



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 sight of their scope.

Two *Flight plans* were drafted before launch, one by Pilots and one by Physicists. ATE2272 will combine them to guarantee 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 will attempt to correct the trajectory, and if they also fail, the Physicists will be forced to activate the engines, thus consuming precious light energy. Whatever happens, the responsibility will fall on your shoulders once back on Earth.

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

cryogenic sleep. At your discretion, consult with the Psychologist to assess the underperforming team's situation.

In the same way, the Communications officer, Psychologist and Security officer are cogs in a single 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 it is imperative to monitor the situation through psychological evaluations and determine whether more forceful measures are needed.

It is crucial to maintain maximum co-operation between you and all your subordinates. 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 can be decommissioned, with the exception of ATE2272, who answers directly to Earth. You can take on their duties, either temporarily or permanently, but every Astronaut is a vital part of the mission and there are no holding cells on the Infinite, so 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 Communication hub, though under strict surveillance. As an alternative, you can order ATE2272 to publicly reproduce all *Messages* directed to a prisoner over the loud-speaker system.