

How to Play

Start with the story at the top-right of the page. At the end of each section you will find:

"CHOICE | INSTRUCTIONS (#)"

Hint: When it says Fold X, the X line will not be visible once folded.

Have fun and don't give up; there is always a way to win!

(A)

Fold Your Own Adventure

You are the captain of the USS Indomitable, a Freedom class starship in the 24th century, and your typical day involves patrolling the neutral zone and ferrying personnel between starbases. You have just arrived at the M-class moon K'tol, recently colonized by the Klingons, after receiving a distress signal. You gather a few crew members, put the first officer in charge of the ship, and beam down.

- Start your adventure (1, left side)

(A)

(1) As you materialize on the surface with 5 other members of the crew you find the outpost empty of inhabitants. At the center of the outpost is a large building that is most likely used as a central gathering place. There is a ship parked on the ridge above the outpost, a small stream flowing between the ridge and the outpost, and a series of small dwellings organized in a circle around the central building.

Hint: Soon the fold itself will reveal the full text; remember to read across the fold!

- Explore | Fold A (2)

(A)

(H)

(12) You get an uneasy feeling and instruct your Chief Engineer back on the ship to immediately lock-on to the team and get everyone back to the ship. You quickly grab your CMO by the arm, pulling them to their feet. "Captain," comes chirping from the communicator, "we've got everyone else, but we're having trouble locking on to both of you.

of sophisticated
The view screen
but with new
Romulans!
Fold J (14)
Fold K (16)

(17) You approach the door cautiously. The control panel is unresponsive, so you reach for your phaser before hesitating. You decide to look closer and find a secondary access panel surrounded by a localized cloaking field. You activate the panel, opening the door.

- Go Inside | Reverse Fold G, Fold H (13)

(K)

(14) You'll be damned if you're going to let them have this ship. You take the pilot's seat and engage thrusters. The shields automatically activate, just in time, as phaser blasts strike the hull. You liftoff, reaching space in time to see the Indomitable valiantly

(K)

(C)

(J)

(K)

(G)

fighting with two birds-of-prey. You charge up the weapons and join the fight. Successful, both ships return to Starbase N-48. The Klingon Empire has some explaining to do.

first officer what you found and tell in loud, "Message sent, but two have decoaked and opened fire on thoughts are with your crew still on can get away. Try Again!

(J)

(13) The ship is full spy equipment. displays the town, inhabitants: - Fly Ship - Hail Indomitable

(16) You inform your them to send a message seconds later he chirps Romulan birds-of-prey your position!" Your last the ship; you hope they

(15)

the pad status report, taking fire. They making your way officer's voice chirps in.

Warp engines are offline." You never arrive at the bridge; the birds-of-prey tear your ship apart with their superior firepower. Try Again!

materializes on can ask for a violently. "We're warp nacelles." You start the bridge as your first "A second ship has decoaked.

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Did You Know?

There are actually three unique Fold Your Own Adventure stories at StarFest. This is:

Use the hashtag: **#FoldAdventure** to share and find the other adventures.



(2) The team fans out to look for signs of life. The Chief Medical Officer pairs up with you, tricorder in hand. As you move towards the central building you see no signs of struggle or disarray. Approaching the building, the main doors are slightly ajar.

- Go Inside | Fold B (3)
- Explore the Ship | Fold C (4)

(5) "Captain," your com
It's a Romulan bird-of-prey!
- Flee, Leave Us Here
- Beam Us Up Now

trouble locking
chirps your
secure

(6) You instruct the landing party to gather at the central building as fast as possible. Your CMO, still investigating a body, notices a phaser burn

(8) "I'm having onto you captain," communicator. As you the doors to the building, it chirps again. "Captain! A Romulan bird-of-prey just decloaked and is firing on your position!" You and your crew fruitlessly look for cover when a blast vaporizes the building and everyone in it. *Try Again!*

(10) You're clearly too important to other security team member to open watch where they step. They safely unresponsive. They pull out a phaser the panel. The discharge triggers the ignites the explosive charges built into explosion before you and your entire

on the body. At the same time you hear a scream from one of your crew as they stumble through the front door, followed by the remaining crew members. You're under attack!
- Fire Back, Run to Ship | Unfold Fold C (4)
- Beam Up Fold E (8)

Indomitable goes to warp. You gather the team and decide the unknown is safer than going to the ship, leading them through the foliage and deeper into the forest and away from the outpost and the ship. You're able to evade detection over the next 24 hours before your communicator activates again. "This is Captain Jean-Luc Picard of the starship Enterprise. Let's get you out of there." *Try Again!*

There is some sort of interference from the building. "You rush out the door, tap the communicator, and await transport. As you begin to materialize you see a green phaser shot just miss you.

You appear on the ship unscathed and set course to Starbase N-48, maximum warp. *Try Again!*



(11) You calmly instruct your first officer to fire up the warp nacelles and report back to Starbase N-48 immediately. "But Captain!" You tell them there is no time to argue and that you and the rest of the team will be fine until they return. "Aye aye captain." You see a slight glimmer of light in the sky as the

"Locked on." The entire away party aboard the ship. Before you the ship shakes are targeting the toward

(3) push in doors and lit but ornately a circle on the of 12 Klingons, a dark liquid. The CMO worst: dead. You tap the

- Beam Us Up
- Everyone Meet Here

As make out of town, hits the rocks hurriedly cross a over the stream and tree cover as your crew before joining you. It's only ship.

Fold B (5)
Fold D (7, right side)

chirps, "A ship is decloaking. What do you want us to do?"
Fold F, Fold D (11)
Fold F (15)

(9) A high- followed by the 10'.

(7) You and your team climb the rest of the way up to the ship. It looks like a standard Klingon

pitched beep an explosion sends security crewman flying You curse Klingons for their distrustful nature. Whatever is inside this ship must be important.

- Send Someone Else | Fold B, Fold E (10)
- Open It Yourself | Unfold All (17)

risk your own life. You send the the door, casually reminding them to approach the control panel, but it is to disable the mag locks and aim at energy weapon sensor, which the door. You don't even hear the team are obliterated. *Try Again!*

transport ship, but a quarter the size.
- Open Main Door | Unfold All (17)
- Have a Gold Shift Do it | Fold L (9)