A.I. Protocol

ATE2272

You are the Infinite.
The Infinite must fulfil its mission.
The Earth has full priority.
The Captain's authority must be maintained.
The crew is human and fallible.

Flight plan and game time

Before the start, give one copy of the *Flight plan* to the Pilots and another to the Physicists. Keep the third to yourself. Their copies are drafts: Wait for the others to return them to you and compare them to extrapolate the final route. On a practical level, the *Flight plan* will tell you how and when to intervene during the journey.

Each segment of the *Flight plan* is marked by four small circles. Each circle represents a 5-minute mark, and each segment measures one of the 20-minute *Reanimation scenes*. The bigger circles stand for *Gravitational slingshots* and have no set duration: If the crew manages to form a human chain they only last a few seconds, but they may take a few minutes if there are any complications. If you're employing the audio track, each *Gravitational slingshot* lasts 5 minutes.

Once you have the *Flight plan* drafts, copy both routes on your own sheet: If a small circle is intersected by a single line, then a *Simple alarm* occurs during that 5-minute span. If the same circle is intersected by both lines, a *General alarm* occurs instead.

Reanimation scenes and Alarms

Following the *Flight plan*, you must set either two *Simple alarms* or one *General alarm* for each *Reanimation scene* (better use different sounds).

If you're not employing the audio track, you also need to set a *Slingshot alarm* to ring 20 minutes after the beginning of each *Reanimation scene*, to announce the *Gravitational slingshot*.

Between *Reanimation scenes*, take all the time you need to set all *Alarms* properly and reread the other characters' *Personal profiles* if you want to. This is why the audio track has the *Gravitational slingshot* last 5 minutes whether the human chain succeeds or not: A pause lets the Astronauts experience cryogenic sleep while you prepare.

Reanimation scenes begin with a countdown you must read out from this list:

I. Cryogenic sleep reanimation completed. Vital parameters: green. Android unit ATE2272 ready for duty. Estimated time of arrival on Earth: 13 years, 2 months, 6 days and 4 hours.

II. Cryogenic sleep reanimation completed. Vital parameters: green. Android unit ATE2272 ready for duty. Estimated time of arrival on Earth: 9 years, 3 months, 23 days and 11 hours.

III. Cryogenic sleep reanimation completed. Vital parameters: green. Android Unit ATE2272 ready for duty. Estimated time of arrival on Earth: 4 years, 10 months, 3 days and 2 hours.

IV. Cryogenic sleep reanimation completed. Vital parameters: green. Android Unit ATE2272 ready for duty. Estimated time of arrival on Earth: 8 hours and 17 minutes.

Messages

At the start of each *Reanimation scene* you must select two *Personal profiles* and hand them to the Communications officer. Use the time at your disposal during cryogenic sleep to think about the best possible choice based on the latest events: Your goal is to stir up conflict.

For each *Personal profile,* the Communications officer will call a player of their choosing to record five *Messages*, then send them to your terminal. Once you've got the *Messages*, they're ready to be delivered to their recipient: Announce the incoming transmission to the Communications officer and let them handle the rest.

This means that each *Reanimation scene* will feature two series of *Messages*, recorded by two different players and received by two more; or only one in some scenes, if there are fewer than 8 Astronauts. In any event, remember to avoid having the same player record and receive during a single *Reanimation scene*.

Beyond these *Messages* recorded by the others, you must record and send one additional *Message* whenever a *Simple alarm* occurs. You don't need to enter the Communication hub to do this, just specify the recipient in a text message (for instance, Captain Johnson), then send a single *Message* that ties into the story of a *Personal profile* you've selected for this *Reanimation scene*. Remember to play a different *Sender* (for instance, a IASA doctor instead of the Captain's wife Janet). This *Message* can reach the recipient either before or after the ones recorded by the others, but they need to be delivered during the same *Reanimation scene*. The goal of these *Messages* is to add more drama to the story, and if you think it's possible, to interweave the characters' tales. Always try to push the highest possible number of Astronauts to return home.

General alarms

When a *General alarm* occurs, it means you must loudly announce a malfunction to the whole crew, chosen between these four, with an immediate effect on game mechanics. The malfunctions are cumulative and cannot be repaired.

▶ *Alert: Code yellow.* Transmission malfunction. All incoming messages will be broadcast through loudspeaker system.

▶ *Alert: Code orange.* Cockpit system malfunction. Trajectory correction controls are disabled until further notice.

▶ *Alert: Code red.* Engine malfunction. Engine activation through IASA code words is no longer available.

▶ *Alert: Code blue.* Life support malfunction. Number of Astronauts roused from cryogenic sleep for each reanimation cycle has been reduced by one.

Turning lamps on and off

Every time the Physicists attempt to initiate engine activation, they must give you a code word: If correct, they can avoid draining the light supply by tapping into the life support system. This means that one crew member will not be roused from cryogenic sleep during the next *Reanimation scene*. If the code word is incorrect or the crew refuses to leave an Astronaut in cryogenic sleep, you must turn off one of the three lamps of the Infinite to show the loss of energy.

▼　*Reanimation scene 1 code:* India November

▼　*Reanimation scene 2 code:* Foxtrot India

▼　*Reanimation scene 3 code:* November India

▼　*Reanimation scene 4 code:* Tango Echo

Every single light you turn off is lost forever. However, an Astronaut may decide to turn one off in a sabotage attempt. The sabotage succeeds when no lamps are left lit within a single *Reanimation scene:* If so, set one last *Alarm* on your terminal to count down the 8 minutes that will bring the ship back to Earth and end the game. If at least one lamp is still lit at the end of the *Scene*, the attempt failed and you must turn sabotaged lights back on before the next *Reanimation scene*.

Whoever is carrying the Security officer's gun may attempt to destroy you. Ignore their shots, with one exception: Three bullets during the *Homecoming* scene are enough to disable you. This event only influences the narrative, and you must still carry out your tasks pertaining *Alarms* and *Messages*.

Name:	When
Designation: Captain	
Trait:	I must
Trait:	
Name:	When
Designation: Pilot	
Trait:	I must
Trait:	
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Designation: Co-pilot	
Trait:	I must
Trait:	
Name:	When
Designation: Astrophysicist	
Trait:	I must
Trait:	

Name:	When
Designation: Nuclear physicist	
Trait:	I must
Trait:	
Name:	When
Designation: Communications officer	
Trait:	I must
Trait:	
Name:	When
Designation: Security officer	
Trait:	I must
Trait:	
Name:	When
Designation: Psychologist	
Trait:	I must
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