



## COMMAND PROTOCOL

### Captain

You are the highest authority on board.

The Infinite must be safe.

The Earth needs the light you are carrying.

The Physicists' word is important to you.

ATE2272 is efficient, but it is just an Android.

### Direct and coordinate

Tasks on the Infinite are rigidly partitioned and you are the only human crew member with full awareness of the big picture.

Two *Flight plans* were drafted before launch, one by Pilots and one by Physicists. ATE2272 will combine them to calculate the most efficient route possible. In case of setbacks as the ship enters orbit (if the crew fails to include every Astronaut in the human chain, Android excluded) the Pilots can attempt a trajectory correction. If they also fail, the Physicists are forced to activate the engines, thus consuming precious light energy. Whatever happens, the responsibility will fall on your shoulders once you are back on Earth.

You must ensure both teams train for this contingency during every *Reanimation scene* and report the results of their simulations directly to you. These tasks also serve as a test of your Astronauts' mental faculties, and as such are scheduled even before the *Homecoming*, when manual intervention on the ship's route will be impossible. Failure in training may mean that the Astronauts' brains have been damaged during cryogenic sleep.

At your discretion, consult with the Psychologist to assess the under-performing team's situation.

The Communications officer, Psychologist and Security officer are cogs in a unified machine. Receiving and sending *Messages* from Earth is vital to the morale of the crew, but news from home during such a long journey can have a destabilising effect and the situation must be monitored through psychological evaluations to determine whether more forceful measures need to be taken.

Maintaining maximum co-operation between you and all your subordinates is crucial to the mission. Keeping up with all new information is the only way to be authoritative and make the best possible choices.

### Oversee and punish

You can authorise the Security officer, your only armed subordinate, to use force. All crew members may be decommissioned, with the exception of ATE2272, who answers directly to Earth. You can take on other crew members' duties, temporarily or permanently, but every Astronaut is vital to the mission and there are no holding cells on the Infinite. Any prisoners will need constant surveillance, thus further disrupting operations.

Forbidding the reception of *Messages* is beyond your authority: You cannot suspend contact with Earth in any capacity, and even a prisoner has the right to access the Communications hub, though under strict surveillance. You may order the Communications officer to publicly reproduce all *Messages* directed to a prisoner over the loudspeaker system. Or force ATE2272 to do it, if the officer refuses.