a crew member will respond.* If the statement is not valid for this situation, then a message will appear on the screen telling you that you must use the approved Starfleet protocol. When this happens, refer to

the list of approved commands and queries. Choose the command that is most appropriate for the situation at hand. Your final evaluation will depend upon your ability to use the most appropriate commands for each situation. Remember, the "Kirk" window represents your voice. Type only those things that you would say to another crew member or other entity. The point of this test is not to guess which phrases will be understood by the computer, but rather to use the approved set of commands in the most efficient manner to solve the problem at hand.

Basic Rules of Communication

1. To address a member of the crew, precede the statement in the "Kirk" window with the crew member's name. For example: **Spock, ahead warp factor 5.** (Punctuation is optional.) You need only address a crew member by name once. All subsequent statements will be assumed to be directed to that crew member unless someone else is addressed by name or the original crew member leaves the scene.

2. The crew member's response will appear in a text window along with his/her/its name. When the crew member speaks via communicator or ship's intercom, the response appears in a text window labeled "Comm" or "Intercom."

3. If you wish to speak to someone who is not present, you can use your communicator or the ship's intercom. Simply begin your statement with **Kirk to...** followed by the crew member's name — for example, **Kirk to Scotty.** (Scott replies in the "Intercom" window: "Aye, Captain.") Then you can speak to Scotty in the normal manner without addressing him with **Kirk to Scotty...** To end the communication, you can either say, **Kirk out**, or simply address someone else.

4. Use the Starfleet Approved Verbal Commands and Queries listed in the accompanying table whenever possible. Doing this will result in the most efficient flow of communication within the test scenario. Other phrases can be processed by the computer simulation, but it is strongly recommended that you use the commands on this list whenever you address the *Enterprise* crew. This simulation tests your ability to use appropriate command language in a given situation. It is not designed to process every possible verbal input. The emphasis is on thinking through the problem situation, piecing together the mystery of Sulu's disappearance, and making the best use of the resources of the *Enterprise* to complete the mission.

5. Enter only one command at a time. Multiple commands may lead to ambiguous results.

SFC Approved Verbal Commands and Queries

COMMANDS	EXAMPLES
NAVIGATION	
chart (**set** or **plot**) **a course for** (**to**)	**Chekov, set a course for Orna**
warp (**factor**) (**0-8**)	**Warp factor 5**
increase/decrease warp speed	**Decrease warp speed**
orbit the third (**3rd**) **planet**	**Orbit the third planet**
SENSORS	
scan the planet	**Scan the planet**
long range scan	**Long range scan**
closeup of the planet	**Closeup of the planet**
system scan	**System scan**
scan for life (**readings**)	**Scan for life**
COMMUNICATIONS	
Kirk to Enterprise (or any crew member)	**Kirk to Avoca**
WEAPONS	
lock phasers (**torpedoes**) **on** (name of target)	**Lock torpedoes on the ornacraft**
set phasers on (**to**) **full** (**maximum**)(**power**)	**Set phasers to full power**
fire phasers (**torpedoes**)	**Fire phasers**
shields (**screens**) **up**	**Shields up**
raise/lower screens (**shields**)	**Raise the shields**

COMMANDS	EXAMPLES
TRANSPORTERS	
set coordinates (**coords**) **at** (setting)	**Set coords at 5000.5000**
energize	**Energize**
beam me (**us** or any objects) **down/up**	**Beam us up**
TURBOLIFT	
deck (**1-23**)	**Deck 7**
Engineering (or any compartment in the *Enterprise*)	**Transporter**
COMPUTER	
computer data (any planet or entity)	**Computer data Orna**
OTHER COMMANDS	
tricorder readings	**Tricorder readings**
analyze (objects)	**Spock, analyze the box**
analysis (or **results**)	**Mr. Spock, results**
give me the (object)	**McCoy, give me the phaser**
go to (any location or coords)	**Go to 5000.5000**
return to stations	**Return to stations**
take the (object) **to** (person or location)	**Renner, take the tapes to the transporter**
come (to any location)	**Bones, come here**
fix (**repair**) **the** (any piece of equipment)	**Scotty, fix the generator**
prepare a landing party	**Mr. Spock, prepare a landing party**
bring the (object) **to me** (or any location)	**Scotty, bring the tapes to me**
tell me about (an object or being)	**Mr. Spock, tell me about the Ornae**
fan out	**Fan out**
regroup	**Regroup**

MOVING

Movement is controlled by the arrow keys and control keys listed below. These keys represent your legs. If you want to walk from one location to another, use the arrow keys (or equivalent command keys).

	IBM, Commodore, Apple IIe and IIc	Apple II+	Macintosh
Move west/left	LEFT ARROW	LEFT ARROW	⌘H
Move east/right	RIGHT ARROW	RIGHT ARROW	⌘J
Move north/enter	UP ARROW	CTRL-K	⌘Y
Move south/exit	DOWN ARROW	CTRL-J	⌘N

Within the *Enterprise*

To move about on any deck, press the arrow keys (or equivalent control keys). As your location changes, messages will appear in the main text window telling you which compartments you are near.

To enter a compartment, press the UP ARROW key or equivalent control keys when the message indicates that you are near that compartment. Once you are inside a compartment, a new message will describe the compartment to you.

To exit a compartment, press the DOWN ARROW key or equivalent control keys.

To use the turbolift, first enter the lift using the UP ARROW key (or equivalent command keys). You can enter the turbolift from the bridge or from any corridor when the message "You are near the turbolift" appears in the main text window. The turbolift responds to voice command. Type the deck or other location to which you wish to go into the "Kirk" window. For example, typing either **Deck 7** or **Transporter** gets you to deck 7 where the transporter is located. Then exit the turbolift by pressing the DOWN ARROW key (or the equivalent command keys).

To use the transporter from the *Enterprise*, you must be in the transporter room. The transporter technician sets the transporter coordinates for the initial beam-down location on the planet. You can then use the command **Renner, beam me** (or **us**) **down.** If you say **me**, only you will beam down; if you say **us**, then everyone in the transporter room except the transporter operator will beam down. If you have formed a landing party, everyone will beam down together when you say, **Beam us down.** Be sure to address the transporter operator by name, or the

last person to whom you were speaking will respond and operate the transporter if he/she/it knows how to do so. To use the transporter from a planet's surface, first contact the transporter room (Renner is the technician on duty), and order yourself beamed up.

To beam down:

Kirk: **Renner, set transporter coordinates to 5000.5000.**
Renner responds: Setting coordinates.
Kirk: **Beam us down.**
Renner: Energizing.

To beam up:

Kirk: **Kirk to Renner.**
Renner responds: Renner here.
Kirk: **Beam us up.**

On the Surface of a Planet

On most planets, once you beam down, you can walk about on the surface. The main text window will be labeled with the planet's name. Each planet is divided into regions, and a description of the planet region you are in will appear in the main text window. Whenever you enter a new region, a description of that region will appear.

Use the arrow keys (or equivalent command keys) to move north, south, east, and west. Be sure to take tricorder readings frequently and to use the LOOK and EXAMINE keys when you enter a new region or encounter an object or alien. You can use the LOOK key to get planet coordinates for an object or alien when you reach the "within visibility" range.

Your location on the planet will be indicated by *planet surface coordinates,* which represent a two-dimensional grid of the planet's surface. The range of coordinates is usually 0.0 to 20000.20000, although some planets may be smaller. When you beam down to a planet, you must specify the coordinates for the beam point. As you move about on the surface, your location is indicated in the status window. As you move, your coordinates change. The step size indicated in the status window tells you how many coordinate units you will move with each step. Every location on each planet has a coordinate location. Use these coordinates as you explore each new planet. Do not keep the arrow keys (or equivalent command keys) pressed down as you move — if you do, you may find that you miss important information.

Anyone who beams down with you is considered to be part of a landing party. The landing party will follow you wherever you go on the planet's

surface unless you order one or more of them to go elsewhere. You can scatter your landing party in two ways. To get the landing party to cover the most ground, give the order, **Fan out.** Everyone will scatter across the planet's surface. You can contact any member of the landing party with your communicator and get reports from them on their locations. For example:

Kirk: **Kirk to Spock.**

Spock responds: Spock here.

Kirk: **Where are you?**

Spock responds: On the planet's surface at coordinates 5000.5000.

Kirk: **What do you see?**

Spock responds: A desert of blowing blue sand.

You can also tell the members of your landing party to go to specific coordinates on the planet. Then, you can obtain the same information as described above. For example:

Kirk: **Bones, go to 5000.5000.**

McCoy will go to planet coordinates 5000.5000. Then you can communicate with him as described above.

Once you send the crew away from the landing party or have them fan out, they will no longer follow you unless you specifically order each one to do so. Likewise, crew members who beam down after the original landing party will not follow you automatically.

To get them to accompany you, address each one by name, then enter **Follow me.** To get the crew back together, contact a member of your crew such as Spock, and give the order **Regroup.** For example:

Kirk: **Kirk to Spock.**

Spock responds: Spock here, Captain.

Kirk: **Regroup.**

Spock responds: Yes, Captain.

One at a time, your crew will return to you.

ACTING

Actions such as looking and shooting are controlled by function keys. Think of these keys as your hands. A complete list of actions and the appropriate keypresses for each follows. You can get an on-screen summary of these keypresses by pressing F1 on IBM and Commodore computers or SHIFT-1 on Apple II computers, or by pulling down the File, Actions, and Options menus on the Macintosh.

	IBM	Apple II	Commodore	Macintosh
HELP	F1	SHIFT-1	F1 or SHIFT-1	⌘ ?
INVENTORY	F2	SHIFT-2	F2 or SHIFT-2	⌘ I
GIVE	F3	SHIFT-3	F3 or SHIFT-3	⌘ G
TAKE	F4	SHIFT-4	F4 or SHIFT-4	⌘ T
USE	F5	SHIFT-5	F5 or SHIFT-5	⌘ U
SHOOT	F6	SHIFT-6	+	⌘ S
EXAMINE	F7	SHIFT-7	F7 or SHIFT-7	⌘ E
LOOK	F8	SHIFT-8	F8 or SHIFT-8	⌘ L
DROP	F9	SHIFT-9	F9 or SHIFT-9	⌘ D
UTILITIES	F10	SHIFT-0 (IIc/IIe) * (II+)	F6 or SHIFT-6	Access from File and Options menus

When an action key is pressed, a window appears on the screen with a list of options for that action. To remove an action window on the Macintosh, select Cancel from the Actions menu. An explanation of each action and the accompanying option window text follows.

HELP

On IBM, Apple II, and Commodore computers, press the HELP key(s) when the Help window is on screen, and a set of Starfleet approved words are listed. On the Macintosh, access the Starfleet Help message from the Options menu or by using the HELP keys.

INVENTORY

This key opens a window that lists the type of uniform you are wearing and the things you are carrying in your pack and in your hands.

Uniform: Choice of uniform is especially important when you beam down to a planet's surface. Hostile conditions on the planet may necessitate a particular choice. To change your uniform, press the key indicated in the window beside the uniform choice or, on the Macintosh, click in the "uniform" box. Other crew members will wear the same uniform you choose. You can only change your uniform in the transporter room or in your quarters.

Pack: Use the pack to hold objects and equipment that you are not currently using, or when you have more that two objects or pieces of equipment. To move an object from your pack to your hands, first press the INVENTORY key(s), then press the key indicated for the object. To move it back to the pack, press the key again. On the Macintosh, click the name of the object and a check mark will indicate its location: hands or pack. To use, give, shoot, examine, or drop a piece of equipment, it must be out of your pack and in your hands. Objects in your pack cannot be analyzed by other crew members.

Hands: Since you are not a Deluvian, you can hold only two objects or pieces of equipment in your two hands at once. If you try to hold more than two, you will drop at least one when you take a step. However, to use a piece of equipment, it must be in your hands. Likewise, objects and equipment must be in your hands in order for you to give them to someone else. Remember, to move objects and equipment from your hands to your pack and vice versa, press the INVENTORY key, then press the key indicated for that object or piece of equipment. This will switch the piece of equipment from your hands to your pack. A second keypress will move the object back again. On the Macintosh, clicking the name of the object will move it back and forth.

TAKE, USE, SHOOT, EXAMINE, and DROP

When you press the key or keys that apply to any of these actions, a window appears with a list of objects or equipment that may be acted upon. A keypress is indicated beside each object. To perform the action on the object, simply press the indicated key. On the Macintosh, no key is indicated; click the name of the object to perform the action.

GIVE

GIVE is a special action because it involves both an object and a crew member: You must give something to someone. When you press the GIVE key(s) a window appears with the choice of objects that may be given to the person indicated. Each choice is preceded by a key option. The crew member to whom objects can be given is the one to whom you last spoke (provided that he/she/it is still present); that crew member's name is indicated at the top of the window. To give an object to the crew member indicated in the window, press the appropriate key. On the Macintosh, no key is indicated; click the name of the object to give it to the crew member.

For example: Press the GIVE key(s) and a window appears. At the top it reads, "Give to Renner." Below that is a list of equipment — phaser, communicator, and tricorder — with a keypress indicated to the left of each object. If you press any of the keys indicated (or click the name of the object on the Macintosh), you will give the corresponding object to Renner.

If you wish to give something to another crew member, first address that person by name, then activate the GIVE window. For example, if you first say **Spock**, then you can give things to him.

EXAMINE

You can examine objects, pieces of equipment, or aliens that you encounter in the simulation. First, press the EXAMINE key(s). A window will appear with a list of things that can be examined. Select from this list by pressing the appropriate key or, on the Macintosh, by clicking the name of what you want to examine. A description of the thing you are examining will appear in the main text window. You can get more information about objects and aliens by scanning them with the tricorder. To do this, press the USE key, then select the tricorder, or order another crew member to scan the object.

LOOK

To get a description of the surrounding area, press the LOOK key(s). The description will appear in the main text window. This function is especially helpful when you are on the planet's surface and trying to locate specific planet coordinates for an object or alien.

UTILITIES

While the utility functions are not actions in the strict sense, they are accessed on IBM, Apple II, and Commodore computers in the same manner: press the UTILITIES key(s) and a window will appear with a list of utility functions and the corresponding keypresses. On the Macintosh there is no UTILITIES menu. These functions are divide between the File and Options menus. The utility functions are as follows:

UTILITY	FUNCTION
SPEED	Controls the speed of the simulation.
PAUSE	Interrupts the flow of the simulation temporarily. To resume, press any key. To resume on the Macintosh select Resume from the Options menu.
SAVE	Initiates the sequence of operations that saves the simulation on a data disk. It is recommended that you have a blank formatted data disk available to save your simulations. Follow the on-screen instructions to save your current attempt. It is a good idea to save the simulation frequently, so that if you encounter serious difficulties, you can begin again from the situation you last saved.
RESTORE	Retrieves a saved simulation from disk and returns you to that simulation at the point from which you saved it.
QUIT	Ends *The Kobayashi Alternative* and gives you your score thus far. Be sure to save the simulation before you quit.

USING PORTABLE EQUIPMENT

Communicator

The communicator is used to keep in touch with your crew and to communicate with the *Enterprise* while on a planet's surface. Be sure to take the communicator with you when you beam down, or you may be stuck on the planet's surface. To operate, the communicator must be in your hand and turned on. To turn the communicator on, first put it in your hand using the INVENTORY key(s) as described above. Then, press the USE key(s) and toggle between the on and off settings by pressing the key indicated to the left of "Communicator" in the USE window. On the Macintosh, click on "Communicator" to toggle between on and off.

Before you can speak to anyone via communicator, you must "hail" that person. To do this, enter **Kirk to** followed by a crew member's name. For example, **Kirk to Scotty** will alert Mr. Scott. You can then communicate with Scotty in the normal manner. To communicate with another person via communicator, simply repeat the process. Note that you can only address one crew member at a time with the communicator

and that the command **Kirk out** turns the communicator off. There are some regions on some planets where the communicator does not work due to interference of one kind or another. When you leave such an area, your communicator will be turned off. You must turn it on before you can use it.

Phaser

Phasers are hand weapons that can be used to stun or kill. The phaser must be in your hand to operate and should be set on the proper setting. (Remember that the Prime Directive is in force in the Trianguli sector and that wanton use of weapons on natives may have dire consequences.) To use your phaser, first set the intensity level for stun or kill by pressing the USE key(s). Press the key indicated for the phaser to toggle between the two choices. On the Macintosh, click on "phaser" to toggle between choices. Then, press the SHOOT key(s) and select the object at which you wish to shoot.

Tricorder

A tricorder is a hand-held sensor. Tricorder readings will tell you about the unseen characteristics of objects and aliens. You can take tricorder readings in two ways: You can use the tricorder yourself by pressing the USE key(s) and then choosing the tricorder, or you can order a member of your crew to **take tricorder readings** or to **scan** objects or aliens. For example, **Spock, scan the Ornae** will result in a tricorder reading of a native of Orna (assuming one is present). You must take the tricorder from the transporter room or tell someone who has one to give it to you if you wish to use the tricorder. (Some members of your landing party carry tricorders automatically.) Taking frequent tricorder readings (especially when you encounter something new) is recommended. One very useful feature of the tricorder is that you can use it to "scan for life" and thus locate aliens while on the surface of a planet. However, tricorders have a limited range and so a negative life reading in one spot may not indicate that a planet is devoid of life entirely.

COMMANDING THE *ENTERPRISE*

Because you are a starship commander, your ship is at the center of your world. The ship and its crew are your most valuable resources. The success of your mission depends upon your ability to use the resources of your starship to the fullest.

Ship's Layout

The *Enterprise* has 23 decks, which are divided into compartments. As you explore each deck, you will become familiar with the layout of the *Enterprise* and the crew members who are assigned to each station. There are two main decks:

Deck 1 — the bridge, which contains the command center and navigational equipment;

Deck 7 — the main deck, which includes Security, the library, the transporter, the sickbay, and Engineering.

It is recommended that you become familiar with the layout of the *Enterprise* and the biographies of the crew members at each station prior to proceeding with your mission.

The Bridge

All navigational, weapons, and computer functions occur on the bridge. In order to plot a course or fight in a battle, you must be either on the bridge or in contact with the bridge. Since the bridge is the command center for the starship, your presence there is always preferable when the ship is traversing space, making first contact with a star system, or encountering an alien vessel. With your command crew present on the bridge, you have the most efficient access to the full resources of the *Enterprise*.

Navigation

To traverse the reaches of space, you must plot a course, then activate the warp drive. Every star system in space has a three-dimensional coordinate designation. For example, the star system Iota, in which the planet Orna is located, lies at coordinates 13498.17852.12576. (Remember that space coordinates are different from planet surface coordinates, which are two-dimensional.) When you arrive at the designated space coordinates, the name of the star system will appear in the status window. Use the sensors to investigate the system, then orbit each planet and scan for more information.

To set course for Orna, for example, order the helmsman to **plot a course for...** followed by either the name of the planet or the three-dimensional coordinate designation of its star system. If the planet is known to the computer, then the name is sufficient. If the planet is not known, or if you wish to go to some region of space that is not a star system, give the three-dimensional coordinates. You can obtain the names of all of the known planets in the Trianguli sector and the coordinates for their star systems by requesting **Computer data Trianguli.**

The coordinates of the *Enterprise* and those of your course location are displayed in the status window at the bottom of the screen.

To activate the warp drive, give the command **Warp...** followed by a numerical designation from 0 to 8 (maximum warp speed). (Note that high warp speeds are a strain on the engine systems and should be avoided whenever possible.) When you arrive at your designation, the status window will give the coordinates and the name of the star system, if applicable.

Status Window

The text window at the bottom of the screen will keep you informed of the status of the ship's primary systems. These include engines, dilithium crystals, the generator, warp speed, shields, phasers, and photon torpedoes. In addition, the status window will give you the coordinates of the sector you are currently in, the coordinates you have set prior to engaging the warp drive, the name of the star system you have entered, and the number of the planet you are orbiting. Consult this window often as you navigate the *Enterprise* through space.

Computer

The ship's computer contains information on people, alien star systems, and equipment. To access this information, enter **Computer data** followed by the thing on which you want information. For example, **Computer data Trianguli** gives you a list of the known planets in the Trianguli sector, including the coordinates of each planet's star system. To obtain specific information on each of these planets, enter **Computer data** followed by the name of the planet. You can access any information in the computer's data banks in the same manner. It is recommended that you use the computer's information to become familiar with the backgrounds of your crew and the worlds of the Trianguli sector prior to starting the mission.

Laboratory Analysis

Objects that you encounter on the Trianguli worlds can be analyzed. Such analysis may produce critical information that is not otherwise detectable. In order for an object to be analyzed, a crew member must take it to the lab on the *Enterprise*. A short time later, you may ask for the

results. To have an object analyzed, give the order to a specific crew member:

Kirk: **Uhura, analyze the fragment.**

Uhura will leave the scene (beaming up to the *Enterprise* if necessary). You must ask for the results.

Kirk: **Uhura, results** or **Uhura, analysis.**

Uhura will report any information gained from the analysis. Not every crew member can obtain the desired results from analyzing every object. Match the crew member's abilities with the task.

Sensors

The ship's sensors can tell you a great deal about star systems, planets, and objects you encounter in space. You can order your crew to activate the sensors from the bridge. Objects and other vessels encountered in space can be scanned, and planets can be scanned from orbit. The sensors may reveal vital information about potential sites to beam down to or particular dangers that exist on a planet's surface.

Long range scan will tell you if any star systems exist in nearby space or give you an overview of the star system you are currently in.

System scan will reveal the number of planets in the system.

Scan the planet will give you information about a planet's atmosphere, land masses, and other features.

Closeup of the planet will give you visual information about the planet and list possible landing coordinates. This command only makes sense when you are on the bridge since the viewscreen is located there.

Scan for life may reveal life readings on the planet's surface.

The Crew

Each crew member is assigned a duty station, where you will find him/her/it. You can communicate with a member of your crew via intercom, or go to the appropriate compartment and speak to the crew member directly. You will find a brief biography of each crew member in the ship's computer. The crew of the *Enterprise* are as varied as the galaxy itself. The following is an annotated list of the mission crew:

Commander Spock: First Officer and Science Officer. Vulcan. Special characteristics: Vulcan mindmeld.

Commander Leonard McCoy: Ship's Surgeon, Chief of Medicine and Psychiatry. Terran.

Commander Montgomery Scott: Chief Engineer. Terran.

Lieutenant Nyota Uhura: Chief of Communications. Terran.

Lieutenant Pavel Chekov: Weapons Officer. Terran.

Lieutenant Theresa Renner: Transporter Technician. Terran.

Lieutenant Dervol Seamonn ni Avoca: Helm Officer. Terran.

Lieutenant Sean Ohara: Security Officer. Galacian.

Ensign Dahai Naraht: Biology Officer. Horta. Special characteristics: Authorized to wear no uniform due to unusual body composition.

Lieutenant Commander Harb Tanzer: Chief of Recreation. Terran.

Lieutenant Commander Lia Burke: Assistant Head Nurse. Terran.

Lieutenant Janice Kerasus: Chief of Linguistics. Terran.

Lieutenant Azrieh Lee: Junior Weapons Officer. Terran.

COMMUNICATING WITH ALIENS

As you explore the Trianguli sector in search of Sulu, you will encounter strange new life forms. Communication with these life forms may be difficult at times, but it is almost always worth the effort. Before you attempt communication, a few basic rules may facilitate your attempts to obtain information from these creatures.

Alien Communication Rule 1

The aliens of the Trianguli sector understand only a few phrases of Federation Basic. The reason for this limited understanding involves an as-yet-unpublicized story of a free trader named Qgu 'ke namm. Ms. Qgu belonged to a sect of the Panlinguistic Multifragmented Teachers of Limited Phraseology. It was her belief that if she taught every alien in the Trianguli sector to understand a few phrases of Federation Basic she would ensure her own ascension to the Gates of Everlasting Banal Bliss, not to mention make it easier for her to earn a quick profit. So she set about teaching every alien on, and under, every planet in this sector of the Galaxy to understand and respond to the same phrases. Luckily, her diary was found in the hulk of her burned-out trader after she disappeared on one of the Trianguli worlds. It is believe.' that she was consumed by one of her pupils. Before her disappearance, she managed to teach only nine common phrases to the native population. (Presumably this ensures her of access to only the ninth level of E.B.B.) Her list of nine phrases is given below along with her original annotations.

1. "Hello."   (obvious enough)
2. "Who are you?"   (a good question, but who cares?)
3. "I am..."   (the obvious extension is your name)

4. "We come in peace."   (a nice thought, though optimistic)
5. "We are friends."   (a bit presumptuous)
6. "Have you seen...?"   (insert the name of the lost soul)
7. "Can you understand me?"   (or do you even want to try?)
8. "Have you seen the Klingons?"   (bad guys are everywhere)
9. "Can you help us?"   (we obviously need it)

Unfortunately, Qgu 'ke namm disappeared before she could teach any more than these nine phrases to the collected beings of the Trianguli sector. However, it is interesting to note that she apparently taught each alien one phrase at a time and only began teaching the second phrase after the first was understood by every creature in the sector.

Because of this limitation in the ability of the Triangulii to understand expressions other than these nine, it is recommended that you restrict your inquiries of them to these nine speech forms lest one or more of them mistake you for Qgu 'ke namm's reincarnation.

Alien Communication Rule 2

You can talk to aliens only when you are close to them. You can talk to alien creatures when they are designated with the message, "You notice..." in the main text window. When you see a message stating that aliens are "in the area" or "within visibility range," they are too far away to hear you.

Alien Communication Rule 3

In the message that appears in the main text window when you press the LOOK key, note the coordinates of the aliens. This will help you get close enough to communicate with them or find them again if the need arises.

Alien Communication Rule 4

When you are close enough to communicate, you are also close enough to examine, scan, or order one of your crew to "tell me about" the aliens. Use the LOOK and EXAMINE keys to gain more information about the aliens you encounter.

Alien Communication Rule 5

When speaking to your crew about a Trianguli alien, always refer to the alien by race. The Trianguli aliens are very sensitive about the manner in which they are described. For example, a native of Orna is an Ornae. You can obtain the proper designation by examining the alien.

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Trial Mission To Orna

The main simulation screen appears on your computer monitor. You are on the bridge of the starship *Enterprise*. On the screen before you are four text windows.

The main text window is the largest. It is labeled with your present location, in this case, "Deck 1 — Bridge." As you proceed through *The Kobayashi Alternative,* this window will fill with information vital to your mission.

The status window at the bottom of the screen gives you a current reading on the vital systems of the *Enterprise.* When you are on the surface of a planet, the status window will update you about your surroundings.

The "Kirk" window is your voice. When you type commands or questions using the computer keyboard, they appear in this window. Type only those things you want to say to another person or being. When you press ENTER or RETURN, the computer will process your statement.

Conversation windows appear whenever you talk to another crew member, or when a crew member speaks to you. The window labeled "Spock" contains a logical first question, "Your orders?"

As you proceed through this trial mission, remember that you are Kirk. Type the statements as if you were Kirk, then press ENTER or RETURN. The information on your screen should correspond to what you see in the briefing. Be sure to pay close attention to all four text windows. Not all of the information that appears on the screen is duplicated in the text of this briefing.

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As you begin the mission, you find the *Enterprise* has sustained major damage in flight with an unknown adversary. The crew is unable to make any of the necessary repairs. Before you can locate Sulu and the *Heinlein*, you must first get the *Enterprise* back in working order.

Spock: Our engines have sustained major damage, Captain. We will need the assistance of the Ornae for repairs. Your orders?

Kirk: **Computer data Trianguli.**

Computer: Working...

You get a computer report including the names of the planets in the Trianguli region and coordinates of their star systems. One way to begin is to obtain computer data on each of those planets. You decide to start with Orna.

Kirk: **Computer data Orna.**

This produces a computer report on Orna as the major inhabited planet of its system. You can get data on each of the other planets/systems in the Trianguli region in a similar manner.

The computer data reports that the Ornae once helped repair a stranded Starfleet vessel. Perhaps they can help you.

Kirk: **Spock, system scan.**

Spock: Scanning...

A system scan report appears in the main text window. This report tells you that there are six planets in the iota system.

Kirk: **Long range scan.**

This produces an overview of the iota system and notes that there is only one planet that is inhabited — the second planet.

Kirk: **Orbit the second planet.**

Spock: Standard orbit, sir.

Renner tells you that the computer has located safe landing coordinates.

In the main text window you see the message, "You notice on the viewscreen: a shiny round ornacraft."

Chekov: Vat a small ship! It must be a communications device of some sort.

Spock: Captain, transmission signals from the ornacraft are detected. It would seem logical to try to scan or hail it.

Kirk: **Mr. Spock, scan the ornacraft.**

Spock: Scanning... Scan data compiled, sir.

A computer report describing the craft in the viewscreen appears in the main text window. Communication signals are detected inside the

mountain range and from two points in space.

Kirk: **Uhura open a hailing frequency to the ornacraft.**

Uhura: Yes, sir. Frequency established, Captain.

Uhura: Captain, the ornacraft will not respond to our hailing attempts. It is just a high-transfer data transmitter and is currently relaying data from the planet to two locations in space, 24038.9384.17522 and 11432.15008.9077. The data is undecipherable.

You decide to obtain a visual reading before beaming down to the planet's surface to investigate.

Kirk: **Spock, scan the planet.**

Spock: Scanning...

The planet scan reveals that the planet is larger than Earth and is mostly desert.

Kirk: **Closeup of the planet.**

Spock: Yes, Captain.

The closeup report reveals unusual life-form readings and gives a recommended landing site at planet coordinates 7600.7900.

You decide to form a landing party and beam down.

Kirk: **Mr. Spock, prepare a landing party.**

Spock: Yes, Captain.

Spock, Uhura, and Chekov exit the bridge. You follow using the UP ARROW key or equivalent control keys to enter the turbolift.

Kirk: **Deck 7.**

The turbolift takes you to deck 7 where you exit using the DOWN ARROW key or the equivalent control keys. The main text window indicates that you are on deck 7 in the corridor. Using the LEFT ARROW key or equivalent, you walk down the corridor past Engineering and stop near the transporter room. You enter the transporter using the UP ARROW key or equivalent.

In the main text window appears the following message: "You notice in the area: A standard Starfleet communicator and a standard tricorder." Using the TAKE key you gather up the communicator and tricorder.

Checking your inventory you discover that you are wearing a uniform, you are holding a phaser, communicator, and tricorder in your hands, and your pack is empty. Since you can only hold one item in each hand, you move the phaser to your pack by pressing the appropriate key. Since Orna has an Earthlike atmosphere, you remain in your uniform for this excursion to the planet's surface.

Before you beam down, you will have to be sure the screens are lowered. You contact Avoca, who is on the bridge.

Kirk: **Kirk to Avoca.**
Avoca: Avoca here, Captain.
Kirk: **Lower screens.**
Avoca: Screens down.

You are ready to beam down to either the landing coordinates suggested in the closeup report or the ones that Renner located. Using Renner's suggested coordinates:

Kirk: **Renner, beam us down.**
Renner: Energizing, Captain.

You and your landing party materialize on the planet's surface. A description of the area appears in the main text window.

Kirk: **Spock, scan for life.**
Spock: I'm picking up something around 7650.8310, Captain.

You decide to explore the planet by having your crew fan out over the surface and report back to you with their findings.

Kirk: **Fan out.**

Once the crew has separated, you contact them for reports on their findings.

Kirk: **Kirk to Spock.**
Spock: Spock here, Captain.
Kirk: **Where are you?**
Spock: On the planet's surface, sir...

If you have the crew fan out you can have them return to you by:

Kirk: **Kirk to Spock.**
Spock: Spock here, Captain.
Kirk: **Regroup.**

Spock approaches.
Scott approaches.
McCoy approaches.
Chekov approaches.
Uhura approaches.

You and your landing party decide to walk north and then east towards the coordinates Spock noted when he scanned for life.

As you continue east, you notice a tunnel (7650.8000). You enter the tunnel along with your crew by pressing the RIGHT ARROW key (or the equivalent command keys). As you move, you notice that your coordi-

nates change in the status window.

At coordinates 7650.8200 you see the message, "Within visibility range: a vast ship-servicing apparatus." The LOOK key will give you the exact location of the apparatus (7650.8205).

Kirk: **Spock, scan the apparatus.**
Spock: Scanning...

The tricorder indicates that this is an advanced facility. You deduce that this is the likely source of the radio transmissions from the ornacraft.

When you try to contact the *Enterprise* using your communicator you discover that the thickness of the rock around the tunnel or the radio transmissions interfere with the signal and prevent you from communicating with your ship.

You decide to move east further into the tunnel. You continue to walk toward the life-form reading coordinates. At coordinates 7650.8300, you enter a large cavern. An alien creature approaches. You take stock of the situation by first using the LOOK key. The main text window indicates that you are in a vast cave that houses the major city and manufacturing area. The alien creature (called an Ornae) is nearby. The coordinates of the Ornae are given in the main text window.

You decide to examine the alien using the EXAMINE key. This reveals that the creature looks like a blue jelly roll with no visible organs.

Kirk: **Spock, scan the Ornae.**
Spock: Scanning...

The reading reveals that this type of creature is rare in the Galaxy and that it has an advanced nervous system. This is confirmed by Spock when you say, **Tell me about the Ornae.**

Spock: This creature seems to demonstrate advanced mechanical abilities far above those practiced by Starfleet repair personnel.

You suspect that the creature is friendly since it approached you, and you attempt to communicate.

Kirk: **Hello.**
Ornae: What's happening?

Not bad for a first try, so you proceed.

Kirk: **Who are you?**
Ornae: I am an Ornae, master mechanic.
Kirk: **I am James T. Kirk.**
Ornae: I am one of the Ornae and I can fix anything.

Well, if it can fix anything...

Kirk: **Can you help us?**

Ornae: Sure thing!

The Ornae beam aboard the *Enterprise* and return to you minutes later claiming that they have made the necessary repairs and you can continue your mission.

Further exploration reveals no clues to the whereabouts of Sulu. Although the Ornae are an interesting species and seem to be able to repair almost any device, your search for Sulu and the *Heinlein* must lead elsewhere. You gather your landing party and exit the cavern through the tunnel by retracing your steps to the valley outside. Here you again try to communicate with the *Enterprise*.

Kirk: **Kirk to Renner.**

However, your communicator is no longer on. You must activate it with the USE key, then try again.

This time Renner responds: "Renner here, Captain."

Kirk: **Beam us up.**

The landing party materializes in the transporter room. You must now decide where to take the *Enterprise* next. You think to review the Trianguli data. But then you refer to the transmission information you received from the ornacraft and it sparks a thought.

Kirk: **Kirk to bridge.**

Avoca: Avoca here, sir.

Kirk: **Set course for...**

Clues for Solving Dilemmas on Trianguli Planets

Cadets who experience difficulty resolving the dilemmas encountered in the Trianguli region may refer to the enclosed clues.

ORNA

Critical Planet Coordinates

valley: 8000.7000
tunnel: 7650.8150
city cave: 7500.8800

MALAKIYY

1. The transmitter is north of the large crater.
2. The transmitter can be analyzed.
3. Examine the ship.
4. Your communicator will not function near the crash.

Critical Planet Coordinates

craters: 9550.3425, 9500.2400, 8675.2850
transmitter area: 9600.2800

ANDORGHA

1. Orbit planet six.
2. The helium atmosphere requires cold gear.
3. The installation is to the east of the large mountain.
4. A status report from the *Enterprise* reveals that the phasers are still operative.
5. Phasers can still be locked on the coordinates of the installation.

Critical Planet Coordinates

large mountain and installation: 7600.2500
east-west mountain: 7500.3000
large island: 7000.3000

HASTORANG

1. The dragon cave is north of the beam point.
2. The dragon speaks the truth.
3. To free the princess, try using your phaser.
4. The spell that disables your communicator is broken when you cross the drawbridge.
5. Question the wizard.

Critical Planet Coordinates

dragon cave: 5000.15200
dungeon: 11300.4900
castle: 11200.4807
drawbridge: 10875.4805
enchanted forest: 4890.16610

ACHIR

1. Dress properly before going out.
2. Have an appropiate crew member analyze the sign.
3. Talk to the aliens.
4. The Tshhath has the right number.
5. Scan the planet from the ship.

Critical Planet Coordinates

wind tunnel: 12500.4500
wind tunnel: 12500.13500

NIAU

1. Speak softly and carry no sticks.
2. Talk to Lahre and Niauite.
3. Try the museum at 13500.13500.
4. Examine the bones.

Critical Planet Coordinates

den city: 14100.12200
large platform: 14100.11200
grassy knoll: 14100.11100

JAUZAH

1. Planet four cries for help.
2. The canyon stretches south to coordinate 5500.
3. You won't need a second opinion if the doctor is there.
4. Ask about the clay.
5. Have Spock mindmeld.

Critical Planet Coordinates

strip-mining area: 5100.2355
canyon: 7250.2495
toxic waste dump: 1620.3902

KLUSOS

1. You will need your space suit in this atmosphere.
2. This calls for a short, stout, naked crew member.
3. Keep your short friend with you.
4. The mines in the north (17000.14000) offer the most promise.
5. Talk to the miner.
6. A short analysis of the substance is in order.

Critical Planet Coordinates

prison: 4102.17750
mining pits: 17000.14200

TSHIO

1. The village is north of 14000.13000.
2. You can communicate with Spock.
3. His mind is like theirs.
4. The transporter works when Spock is free.
5. You can beam to the energy source at coordinates 50.9000.
6. Try a "cube" scan.
7. Ask about the cube.

Critical Planet Coordinates

temple ruins: 4000.4100
trail: 12500.2750
narrow path: 10750.3050

KHUT

1. Wear your space suit.
2. Follow the seashore east, then north.
3. Try the small city.
4. The Khutis don't have cooties.
5. Listen to them; be sure you have your phaser ready.

Critical Planet Coordinates

seashore south: 6000.14000
city: 12500.5000

ASCELLA

1. Talking to goats yields what you would expect.
2. Whales are no better than goats.
3. Scan the ship in orbit.
4. The message can be analyzed.

Critical Planet Coordinates

small rocky island: 5000.5000
whale area: 5000.6000

HWOUNT

1. Orbit planet two.
2. Ask the right questions.
3. Keep your hands to yourself.

Critical Planet Coordinates

coliseum: 13750.13250

BHRF

1. Bhrf is number two.
2. The plaza has many delights, but save the classics for dessert.
3. Get Scarlett and Rhett from the *Enterprise*.
4. Keep Bhrf close by and talk to it.

Critical Planet Coordinates

plaza: 13000.3750

RIRD

Battle near Rird

1. Patience is the better part of valor.
2. Listen to Bhrf.
3. There is only one Klingon vessel.
4. You must lock phasers onto the right target.
5. You need full torpedo power to destroy the Klingon.

Rird Itself

1. Rird is the third planet.
2. You need heat gear when you beam down.
3. To save the alien, beam it up.
4. The device can be analyzed.
5. Scotty can install the device in the *Enterprise*.
6. Turn the device on.
7. The device works only for a short time.

Critical Planet Coordinates

crash site: 7105.7410

PROTOSTAR

1. Spock's comment is vital.
2. Spock can contact the protostar.
3. Look in Engineering for the essential substance.
4. Renner is the key to success.