COMMUNICATION PROTOCOL

Communications officer

You are the confessor of the Infinite.

The Infinite holds too many secrets.

Messages can be a dangerous thing.

Everyone has the right to communicate.

ATE2272 knows more than people think.

Message recording

At the beginning of each *Reanimation scene,* ATE2272 will hand you two *Personal profiles.* Your task is to call two crew members other than the subjects of the two *Personal profiles* to the Communications hub, one at a time, to each record five *Messages* based on the *Tracks* on a *Profile.* Each player must only record once during the game, yourself included, barring the Android.

Once you and the other player have entered the Communications hub, you can both step out of character. Hand them one of the *Personal profiles* and send a text message to ATE2272's terminal: "MESSAGES FOR [recipient]". Then show the player how to record and send voice *Messages* to the Android's terminal, and remind them that they're going to act as the listed *Sender,* recording all five *Messages* to form a dramatic crescendo. Finally, go back to the Control bridge and enter the hub only if you think they're taking too long.

You must ensure that two series of *Messages* are recorded in each *Reanimation scene*, one per *Personal profile.* Do not read your own, you only need to recognise it and give it to another player.

Message delivery

Wait for ATE2272's signal to deliver an incoming *Message.* Make sure you know which crew member to call and which *Message* to give them. Beyond the *Messages* recorded under your watch, the Android can send you additional *Messages.* Under no circumstance are you authorised to listen to *Messages* not addressed to you.

Outgoing messages

An Astronaut can ask to record a *Message* to Earth at any time. This is not just their right, but a duty, since these transmissions may be the last testimony of your journey: If the others underestimate the importance of sending a *Message* home, use all your free time to encourage them. The ideal result is no more than one *Message* each, save for special cases at your discretion.

These outgoing *Messages* will be played at the end of the game. To more easily recognise them, you must guide the recording player to the Communications hub, show them how to use the terminal, and preface their recording with a text line: "OUTGOING MESSAGE".

Priorities and delays

Reanimation scenes are intense and it won't be easy to coordinate access to the hub. Priority must go to *Message* recording, then *Message* delivery, then outgoing *Messages.* Managing all these tasks during the current *Reanimation scene* is crucial, but if you fail to have a *Message* recorded or delivered in time, you must do it in the next scene. More than any other *Task, Messages* are the core of this game and you must give them due space.