

Subject: You Have Made An Enemy Today (Part 2)
Author: Lt. Jake Arrington
Stardate: 80508:2130
Scene: Holodeck 2
Time: After "You Have Made An Enemy Today (Part 1)"

The time is 08:00. Lt. Arrington walks off the Turbo Lift on deck 7 and approaches Holodeck 2. The doors hum loudly as they open, and he walks in and finds himself standing alone inside the huge room. The bland look of the empty black & yellow holodeck walls surrounding him.

Fallan is late, Arrington thinks to himself as he walks to the right just near the door and begins entering codes into the computer.

Jake: Computer, access Conventional Memory.

<Conventional Memory accessed>

Jake: Load Program #2443, disengage safety protocols and begin.

<Warning! Disengaging the safety protocols is not a recommended procedure. Level 3 command codes required.>

Jake: Ovverride! Authorization Arrington-Beta-2241.

<Program paremeters set. Safety protocols are offline.>

Jake: Run the program.

The computer beeps in acknowledgement, and the surroundings around him suddenly change to lush green jungle. Nothing but trees and the sounds of wild animals can be heard. Jake pulls his phaser out of the holster and sets it to narrow beam, half setting and begins walking through the trees. The sound of the holodeck doors opening makes him stop and spin around. Commander Fallan has finally arrived. Jake lowers his phaser and allows Fallen to prepare.

Jake: What took you so long?

Fallan: I had some things to take care of. Is that alright with you Lieutenant?

Jake: I suppose. Be prepared to meet your doom.

Fallan: Lieutenant, I see no reason for this. The Captain was right. The fight is out there, not on this ship. And the only reason I am agreeing to this is to satisfy your ego.

Jake: Ego has nothing to do with it. I don't intend stand by while you constantly patronize me, thinking you can just pull out a weapon on me and threaten me with it any chance you can get. What you did in the ready room... That was un called for. As chief of security of this ship, I could have had you thrown in the brig on charges for that, but I figured that wouldn't help things.

Fallan: No, it wouldn't. And I only did that to prove a point. Like I said before, if you can't take it as it was intended, then I guess the hunt is all we have left to prove. So let's get on with it. I have other things to do.

Jake: The safety protocols are offline. Set your phaser on narrow beam, half setting. There is no armour in this game. All we have are our uniforms to protect us, and with the phasers at this setting, they're easily penetrated. Now I believe we should establish a few ground rules here.

Fallan: Such as?

Jake: (Holstering his phaser) First there will be no cheating whatsoever. Myself having 5 heightened senses, that puts you at a disadvantage, so I don't intend to use them. The program is set to disengage and deactivate all weapons when one of us reaches 5 firing points on the other. All shots will be recorded and only hits will count. The computer will notify us when either of has hit the other by stating how many points we have. For instance, "Arrington hits Fallan for 1 point. All actions are monitored.

Fallan: How do I know you won't just use your senses to find me anyway? Am I just suppose to take your word for it?

Jake: Commander, I know this place very well. I wouldn't need to use them anyway. I lived here most of my life. I know every inch of this jungle. So I'd be able to find you without them.

Fallan: Fine, whatever. Let's get on with this.

Jake: One more thing... There is to be no hiding whatsoever. Both of us must be out and looking for the other. When I say go, the computer will count down from 30 seconds, and we'll both take off in separate directions. When the computer reaches 0, the game will be on.

Fallan: Agreed.

Jake" Computer! Begin!

The computer starts counting down from 30 seconds, and they both take off in opposite directions. Jake heads east, and Fallan dashes into the trees to the north west.

<19..18..17..16..15..14..13..10..9..8..7..6..5..4..3..2..1...Let the game begin!>

NRPG: *Figured I'd stop it here and let Fallan take it from here. Fallan, when you respond to this, call it You Have Made An Enemy Today (Part 3), this way it keeps it consistant.*

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