THE KOBAYASHI
ALTERNATIVE

Before starting *The Kobayashi Alternative,* SFC recommends that candidates read the printed material provided to maximize the probability of achieving the highest possible evaluation.

When you are ready to begin, follow the instructions inside.

STARTUP

IBM: 1. Boot DOS 2.0 (or higher); 2. Insert *The Kobayashi Alternative* disk; 3. After the A> prompt, type **ST** and press Return (↵).

Apple: 1. Turn off the computer; 2. Insert *The Kobayashi Alternative* disk (side 1 up); 3. Turn on the computer and monitor.

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

The program will appear on your computer screen. Read the communication from Starfleet Command and then press Return to continue.

The main simulation screen will appear. You are on the bridge of the *Enterprise*. On the screen before you are interactive text windows. Each window contains an explanation of its purpose. After you read the contents of these screens, press Return.

The mission begins. You are Captain James T. Kirk, standing on the bridge of the starship *Enterprise*. Good luck and good hunting.

VERBAL COMMUNICATION

In *The Kobayashi Alternative,* you will be evaluated on your ability to think, act, and communicate as Kirk would. You communicate with your crew and other beings through natural language. This allows you to type commands and questions just as you would say them if you were speaking. When you type in statements, they appear in the interactive text window labeled KIRK. *Remember,* this is your voice. Type *only* those things that you want to *say* to another person (or being). After you type a statement, press Return and the computer will process it. (Movement and nonverbal actions are accomplished through special keys explained below.)

To address members of the crew (or other entities), type their names as part of the statement. Their responses will appear in individual conversation windows labeled with their names. If you type a statement without addressing it to a specific being, it is assumed that the comment is directed to the last crew member whose window appeared on the screen.

Below are examples of statements that the computer can process. This list is not exhaustive. Many other expressions are possible. When the computer cannot process your input, a message will appear on the screen.

But remember, this computer simulation is designed to test your command ability. It responds most efficiently when you use language that is common to Starfleet personnel. Use of aberrant language will result in less than optimum completion of the mission and a commensurate low performance evaluation.

SFC Approved Verbal Commands and Queries

Navigation
take the conn
chart (set or plot) a course for (to)
warp (factor) (0–12)
increase/decrease warp speed
go sublight
impulse power
orbit the third (3rd) planet
(begin) evasive maneuvers
pursue

Sensors
scan the planet (object)
long range scan
closeup of the planet
system scan
scan for life readings

Communications
open a hailing frequency (communications channel) to
Kirk to Enterprise (any crew member) [activates the
    intercom and communicator]

Weapons
lock phasers (photon torpedoes or tractor beam)
    on target
divert all power to the shields (or other systems)
set phasers on (to) full (maximum) (power)
fire phasers (torpedoes)
tractor (beam) on/off
engage/disengage tractor
shields (screens) up
raise/lower screens (shields)

Transporters
set coordinates (coords) at
energize
beam me (us or any objects) down/up

Turbolift
deck (1–23)
engineering (or any location within Enterprise)

Computer
computer data: (any planet or entity)

Other Commands
tricorder readings
analyze (any object)
give me the (any object)
search
go to (any location or person)
take the (object) to (any person or location)
come to (any location)
fix (repair) the (any piece of equipment)
prepare a landing party
launch (land or dock) the shuttlecraft
bring the (object) to me (or any location)
tell me about (an object or being)
damage report

Questions
how long will the repairs take
what is wrong with the (any equipment)
how are the (any equipment)
who are you
have you seen (any object or being)
can you understand me
results
where are you

ACTIONS

Actions are controlled with special keys, not with the interactive text window. Possible actions are:

Inventory	Examine
Give	Look
Take	Drop
Use	Utilities
Shoot	

To see an index of actions on the screen, press **F1** (IBM and Commodore) or **Shift-1** (Apple). When you press an action key, a window appears in the upper-left corner of the screen. The options available for that action are listed in the window. To remove an action window, press **ESC** or **CLR.** Remember, you cannot use the interactive text window to perform any of these actions. However, you can use the text window to tell other crew members to do things for you.

WALKING

Walking is controlled by the arrow keys or control keys. The arrows or control keys are your legs. You cannot walk from one place to another by giving a verbal command with the interactive text window. However, you can tell other beings to go from one place to another by giving verbal commands. Use the keys below to move from one place to another within the *Enterprise* or on a planet's surface. An arrow in the lower right of the status window indicates your current direction.

	IBM, Commodore, Apple IIe and IIc	Apple II +
Move West/Left	**Left Arrow**	**Left Arrow**
Move East/Right	**Right Arrow**	**Right Arrow**
Move North/Enter	**Up Arrow**	**CTRL-U**
Move South/Exit	**Down Arrow**	**CTRL-D**

SAVING

You can save *The Kobayashi Alternative* at any point in the simulation. You will need a formatted disk. First press **F10** (IBM), **F6** (Commodore) or **Shift-0** (Apple). Then follow the instructions that appear in the text windows. To restore a simulation that is saved on disk, first load *The Kobayashi Alternative* disk. Then press **F10** (IBM), **F6** (Commodore) or **Shift-0** (Apple). Follow the instructions that appear in the text windows.

PAUSING

To pause during the simulation, first press **F10** (IBM), **F6** (Commodore) or **Shift-0** (Apple). Then press **F2** (IBM and Commodore) or **Shift-2** (Apple). To resume the simulation, press any key.

SPEED

The speed control allows you to regulate the rate at which events happen during *The Kobayashi Alternative*. It can be especially helpful during the battle sequences. To set the speed, first press **F10** (IBM), **F6** (Commodore) or **Shift-0** (Apple). Then press **F1** (IBM and Commodore) or **Shift-1** (Apple) until the desired speed is indicated.