

- war between Valkor IV + Delmoke X for 20 yrs.
- key to Valkor strategy is Capt Athta's ship + Delmoke outpost target.
- y n Athta, aide to Capt. + his clone.

Turning Point
by Robert Raggio
note #5

[Captain's Platform] chair, Athta, ext: D.
x chair (vent at base); {blaster} x Captain (repressed to age 10) x vent (C23)
(after 3 times; Capt orders y to deal i disturbance in weaponry half of engineering)

d → [Engines Half] engines, panels, technicians; U, N, D.
(assist)

n → [Weaponry Half] a Ramrook in a force field is shooting at crew; S; instead of kloy container
x kloy. x weapons (you blaster is more powerful than gun over; kloy can be loaded w rifle
or thrown at enemy; vent on wall near top)
shoot ramrook (absorbed by force field); maybe non-bevy approach is better

x vent (B34) // s. x panels (could alter temp, open/close vents, change lighting)
d from Engines Half → [Cabins Centre] N to Cabins 1-500, S to Cabins 500-1000; yr cabin in #6;
U; D; N; S. n → [Cabin 6] fridge, cupboard, bed, terminal
{jerk, tohos, madarelin}

x bed (open vent: DS9) ask computer alt: Captain; jerk (can be converted to kloy)
kloy (Ramrooks are allergic to it; created by exposing jerk to radiation); me; tohos; madarelin
delmoke (race: Ramrooks, Lengorks; Inloks); Ramrooks;
Kengorks (shrinky assassins that leave a residue)
Inloks (brains of Delmokes)

- can't go down (medical, food, lieutenant)
- drop jerk. shoot jerk (+1; kloy) // throw kloy at Ramrook (+1, key to cabin 612)

[Cabin 612] bed, substance. x substance (kengork, vent under bed approx; +1)
x vent. (E19) // [Engines Half] close C23. (+1; Lengork appears!) shoot Lengork (+1, win)

- now have access to private stash of ratho.
- ask computer alt food. (delicious food no longer allowed on ship due to new mutiny)