



TRAINING MODE

Load the Training Mode scene

Before the players enter the ship, open all the station controls until the “Login” screen is displayed. Load the training mode scene.

Allow the crew to enter the simulator

Seat the crew at their assigned stations. Allow them to begin using their controls.

Damage a few systems

Inflct some damage on some random stations to give the Engineers practice repairing them.

Call the captain from the Engine Room

Speak in character as the crew member in the engine room. Explain that you will help work in conjunction with the engineers to keep the ship operational. Explain that the ship is in Training Mode and that the crew can practice their controls without any real consequences. Explain that the ship can transform into various forms, travel through time and space, and do many other important functions. Encourage the Captain to become familiar with each station’s abilities and tasks. Instruct the Captain to speak out to the computer.

Introduce the Computer

Speaking as the computer, illustrate that the computer is fully interactive.

Computer online. This is the voice of your main computer. I am an AIU 3000 Artificial Intelligence Unit. All ship systems are online and operating within normal parameters. The ship is currently in Training Mode. Captain, do you require any assistance at this time?

Respond to the crew’s actions

Reply to mail messages. Answer internal scan requests. Respond to security alerts.

Combat training

After about 5 minutes, begin Combat Training by making a Training Drone attack the ship.

Call as the Admiral

After about 10 minutes the crew should be comfortable—but not fully proficient—with their controls. Call as the Admiral and ask if they are ready to begin their mission.

End Training Mode

After about 10 minutes of training, end Training Mode. Narrate as the computer:

*All hands, prepare for deactivation of Training Mode.
<Brief pause while the effect plays>
Information: Training Mode has been deactivated. The crew now has direct control of all ship functions.*