



PANDEMIC

Mission Introduction

An emergency has erupted at the worst possible time, and now the fate of two civilizations hangs in the balance! For hundreds of years, the Aztlans and the Iberians have lived in the same solar system. The Aztlans live on one planet, and the Iberians live on another. They've known about each other's existence, but they've never visited each other or even communicated for as long as anyone can remember. The Iberians despise the Aztlans, and Aztlan children tell each other scary stories about the Iberians at night. Both sides fear and distrust each other, and it's been that way for centuries.

However, after all this time things have finally started to change. Bold thinkers on both sides have begun questioning what all the fear and distrust is about. They feel that both sides have many great things they can learn from each other, if only they can look past their differences and put their suspicions behind them.

The Iberian and Aztlan leaders have recently decided to hold a round of diplomatic negotiations on a space station between both of their planets. If things go well it could be the beginning of significant peace, learning, and trade. Things were looking hopeful at first, but everything broke down when the Aztlan delegate fell seriously ill!

Doctors are baffled by the mysterious plague, and they have quarantined the delegate before the disease can spread. Accusations of biological warfare have begun to fly, each side accusing the other of sabotaging the negotiations. It's an illusive mystery, but one thing is certain: if the delegate dies all hope of peaceful relations between the two civilizations will die with him.

Fearing the worst, the delegates have called upon the Infinity Knights—the renowned protectors of peace and justice throughout the universe—for assistance. Using our advanced technology, we will shrink your ship to a microscopic size and insert it into the sick delegate's body. Your ship is equipped with a modified Stealth System, which will disguise your ship so the body's immune system does not detect it; otherwise it would think your ship is a disease and try to destroy you.

Your mission is to search the Aztlan delegate's body for the disease, develop a cure, and stop the plague before it can spread. Very little is known about the disease, except that it appears to be a virus of some kind. You must travel to various organs and take key scientific measurements. The doctors and ship's computer will help guide you, but only you can effectively find a cure. In each organ, record the blood pressure, temperature, pulse, and other vital signs. Look for clues that will help identify a cure, and do whatever you can to keep the disease from spreading. You must keep the delegate alive! Stop the virus at all costs!

But that's not all! You must also unravel the mystery of where the disease came from. If you don't, the fear, suspicion, and distrust between the Aztlans and Iberians will destroy all hope of peaceful relations forever!