# On the Subject of Lightspeed

"Mr La Forge, set phasers to explode..."

- The module contains a Starfleet LCARS display with five pages, a home screen and a main display. Navigate the five pages using the buttons in the left column. Click the button of the active screen to return to the home screen.
- To defuse the module, determine the warp speed, destination planet and ranking Starfleet officer before encrypting the data and engaging engines.
- The three bar graphs represent your levels of antimatter and dilithium as well as your shields status. The stardate takes the form NNNNN.N. The number after the decimal point is referred to as the sub-stardate.
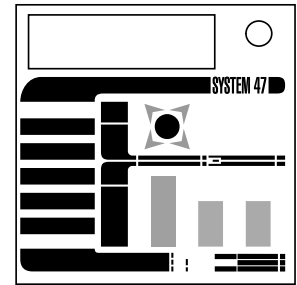
Determining Quadrant

- First of all, you must calculate which quadrant of the galaxy you're in; Alpha, Beta, Gamma or Delta. This is determined by the four-point star on the home screen.
- One of the four star points will be green. This is the correct quadrant. Read clockwise from the NW point.
- Using the table below, calculate the reading order of the quadrants:

		Symbol		
Colour		⊙	꩜	◎
	Yellow	GDBA	DGBA	BDAG
	Orange	ADBG	BADG	DBAG
	Purple	ABGD	BGDA	DAGB

Determining Warp Speed

- If you are in the Alpha quadrant, travel at the third highest **available** warp speed.
- Otherwise, travel at the highest **available** warp speed.
- The highest **potential** warp speed is calculated by the amount of antimatter you have on board. Every 10% of antimatter equates to one warp speed.
- Additionally, if you are NOT in the Delta quadrant, reduce your warp speed by one for every 25% your shields are below 100%.
- Otherwise, if you ARE in the Delta quadrant, reduce your warp speed by one for every 15% your shields are below 100%.
- If the highest available warp speed falls below 1, travel at warp 1.

Determining Target Destination

- Three planets from each quadrant will appear on your galactic map.
- Using the table below, travel to the furthest planet away in your quadrant that you have enough dilithium to reach:

Planet	Quadrant	Dilithium Required	Class	Planet	Quadrant	Dilithium Required	Class
Andor	Beta	58	Y	Ilidaria	Delta	62	L
Avery III	Delta	34	H	Kyana Prime	Delta	19	H
Ba'ku	Beta	83	H	Ledos	Delta	70	K
Bajor IX	Alpha	74	Y	Malcor III	Alpha	39	L
Batrus	Gamma	56	L	Merakord II	Gamma	81	Y
Bolarus IX	Alpha	47	H	Ocampa	Delta	27	K
Brax	Gamma	64	H	Qo'noS	Beta	42	M
Callinon VII	Gamma	13	H	Rakosa V	Delta	93	M
Cardassia Prime	Alpha	26	K	Rigel VIII	Beta	50	K
Ceti Alpha V	Beta	75	L	Risa	Alpha	88	M
Dosa II	Gamma	24	K	Romulus	Beta	67	K
Dryan II	Delta	84	L	Skovar VI	Gamma	73	M
Eridon Prime	Beta	34	H	Sol III	Alpha	15	M
Ferasa Prime	Alpha	31	K	T-Rogoran Prime	Gamma	92	M
Gaia IV	Gamma	31	L	Talax	Delta	46	M
Galor IV	Alpha	58	L	Talos IV	Alpha	66	H
Hemikek IV	Delta	53	Y	Vandros IV	Gamma	40	K
Iconia	Beta	21	L	Vulcan	Beta	13	M

Determining Ranking Officer

- Upon arrival at the destination planet, an away team will explore the surface. You must assign a ranking officer to oversee this mission.
- You will have a choice of 8 officers, listed here in rank order: 2 Crewmen, 2 Ensigns, 1 Lieutenant, 1 Lieutenant Commander, 1 Commander and 1 Captain.
- The correct ranking officer is the lowest rank of officer who is available on the given sub-stardate.
- Some officers are forbidden from being able to lead missions to certain planets.

Name	Rank	Forbidden Class Planets	Sub-stardates available	Name	Rank	Forbidden Class Planets	Sub-stardates available
Barclay, R	Lt.	Y	2, 3, 5, 6	McKenzie, W	Cr.	L, H, Y	7
Brownfield, D	Lt Cm.	None	1, 2, 5, 6, 9	Nesterowicz, J	Lt.	Y	2, 4, 6, 8
Cavit	Lt Cm.	None	2, 4, 6, 8, 0	Paris, T	Lt.	Y	1, 7, 9, 0
Chakotay	Cm.	None	2, 4, 6, 8, 9, 0	Picard, J	Cpt.	None	Any
Darwin, F	Cr.	L, H, Y	9	Riker, W	Cm.	None	1, 2, 3, 6, 7, 0
Data	Lt Cm.	None	1, 2, 3, 4, 5	Sisko, B	Cm.	None	1, 3, 5, 7, 8, 9
Howard, M	Lt Cm.	None	1, 3, 5, 7, 9	Suder, L	Cr.	L, H, Y	2
Janeway, K	Cpt.	None	Any	Telfer, W	Cr.	L, H, Y	1
Jetal, A	En.	H, Y	4, 6	Torres, B	Lt.	Y	3, 5, 6, 9
Kaplan, M	En.	H, Y	5, 8	Tuvok	Lt.	Y	1, 4, 5, 7
Kim, H	En.	H, Y	1, 3	Wildman, S	En.	H, Y	2, 9
La Forge, G	Lt Cm.	None	6, 7, 8, 9, 0	Young, C	En.	H, Y	7, 0
Lang, T	Cr.	L, H, Y	4				

Determining Encryption Code

- Your data must be encrypted using a four digit code before engaging the warp drive. Attempting to do so without encrypting the data will cause the warp drive to stall and result in a strike.
- Entering an incorrect encryption code will result in a strike.
- Once data has been encrypted, it cannot then be changed without first being decrypted. Attempting to do so will result in a strike. The decryption and encryption codes are the same.
- If you mistype your encryption code, the computer will automatically reset your entry once you exceed four digts. No penalty will be incurred.
- The encryption code is calculated as follows:
  - The first digit is the first digit of the stardate.
  - The second digit is the sum of digits 2-5 of the stardate, modulo 10.
  - The third digit is the sum of the sub-stardate, lit indicators and port plates, modulo 10.
  - The fourth digit is calculated using the table below:

Number of batteries:	0-3				4-7				8+			
Ranking Officer:	Lt Cm. or lower		Cm. or higher		En. or lower		Lt. or higher		Lt. or lower		Lt Cm. or higher	
Quadrant:	A/B	D/G	G/B	D/A	A/G	D/B	B/D	G/A	A/D	B/G	G/D	B/A
4th digit:	7	1	5	3	0	Same as 1st digit	8	6	2	Same as 2nd digit	4	9

Engaging Engines

- Once the correct data has been encrypted, press the engage button to activate the warp core.
- The warp core takes a few seconds to engage – you may disengage at any time before it fully engages at no penalty.
- If the encrypted data is correct, the ship will go to warp and disarm the module.
- If any data is incorrect or it is not encrypted, the warp core will stall and cause a strike.

Activating Auto Destruct Sequence

- If all hope is lost, you may activate the computer's auto destruct sequence to overload the warp core and destroy the ship.
- This action is a measure of last resort.