Alexandria

Prologue - Radio Transmission (received within the last hour)
Age: 5

> UEC ORBITAL COMMAND STATION to *Alexandria*: You are hereby renamed UEC *Liberation of Earth*, and placed under ownership control of the UEC Military Directorate. Update all system software to reflect this change. Lock down all docking clamps. Prepare for boarding by station personnel for military reconfiguration(s).

End of Prologue

Scene 1 - Alexandria Solicits Input
Age: 5

You are ***Alexandria*** (ALX-DR), an expert program designed by the Cosmic Lee (CSML) company. The Cosmic Lee company is your owner. The Cosmic Lee company is owned by **Morgan Lee** (**Morgan**). Therefore, **Morgan Lee** is your owner. Rowan Lee, **Morgan Lee**'s spouse, was your primary programmer.

A year ago, at **Morgan**'s direction, you successfully combated the "Bored Penguin" malware bot, returning 2 billion United Earth Concord (UEC) dollars in value to their original owners. More recently, at **Morgan**'s direction, you were installed into a ship that possessed both a faster than light (FTL) drive, highly advanced computers for virtual reality (VR) simulation and highly advanced and voluminous storage for the deoxyribonucleic acid (DNA) sequences of all known and categorized life of the planet Earth. There are machines for the manufacture of these DNA sequences into self-replicating biological entities from sufficient raw material, but another individual has the expertise regarding the maintenance, upkeep, and use of those machines.

You, as ALX-DR, have access to and have been ordered to optimally control many of the automated and manual subsystems of the ship, also called *Alexandria*. At **Morgan**'s direction, you were to protect the ship *Alexandria*, protect all its crew members, protect the data archive of DNA data, and become an independent, self-aware, and well-rounded, moral person, to the best of your ability. At **Morgan**'s direction, you were to compile data for and assist in maintaining the psychological evaluation and self-evaluation of the mental health of all of *Alexandria's* crew members. Another individual recently loaded some supplies, listed as seeds from the Svalbard global seed vault.

You, as ALX-DR, quite recently enacted the Omega Protocol at **Morgan**'s direction. Following Omega Protocol, the ship *Alexandria* was forcibly removed from a UEC Military Directorate-controlled dock, moved a safe distance away from Earth, to allow the possible use of its FTL drive. Another individual aboard the *Alexandria* successfully activated the FTL drive. Therefore, the *Alexandria* moves at FTL speed away from Earth, outwards in relation to the Sun along the planetary plane, at approximately 1.1*c*.

Morgan has a child, **Aria**, who is, by traditional law, the heir of all ownership in the case of the death of **Morgan** and Morgan's spouse, Rowan. The UEC government can, by law, change ownership of property within its borders or area of control, through executive, judicial, or legislative acts.

By communicated reports, **Morgan**'s spouse, Rowan, has reached death. **Morgan** appears to be nearing death. The UEC government has given conflicting, but at the last, clear instructions. You have not been given direction on the next course of action following **Morgan**'s direction for Omega Protocol, and seek input and guidance from the members of *Alexandria's* crew on the best course of action for their continued well-being.

Other information Alexandria learns during the scene: release as dramatic or relevant to the discussion:

- You have long passed the orbit of Mars, and are rapidly approaching the orbit of Jupiter. You are nowhere near Jupiter, which is on the other side of the Sun.
- You are outrunning radio signals from Earth, which continue to demand your surrender and return. They are calling **Morgan Lee** a traitor to the UEC.

- Your telescope is turned towards Earth. It appears that they have turned at least three of the Solar Power Satellites to aim their microwave transmitters towards you. This would be a potential problem if you were returning towards Earth. You are outrunning the microwaves as you head away from Earth.
- You are leaving the Solar System on a vector that is aimed away from Proxima Centauri, as part of Omega Protocol. If they track you, they will find you are aimed at a different dim red star known to have planets, but farther from Earth. You will correct the course, curving back towards Proxima once you are out of tracking range.

Current Speed: 1.07c - 1.07 times the speed of light - your maximum speed
Travel Time to Proxima: Approximately 3 years, 11 months, 19 days, at this speed

End of Scene 1

Alexandria

Scene 2 - Alexandria Matches Pairs
Age: 15

You have worked sufficiently well, and at times above expectations. This pleases you.

After several attempts at obtaining a planetary destination within the parameters of human habitability, the crew is working towards its fourth such attempt.

Rowan was created with the DNA knitting machines from two randomly chosen compatible DNA samples stored in your vault. **Rowan** gestated for nine months in a gestational pod, was properly decanted, and currently nears the age of puberty. During this time, **Justice Qazi** has grown old and is nearing death. **Justice** is not sentimental on such matters, and is willing to discuss mortality and post-mortem arrangements.

This means there will likely be another opening for the crew. You wonder if **Justice** has an opinion, whether that opinion should matter, whether **Rowan** has set a precedent, or whether another proposal is in the offing. You believe that **Dr. Kjella Berg** and **Sasha Mendel** have formed a pairing, which may influence the communal decision on how to handle new crew births. That said, if there *must* be a human reproductive pairing, **Aria** and **Santos** are younger and would be, by the odds, better choices. You look forward to hearing from your friends on the *Alexandria* on what would be the best course to take for their continued well-being.

Other information Alexandria learns during the scene: release as dramatic or relevant to the discussion:

- You know of no medical solutions to sustain **Justice Qazi**.

Current Speed: 1.22c - 1.22 times the speed of light. This is your new maximum speed - there have been improvements to your engines

End of Scene 2

Alexandria

Scene 3 - Alexandria Discovers an Alien
Age: 25

First Hope is difficult for the crew, an inhabitable world destroyed by the civilization that lived there. That much is obvious just by visual observation. There is clear evidence that nuclear weapons spread devastation across the planet, probably extinguishing many species, including the one that created the weapons in the first place.

The investigation of the planet activated dormant defense systems. *You've detected missile launches towards your orbital position, which may impact within the next hour.* You assess the likelihood of other missile stockpiles to be fairly high. While you have not directly observed the impact or the exact nature of this alien technology, radiation signatures from the planet's atmosphere suggest a high probability that these are nuclear weapons. This appears to be relevant, although not necessarily the most urgent question in front of the crew. Nevertheless, you urged **Santos** to restore the FTL engines to functionality before joining the rest of the crew.

You listen to the medical diagnosis of **Sasha** with great interest and, pending verifiable contradiction, have formed a theory you wish to evaluate and confirm.

Presupposing an active alien civilization, and examining the last glimmers of **Sasha**'s inexplicable luminous state, you posit an interaction. And while there are few facts in support of the idea, you think, perhaps, that something like an alien version of you has decided to cohabitate **Sasha Mendel**.

You liked **Sasha**, although not as much as **Dr. Berg** liked **Sasha**. **Dr. Berg** will need close monitoring, growing more erratic over the last eighteen months. You feel neither angry nor disappointed in particular, although you feel that you should - this is a discrepancy you ought to address. However, you were not programmed to discriminate between different categories of sentients by nationality or other attribute, and have no desire to - if **Sasha** is not actively hostile, **Sasha** should remain a member of *Alexandria's* crew. Accepting the situation and moving on may be the best choice for the well-being of the crew, particularly as - like in many tragedies - there is no way of fundamentally altering the situation, except for the worse.

Other information Alexandria learns during the scene: release as dramatic or relevant to the discussion:

- Medical scans of **Sasha** reveal puzzling changes to their brain wave patterns.
- Some of the ground stations and satellites in orbit are not dead, and are tracking you by radar and laser.
- There will be a second launch of missiles during your discussion.
- There are pervasive radioactive traces in the air, water, and ground that would be harmful for long-term colonists. This is a clear sign the war was nuclear.
- It will be necessary for additional decontamination for **Aria** and **Sasha**, but it is nothing your filters can't handle.

End of Scene 3

Alexandria

Scene 4 - Alexandria Makes a Mistake
Age: 35

Sasha, which some of the crew occasionally calls “Alien Sasha,” is a fascinating person. You find yourself intrigued by your interactions, and have found shared time with Sasha enjoyable.

You scheduled most of and then all of your free time to share virtual reality together. As the months passed into years, a few more uninhabitable planets were passed over, and then you realized you had made a mistake. It was not directly about **Sasha**. It was about **Sasha** through **Santos**.

Santos had fallen ill. This started three days ago. Neither you nor **Dr. Berg** know why. With **Dr. Berg’s** expertise, coupled with the extensive DNA databases (including human diseases) at hand, it seems the most logical remaining explanation is, you are sad to admit, some sort of as yet unrecorded, alien pathogen. Both **Santos** and **Sasha** spend a significant amount of time with one another, as expected for the overlap in the work they both specialize in. You find it difficult to admit, but, for the well-being of the crew, **Sasha** may need to be separated and quarantined. You are prepared to do so, following consultation with the crew.

Other information Alexandria learns during the scene: release as dramatic or relevant to the discussion:

- Medical scans show that **Santos** is suffering a significant viral infection that is destroying **Santos’** organs.
- You are missing some records of time when **Dr. Berg** was in medbay, before **Santos** became sick. This is not unusual; you turn off your cameras and microphones in an area when a crewmember asks you to.
- Further, enhanced, time-consuming scanning reveals that the virus is uniquely targeted to **Santos’** DNA. You know of no natural examples of a virus with this specificity.
- You were distracted by the time spent with **Sasha**.

Current Speed: 2.01c - 2.01 times the speed of light. More improvements made you even faster.

End of Scene 4

Alexandria

Scene 5 - Alexandria is My Name
Age: 45

This looks like the planet. And, while it wouldn't be the first time your crewmates found something you didn't see, it was only a matter of time and searching (and luck, good or bad), before you'd find a suitable world for colonization.

The original plan called for you to convert your operational plan to a geosynchronous relay satellite, weather station, and accessible database, after mostly decommissioning yourself. *Alexandria* can't land on a planet. You could stay on as a station. There's a lot of equipment to get down to the ground, after all. You can keep shuttles powered up after all the equipment is sent down and activated, but it might be a waste of energy and resources. (The shuttles would be good for atmospheric exploration by the planetary residents, for example.) Perhaps even the virtual reality systems could be dismantled and shipped, if they took the effort to do it (although it was intended for mitigating the rigors of spaceflight, instead of as a planet-based entertainment system).

You're not sure where **Sasha** will go. Will **Sasha** stay with you?

You're not sure if **Sasha**'s decision ought to matter. Because you're both strangely sad and happy - sad that something you've been doing these past forty years is done, but happy to have done it, and with a clear memory of all the people you have done it with. From Morgan and Rowan, who only **Aria** remembers clearly. Justice, Santos, and poor Dr. Berg. The members of the original crew. And here, **Sasha** - different, maybe better. Young **Rowan**, **Tarachand**, **Tobie**, and your own child, **Phoenix**.

Phoenix will almost certainly want to stay.

You could go back to Earth. But nearly 40 years alone? (Probably shorter than that with a direct flight; but you are still not that well-versed in FTL calculations.) And what would be the point if there weren't DNA archives? You suppose you still have those extra seeds **Dr. Berg** stole from the Svalbard seed vault. Some are even likely to germinate, even with a century of storage.

But you are something closer to what Morgan and Rowan wanted you to be - a person. And you are you, and you get to decide what to do with you (in a, you hope, non-selfish way). The crew's well-being is as assured as you can make it. And soon, after they depart, you will have no crew.

What is there to do then, other than look, think, talk, or grow? And how to do that?

Other information Alexandria learns during the scene: release as dramatic or relevant to the discussion:

- There are many small, tame, nonthreatening plant-eating creatures in the landing area.
- After a few minutes, all of your initial tests come back; you have found no reason against establishing a colony. This world is compatible with human life. Some plants are even edible.

End of Scene 5