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The Kobayashi Alternative *is dedicated to Greg Thometz. We have been, and will be, his friends. We are grateful for that. Live long, and prosper...*

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LETTER OF TRANSMITTAL

FROM: Thometz, G., Admiral, Commandant, Starfleet Academy, San Francisco, USNA, Earth

TO: Kirk, James T., Admiral, SFC, commanding NCC-1701 *Enterprise,* on active-mission status (via: SFC/Deneb: scrambled/Captain's Seal: hold for arrival: routing code EFTO7013722601214403095l852SF/FSIG)

SUBJECT: ADVANCED CADET–EVALUATION MATERIALS

Sir:

You will be pleased to know that Starfleet Command has chosen the *Enterprise's* recovery of the USS *Robert A. Heinlein* during the second five-year mission as the model for the new cadet-performance evaluation exercise at Starfleet Academy, Earth and SFA, Deneb, supplementing the "Kobayashi Maru" scenario. (SFA, Vulcan is presently evaluating the supplement to see that it meets their logic standards, and Admiral T'Kaien's office assures me of a decision within several standard weeks.)

You have not been the only commander to point out the Academy's urgent need for a subtler and more complex evaluation scenario than the one offered by the "Maru."

While administering the "no-win" scenario gives us a good preliminary sense of who our potential heroes are, it leaves untested those qualities in a commander that are as important as heroism but less spectacular: namely, observation, accurate evaluation, and multilevel "synthesis"—not to mention sheer endurance, empathy, and humor. The *Enterprise's* recovery-mission scenario gives us ample opportunity to test for all of these, in depth. And since the mission results were (naturally) never declassified, the effectiveness of the material as a means of testing the command aptitude and intelligence of new cadets should be very high indeed.

I suspect that some of Fleet's eagerness to implement this new scenario has to do with the fact that during the past year three more cadets have broken the old "Kobayashi Maru" scenario—and only one of them used methods similar to yours. (This information is to be treated as confidential until further notice.) Apparently, cadets are getting smarter. Or perhaps the no-win scenarios of the past are no longer a sufficient match for the deviousness (and resourcefulness) of the present.

At any rate, we need to prepare our cadets for reality, not fantasy. Both the despair of the pure no-win scenario and the equally dangerous elation of the "no-lose" attitude lie mostly in the latter category. We look for good results from the new scenario, for it concerns the real-life, "gray" area between those two attitudes. Administration methods will vary. The test may be conducted via sleep learning or in computer simulation. SFA, Earth will be administering it aboard the new training ship USS *Sans Souci*. I am enclosing a copy of the computer version for you to evaluate. Please feel free to make any suggestions you think will improve the usefulness of this scenario as a test for future starship captains.

Sincerely,

Admiral G. Thometz, Commandant
Starfleet Academy, Earth

(P.S.: Let's see them cheat on this one, huh, Jim? Also, 'Eliake sends her regards. Best, Greg)

BRIEFING

Transcript of disk SFC/SFAMK2 #664658: Audio/sleep-learning cadet preparation session. Authorized personnel only.

(CAUTION: Full Vulcan cadets should not take the direct-experiential version of this briefing, due to the presence of species-idiosyncratic emotional reactions.)

The communicator whistles right into your ear. The dream you were having about hiking in the Grand Canyon falls right out of your head as your eyes snap open. You lie there staring at the ceiling for just long enough to let your heart rate slow down a little, then sit up and swing out of bed, hitting the communicator switch.

"Kirk here. This had better be good, Lieutenant."

"It may not be good, sir," says the dry voice of the duty communications officer, "but it's important. Eyes-only dispatch from Starfleet."

You groan softly to yourself and sit up a little straighter, just enough so that you can reach the keyboard by the bed and type in the long string of characters that will give the comm officer access to your command ciphers.

"Have the computer send it down here."

"Aye, aye, sir."

You wait a few seconds. The communications officer wakes up your desk screen by remote, then switches off.

"Voiceprint," says the desk computer.

You say your name.

"Retinal," says the computer.

You hold still and let the low-power laser flicker in your eye. Without further ceremony the desk screen fills up with print, amber on black.

FROM: SFC, EARTH VIA SFC, DENEB
URGENT/URGENT/URGENT
TOP SECRET/EFTO/SC937-0176CEC
TO: JAMES T. KIRK, CAPT (COMMANDING)
FROM: NHAURIS RIHAUL, ADM, SFC, DENEB
SUBJECT: SPECIAL MISSION ORDERS

TEXT: USS HEINLEIN, ON EXPLORATORY MISSION IN 145 TRIANGULI AREA, HAS FALLEN OUT OF COMMUNICATION UNDER WHAT WE CONSIDER SUSPICIOUS CIRCUMSTANCES. ROUTINE HOURLY TELEMETRY SQUIRTS CEASED WITHOUT EXPLANATION TWELVE HOURS AGO. APPENDED TO THESE ORDERS IS THE CONTENTS OF A SINGLE UNSCHEDULED SQUIRT THAT CAME TO US VIA AN UNUSUAL ROUTING —DUMPED TO A ROBOT COMMUNICATIONS SATELLITE NEAR GAMMA TRIANGULI, APPARENTLY BY HIGH—POWERED COMMUNICATIONS TACHYON PACKET BEAM. YOU ARE TO EVALUATE THE CONTENTS OF THE TELEMETRY SQUIRT AND PROCEED IMMEDIATELY AT MAXIMUM WARP TO THE HEINLEIN'S LAST KNOWN POSITION, WHICH IS INDICATED IN THE SQUIRT.

WARNING: HEINLEIN WAS PURSUING A MISSION, THE OBJECTIVES OF WHICH ARE HIGHLY SENSITIVE AND HAVE NOT YET BEEN DECLASSIFIED FOR ANY PERSONNEL EXCEPT THOSE OF SFC, EARTH FLEET ADMIRAL'S OFFICE. THIS MISSION MATERIAL WILL BE AVAILABLE TO YOU AS SOON AS DECLASSIFICATION PROCEDURES ARE COMPLETE.

ADDRESS ANY INQUIRIES TO SFC, EARTH.

(RESPECTFULLY) NHS. RIHAUL, ADMIRAL, SFC, DENEB

You sag a little where you sit, letting out a worried sigh as the screen scrolls down and adds:

```
P.S.: JIM—STAY OUT OF TROUBLE. YOU'RE GOING TO BE A LONG
WAY FROM HELP. BEST, NHAURIS
```

"Stop," you say to the screen as you get up and head for the closet to get into uniform. *Damn,* you think. *Sulu has the* Heinlein. *What's he gotten himself into now? Brand-new ship.* And you were the one who recommended him for this temporary command assignment. When no one of command rank with sufficient knowledge of the Trianguli sector was available, he was the perfect choice. You thought he'd just ride around for a few weeks, enjoy the scenery, and not get himself right into trouble.

You pull the uniform top over your head and sit down at the desk. "Go," you say to the computer.

"Appended," it says. "Visual and audio content."

"Ready. Go."

The text vanishes. Part of the screen begins reading out print telemetry, the ongoing status of a starship's main function boards. The rest of it fills with an image of the ship's bridge. The *Heinlein* is one of the newer lightcruisers and, though the bridge is a touch smaller than the *Enterprise's*, it's sleeker, neater. Banks of switches have been replaced by light-controlled relays or motion sensors; screens are bigger and clearer: the fore screen looks more like a picture window, one that you could walk right out of and into the stars drifting slowly toward you. You look past the helm, at that screen. Sitting in the center seat is a lithe young form, with his back to you. You know that back well, having stared at it for so many years when you were sitting where he is now. But he's not so young anymore, and very straight he sits in his own center seat, superbly self-assured. He is staring at the contents of the screen intently.

"Don't lose it, Michael," he says softly. "You lose it, I promise you I'll dock your pay."

The navigator looks over his shoulder for a second. Wearing the slightest grin, he says, "Sir, this fish is hooked. Eighteen light-years and closing."

"Screens," says Sulu.

"Deployed," says the helmsman, glancing over her board. "At full intensity."

"Phasers—"

"Ready, sir."

"Don't get trigger-happy, Brynne. They're just in case."

"Noted, sir," says the helmsman. But you notice that her fingers are twitching a bit—the way Sulu's used to, once upon a time. Despite the building tension, you smile a little.

"Target at sixteen light-years," says the navigator.

"Identification yet?"

"Not close enough, sir."

"I want to know who that is," Sulu says softly, "and what they're doing here so close to what we just passed."

"Target's accelerating, sir! Warp five now—warp six—"

"Oh, no you don't," Sulu says. "Catch him. Maneuvers at your discretion. Mr. Wilhelmsen, hail him. Ask him politely to stop and be identified."

"Warp seven now, sir," says the navigator, and the ship moans softly in its bones as it leans into higher speed. You lean forward a little with it. Stars stream by the screen faster. And up there in the darkness, just barely visible, something shines—

"Visual!" says the comm officer. "No response to hails."

"All right," Sulu says, not sounding entirely regretful, "we'll do this the hard way. Rhia, what do its engines' power-consumption curves look like? Can you get a fix on them?"

—and your insides jump in terror as the screen whites out, as the ship lurches madly and people caught entirely unaware spill onto the floor, as the *Heinlein*'s automatic red-alert sirens begin wailing like banshees, as the moaning of the ship's engines gets alarmingly loud. Sulu is still in his helm—how, you can't imagine, shouting orders, hearing answers back before he finishes them.

"—five ships—six—eight now—"

"—fore screen down to forty percent, sir!"

"—fire at will—"

"—hull pressure—"

"—explosive decompression!"

"—seal down decks five and eight—"

"—Wil, dump the log three ways, hurry it—packet the top to the nearest station and load the buoys with the rest—no, even better, just one buoy—"

"Starfleet Command, Deneb, this is *Heinlein*—"

"—twelve of them, sir—"

"What are they? Who are they?!"

"—can't even—"

"—hull pressure—"

"—starboard nacelle—"

And then comes another terrible explosion and crash and flinging of bodies about. Visual goes down, leaving you with a screen two-thirds black, the rest displaying frantic and deranged readouts from science station, helm, navigations: all systems near failure, life support going, matter-antimatter reaction near critical—and the voices, the terrible voices, confused, desperate, brave:

"—come on, Wil, move it!"

"—phasers—"

"—tubes are crushed, no use—"

"—Starfleet, Deneb, do you read? USS *Heinlein*—"

And worst of all, Sulu's voice, flavored with something you've never heard in it before—despair.

"Oh, my god—"

A scream; then nothing but black noise, the complacent hiss of uninvolved stars. And even the telemetry dies.

"End file," says the screen.

You have to hold still for a few seconds, again, to let your heart slow.

"Bridge," you say then.

"Bridge. Lieutenant Renner."

"Get me Fleet," you say. "And once you've done that, recall the special-missions crew. We've got trouble."

"Yes, sir."

Sulu... you think.

"Any other orders, sir?"

You think about that too.

THE CREW

Cadets may wish to review the histories and careers of the principal *Enterprise* special-missions command crew. Although much of this information is common knowledge among Starfleet personnel, cadets of species in which latency has occurred recently (plus/minus ten standard years) may not be familiar with the qualifications of the command crew of the *Enterprise*. For their benefit, and to dispel many rumors (justified or not), a brief career précis of each crew member is included. (Excerpted from *Who's Who in the Federation,* revised edition. Reproduced by permission, Marquis, *Who's Who Interstellar, Earth/Vulcan/Deneb V.*)

ADMIRAL KIRK

Admiral (Commanding) James T. Kirk: A legend in his own time; soldier, diplomat, and student of history; past and present commander of a ship whose name is synonymous with bold adventure; born Iowa, U.S.A., 28 July 2132; graduated Starfleet Academy with highest honors; relieved Captain Christopher Pike and served as captain of USS *Enterprise* for the duration of her second five-year mission; promoted to commodore, then admiral, and assigned to Starfleet Command, San Francisco, Earth; reassigned to the refitted *Enterprise* at the time of the Vejur crisis; now commanding *Enterprise* for special exploratory, diplomatic, and interventional missions; adviser to the Federation Council on Interspecies Affairs; Chairman, Cadet Commandant's Training Studies Group, Starfleet Academy, Terra.

CAPTAIN SPOCK

Captain Spock: An inseparable part of the *Enterprise* legend; galactically renowned scientist, research mathematician, and computer specialist; serving for these missions as First Officer and Science Officer; born ShiKahr, Vulcan, 56 Tasmeen, 503 VSD; graduated Starfleet Academy with highest honors; assigned to *Enterprise* during Captain Christopher Pike's command; associated with her ever since, excluding a period spent on sabbatical on Vulcan after the second five-year mission; returned to service aboard *Enterprise* during the Vejur crisis; promoted to captain shortly thereafter; assisting Starfleet in designing the courses and curricula to be used when the *Enterprise* becomes a training ship; currently in special-missions service.

DOCTOR McCOY

Leonard McCoy, M.D. (Commander): Another name that made *Enterprise* famous (or vice versa); chief medical officer during the second five-year mission and again (after a brief retirement) during the Vejur incident; commissioned full commander after the incident; born Atlanta, Georgia, 24 October 2119; M.D. and internships, Cornell Medical Center/New York Hospital; board certified in human and exopsychiatry, Payne Whitney Clinic; senior fellow, the Interstellar College of Xenomedicine; enlisted and assigned to *Enterprise;* one of the most decorated medical officers in Starfleet; Legion of Honor; Starfleet Awards of Valor; Fleet Surgeons' "LifeStar" with double cluster; rumored to have had the *Enterprise's* sick bay rebuilt to his own specifications.

COMMANDER SCOTT

Commander Montgomery Scott: Renowned throughout Starfleet as the man who can make anything work; chief engineer of *Enterprise* for almost her entire period of commission; born Aberdeen, Scotland, 31 August 2121; shipwright's apprentice in the P&O Orbital Shipyards at L5/"Glasgow Yonder" until old enough to enter Starfleet Academy; junior engineer aboard USS *Potemkin;* assistant chief engineer aboard USS *Hood;* transferred to *Enterprise* under Captain Pike; brief stint at Starfleet Corps of Engineers, Planetary Division, following second five-year mission; Nobel Prize nominee (structural engineering) for the design and construction of the dome for Greater Mariner Base; serving aboard *Enterprise* for special missions; working on engine plans for NX transwarp starships.

COMMANDER UHURA

Commander Nyota Uhura: Rumored to have opened more hailing frequencies than any other entity alive; known throughout the galaxy as "the Voice of *Enterprise*"; born Nairobi, United States of Africa, 24 October 2140; M.S., comparative xenolinguistics, Queen's College, Cambridge; enlisted in Starfleet, Communications Division; assigned to *Enterprise* early in the second five-year mission; promoted to full commander at the mission's end; assigned to the Federation True Universal Translator Project (which she created); serving as special-missions communications chief; concurrently conducting research on the potential of thought as a carrier for instantaneous interstellar communications and species-specific context in language.

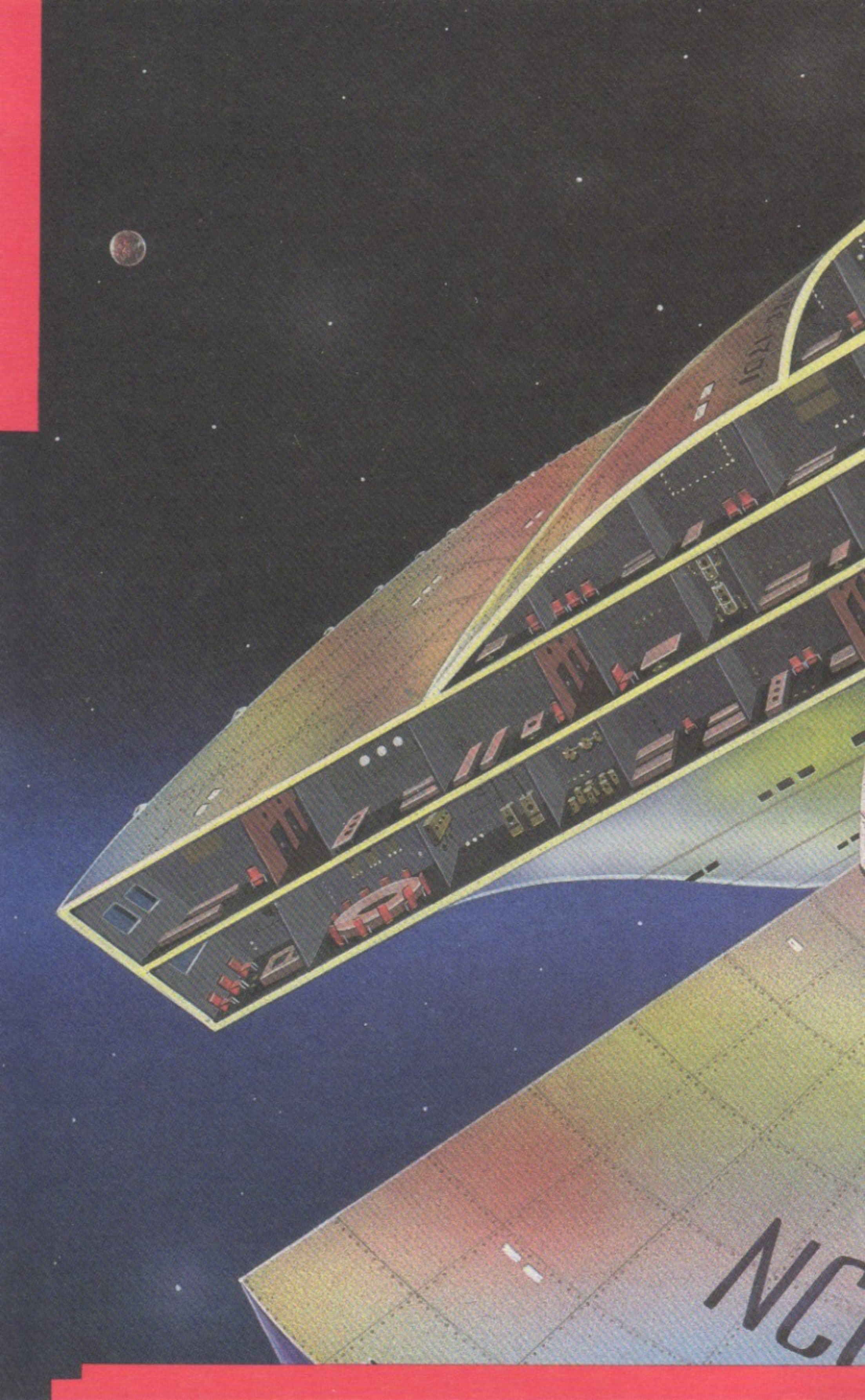
LT. COMMANDER CHEKOV

Lieutenant Commander Pavel Chekov: Navigator and weapons officer par excellence; one of the youngest officers in Fleet history to achieve "high mastery" rating on three stations at once (helm, weapons, science); born Moskva, USSR, 6 March 2145; attended Moscow University at Flamsteed, Luna; completed his Bachelor's degree in astrogation while in Starfleet Academy; assigned to *Enterprise* during the second five-year mission; promoted to lieutenant commander at its end; transferred to Starfleet Command, Earth; awaiting first officer's billet aboard one of the new Grissom class exploratory starships; currently posted to *Enterprise* for special missions; captain of the solar-sail yacht *Volga* and of the winning America's Cup sky yachting team for the past two years.

CAPTAIN SULU

Captain Hikaru Sulu: Former helmsman of *Enterprise,* temporarily assigned as captain of the exploratory ship USS *Robert A. Heinlein;* born Wailuku, Maui, Hawaii, 3 July 2141; enlisted in Starfleet Academy; graduated with highest honors with a dual specialty in engineering and helm functions; assigned to *Enterprise* early in the second five-year mission; promoted and decorated on various occasions, most notably for conspicuous heroism during the raid on the Romulan Starseed Project and during the events surrounding *Enterprise's* tests of the elective-mass inversion drive; promoted to captain after the Vejur incident; presently on a one-year exploration and mapping mission in the Great Rift area of the Sagittarius Arm.

THE ENTERPRISE



SYSTEMS

Some candidates may not have detailed information concerning the theory and operation of Constitution class starships. Since basic knowledge of these systems is required for participation in this scenario, a brief rundown of equipment structure and capabilities is included. (Excerpted from *Jane's Fighting Starships*, vol. 1, Federation Starfleet Vessels: revised edition. By kind permission of the publisher, Jane Interstellar Ltd., London WC1/Deneb V.)

ENGINES

Propulsion is by controlled matter-antimatter reaction. Total annihilation of both substances takes place within a magnetic bottle. Maximum speed: warp factor 8; cruising speed: warp factor 4; maximum safe cruising speed: warp 6. If warp 6 is maintained for more than twenty-four hours at a time, the magnetic bottle containing the matter-antimatter reaction erodes dangerously and becomes unregenerable because of magnetization of the generating equipment. Damage to dilithium crystals is also likely, especially if the crystals have seen more than 3000 hours of service. Failure of dilithium crystals (which help channel power to the warp engines from the matter-antimatter reactors in the nacelles) will force the ship to drop out of warp. The ship may proceed on impulse power until repairs are effected (usually eight hours).

Destruction of all of the ship's dilithium crystals will force the ship to proceed to a planet where they can be obtained through mining or trade. However, just getting to such a planet is likely to take anywhere from several months to several years. Captains who burn out all of their ships' dilithium crystals are rarely entrusted with another starship command.

Matter for the matter-antimatter reaction is usually interstellar hydrogen, NH, or other radicals that are "scooped" out of space by the accretion layer of the ship's warp field. Antimatter is manufactured periodically aboard ship by accepted laboratory methods (each nacelle has a collapsed-matter-target linear accelerator adapted for use as an antiparticle "breeder"). Fuel is therefore a regenerable resource. However, there are places in space where even monatomic hydrogen is so sparse that the ship will be in danger of running out of "steam." Sensors can be used to locate these interstellar doldrums in advance.

Primary life support is powered by the warp engine system. Secondary life support is powered by the impulse engines. Periods longer than thirty days on impulse will exhaust secondary life support, leaving the ship without backup.

Phasers

Phasers come in two kinds: the large "ship's phaser" and the small "handphaser." A "phaser beam" is hypercoherent radiation from an artificially grown cesium-dilithium crystal LED that is energized by ganged conventional high-power lasers (descendants of the "satellite killers" of old). The multiple lasers and the crystal are manufactured and tuned to emit a "chord" of frequencies only a few hundred-thousandths of an angstrom apart. The multiple beams exponentially augment one another's efficiency and are still more coherent than any conventional laser alone while they remain in phase (hence the name). Phasers are independently powered out of the ship's secondary energy supply (as opposed to those on the newly designed *Enterprise,* which are powered directly out of the warp engines). When a starship is in warp, the phaser beams (at firing) share its faster-than-light (FTL) acceleration for a brief period after punching out of the warp field. Therefore, they can be used in FTL battle, but over long distances they quickly lose their FTL speed. Phasers can be burned out by excessive use (bombardments of more than five minutes without a rest-and-recycling period). Their most common malfunction—also related to overuse (which often

occurs after approximately three minutes of constant use)—is failure of one of the ganged lasers. This causes the phaser chord to lose one of its components and the rest of the beam to lose most of its effectiveness. Full power is not always necessary. A captain may call for half- or quarter-power.

Ship's phasers are the most effective way to reduce another ship's defensive screening. A sequence of three hits (sustained barrages lasting from 3 to 10 seconds each) at full power on another ship's screens will begin overloading those screens and reducing their effectiveness. Subsequent hits knock the target screen down another 10 percent to 15 percent for each hit until there is no power left and the target ship's naked hull is exposed.

Enterprise's phaser "banks" are located both fore and aft. The fore bank is located under the main "disk" hull, near the center; the aft bank, on the rear edge of the disk, above the impulse engines. Both banks are aimable within about a 270-degree spherical radius, leaving very few unprotected angles. (But there are a few.)

Handphasers are smaller versions of the large ship's phasers. Settings range from "stun" to "kill." The stun setting will leave the average human being unconscious for anywhere from ten minutes to an hour, depending on the victim's physical condition. A handphaser on the highest setting is capable of heating a small boulder red-hot in a matter of seconds or melting through a metal door. Handphasers are good for about twenty minutes' continuous use before needing recharge. They are rechargeable either aboard ship or, in the field, by use of extra power packs (which contain about fifteen minutes' power each).

Handphasers have the same tendencies to burn out or lose chord as the big ship's phasers do. They can be set to intentionally overload and explode. Some alien species (for example, Hortas) are not affected by handphaser fire unless special alterations have been made to the weapon. They have small limited-range warp-field generators that enable them to be used against objects traveling faster than the speed of light.

PHOTON TORPEDOES

A photon torpedo is a simple, elegant, and effective weapon comprised of a very small amount of antimatter contained in a magnetic bottle and the generating apparatus to maintain the bottle. On command, the bottle degenerates, which brings the antimatter into contact with the generator's matter and produces a tremendous explosion of both standard shock waves and extremely hard radiation. Photon torpedoes can be fired directly at a nearby object to explode on contact with it, or they can be set with delayed fuses and ejected as mines.

Photon torpedo "tubes" must be recharged after each use, both by reloading the tubes with new torpedo apparatus and equipping the torps with fresh antimatter from ship's breeders. The process takes from thirty seconds to a minute after a "full spread" has been fired.

Enterprise is equipped to fire photon torpedoes from both front and rear: each bank is comprised of four aimable tubes. A "full spread" is eight torpedoes, one from each tube: front, back, right front, right rear, left front, left rear, upper center, lower center. Simultaneous fire from all four tubes pointing in a given direction may be concentrated on one point.

TRACTOR BEAMS

Tractor beams are actually "grasers": coherent beams of gravity-wave packets. A tractor beam locks onto a given object and, by mimicking a radically increased gravitational field, pulls it closer to the ship for examination or other purposes. Pressor beams use the same technology but with polarities reversed to exert great gravitational pressure on a small area. Conventional tractors and pressors are effective only on masses less than several hundred thousand tons; this makes their effect on other starships minimal. The net effect of a full force tractor or pressor on a starship is equivalent to a hard shove. Therefore, tractor and pressor beams generally are not used in battle situations.

SCREENS

Defensive screening is one of the largest power drains in a Federation starship and its main protection in battle. (Klingons—being more interested in offensive armament—pay relatively little attention to screening. But the better-engineered and -powered screens of a Federation ship are a match for Klingon phasers.) The screens are a set of classic force fields, domains of tuned high-state particle/wavicle-packet fluctuations: six sets of field domains, overlapping and reinforcing one another in a manner reminiscent of the tuned reinforcement of phasers (i.e., one screen's destruction weakens all of the others by 10 percent).

Enterprise has six screens—fore, aft, right high, right low, left high, left low—that completely surround the ship when all are running. Power can be selectively channeled to each of them to reinforce one screen that's being attacked more forcefully than the others, though this decreases the total power available to the others. Screens are powered out of the warp drive and do not function at peak capacity while the ship is in warp and running. This tends to encourage a captain to choose "stand-and-fight" battle situations whenever possible.

Self-destruct can be effected by overloading all of the screens and channeling full power to them. This option is available for last-resort situations but is not considered a viable alternative in most battle scenarios for obvious reasons. Those who bluff self-destructs often find their bluffs called.

SENSORS

Enterprise's main sensor array (sometimes referred to as "scanners") includes a variety of tachyar-based devices capable of detecting movement or radiation and analyzing the composition and location of almost every known element. At short range (up to 500 miles), the sensors can detect individual creatures' life signs. At medium range (500 to 50,000 miles) they are better at detecting

movement and radiation from the infrared up through visible light, the ultraviolet, and x-rays; and doing compound analysis. Long-range sensing (50,000 miles to approximately 10 parsecs, or 32 light-years) is confined primarily to very strong and artificial radiation sources (i.e., other ships, which in warp drive tend to leave a readable "ion trail" behind them) and large-scale physical movement (planetary orbits, stellar motion, etc.). Certain lead-bearing and heavy-metal-bearing compounds (pitchblende, etc.) will interfere with scanner functions. Long-range scanning in particular is easily disrupted by interstellar "jamming" and "bad weather," because of the extreme length of the tachyon particle/wave on which it relies.

Personal scanners, such as the tricorder, are also more effective at close range (1 to 1000 feet) than at long range (5 to 10 miles). Tricorder readings usually have to be supplemented with on-site investigation: they tend to be vague.

Transporters

Close-range transporters move people and objects by analyzing the energy states of their atoms and then creating an equivalent set of states, or Dirac jumps, at another location. (Therefore, one briefly "ceases to exist" while in the transporter, which is what always makes Dr. McCoy so nervous about using it.) The transporter's maximum range is 30,000 miles (a little more than the usual orbital altitude of a visiting starship). Because of the extreme proximity of the tolerances to which they must be tuned to ensure that living beings get safely from one location to another, transporters are cranky and delicate, and are constantly malfunctioning for one reason or another: dilithium-crystal misalignment; interstellar jamming, or "black noise" that threatens to distort the signal; and so forth. When screens are up, the transporters cannot be used to beam out of the ship. Overuse (heavy continuous transporting for more than several hours) may cause transporter circuitry to burn out. Intraship beaming is extremely dangerous and is not recommended except in utmost emergencies. The result of beaming from one location to another within the ship is almost always fatal.

Shuttlecraft

Shuttlecraft are small general-use spacecraft powered by impulse power only. They are used: for trips that exceed the transporter's effective range, when the transporter is malfunctioning, and for carrying objects either too large or too delicate to entrust to the transporter. Their power supply is rechargeable from the *Enterprise* but is still somewhat limited. Their effective range is about 500,000 miles at .10 c. (Shuttlecraft do not exceed this speed limit for fear of relativistic effects.) This gives them up to about eight hours at cruise or an hour at top speed.

Communications

Subspace "radio" is actually a tachyon-based technology bearing little resemblance to the radio of old. It is not dependent on light-speed—indeed the slowest it can go is c; its high speed limit is about 136,000 c, or warp 9. But even this great speed becomes insufficient for effective communication as one's distance from Starfleet increases. Out near the Romulan Empire, for example, it takes nearly three weeks for a message to reach Fleet. This leaves a starship captain pretty much on his or her own, although regular communication with Starfleet is expected and advised. Subspace radio can be jammed purposely or interfered with by bad interstellar "weather."

Communicators use the same technology but with a shorter range (about 40,000 miles) and much lower power. Use in atmosphere limits their range to about 20,000 miles, because of the dissipation of tachyon pulses into Cerenkov radiation on contact with the gas molecules in air.

Ship's intercom system permits audio and visual communication and conference calling to and from any location on the ship. One may also be "patched in" to external communications, allowing these same capabilities from virtually any location.

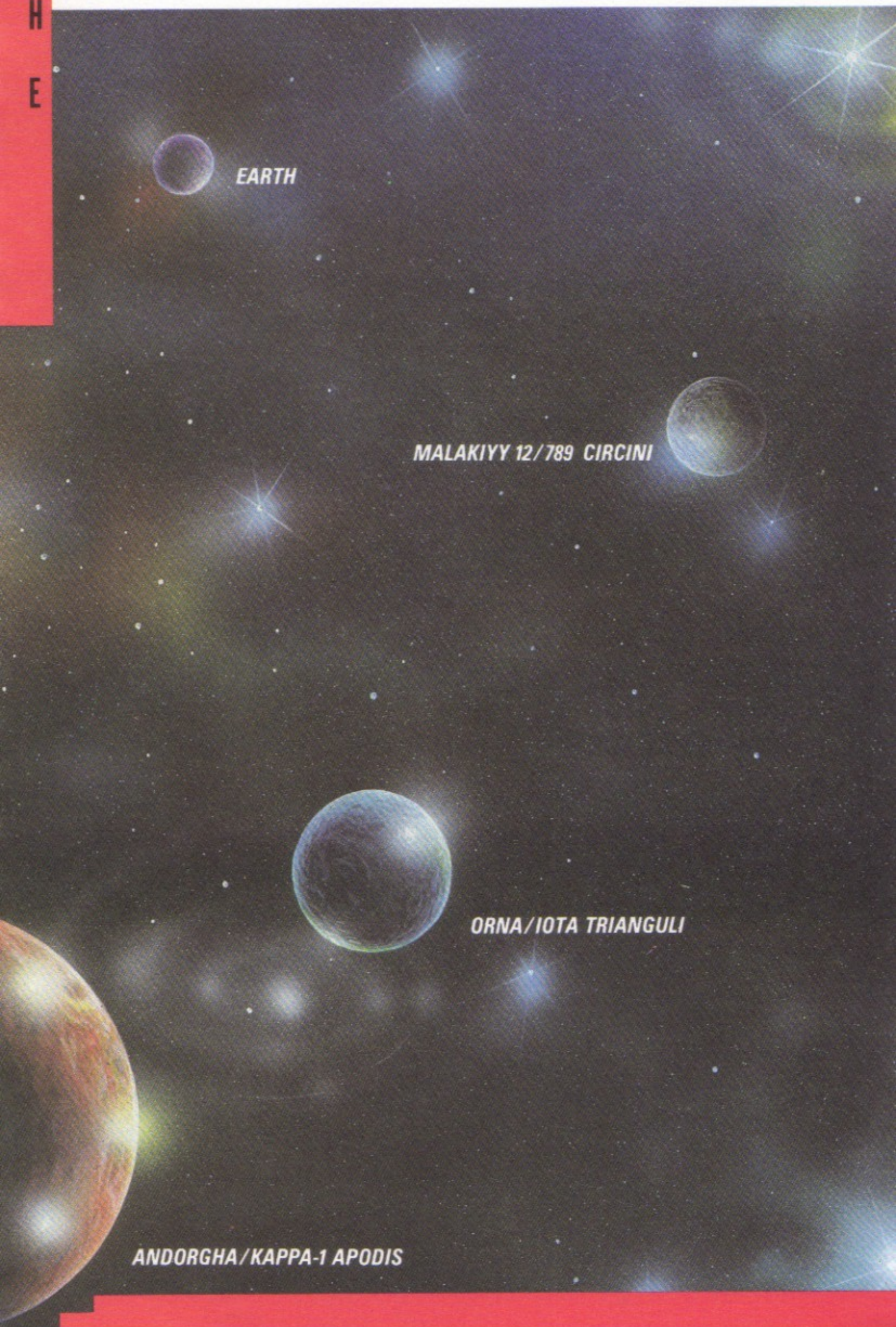
COMPUTER

Enterprise's computers are extraordinarily versatile, with a total memory and "effective synapse number" that make some people wonder whether they're slightly sentient. Their exact virtual memory size is classified; it is rumored to be in the multiple petabytes (1 PeB equals 1 quadrillion bytes.) Computers can report verbally or visually (hard copy or display) on any phenomenon the ship's sensors can detect and, if requested, will include analysis. The computers also contain a vast data base of general information on ship's function and other subjects.

SICK BAY

Sick bay contains various kinds of medical scanning equipment and numerous devices for healing the sick: primarily the "anabolic protoplaser," which forces tissue regeneration. The more delicate or specialized the tissue (heart, brain, etc.) the longer such regeneration takes. A broken bone can be reknit in about an hour. Damaged brain or neural tissue regenerates in one to two days, but rehabilitation or retraining time must be added.

THE UNIVERSE



MISSION AREA

Partial description of active mission area: Galactic "southern hemisphere," Quadrant boundaries: GalLong 290 - 310 degrees; distance from arbitrary Galactic core varies, 24000 - 27000 light-years. (Abstracts of planets freely adapted from *Jane's Interstellar Gazetteer and System Catalogue,* 231st edition. By kind permission of the publisher, Jane Insterstellar Ltd., London WC1/ Deneb V.)

ORNA/IOTA TRIANGULI: A striking borderline M-class world of blue sandstone canyons and evaporated salt-pan seas. This is the home of the Ornae, a strange protoplasmic/amoeboid species... never yet contacted by Federation personnel but rumored by free traders to be the greatest toolmakers in the galaxy. An Ornae will use anything as a tool...even itself.

MALAKIYY 12/789 CIRCINI: From the surface of this small, dark, rocky world, far out in its solar system, a radio signal whispers desperately into the endless night, crying out for help...and the language it uses is ancient English.

ANDORGHA/KAPPA-1 APODIS: An R-type world with a silvery, murky methane atmosphere and a bad reputation...no Federation vessel investigating it has ever come back.

HASTORANG/1214 NORMAE: A gorgeous M-type planet, almost a twin of Earth—but an Earth stuck fast in the tenth century and populated by alien kings, armored knights, distressed damsels, and wizards..."white" and otherwise. And what of the dragons?

ACHIR/R OCTANTIS: An alien species has built a Dyson sphere around this lovely rose-colored sun—a stupendous feat of engineering, now home to billions of people. But the star is dangerously variable and about to flare up. Without the help of a Federation starship, billions could die.

NIAU/I 139 CIRCINI: An Earthlike planet populated by an intelligent feline species in the early stages of its space program. As yet there has been no official contact with the Federation. However, a delirious free trader picked up in a derelict ship near the system reported seeing the bones of a previous exploratory expedition there. This observation has not been confirmed.

JAUZAH/4403 PAVONIS: A small, dry, cold planet, rich in minerals, but barren of cities or other artifacts. Sensors insist that life has evolved here...but it has not yet been found. Starfleet cannot tell if this is a trap, a sensor malfunction, or a misunderstanding.

KLUSOS/515 ARAE: About as non-Earthlike as a planet can get—a world of corrosive soil and an atmosphere full of hydrochloric acid. Why this world's sleek, glassy starships attack everyone who passes by remains a mystery...as does what can be done to stop them.

TSHIO/803 MUSCAE: A world superficially Earthlike but housing a bizarre culture uprooted from Earth by another spacefaring species in the dim past.

KHUT/43 PAVONIS: A hot world of mountainous continents washed by soupy seas of hydrocarbons and liquid plastics. In those seas live the a'Khut, intelligent and reclusive beings who in the past have asked only to be let alone. Recently, however, they have been desperately hailing every ship that passes their planet.

TECHNICAL ASSISTANCE

Starfleet Command will be happy to provide assistance to any cadet who has difficulty with the technical aspects of the program. These include problems with booting the program disk, program bugs, and issues of hardware compatibility. Such queries may be addressed by electronic voice transmission to (201) 592-2900.

However, technical support staff members are prohibited from answering questions about the content of *The Kobayashi Alternative* test scenario under penalty of exile to Rigel XII. Information regarding the rescue mission remains classified for test purposes and cannot be released. Cadets may submit their comments on *The Kobayashi Alternative* to the following address: Technical Support Center, Simon & Schuster, Inc., Route 9W, Englewood Cliffs, NJ 07632; ATTN: Cadet Evaluation Command.

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Star Trek: The Kobayashi Alternative (Macintosh)

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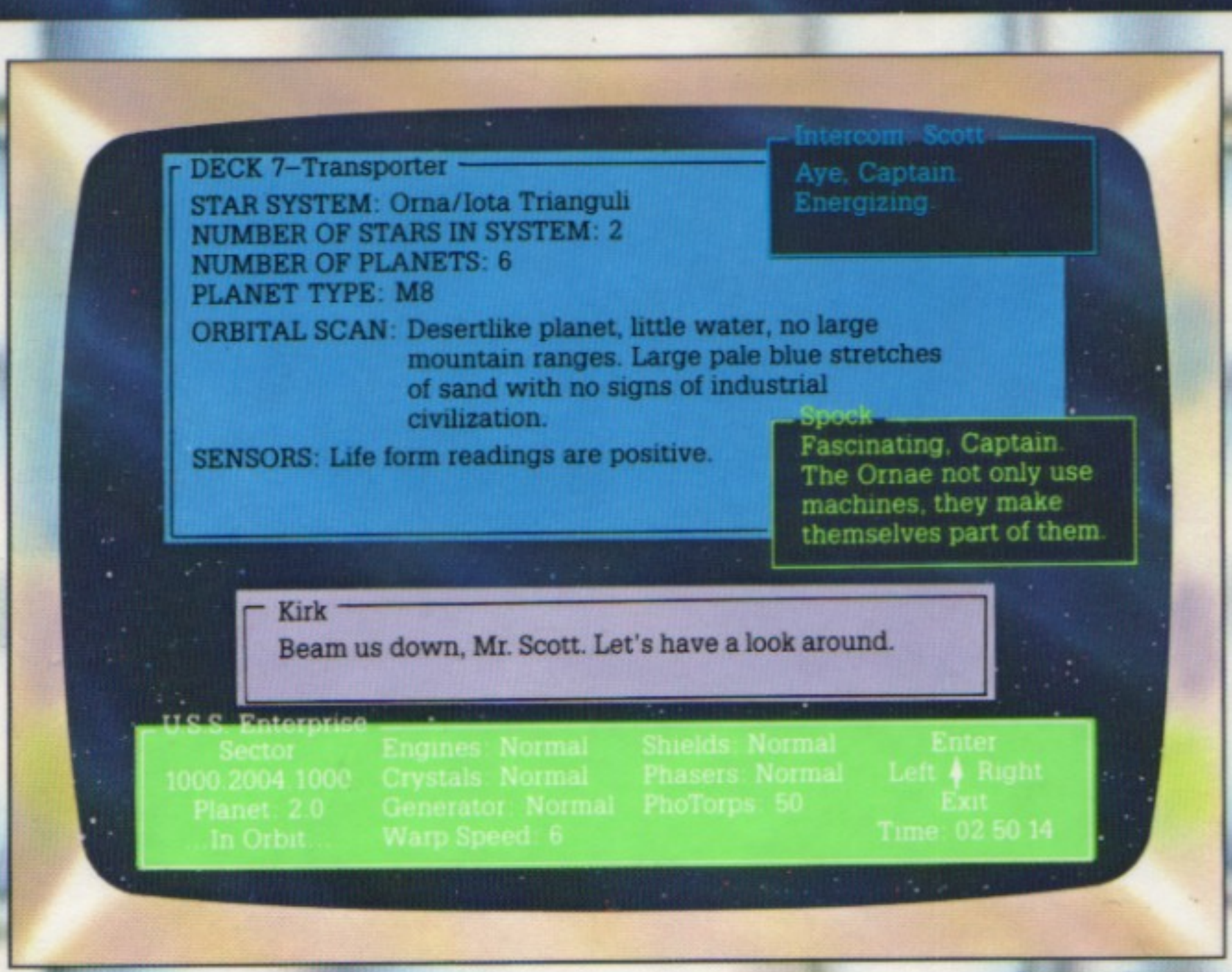

Simulated IBM screen

THE KOBAYASHI ALTERNATIVE

TO: Graduating Cadets, Starfleet Academy
All Candidates for Command Rank

FROM: Starfleet Command, Earth (via SFC, Deneb V)

SUBJECT: SCAT (Starfleet Command Aptitude Test)

ASSIGNMENT: Solve the Kobayashi Alternative Command Performance Evaluation
Adopt persona of Starship Captain James T. Kirk/Command USS Enterprise/Rescue Lieutenant Hikaru Sulu/Resolve crisis in Trianguli Sector

CREW: Spock, McCoy, Scott, Chekov, Uhura, and full complement of Enterprise

SPECIFICATIONS:

- Interactive text windows utilizing advanced context-driven parser
- Character data base algorithms incorporating the skills, memories, and personalities of Starfleet personnel and nonhuman entities
- Simulation of Enterprise technical systems, including navigation, computers, scanners, weaponry, and communications
- Access to all planetary systems in Trianguli Sector via transporter

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512K RAM or a Macintosh Plus

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