

TRANSINIUM CHALLENGE

A DRAMATIC, NEW, ANIMATED EPISODE



SOFTWARE FOR THE MACINTOSH

(21)

LEE 89

STAR TREK®: THE NEXT GENERATION THE TRANSINIUM CHALLENGE

by TRANS Fiction Systems

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Terrorism in Aquila...

An unprovoked hit and run attack on unarmed civilians, and two people are dead. Three others are lost and presumed dead. Five more are injured. An unknown group of terrorists takes responsibility for this act, and the ENTERPRISE is sent to investigate.

Aboard the ENTERPRISE, in orbit around the third planet in the Aquila star system, the crew begins its evaluation of the evidence. Little is known about Aquila, primarily because it's been considered a "junk system". Its scant commercial value resides in the larger asteroids in the belt between the third and fourth of its seven uninhabited worlds. The primary endeavor on these asteroids has been the mining of the mineral transinium, a low-grade power supply sometimes called the "poor man's dilithium crystal."

Transinium has been mostly used to power life support systems in the poorer colonies on the galaxy's rim.

The ENTERPRISE's Operations Manager, Lieutenant Commander Data, looks up from his computer console. "Most unusual," he says. "There is an anomalous energy field emanating from the asteroid belt. It is certainly related to the presence of transinium, but its profile is not what I would have expected, given the information available on this substance."

He turns to Commander Will Riker. "Sir, I would like to examine this phenomenon in depth."

Riker considers this for a moment. I could use Data in the Away Team when we transport down to Gamma Base. But perhaps it would be more sensible to allow him to stay aboard the ENTERPRISE and pursue this matter as he sees fit.

"Agreed, Data," Riker says crisply. "Follow your instincts on this one."

The android regards Riker quizzically. "My...instincts, Commander..?"

The Transinium Challenge

The Transinium Challenge is a unique merger of simulation and narrative that places you in control of a potentially deadly mission aboard the ENTERPRISE. Unlike in other adventures, you control the hero as he meets other characters, finds out what's on their minds, and makes decisions affecting their futures and the future of the ENTERPRISE.

The story is presented visually, just like an episode of the television show. And there are no arcane commands to learn. Everything you can do is available at the push of a button, and complex animated sequences are set into motion as you try different approaches to the completion of your mission.

Changing the Subject

In The Transinium Challenge, First Officer Will Riker has been placed in evaluative command of the ENTERPRISE, a necessary step in the training of any aspiring starship captain. As you move Riker around the ENTERPRISE, and down to the planets and asteroids in the Aquila system, the story's subject changes. When he enters a room, he and the crew consider that room, and you can see their thoughts as Riker consults the crew, or ponders things for himself.

The same is true when Riker turns to look at an object or person in the room. He and the crew consider that entity, and may even have proposals regarding it. Proposals become even more important when you encounter someone who is not a member of the ENTERPRISE's crew. These characters have opinions and proposals, and the subject changes as they voice them. How you respond to their proposals directly affects the mission's outcome.

The Transinium Challenge is unlike any computer simulation you've encountered before. It simulates the behavior and objectives of both humans and aliens, and plunges you into a world of peril and opportunity, where the motivations of and relationships between characters are of prime importance.

Space, the final frontier. These are the voyages of the Starship ENTERPRISE. Its continuing mission: To explore strange new worlds... To seek out new life and new civilizations... To boldly go where no one has gone before!

The following pages will help you to undertake your mission in The Transinium Challenge. Each page features a screen from the simulation, and a description of the controllers and what they do.

There are three kinds of controllers:

- Icons: small pictograms representing their function
- Buttons: a rectangular controller containing one or more words
- Hotspots: some area on a screen image which can be selected

To issue an order in The Transinium Challenge, you will select one of these kinds of controllers. The way you select the controller will depend upon the computer you are using. See the Quick Reference Card for details.

Note that when it doesn't make sense to use a controller, it will be "dimmed." That is, it will be visible but it will be faded, and cannot be used. This means that whenever a controller isn't dimmed, it's okay to use it. Also, in most cases you can issue an order even while an extended animated sequence is playing. The animated sequence will stop, and be replaced by controllers needed to carry out your intentions. Exceptions to this rule are dramatic sequences such as the pre-credit story opening.

Above all, when experiencing The Transinium Challenge, feel free to experiment. Riker and the crew are ready to look where you wish to look, think about what interests you, and go where you want to go.

Look Around

Commander William T. Riker leads the mission in this simulated episode, but you control his movements. In The Transinium Challenge, the characters are always located in what we call a room. In this example, Riker is in the transporter room, aboard the ENTERPRISE.

When he first enters, Riker looks around at each object and person (or "entity") in the room. Following that is a text description of the room itself. To examine each entity more closely, use the Look Around icon.



Each entity is placed in the room in one of five positions: Far right, near right, straight ahead, near left, or far left. Each time you use the Look Around icon, Riker turns to the next entity and focuses on it.

Note that the examples in this manual are not drawn from The Transinium Challenge.



Here, Riker sees an object. The description tells you something about it, and any appropriate button controllers appear. If you use the Take button, for example, Riker will take the object and carry it around with him until you decide to drop it. This object has a Turn On button; other objects will have different buttons.

Once you have found an object and taken it to the ENTERPRISE, you will be able to analyze it (see page 15). But just as important is the fact that the subject of the simulation changes each time Riker focuses on something new. Here, the subject is what Riker and the crew think of when they examine this object. It affects the response you will get when you use the Consult and Consider icons, which will be detailed shortly.

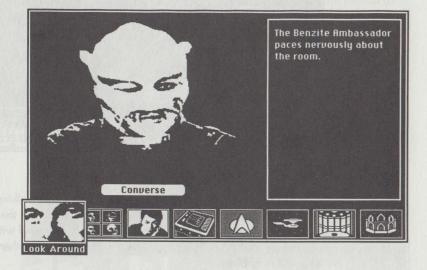
In this example, we will use the Look Around icon again.



Tip

"Explore off-ship locations thoroughly, and more than once. Hidden objects will sometimes appear once conditions have changed."

Riker looks around to see an alien Ambassador, and the subject changes to what the crew thinks of when they look at this alien. The subject could be anything, from the history of his race, to his distinctive appearance, to the threat his presence may represent to the crew of the ENTERPRISE. Note also that his subject can change as the episode progresses.



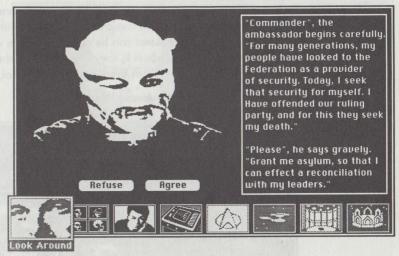
When Riker focuses on a character, a Converse button appears. Selecting it is the same as saying to the character, "What's on you mind?"



Tip:

"When you use the Look icon, Riker will only turn to look at characters who are not ENTERPRISE crewmembers. However, when he enters a room where a crewmember is present, he will at least glance in his or her direction to let you know he is there. Most considerate."

An Encounter



The Benzite Ambassador has something very specific on his mind, and this has become the current subject.

This is the structure of most encounters in The Transinium Challenge. A character will present you with an argument or opinion, and then a proposal. Here, his argument is that the Federation has long provided protection for his people. His proposal is equally direct: he wants you to protect him personally by granting him asylum aboard the ENTERPRISE.

You can have Riker refuse him, or agree to his proposal as you see fit. Better still, you can consult with your crew.



Tip:

"When you're in an encounter with someone, certain icons will be dimmed. You'll have to come to some decision before you can move on to other matters."

Consult

When you use the Consult Crew icon, a new set of icons appears: one for each member of the crew you can choose to consult with. All crewmembers who are present can be consulted on the current subject. If they have nothing to say about it, they'll tell you so. Otherwise, they'll offer you an opinion, and sometimes even a counter-proposal, as we'll see.

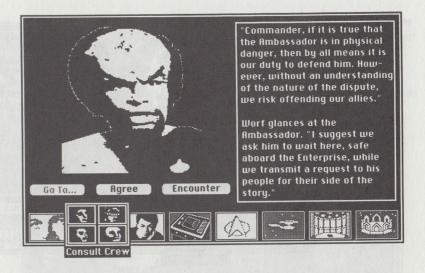
Here, we'll consult with Lieutenant Worf.





Tip:

"When a crewmember's lcon is dimmed, it means the crewmember is not in the room right now. This can be important. For example, sometimes my advice will be more valuable than someone else's."



Worf recommends a cautious approach. If you like, you can have Riker agree with Worf right now. To do this, use the Agree button.

Note, however, that frequently crewmembers will offer no specific counterproposal. Instead, they will present their perspective on the current subject, and no Agree button will appear.

Note also that at times you can use the "Go to..." button to beam Worf to some other location. (See also page 17.) Here, that button is dimmed because Worf is part of taking part in the encounter, and cannot leave until it has been completed.

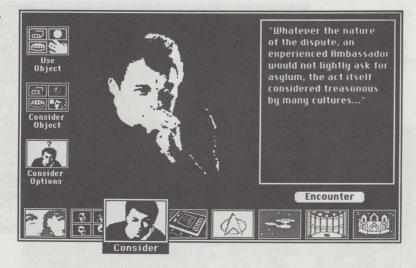
Though Riker is the star of The Transinium Challenge, he is also a character. As such, he may have his own opinions and counter-proposals. Use the Consider icon to see what they may be.



Tip:

"My crew is made up of experienced spacefarers. Consult with them often. Their perspectives will offer you valuable insight into the events unfolding around you."

Consider



Riker's thoughts are visible in the textbox, as are three new icons on the left.

The top Icon, Use Object, allows you to choose from any objects Riker may be carrying, and ultimately brings forth a screen similar to the one on page 7. This icon is dimmed if Riker has no objects, or if he is in an encounter.

The Consider Object icon can be used to see Riker's thoughts on any object he has seen, whether or not it's currently in his possession.

Use the bottom one, Consider Options, to cycle through up to three different thoughts Riker may have on this subject. Any of those three opinions he may be harboring may contain counter-proposals.

Finally, we use the Encounter button to return Riker's attention to the Ambassador.

When you return to the character Riker is encountering, you will again see his or her proposal. If you like, you can also use any of the other icons that are available. The Transinium Challenge will keep track of your actions, and make sure that unsuitable icons are dimmed.

In this case, we will agree to grant the Benzite Ambassador asylum aboard the ENTERPRISE.





Tip:

"Riker's command style is up to you. You can choose your advisors and examine all opinions and proposals carefully, or make snap decisions. Remember: in space, appearances can be deceiving..."



Obviously pleased, the Ambassador reacts to your decision, thus completing the encounter. But what have we done in making this decision?

In The Transinium Challenge, each character is interested in a number of subjects. A decision affecting any of those subjects will be broadcast to all interested parties. Depending on the news they receive, they will alter their views on the subject, and thus the episode is moved forward.

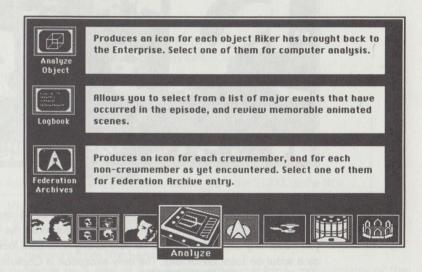
In this example, our decision to grant asylum to the Ambassador will be broadcast to his rulers, who will not be pleased. In fact, in a forced encounter called an "Interrupt," they may threaten the ENTERPRISE with direct military action should you refuse to turn the Ambassador over to them.

Whatever your decision, be aware that there are consequences for Riker and his crew.

Analyze

Use the Analyze Icon to get more information about characters, objects, and events in The Transinium Challenge. Note that the data available through the use of each of the three Analyze functions is added to as the episode unfolds. This data can prove extremely valuable.

For example, the spiky nodule Riker focused on earlier will be revealed under computer analysis to be hollow, and to contain secret instructions for a spy now lurking aboard the Enterprise.



The log will also let you review the extended animated sequences presented from time to time.



Tip:

"I analyze whatever I can, whenever I can. You never know when an odd fact will prove useful."

Contact

Use the Contact icon to get in touch with anyone not present. Those present will be dimmed, but you can select from the others – in this case, LaForge and Troi.



Crewmembers not present may be in the next room or on another world, as the case may be. As was mentioned in the section on the Consult icon, just about any crewmember can be sent to any available location, to act as a scout on local conditions. The only exception is Captain Picard. He will stay aboard the ENTERPRISE, monitoring conditions and Riker's performance.

For now, we will use the LaForge icon.



Tip:

"Sometimes characters will want to interrupt and speak with Riker. Generally, one of us will inform him that a communication has been initiated. From then on, it will proceed like any other encounter."

STAR TREK®: THE NEXT GENERATION The Transinium Challenge

Quick-Start and Game Reference Card

Machine Configurations and Loading

You must have 128K or 256K ROMs and 800K (double-sided) floppy drives. Specifically, *Transinium Challenge* won't run on the following Macintosh machines:

original 128K Mac original 512K Mac internal or external 400K floppy drives machines with a System file before version 3.2

In addition to the correct ROMs, you will need the following amounts of memory, depending on how many disk drives you have.

If you have:	You will need at least:	
one floppy drive	1.5 megabytes of memory	
two floppy drives	512K of memory	
a hard drive	512K of memory	

This table applies to any Macintosh model, from the 512KE to the Ilcx.

To install the program on a hard drive, copy "Transinium Challenge" and "NewGame.ST" from the Program Disk to a folder on the hard disk. Copy "TrekImage1" from the Images Disk to the same hard disk folder. Store the original disks in a safe place. Run *Transinium Challenge* from the hard disk folder.

To run the program on a one or two floppy-drive machine, make copies of the original disks, then store the originals in a safe place. Insert the Program Disk and double-click on "Transinium Challenge." As the program starts up, a dialog will ask you to locate the file of images. The drive where you should insert the Images Disk will automatically eject any disk already in it. Insert the Images Disk and choose "Tre-kImage1." On a one-drive machine, you will be asked to re-insert the Program Disk at the proper time.

If you don't have enough memory, or if your System file is too old, *Transinium Challenge* will show a dialog telling you about the problem and then quit.

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Scrolling Text

Some text that appears in the game is too long to fit into the displayed box. This hidden text can be scrolled into view, but doesn't use conventional Macintosh scroll-bars. Instead, the text itself responds to clicks and drags, and scrolls accordingly.

To see how scrolling text works, click the Analyze icon, then the Federation Archives icon. A set of heads will appear, then click on Captain Picard's head. His archive entry is long enough to need scrolling. The first section of the entry is shown in the figure to the right.

In the middle of the box's side borders are two small marks known as "scroll-marks." The scroll-marks indicate that the text will scroll when clicked, and also mark the central inactive area of the text-box. Also notice that the last line of text only shows the top half of the letters. The hidden text can be scrolled into view by clicking on the text itself, below the

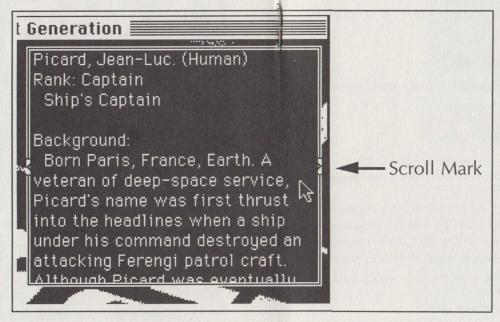
area between the scroll-marks. Except for this central inactive area, mouse clicks or drags within a scrollable text-box will cause the text to scroll, revealing hidden portions of the text. If there are no scroll-marks in the border of a text-box, then the text won't scroll.

Move the mouse so the pointer is between the scroll-marks. Press and hold the mouse button, then drag above and below the area between the scroll-marks. You will see the text move away from the mouse. It moves faster if the mouse is farther from the central area, slower if the mouse is nearer. Scrolling stops when there is no more hidden text in one

direction, or if you drag outside the borders of the text-box. You can't scroll the text "off the end" in either direction.

By default, the text scrolls away from the mouse, so clicking below the central area scrolls the text up, revealing the hidden text at the bottom. Scrolling occurs only when the mouse-button is down, and only when the mouse-pointer is within the textbox. When the mouse is farther from the central area, the text will scroll faster. You can adjust both the sensitivity of the scrolling (how fast text scrolls), and the direction that text will move by selecting items from the Scrolling menu. The first two menu items control the direction that text moves when you click in scrollable text-boxes: towards or away from the mouse. Only one item will be checked at a time. The bottom three menu items control how fast

the text scrolls; again, only one item will be checked at a time. Whenever the program starts up, "Away from Mouse" and "Least Sensitive" are checked.



Stopping the Opening Sequence

When *Transinium Challenge* starts up, the opening sequence and credits will loop continuously until any key is pressed. You can do this at any time during the opening sequence and the game will begin. The opening sequence won't run when you double-click on a saved game. Holding down the Option key while starting up will also prevent the sequence from playing. You should continue holding the Option key down until you see Riker first walk into the room.

To Play a New Game

If you lose, or if you want to restart a game already in progress, play the saved game named "NewGame.ST".

Stopping Log-Book Playbacks

When you are reviewing sequences or messages stored in the log, press any key to stop and return control to the log-book screen.

Sounds

If you run *Transinium Challenge* with a System file earlier than System 6.0.2, sounds will not be available. The Sound menu will be dim, with a dimmed menu-item that says "Can't Play Sounds."

Under System 6.0.2 or later, you can toggle sounds on and off by selecting the "No Sounds" item under the Sound menu. A check-mark in front of the item means that no sounds will be played. Be sure you have the sound turned on (use the Control Panel) and the volume set high enough or you won't be able to hear the sounds being played.

RAM Cache

Transinium Challenge works better if it has at least 32K of RAM cache. You can set this for the entire system using the Control Panel. More than 32K is better, but you might use so much RAM cache that Transinium Challenge won't have enough memory left to run. Thus, you should balance the usage of RAM cache and main program memory according to how much memory your system has. Even on a 2-floppy 512KE, there is probably enough memory to have the minimal 32K of RAM cache.

Note that if you change the amount of RAM cache, or turn it on or off, you must restart your machine in order for the changes to take effect.



Geordi reports his position and awaits further instructions. Using the Go To... button will present other locations for him to beam to. The Come Here button will cause Geordi to beam to whatever room Riker is currently occupying.

Report instructs Geordi to look around the room in much the same way that Riker does, giving his appraisal of anything he finds there. If you use the Report button repeatedly, he will cycle through each object or character he finds, and then start over again.

Riker will also be able to contact non-crewmembers, when they are in range. When this happens, you will be able to pick from a set of topics, and get opinions of the character contacted. However, you won't be able to make decisions on those topics during such contact.



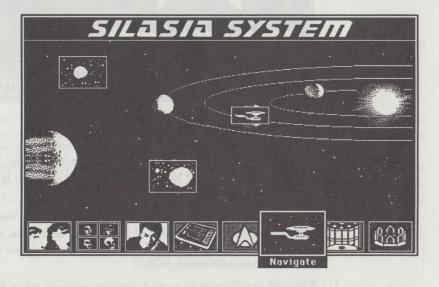
Tip:

"Use the Report button to keep track of characters in several different locations at the same time. If something new appears somewhere, your crewmember will find it and let you know about it."

Navigate

The Navigate Icon is used to move the ENTERPRISE from one location to another. Each planet or asteroid is a hotspot controller; using one will move the ship to a corresponding location. This is useful because different Away Team destinations become available each time you navigate.

Note that you can only use the Navigate icon while aboard the ENTERPRISE. Also, any crewmembers off-ship at the time you choose to change ship locations are automatically beamed aboard the ENTERPRISE.



Transporter



You can use the transporter to beam Riker and his crew from one place to another.

Using the Transport icon when aboard the ENTERPRISE will first move Riker to the transporter room if he isn't already there. There, you can assign one or two crewmembers to accompany Riker. Current members of the Away Team have a small "A" at the top left corner of their icons. In this example, Worf and Crusher are members of the Away Team. To remove a currently assigned member, use their icon again, and the "A" will disappear. If you try to assign more than two, one of the existing Away Team members will automatically be dropped.

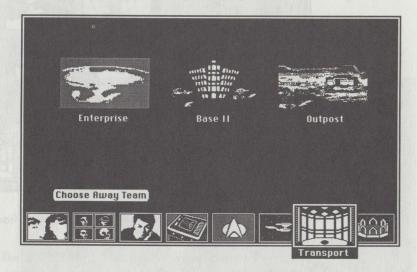
Captain Picard is dimmed because he will not leave the ship during this mission. In other episodes, he will indeed leave the ENTERPRISE to take matters into his own hands.

Once you are satisfied with the composition of the Away Team, use the Go To... button to select a destination.

If Riker is not aboard the ENTERPRISE, no Away Team selection screen is needed. Using the Transport icon then will move you immediately to the destination selection screen.

Selecting a Destination

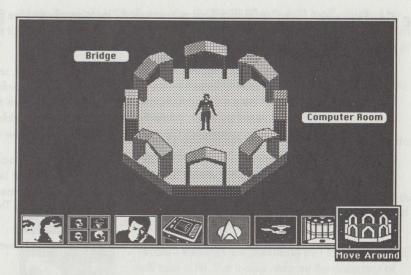
Whether Riker is off-ship or aboard the ENTERPRISE, each destination icon represents a place to beam to. Notice that here the ENTERPRISE is represented by a destination icon, but it is dimmed. That's because we are currently aboard the Enterprise.



You can select either of the other two icons to beam to Base 11 or Outpost. Incidentally, these are the same icons that will appear after using the Go To... button on the Consult screen (see page 11).

When the Away Team materializes, Riker will look around the room, showing you what he finds there.

Move Around



No matter where Riker is, you can use the Move Around icon to move him from one room to another. This eight-sided platform will wheel into view. Each archway on the platform represents a direction for possible travel.

Buttons containing the names of rooms adjoining the one currently occupied by Riker appear near the corresponding direction for travel. For example, Riker will go to the Computer Room when you use the button located at the "east" corner.

If there are no buttons visible at all, there are no rooms adjoining the current room. You can only beam Riker in and out of a room like that.



Tip:

"Members of the Away Team will follow Commander Riker as he moves from room to room except aboard the ENTERPRISE, where we all have our jobs to perform."

ne Conference Lounge

The Conference Lounge is a special location aboard the ENTERPRISE where Riker and the crew can exchange opinions about the various topics so far encountered.

Once you have moved Riker to the Conference Lounge, use the Look Around icon to focus him on the table. Then use the Conference button. You will be presented with, on the left, a button for each topic so far encountered by Riker. (Note that more topics will be added to this list as the mission proceeds.) On the right are the familiar crew icons.

You can set a topic for discussion by using one of the topic buttons on the left. The topic currently under discussion is presented at bottom. Once you have settled on a topic, use the crew icons. Each crewmember will give you any opinion he or she may have, but no proposal. This is a general conference, not a forum for action.

To end the conference, leave the room by using the Move Around icon.



Combat Icons

In the Transinium Challenge, the ENTERPRISE may find itself attacked by alien vessels. If negotiation to avoid conflict is not a viable option, you can elect to give chase and engage in battle. When you do, the eight icons at the bottom of the screen will be replaced by these eight Combat icons.



 Impulse Retreat/Impulse Advance – Use these to close in on your quarry, or pull back to a safer distance.



Shields Up/Shields Down – Shields will reduce damage to the ENTERPRISE when she is hit. Dropping them, however, can serve to lure in an aggressor.



 Phasers/Torpedoes – These fire the weapon of your choice. Your crew will report on the effectiveness of your attack.



- Evade Reduces the likelihood that the ENTERPRISE will take a hit. But it also reduces the accuracy of your own fire.
- Disengage You can disengage Riker from battle at any time. But Captain Picard will be watching and judge his First Officer accordingly.

Each time you take some action during combat, the enemy will respond. And since all combat actions are presented as they would be in a televised episode, you can give orders in advance of their being carried out. Strategy tip: don't commit the ENTERPRISE too quickly to a course of action. React to your enemy's moves, as it reacts to yours.

Crew Profiles



Captain Jean-Luc Picard – At the time of events depicted in The Transinium Challenge, Picard was deeply concerned with reports of his early promotion to the rank of Admiral, years ahead of his own personal schedule. Unexpected withdrawal

from active duty would be repugnant in the extreme.



Commander Will Riker – Eager for a test of his command ability, Riker nonetheless regretted the circumstances of this opportunity. Preventing the further loss of life is always his top priority. His personal career objectives were, at the time,

quickly forgotten.



Lieutenant Commander Data – Lately, Mr. Data had become fascinated with the notion of childhood. Since he had none, having sprung fully formed from the brow of his creator, Data wondered if time spent with children could possibly give him

an appreciation of what he had missed, and thereby help to make him more human.



Counselor Deanna Troi – Captain Picard urged Troi to counsel Riker as she would counsel Picard himself in this situation. She knew she could put her personal feelings for Will aside as he undertook this challenge, but she wondered:

could Will put aside his feelings for her?



Lieutenant Geordi La Forge – A recent offer by a leading medical research university of a new technique to give him biological sight troubled Geordi. Though their intentions were certainly good, he always regarded his special vision to be a gift, and not a disability.



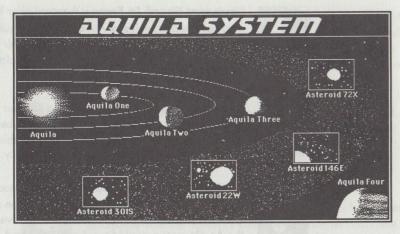
Lieutenant Worf – The presence of a Klingon base in the Aquila region intrigued Worf. He hoped to be able to spend time with a fellow Klingon in a companionable manner, and not as guarded adversaries divided by policy.



CMO Beverly Crusher, M.D. – The inadequacy of medical facilities in the outlying reaches of Federation space appalled Crusher. She was convinced that the extensive loss of life in the Aquila system could have been prevented, and regretted

that minimal standards of care had not been established throughout the inhabited systems.

The Aquila System



From Earth, the star known as Aquila is a bright point in the evening sky. But up close, its magic fails to materialize. A standard yellow dwarf circled by worlds of thwarted potential, its main distinguishing feature is the asteroid belt located between the third and fourth worlds.

Federation scientist Dr. Alfred Parks first discovered the relatively recent origin of the asteroid belt; it appeared to have been created less than eight hundred years prior to his arrival, a mere instant figured in the drift of stars.

Though there are traces of a lost civilization among its barren worlds, who they were, and where they've gone remained a mystery when the ENTERPRISE began its investigation.

Credits

Transinium Challenge was designed, written, and programmed by TRANS Fiction Systems. The following people were responsible for its development.

Ron Martinez, producer, director, and designer, is founder of Manhattan-based TRANS Fiction Systems, a leading producer of superior entertainment and educational software. Ron's credits include producing and co-designing the acclaimed political simulation, Hidden Agenda (Springboard Software, 1989); co-authoring and programming STAR TREK: The Promethean Prophecy (Simon & Schuster Software, 1986); and assorted books, comic strips, and graphics adventures.

Cindy Shapiro, systems and scenario co-design and implementation, has been involved in the computer field for more than six years. She has designed large-scale systems for major New York City and Washington D.C. corporations in a wide variety of applications. Cindy is also an experimental composer and vocalist in the Rock idiom and has performed extensively in New York City.

Gregory Guerin, simulation, systems designer and implementation, has been programming his Macintosh since the machine's introduction. A long-standing interest in simulations and user interfaces eventually led him to develop, with Ron Martinez, the DEUS simulation system used in the Star Trek series. This is a further refinement of the system used in Hidden Agenda.

Angela Greene, art director and artist, has been designing animation and graphics for computer activities since the character block days. She has worked with Bank Street College, Children's Television Workshop, and Apple Computer. Her previous credits include the art direction of Hidden Agenda (Springboard Software, 1989).

Amy Goldman, graphics and video production, studied film and television at New York University's Tisch School of the Arts. She has been working with computers for three years and has worked in a variety of roles on such Star Trek games as The Kobayashi Alternative, The Promethean Prophecy, The Rebel Universe, and First Contact.

Scott Bechtold, scenario writer, is an ex-teacher and sometimes psychological researcher and graduate student. When not buried under mounds of computer printout, he can be found playing tennis near his apartment in northern Manhattan, or dreaming of escaping to South America where he once lived and hopes soon to return to.

Thanks to Debra Weinberger, Greg Doench, Mia McCroskey, Michael Mellin, John Brockman, Katinka Matson, and Scorpia.

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