

USF PADD

Featured sim:

USS
Odyssey



Making Your Own Original Species

What to consider when creating a unique species to fit into the Star Trek universe

A New Star Trek Series?

Is this the moment we've all been waiting for?

Maybe...

From the Editor

Greetings, one and all!

Were you wondering what a giant ant has to do with the USS *Odyssey*? If you're not one of those critically informed people in the USF, the answer is simple: The ant is the Commanding Officer of the *Odyssey*. Pretty cool, hm? Matter of fact, I think Fleet Captain Crelak is the only non-humanoid in command of a ship in the fleet at the moment, or at least the only insectoid.

Of course, the species is not canon, it's an originally created one by Crelak. That fact was cause alone to hit him up for an article on how he created them. Actually... he made the suggestion. Hehe. And I gladly accepted. There are many USFers that made their own species and I think it's great when they share their experiences for others to learn from.

This issue also has an article about a proposed new *Star Trek* series and some speculations on what it might be about, or if it will indeed happen. Plus, we get a look behind the iron curtain of the host asylum..uhm... the host retirement wing via a humorous short story. Don't miss it!

Our highly acclaimed new section is as always informative and thought provoking. And don't forget to check out the recipes. You might feel like experimenting. Cooking is suppose to be like chemistry, right?

Just don't blow up the stove!

Enjoy the literary journey.

Lori

Wanted: Ads

Consider advertising for your Sim in the **USF PADD**

All USF hosts are warmly invited to submit

GRAPHIC or TEXT ADS

to be displayed in various sections of this magazine.

For more information email:

usfpadd@sector001.com

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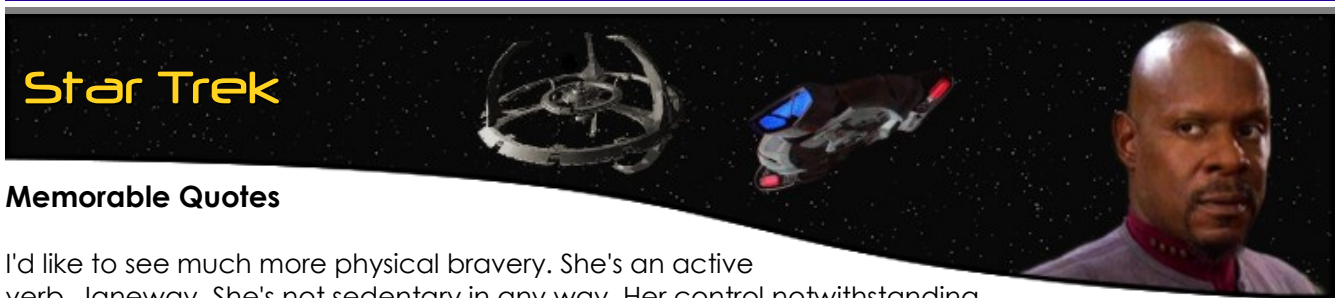
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On the cover: Fleet Captain Crelak's image by Commander Trellis; background by Captain Loriaarra

Briefings



Memorable Quotes

I'd like to see much more physical bravery. She's an active verb, Janeway. She's not sedentary in any way. Her control notwithstanding on the bridge, which is imperative to the success of the ship, her instinct is to go with the away team, to be the first to confront the alien species, to be the first in the melee.

– Kate Mulgrew, about Kathryn Janeway

"Seize the time, Meribor. Live now; make now always the most precious time. Now will never come again."

– Jean-Luc Picard, TNG: "Inner Light"

Intelligence Report

by Lieutenant Commander Solik

Milestones

Okay, if *Star Trek* uses the metric system, would they kilometer-stones? Regardless, this past month has set a few of them in the *Trek* world. *Deep Space 9* first aired on January 3, 1993, and now fans are wondering if others' perceptions of the show have changed, given the change in politics since then. The as-of-yet unnamed sequel to *Star Trek XI* began filming on the 12th. *Star Trek Online* began its new "Free to Play" design on 1/17 (17-01), almost two years after its initial release. January 21-23 was the 40th anniversary of the first *Star Trek* convention, held in New York City. Only 500 people were expected to attend, but it ended up with more than 3,000!

Mark your calendars:

- <http://www.startrek.com/article/has-ds9s-perception-changed-after-19-years>
- <http://trekmovie.com/2012/01/12/star-trek-sequel-begins-shooting-exclusive-production-update/>
- <http://www.startrek.com/article/celebrating-40-years-since-treks-1st-convention>

"You're so transparent!"

Remember "Scotty and the computer" from *Star Trek IV: The Voyage Home*? Scotty promised Doctor Nichols of Plexicorp the formula to create transparent aluminum, so that they could build an encasement for the whales, George and Gracie, to bring to the future.

According to the Daily Mail newspaper in England, scientists have created something very close to transparent aluminum, but not quite there yet. Aluminium oxynitride, is what they call it, and is reportedly almost as strong as metallic aluminum. It can also withstand a blast from a .50-caliber bullet, so that's got to be worth something!

Hello, Computer!:

- <http://www.startrek.com/article/star-treks-transparent-aluminum-a-near-reality>
- <http://www.dailymail.co.uk/sciencetech/article-2088257/Star-Trek-really-IS-good-guide-future--Scientists-able-produce-transparent-aluminium.html?ITO=1490>

Star Trek Millionaire

Coming soon to... no one in the United States, is the official *Star Trek – Who Wants to be a Millionaire? Special Edition!* Coming soon to PlayStation 3 and Xbox 360, in their respective online markets, the game will be available across Europe, Australia, New Zealand, Chile and Columbia, and features a Starfleet Captain asking *Trek*-related questions for the faux prize money. You'll get a choice of four characters to use as an avatar, but I won't spoil the surprise here. Maybe I should just take my PS3 to England to download it and then come back!

Let's play!:

- <http://www.startrek.com/article/who-wants-to-be-a-millionaire-game-on-the-way>
- <http://trekmovie.com/2012/01/23/star-trek-who-wants-to-be-a-millionaire-trivia-game-coming-to-xbox360ps3-in-february/>

Creating a Tricorder

As reported this past summer, the X PRIZE foundation along with [Qualcomm](#) are teaming up to hold a contest for anyone or any team to successfully create a working tricorder. The goal for the contest is for the device to properly diagnose fifteen diseases, but the contestants won't know those until a later time. The purpose is to not replace doctors, but for people to have a device in their home to supplement them.

Everybody thinks they're a doctor:

- <http://www.startrek.com/article/create-a-tricorder-win-10-million>

The “Ratched” Kai

Louise Fletcher (*DS9*'s Kai Winn Adami) sat down with [StarTrek.com](#) and discussed how she landed the role of Winn, even knowing nothing about *DS9* or *Star Trek* at all for that matter. Before her time as Winn, Fletcher was known for her portrayal of the film adaptation of Ken Kesey's [One Flew Over the Cuckoo's Nest](#).

Check her out:

- <http://www.startrek.com/article/winn-ing-with-ds9s-louise-fletcher>
-

Event Calendar

(upcoming *Star Trek* and *Star Trek*-related conventions)

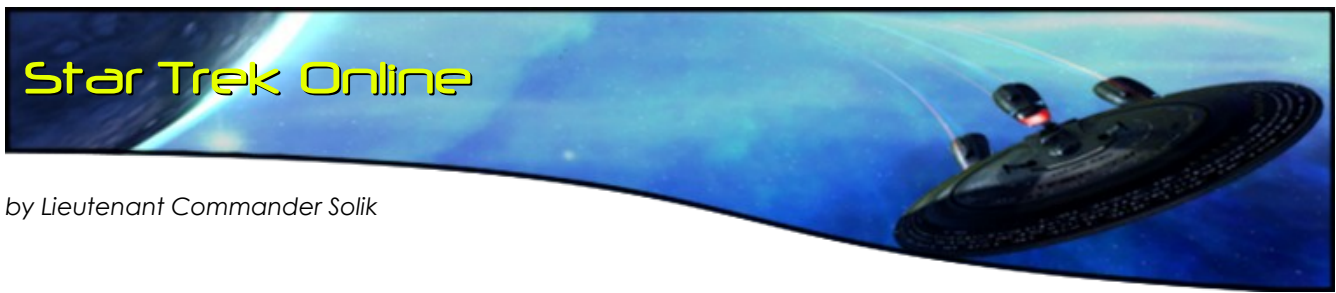
Oct. 18, 2011-May 28, 2012 – *Star Trek: The Exhibition* – Saint Louis, Missouri, USA

Feb. 9-26, 2012 – *Star Trek: Live* – [San Antonio Stock Show & Rodeo](#), San Antonio, TX

May 4-6, 2012 – [Official Star Trek Convention](#) – Crowne Plaza Cherry Hill, Cherry Hill, Pennsylvania, USA

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by Lieutenant Commander Solik

So, did anyone catch the gimmick? Cryptic unveiled the new "Free to Play" version of *Star Trek Online* on January 17th (a.k.a. 17-01)! Less than a month before the game's second birthday, the game has surely become something that can be enjoyed by both hardcore gamers and *Trek* fans alike.

If you choose to play for free, you're what's referred to as Silver, and if you pay, your account becomes Gold. Silver members have limitations on what they can do, such as extra features, but the entire storyline will be available, so you don't lose any gameplay.

To read more about F2P and see the different between Gold and Silver accounts, and more, check out the [F2P area](#) of [StarTrekOnline.com](#).



(image used from www.StarTrekOnline.com)

Current Foundry Missions published by USF Members

Federation Missions

- "To Helna and Back"
 - **Description:** A missing officer ... a dead star system ... and a dire threat! Will saving one of your own be the only hope for saving the Federation? Ensign Helna, a valued crew member, has been abducted while on shore leave! How far will you go to rescue one of your own?
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
 - **Current Average Rating:** 4.1/5 (out of 1831 ratings)

- "Rema Donna"
 - **Description:** A Romulan mining facility needs help fending off a Gorn attack force! Is this your chance to make peace between the Romulans and the Federation, or will ghosts from the past get in the way?
(This is a sequel to the Cryptic mission "Divide et Impera" and the Romulan Featured Episode arc.)

- **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
- **Current Average Rating:** 4.1/5 (out of 1291 ratings)
- “Animations with Helna”
 - **Description:** A harmless experiment threatens the safety of a starship, and it's up to your crew to save the day. While being treated to some awesome animations! *(This mission is made to showcase the animations available to choose within the Foundry. It does have an excellent story too, however! Many elements of the story will make more sense if you've played “To Helna and Back”, another Foundry mission.)*
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
 - **Current Average Rating:** 4.0/5 (out of 462 ratings)

Klingon Missions

- “Time the Enemy”
 - **Description:** On a routine mission to expand the Klingon Empire's influence, how will your crew perform when it stumbles upon a new threat?
 - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
 - **Current Average Rating:** 3.9/5 (out of 1425 ratings)

Your playing the mission can help raise those ratings! What are you waiting for?!

C-STORE SPOTLIGHT

Duty Officer Packs and Roster Slots

To complement the new Duty Officer system, which allows you to send your junior officers on special assignments for extra goodies and experience, you can now add more officers to your crew, and expand the number of Duty Officers you can have.

The Duty Officer Packs are available for both Federation and Klingon players, and for 220 Cryptic Points (\$2.75 USD), you'll receive:

- 4 Common officers
- 2 Uncommon, or better (Rare or Very Rare), officers
- 1 Rare, or better (Very Rare), officer

Don't forget about the roster slots!

- **25 Duty Officer slots** – 180 Cryptic Points (\$2.25 USD)
- **100 Duty Officer slots** – 580 Cryptic Points (\$7.25 USD)

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Watching the Universe

by Captain Lorianra

Lost in Translation

We're not talking about the difficulties understanding someone that speaks a foreign language. There are much simpler ways to be misunderstood in a foreign country, believe it or not. You might think that such basic things as hand gestures are pretty universal, right? Not! Here are just 10 of many ways to be misunderstood when you're not on your home turf. I'm certain there are many more, including the not listed nodding of the head as "yes"; it can actually mean "no" in some place. Mmhmm.

A little gesture-ology:

- <http://travel.ninemsn.com.au/world/rudegestures/835248/innocent-gestures-that-mean-rude-things-abroad>

Colors Me Galaxy

I remember reading about that scientist said that the black expanse out there beyond our planet it actually not black at all but green. That was a while back. Apparently, the question about what color our "Milky" Way Galaxy is has never been answered. Who'd have thought?! Suppose just because it looks milky from our earthly observation point doesn't mean it has to be white. Just like the night sky looks black, and it turned out not to be. Ha!

So, what color IS our galaxy?:

- <http://www.thedenverchannel.com/technology/30195484/detail.html>

Brain Power

Ever been called pea brain before? Not so fun, was it? Well, fret no more, there's help available. Really. Want a bigger brain? Buff your knowledge, your understanding, your memory, creativity, and quick wits. Sounds too good to be true? Why not put it to the test? Try out these 31 ways to get smarter quicker this year, and put those pea brain remarks to rest.

Buff your brain:

- <http://www.thedailybeast.com/newsweek/2012/01/01/buff-your-brain.html>
- <http://www.thedailybeast.com/newsweek/2011/12/30/31-ways-to-get-smarter-in-2012.html>

Brave New Words

Yeah, I can't say it any better than the title of this fun little item. Brave words indeed. If you ever wondered how new words get added to dictionaries, here's a quick glimpse into how that happens, and a few examples. But be warned! You might smudge your guyliner when you facepalm watching your friend furlge around. So, don't dunandunate! LOL

Want to know what all that means?:

- <http://ngm.nationalgeographic.com/2011/12/visions-now-next#/now/5>
- <http://ngm.nationalgeographic.com/2011/12/visions-now-next#/now/6>

When Suns Attack

Ok, so maybe that's an exaggeration, but nevertheless, some sun activity influences Earth's atmosphere quite a bit. Like this recent coronal mass ejection of the Sol system's sun. An M8.7 class flare erupted on January 22 and collided with Earth's magnetic field on January 24. Good that we have that sort of protective shielding, hm? We Humans get away unscathed, while the real danger is to satellites orbiting our planet. This one was actually categorized as an S3. Yah! They have categories for solar flares, like they do for tornadoes. Heh.

Don't look directly at it:

- http://www.nasa.gov/mission_pages/sunearth/news/News012312-M8.7.html

Where The Sky Is Not The Limit

That's the tagline for the FLY NASA ad. Yes! Seriously! They're actually advertising becoming an astronaut. Check it out! Do you have what it takes to become one?

Advertising for adventure:

- <http://www.nasa.gov/astronauts/flynasa.html>

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A promotional banner for the USS Agamemnon. The title "USS AGAMEMNON" is at the top in large, stylized orange and yellow letters. Below it is a detailed illustration of a Star Trek-style starship with blue lights. The banner includes contact information for a webchat and email, and a list of topics of interest.

USS AGAMEMNON

Looking for:
Science
Medical
Engineering
Security/Tactical

Tuesdays @ 10:30 ET
USF Webchat - <http://chat.sector001.com>

Email:
Czajka@sector001.com
Simon.A.Trent@gmail.com

USF Features

all information collected by Lieutenant J.G. Knomik Brott, Captain Loriaarra, Lieutenant Commander Solik, and Cadet Malachi Styles

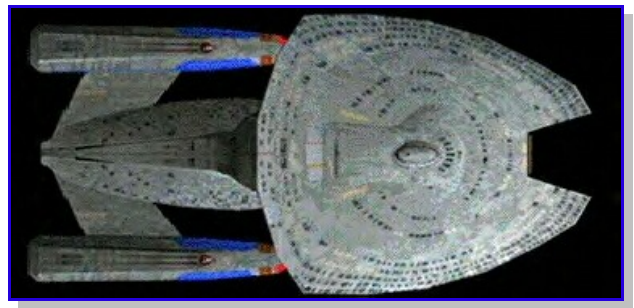
USS Odyssey

Saturdays, 9:00 pm ET, AOL/AIM chatroom "Escape Velocity"
<http://www.sector001.com/odyssey/>

Sim Universe

In-Character (IC) and In-Universe Information

Ship Specs	
Class	Upgraded Modified Galaxy Class
Type	Heavy Exploration Cruiser
Length	1021.6 meters
Width	590 meters
Draft	280.2 meters
Cruise Speed	Warp 7.3
Max Speed	Warp 9.1
Crew Capacity	900 (officers and enlisted)



Mission

The USS Odyssey, NCC-615336, is a modified Galaxy class vessel. The Odyssey, as a heavy exploratory vessel, operates in the far stretches of the Federation. Our missions are extremely varied: dealing with interesting phenomena, new species, and old adversaries like the Breen and the Orion Syndicate. We have a strong, loyal crew willing to seek out adventure wherever it may be.

Starring

Crew:

- ▲ Commanding Officer - Fleet Captain [Crelak Ticlak Trukak-Fetack](#), Klicktic
- ▲ Executive Officer - Commander [Jaroline Jar](#), Human
- ▲ Acting Chief Engineer - Lieutenant John Robie, Human (NPC)
- ▲ Engineering Officer - Lieutenant Tara Kelly-Smith, Human

- ▲ Acting Chief Medical Officer - Lieutenant S'Tan, Vulcan (NPC)
- ▲ Counselor - First Lieutenant [Lisa Sakakino](#), Human
- ▲ Acting Chief of Security/Tactical - Lieutenant Turvon, Vulcan (NPC)
- ▲ Chief Science Officer - First Lieutenant [Jake Markson](#), Human
- ▲ Assistant Chief Science Officer - Lieutenant Mary Margaret Morraine, Human (NPC)

Fleet Representative:

- ▲ Commodore [Ray Packard](#), Human

Crew Introductions

▲ Captain Crelak:

"Greetings. I am Fleet Captain Crelak Ticlak Trukak-Fetack." *(extends his upper right hand to shake the reporter's hand before taking a seat)* "I appreciate you taking this time to interview me about this fine ship and her crew. I've been aboard her for more than 13 years now, her Captain for just under three years. I think I've done a good job taking over for Admiral Mason since she stepped down, but you'll have to ask her of course." *(pauses momentarily, his antennae bobbing as he thinks)*

"Although honestly, there are days I still miss my first passion, medicine. While I haven't practiced in more than 7 years, I still love the practice of medicine, and I imagine I'll return to it one day.

"I imagine people have an interesting time relating to me, being a Klicktic and all. Humanoids always have trouble with Insectoids, but I don't hold it against them." *(holds out his four arms and raises his antennae as if to shrug, before continuing)* "I've found most people in Starfleet can look past appearance once they see what a dependable, hard worker you are. I know my crew trusts and respects me, and I trust and respect every one of them.

"Anything you need to know just ask. I'm an open book."



▲ Commander Jaroline Jar:

"Well to start off with, I hate talking about myself. But if I must. My Name is Jaroline Frances Jar, MD. I am the XO Of the USS Odyssey. Right after I graduated from the Academy I was placed on the USS Ares as a Medical Officer. I took a leave of absence when my husband, at the time, took off with our little girl and I had to prove myself a fit mother to get her back. Things all worked out and I worked planet-side in a Fleet medical hospital and gained my rank to Commander.

"About 6 years ago my daughter and her friend were at a malt shop, after leaving a dance early to come home, when the shop was robbed. My daughter lost her life after being shot. The robbers thought she was trying to stop them when she could not get out of their way fast enough to suit them.

"I'm all alone now and was approached by Starfleet Command to take on becoming the XO of the USS Odyssey. With nothing left for me there, I agreed. I have been XO here for about three years now and am proud to call the Odyssey my home."

 **First Lieutenant Lisa Sakakino:**

"Hi, I'm Lisa. Lisa Sakakino. はじめまして。 I'm the Counselor here. I find that counseling is something I can do without mind reading abilities. That's kind of a cop out, if you ask me. Sure, you can tell if they aren't coming clean, but where is the fun in that?"

"So, I was born and raised in Tokyo, and my mother supported my decision. My father didn't, and I've been trying to iron that out for some time. It's always good to go home, but the family dynamic is a little twisted. Counselors are supposed to be fair and impartial, but I'm Human. I can't help it.

"What I can help, though, is the crew of the Odyssey. I may not fix their problems, but at least I'll make them realize that they aren't the crazy ones aboard. That would be me. Now if I can just keep that quiet. Have you ever thought about counseling? You are pretty good."

 **First Lieutenant Jake Markson:**

(Not comfortable sitting, he stands in front of the desk.)

"I am First Lieutenant Jake Markson. I am the Odyssey's current Chief Science Officer and current 2nd Officer. My duties include, but not limited to, scanning for life forms or any unusual disturbances in space that may be a threat to the ship. I also collate data and present it to the Captain in a clear, concise way. As Second Officer, my duties include assuming command whenever the Captain and XO are off duty or away from the ship.

"When not on duty, I prefer to stay in my quarters and study. My goal is, hopefully, be able to rise to the rank of Captain and have my own command.

"I hope is this what you are looking for."

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Wanted: Helm, Sec/Tac, Sci, Med

The forefront of expansion. Exploring uncharted space 3 months away from Federation territory.
Making the unknown familiar. Boldly going to the stars, despite adversity.

USS Lothlorien

Friday @ 9pm. Sector001 Webchat

Contact: CaptCrain@aol.com or USFDanielShaw@aol.com

Behind the Scenes

Out-of-Character (OOC) Information and Interviews with the Players

Crelak's Player

interview conducted by Cadet Styles

How long have you played this particular character?

Over 13 years, since October of 98.

Did you start him out as an Ensign with the USF?

Yes.

Nice. What would you say are his best attributes?

Crelak is a very dependable guy. He cares for others, which was why he originally became a doctor. He is also very resourceful. He inspires a lot of trust in others.

What about his worst attributes (if any)?

Crelak is a little hard to read by others. This is because he's a giant ant, and it makes some crew uneasy. He's learned to work around that, but it does pop up every now and then. He also can be a little too serious.

(smiles) A giant ant. What ... creative ways have you come up with playing that sort of character?


It's been great. Crelak has four arms, so I often have him using a object with two of them while reaching out of another with the third and forth. He also is very expressive with his antennae. (i.e. Crelak raises an antenna when he's intrigued). It's fun to watch peoples reactions.

Nice! I love to hear of people's creativity with stuff like that, not just using normal "human" expressions and whatnot. With the advent of all the technology, the online games, and such, what do you see for the future of simple sim groups like the USF?

Sadly, I think simple sim groups are taking a hit from these. I think the USF is adapting as best it can. I think there is still an appeal out there for the unrestricted creativity a sim group can offer. Also, some people really don't have time for a MMORPG or the like, but the USF offers a very realistic alternative.

Nice answer, Captain. Thank you very much for your time.

My pleasure.

 Player OOC Stats
How long have you been with the USF? Since March 10, 1996. (Almost 16 years.)
What brought you to the USF? My older brother heard about it somewhere and joined. I would watch him as he SIMmed, and eventually joined myself as soon as my parents let me.
How long have you been on the Odyssey sim with this character? I started on November 22, 1998. (Just over 13 years ago.)
How long have you been simming/role-playing altogether? Same as question number 1. I've only SIMmed with USF.
What other genres of role-playing do you do? None at the moment.
What is your favorite: Star Trek series? Deep Space Nine Star Trek movie? Star Trek IV: The Voyage Home Star Trek game? Star Trek: Armada Star Trek book? 'Myriad Universes' Anthology (at the moment)

Jaroline Jar's Player

interview conducted by Lieutenant J.G. Brott

You are the XO here on the Odyssey. Do you find yourself having more fun at this higher rank than department head or assistant? What do you miss from your days of not running the show?

As far as MORE fun... Not really. I have fun at which ever post I'm playing. As far as what do I miss as a crewman before getting placed higher in rank? I'd have to say the only thing I miss is that back then it didn't matter much if I didn't show up... NOW it does.

Is this Odyssey any relation to the one destroyed by the Dominion on Deep Space Nine? I see your favorite series is TNG. Do you bring elements from this favorite series into Commander Jar or the plots?

As far as the Odyssey being related to the one destroyed, am not sure. But the second part of your questions? Yes, I actually do bring in parts of TNG to the character as well as the plots. I tends to make it more fun in my respect.

Pulaski or Crusher?

Are you referring to Doctor characters?? Remember I'm the XO not the CMO of the ship.

Oh, yes. I was wondering which of the two you liked? Or both.

OH, I like Crusher better than Pulaski... I don't have a real reason.

Crusher got a lot better as TNG progressed.

Three years for your character on this ship. How has the Ody grown as a sim over this time? Did your crew throw anything really unexpected your way?

We have not grown much in the 3 years. Saturday night is not the most popular night to sim.

Ever thought of moving it to another time slot? If I may ask, how many crew on the Ody?

At the moment 5 and 4 NPCs.

That is small. Just reread and saw this. You gave Jar quite a sad back story where you lost your daughter in a robbery. Why so sad?

I actually didn't give the complete story. I used to be on the Ares as this character. I had to miss several weeks and in doing so I had to come up with a plotline that would explain it. The plotline was that Jar's husband didn't like the fact that Jar was on a star ship and gone a lot leaving him home. He managed to have her arrested for being an unfit mother to gain custody of their daughter.

Player OOC Stats

How long have you been with the USF? OOC for about 10 years.

What brought you to the USF? I had a ship that came over here when AOL disbanded the fleet. The USS *Richard Galen*.

How long have you been on the Odyssey sim with this character? About 3 years now.

How long have you been simming/role-playing altogether? I've been role-playing since 1997. Ya, I know, I'm old.

What other genres of role-playing do you do? I am in one other group that I have been with for almost too many years to count.

What is your favorite:

Star Trek series? Guess it would be "The Next Generation". Can't tell you why.

Star Trek movie? Star Trek IV, I love the whales.

Star Trek game? The Star Trek Pin Ball Machine. STO isn't bad either.

Star Trek book? Don't have one. I'm too busy working and simming to read.

When he lost, he stole their daughter and had a friend help him cover it up. Saying Jar did it. In the end, he was caught and convicted and Jar regained custody of her daughter. The Ares did not allow families, so she was forced to retire to take care of her daughter. Well, not retire, she went to HQ Medical and began working on Earth at a SFHQ Medical hospital. Several years later is where the story I inserted began.

I saw tonight it still haunts her if I read it correctly.

Yes, around the time of her death. Tonight's game was to be of a character developmental game. Lisa and I had been talking about this for a while behind the scenes.

Anyway back to the previous. I had to have a way to write her off and then to bring her back. I thought I'd try something different .

I have asked others this and will ask you. Do you play your character as someone you'd like to be or explore a bit of your personality through her? I tend to wrap my characters in some aspect of who I am.

Sometimes I do. I do it more with other characters I have, but I do for this one somewhat. I tend to put a little bit of myself in all of my characters.

What keeps you playing after all of these years given the other myriad of entertainment options out there?

Just being able to step away from the real world and into a make believe one for even an hour a week has its advantages. Especially if work had been bad that day, You can step out of real life and into your make believe life and escape.

Do you employ the use of the physical dice to determine the fates of the Ody's crew decisions? I hear they are popular on other starships.

No, I tend to watch what the players type and go from there. If I see something I think will make the game more fun or interesting, I'll pull it and make an appropriate action for it.

Can you name your favorite crew moment from the past three years?

I can't say I have a favorite. I can say there have been several interesting ones. And those would be when the CO tosses an unknown difficulty into the mix.

From all of the series who is your favorite Executive Officer?

I guess I'd have to say Riker or Chakotay. If I had to choose one, I'd say Chakotay.

Yeah. I am rewatching Voyager myself and liked his performances. One final question I think. What does the future have in store for the USS Odyssey? Or where do you see yourself taking your ship over the next five years?

I am not sure. I only come up with plots when the CO isn't around.

Any final thoughts you'd like to relay to our readers? Advice for budding XO/CO's?

Just have fun... remember this is a game and real life comes in to bite ones rear every now and then. Keep it fun for your entire team.

Lisa Sakakino's Player

interview conducted by Capt. Loriaarra

I've played alongside several Asian characters before. Matter of fact, one of my crew mates' character on my first USF sim was Japanese, though the player wasn't. What's the fascination with that race? Or are you actually Asian in real life?

No, my fascination with Asian culture started with anime, as I'm sure most Americans start. I started taking language and culture classes, and really enjoyed it. I even went to Japan and it was an eye opening experience for sure. I even based Lisa off of a character I enjoy.

Awesome. My kids are totally into anime and want to visit Japan. Is there anything particular that fascinates you most about that culture?

I guess it would be the honorifics and the respect of social heirarchy. The youth respect the elders, and I think that's a great lesson for life to listen to those that have experienced more than you. Also the Shogunate civil war was great to study militarily.

Do you incorporate those things into playing Lisa?

Haha, actually Lisa is kinda the anti. She does respect the chain of command. Although she possesses a little of a child-like mentality, so she's always looking for the next adrenaline rush.

I envisioned her coming from a divided house, with the mother supporting Starfleet and the father wondering why she joined. It's a good idea for some personal logs.

That it would be. Your bio for her also says she's an only child and an attention hog. Reflection on yourself or just another way to make good story?

I'm always looking for some opportunities to enhance the story. If she had siblings, I doubt they would speak to her anymore.

She's that bad?

In less "professional" settings for sure. She climbed onto a table during the Christmas party for attention, so I can imagine what the house would have looked like! Maybe I can see her mother's idea for some discipline.

I could see it, too. And yet, she's the Counselor! Anti-typical Counselor? Seems she'd need

Player OOC Stats

How long have you been with the USF? I've been with the USF (this time around) for 4 years, heading to 5. Before, I was with the USF for a year, back in 02.

What brought you to the USF? A friend in high school led me here. Text based gaming wasn't something I was familiar with, so this seemed like a good place to start.

How long have you been on the Odyssey sim with this character? Lisa is as old as my time here, 4 years going on 5. I had to take the past few summers off, but she has stayed tried and true.

How long have you been simming/role-playing altogether? In my life, role playing has been a big part since grade school, like 1994 or so.

What other genres of role-playing do you do? I used to make my own D and D games. I've been playing RPGs on consoles and PC. I love D and D based games like Neverwinter Nights, and I am an Elder Scrolls fan as well. Nothing live, and for sure not MMORPG. Can't stand monthly charges for gaming. I don't even have a gold Xbox Live account.

What is your favorite:

Star Trek series? I'm partial to all things TNG, as that was my childhood. I watched Enterprise as well, and liked the original feel of the story. I am also excited for the reboot franchise.

more counseling than the crew.

Which is fun to play. She helps the crew and doesn't have time to help herself. Lisa would gladly help her crew before herself, though. She carries "the needs of the few" mentality when it get's rough. Especially if it means she gets to fly the shuttle. Goes back to the adrenaline rush.

Which brings me to her Nova Squadron experience. That was kind of a surprise in the bio. I didn't expect her to be that good of a pilot, when her main focus was on Counseling. Just a little left field setup to make her even more interesting?

For sure. That is more my personal experience than her. I've been told that I am someone that can be talked to about anything, and I enjoy racing cars. That's why I figured a counselor would be interesting for me to play. Plus the Ody needed one.

Wow. You're full of surprises. Racing cars? May I asked what sort? Drag strip, or circle track?

I started on circle track. Moved to open wheel road course. I had more fun on asphalt ovals for sure.

Cool. You sound like the adventurous kind for sure. Nice that you incorporated that into Lisa. So, was she your original character for USF, back in 2002? Or did you play someone else then?

No, I was Scott Forester on the Columbia back then. Still in high school, not really any life experience to contribute to the character. Lisa is my Ody exclusive.

Ahhh. What is it you like best about the Ody?

Admiral Mason was an amazing CO, and Cre has picked up the ball and ran with it. He's a great story writer and teller. He uses all the great techniques.

I love Cre's character. He's so unique for USF. One last question... looking back over Lisa's fictional life, is there anything you'd do different if you could start her anew? Or are you just looking forward?

Haha, Lisa wouldn't change a thing. Looking forward, she needs to clam down and mature a tad. Her eyes are on command, and we can't have a Captain who would see how fast the ship can go.

That is true, but remember while a CO should be mature and dependable, being a bit adventurous never hurts. Just look at Kirk!

True true! I know Lisa also believes the Kobayashi Maru was an unfair test as well.

Somehow I can see that. Well, thank you so much for your time. It sounds like you really enjoy playing her.

Thank you for yours. As an English major, I appreciate your dedication to the craft. Just like Lisa, I try to have fun.

(smiles)

Jake Markson's Player

interview conducted by Lt. Cmdr. Solik

So, how do you like being on the Odyssey?

I like it a lot. It's a lot of fun.

Is there any particular plot that sticks out in your mind that you enjoyed?

We did a plot where the crew went undercover to catch an arms dealer. We got to play roles where we weren't held up to Federation guidelines.

Well, I guess everyone likes the bend the rules from time to time.

Indeed.

Do you feel that Jake has grown since he joined the Odyssey?

I think so. I think he's been given more and more responsibility from when he joined.

Makes sense, seeing as he's the Second Officer.

Most times there are only 3 of us at a sim.

Eh, that's disappointing.

Yep...but everyone is struggling with attendance.

That actually brings me to my next question... Is there anything you'd like to change about the sim? (Seemed to me that attendance might be high on that list.)

Getting more people to join would be my highest choice. Time of the sim is fine.....the command staff is excellent.....and plots are engaging and interesting. So I guess my answer is recruitment.

Is there anything else you'd like to add before we conclude?

I don't think so.

Alright. I thank you for your time.

And thank you.

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Player OOC Stats

How long have you been with the USF? Truthfully, I'm not sure. I have played so many different characters on so many ships, I kind of lost track. If anyone can let me know the answer, I'd like to hear it.

What brought you to the USF? I think it was a google search.

How long have you been on the Odyssey sim with this character? A couple of years. Not sure if I had a different character originally.

How long have you been simming/role-playing altogether? Probably as long as I have been in the USF. I did once belong to other groups, but left them.

What other genres of role-playing do you do? If video games apply, those.

What is your favorite:

Star Trek series? Deep Space Nine

Star Trek movie? ...the last one.



USS Odyssey - Beginnings

by Captain Loriara

I didn't get my hopes up to actually hunt down [Captain Klindt](#), the first Commanding Officer of the USS Odyssey way back in 1996, and so my disappointment was limited. But I found the next best thing, the 2nd, and certainly longest running, CO of the Ody (as the ship is lovingly called), [Captain Periwinkle Mason](#).

While it's definitely not easy to remember 15 or more years back, especially when you've been a busy bee like her, she was able to give me a little insight on the Ody's past, which is much appreciated.

(Note: If you'd like a little bit more insight on Captain Klindt than what his bio says, reading the Counselor's interview ([part 1](#) and [part 2](#)) with him might prove enlightening.)

<=====><=====><=====><=====><=====><=====><=====><=====><=====><=====>

So, I've checked the archives for the Odyssey and it shows Klindt's bio and the ship specs, but not much else. You said the sim had been established before it joined USF?

Yes, but their logs from that time wouldn't be in our archives. I believe they were only active for a few months.

But they were an independent sim that decided to join USF?

Yes.

Because from what I've seen on the archives, you can't really tell. Nobody made any comment about that aspect.

So, Klindt had his own crew? And they all came to be members of USF then?

I am not sure if all of them did, but some certainly did. His XO, CMO, Counselor... not sure who all else. I think his XO was Sean Astro or something like that, but my memory may be flawed... his XO left early on.

I see. And who replaced him? You?

Yep.

Does that mean you joined the sim right after they came to USF?

Fairly soon after, yes.

May I ask what post, initially?

I was XO of the *Federation* at the time, and Klindt wanted me to transfer and be his XO, so I did. It was a little more complex than that, but that's the bottom line.

Ahhhh. Did you already know him? (Personal question alert! LOL)

No, I met him when he joined USF.

I was XO of the Federation at the time, and Klindt wanted me to transfer and be his XO.

You must have had a good reputation if he asked for you as XO. (winks) When did you actually become CO of the Ody then?

Not sure -- I posted about it, though, I think. Should be something there? Goodbye log for the Fed, if nothing else.

(chuckles) Let me look into that. Hm... I see a Doctor Mason. Ah, and a Cmdr. Mason.

Yeah, there was Dr. Rob Mason and Cmdr. Peri.

I see that. Ah, here it is. First bio for Captain Mason was on 11/29/1997. She was an Engineer. Hmm.. Interesting.

Well, that was after I took over when Klindt left...

Yep, I was Chief Engineer and XO of the Ody for a bit. Needed to fill the post.

Cool. So I guess you could answer me some ship related questions, too.

Hah!!! Wishful thinking on your part.

(laughs) It shows an upgraded Galaxy class in the first data entry about ship specs. Is that the same picture that's on the sim schedule now, with that cut out front?

Ask Robb about the revamped specs. Prior to that, you would have to rely on specs in the archives/boards, I think.

Robb Clemens? He revamped the specs? Oh boy. (grins) [Ed. see footnote #1] But the ship essential is the same? Or did you ever blow it up, or get a new one for any other reasons?

We refitted it. I think Crelak may have gotten rid of it, but am not sure. You'd have to check with him.

I'll be sure to ask him, cause the picture is still the same that I remember when I first joined USF. So, how long were you CO of the Ody?

***I had to downsize my
simming ...
even though Ody was
the sim I loved most,
I let it go.***

A long time....until May of 2010, maybe? Check Crelak's bio for when he was made CO.

It says January of 2009, actually. (smirks) Do you miss it?

I did, very much, in the beginning. Not as much now... time heals all wounds.

Suppose so. May I ask why you turned the sim over to Crelak?

I had to downsize my simming, and Ody was best able to go one without me. Crelak is a solid simmer and the crew loves him. I didn't have that option with some of my other sims, at the time. So even though Ody was the sim I loved most, I let it go.

That must have been hard.

It was very hard. Probably the hardest simming-related decision I had made in years.

So, Crelak wasn't actually your first XO, correct?

No, that was Commander Gill.

Ever heard from him again?

Not in years. We had a mutual acquaintance who would pass messages from time to time, but Gill left simming for personal reasons (stuff going on in real life) and never came back, so far as I ever heard.

And Crelak was your next XO then?

No, there were two in between, that I recall... Shannon Night and Tom Trek (not the same Tom Trek as was on *Darmok*). If I am forgetting someone... I'll feel awful about it when I remember.

(chuckles) I'll check the records we do have later. [Ed. see footnote #2]

So, one last question. What is it you remember most about the Ody? Any anecdotes?

We had a big 'reunion' sim a few years ago... everyone who was available and interested, who had ever simmed on Ody, was welcome to join in. We had a plot created especially for it, sort of riffing off 'The Search for Spock', only they were coming to the aid of their old CO... that was one of the stand out plots, for me.

I suppose that means many accepted the invitation?

Quite a few, by my memory -- people who had gone on to other sims (some as hosts) and some who had left simming or at least the USF.

Wow. That's pretty cool.

Not quite like the old days when we had trouble fitting the whole crew into a chat room, but it was the next best thing. If I am not crossing up my memories, I believe it was also the same storyline where we gave Captain Klindt his sendoff.

I can't imagine having trouble fitting the crew in a chatroom. Heh. (smiles) But thank you for sharing all you did. I always enjoy digging around in sim history.

***We had a big
'reunion' sim a few
years ago ... that was
one of the stand out
plots, for me.***

Footnotes:

#1 - Two things that Robb Clemens was able to tell me about the revamping of the *Odyssey*, back when Adm. Mason took over, is that they gave the ship twin warp cores, and that they had the first holocomm units. (Think Star Wars!)

#2 - My research into the *Odyssey's* Executive Officers brought this to light: Isaac Gill was Mason's first XO, starting in 1997, Tom Trek came after that in 1999, then Shannon Night followed in 2000. There was also a Cmdr. Leigh Stone, who took up the post of Acting XO in 2001, soon to be replaced by Cmdr. Sati Bodi, who filled the spot by the end of 2001 until 2004. That was when Crelak became Mason's long-time XO, until 2009. Interestingly, Comdr. Pe'er Arronax evidently functioned as Acting XO for a period around 2002, while Bodi was still there. - A long list of Executive Officers, if I ever seen one!

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Simming

Creating an Original Species

Part I

Star Trek lore is teeming with all sorts of different kinds of species. Just look at the data list Memory Alpha has on series and movie species. Memory Beta trumps that by adding those kinds that are only mentioned in books or games. There seems to be no end to the imagination of writers when it comes to creating new species, humanoid and other alike.

Granted, some would point out that many of the early *Star Trek* species were basically all humanoid because of limitations in portraying anything else with Human actors. And certainly, one could say that some simply looked like Humans with different hair color, or perhaps had just different abilities, like telepathy or superhuman strength. But more or less time and effort has gone into each and every one of them.

As simmers, we all know that our form of role-playing leaves our imagination to be able to roam freely in the wide open spaces of creativity, unlike console or PC games that dictate what sort of environment you will encounter, or what sort of species you might play or interact with. That even goes for MMORPGs, like *Star Trek Online*, despite a variety of options when creating your character and the possibility to add to the game's contents.

The exciting prospect of being able to create your own original species for your sim character has had an appeal for many USFers, as you might have noticed in past sim features. There were a number of players that opted to make their own, rather than use a canon *Star Trek* species.

What exactly is the appeal? How did they come up with their initial concept and eventually arrive at the finished product? Was it worth the time and effort?

Let's consider the thoughts of some who have availed themselves of this exciting avenue simming provides. We will begin with Fleet Captain Crelak, whose sim is featured in this issue.

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Reflections on Creating Crelak

by Ft. Capt. Crelak

It's hard to believe that 13 years ago, I sat down one night and began creating what would become my alter ego. Many ask why I created a new species to go along with my new character, especially when there are so many species in *Star Trek* to choose from. I simply answer: unlimited creativity. I didn't want to be limited by canon or established *Trek* history. I didn't want to wonder if I was playing the character correctly or if people would handle him better. I could be true to my character in a natural and fluid way.

I had another character in the USF before Crelak, and the experience had ended poorly. I'd created the species for that first character also, by appropriating the race from a space themed video game I liked. It had worked well enough, but I found myself tripping over the established canon (however limited) of that species. When I found I could not stay away from the USF, I decided to try again, this time starting from scratch with a completely original species. I highly recommend it over taking inspiration from an existing source.

When you create a character you need to consider several things: uniqueness, background, and relatability. Here's how that process worked for me when I created Crelak.



I started by thinking about how to make my character unique. Whenever I'd watch *Star Trek*, with a few exceptions, all the aliens shown were basically human. It was necessary due to the budgetary needs and limits of special effects/ makeup. However, the books routinely featured species that were not even close to humanoid. I thought the best way to be unique was to not be humanoid. I'd always been fascinated by the organization of ant colonies, so I decided to create a race based around ants.

I had to come up with details of the species and the character, so I just started free flow writing. This may seem wasteful, but it is amazingly useful. No idea was too ridiculous. In fact, most of the ideas survived and were used. The name of the species and the name of the character both came from the first brainstorming session.

What did a Klikctic look like? An ant standing on its hind legs, with its front legs becoming four arms. Why? Why not? There was no rule that said all aliens would only have two arms or two legs. Four arms are more useful and exotic than two, so Klikctics had four arms. I tried to stay true to the giant ant idea so antennae, large insect eyes, and pincers in the mouth became part of the design.

Some unique touches also came out of the brainstorm. Klikctics only have three fingers and a thumb on each hand. Klikctics have touch telepathy through their antennae, allowing them to talk to each other. The point is: try to find the unusual aspects that make the character and the species wonderfully unique. Also, don't worry if you get all the details right the first time. That can be fixed later.

The next step was the background, not only for the character but also the species. The more complete the back story, the more real the character would be. So I created the world of the Klikctics, Klickta.

Government and society... well, ants are all descendants from the colony queen who then perform all actions necessary to run the colony. New queens and males in the colony solely work to create new colonies and new ants.

With a little work, I created a Klikctic society. The ant colony evolved into a Klikctic clan. Each clan was ruled by a Queen who'd gotten too old to lay eggs. All other queens in the colony spent their lives laying eggs and raising the children. Males handled their aspect of reproduction, and then they went off and served in the military. Non-queen females (basically everyone else) ran all business on the planet. Eventually, a more detailed history of the world even evolved.

Once I knew what a Klikctic was, I needed to create one I could play. Crelak became a reflection of myself in many ways. At that point in my life, I was feeling like a complete outsider, so I wanted Crelak to be an outsider as well, even from Klikctic society. I looked at my premise and was able to work with it.

In an ant colony, the main purpose of the colony would be about reproduction and maintenance of the colony. Since the Klikctics are ants, then they'd have a large focus on order and reproductive purity. Therefore inter clan breeding would likely be a big taboo. I made Crelak a clan hybrid, the child of the Trukak and Fetack clans. His father, as a act of rebellion,

deliberately fertilized eggs laid by a Trukak queen, creating Crelak and his twenty-six sisters. (Why twenty-six? Why not?)

Crelak and his sisters would be pariahs in Klicktic society. Crelak, already an outsider from regular Klicktics, would additionally be alone in being the only male among his siblings. This gave a perfect reason for him to run and join the Federation.

Because Crelak had a interesting back story that was very much a reflection of my own personal state, it made him far more interesting to play. The character and the species had to work well together so that there would be room to start and room to grow. By making the species interesting, I was inspired to keep coming back and working with him and the species in general. I love playing Crelak because I see a lot of me in him, but also because there was a lot of room to explore. As I grew, so could he.

Additionally, don't worry about mistakes or unforeseen issues. I've had to tweak a detail here or there, as time went on. For example, after playing Crelak for about 3 years, I realized my original model of Klicktic reproduction did not support a realistic planetary population so I had to fix the model to make it work. However, since I was not restricted to any established doctrine, I was free to make any and all changes necessary.



Finally, don't be afraid to have fun. I was able to inject humor here and there. Since I imagined Klick language as mainly clicks, clacks and whistles, they'd favor 'k' sounds. Nearly every name and word invented for the Klicktics had a 'c' or 'k' sound, often more than one. When I named the clans, I named two of them 'Klock' and 'Ticktoc.' Yeah, not the funniest of jokes, but I chuckle every time I read the names. I even inserted the name of my first character into Klicktic history by putting a 'k' on the end of the name and making him a historical figure. Another inside joke, but it made me connect to the character more.

I've had a lot of fun with this character over the years. While some others in the USF have created many characters over the years, I've stuck with just a few. Crelak has been a awesome character for thirteen years.

If you follow similar steps, I'm sure you'll create a character (or even more than one) that you'll really enjoy working with.

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Comics & Humor

USF "Ad-lib"

Off-the-Cuff Excerpts from USF Sims

USS Odyssey

Eye of the beholder:

Fleet Captain Crelak: AXN> SUDDENLY S'TAN'S BREEN PATIENT WAKES UP AND GRABS THE DOCTOR AROUND THE NECK.

Fleet Captain Crelak: Breen> ::something in incoherent breen language::

FstLtJMarkson: Golightly> ::Startled....but grabs a hypo with a sedative and injects the patient::

Lieutenant STan: ::drops the scalpel and grabs at the breens hand::

FstLtJMarkson: ::Gets to the hanger bay::

Lieutenant STan: ::as the breens hand goes limp, begins to breath normally::

FstLtJMarkson: Let's scan these pods for any evidence of what caused the explosion.

LieutJohnRobie: Aye sir::Moves to 1 pod and starts scanning::

Lieutenant STan: ::pulls the breen's hand off his neck:: Thank you nurse.

FstLtJMarkson: ::Moves to one of the other and starts scanning::

FstLtJMarkson: Golightly> ::nods:: Could you understand what he said, doctor?

FstLtJMarkson: Golightly> +T+Security to sickbay.

Lieutenant STan: No. My translator doesn't appear to be able to make anything of it. ::sees the security enter:: Let's get to work before our patient awakens again.

FstLtJMarkson: Golightly> Yes doctor. Maybe the (cute) science officer can make something of it, sir.

Lieutenant STan: ::picks up the scalpel and uses it to finish removing the suit::

FstLtJMarkson: ::Finishes scanning....exits the hanger bay and returns to the bridge::

Fleet Captain Crelak: (Jake, Jake. You are irresistible to the nurses)

FstLtJMarkson: ((was going to call her Nurse Voom....as in va-va-va-voom.))

FstLtJMarkson: ((LOL))

FstLtJMarkson: ::Enters the bridge and heads to the captain::

Fleet Captain Crelak: ::looks to Jake:: What did you find?

FstLtSakakino: ::hopes Jake found out something::

FstLtJMarkson: ((I did.....I found out that the nursing staff thinks I'm cute.))

- Only in Jake's fantasy do nurses swarm around him like bees around honey! But hey, who am I to judge, right? It's his fantasy.

USS Roddenberry

Crispy or original recipe?:

CmdrWatts: Where will N'alae be?

Commodore Packard: Nalae would've been on the bridge, she may have escorted Packard and Mollie to sickbay. Up to her.

CmdrWatts: Are you saying she runs an escort service? That's Wattsie's girlfriend your talking about.

Commodore Packard: Someone had to lube up the jeffries tubes so Packard would fit.

Zeyahl: I thought she was Watt's wife.

Commodore Packard: Chicken fat works best. Encourages Packard to move a little. Any other

questions?

CmdrWatts: Yes, at what temp do we cook you?

Mollie_Mcguire: Am I still in sickbay?

CdrKirbyYork: Yes to both.

Commodore_Packard: You were the last time, I believe. Telling me, ME that I couldn't move!

CmdrWatts: Well you can't, at least not on the dance floor.

Mollie_Mcguire: It was for your own good.

CmdrWatts: And the dance floor's.

Commodore_Packard: Okay, Watts has to leave on time. And he has to play hero tonight or else he hangs at his trial

- *There are so many jokes possible when combining "Ray Packard" and "chicken" in one sentence. ::wonders who's got the bigger breasts:: But no matter how you fry it, it's always fun to make fun of the biggest jokster in the USF. (this was before sim chatter)*

USS Excelsior

Whammy Award's Highlights:

(The Excelsior held its first annual Whammy award ceremony beginning of this year, where Q drug all of us through the proverbial feces for our blunders. It was a great evening of memories and laughter. And here are a few of the best parts of it. Enjoy!)

An eye full:

THE_Q: The award for "Least Likely To Get A Role For "Scrubs" goes to...

Doc_Holliday: Every Doctor here.

CommanderBones: No whays no whammys no whammys....STOP!

THE_Q: Fox Bailey!

CommanderTrellis: (lol)

LtCmdrDire: LOL Bones

LtPeterMcMillian: BOO BOO BOO

LtCmdrLobren: LOL, Holliday

THE_Q: Tsk tsk, Doctor. ::shakes head, lips pursed in a mock pout:: There weren't nearly enough emotions, nor gut wrenching laughter and jokes about Zlar's predicament when you had to treat him for the flea bite.

TimirTraore: I've never seen that show.

THE_Q: ::waggles finger like a teacher scolding a pupil:: Back to basics for you.

CaptainTAshal: =/\= ACTION: On the screen several blooper moments from that scene play out where Fox can't keep from laughing at the Andorian standing there with his pants down. =/\=

Doctor_Bailey blinks and looks around."What is scrubs?"

Ltn_Ian_Syvek_Kail: ::nearly spits his drink out again at the mention of the flea::

LtCmdrLobren: OHHHH! ::Hides his eyes::

CommanderTrellis: ::averts his eyes:: Could have done without that image!

LtCmdrLobren: Did you really haveta show that?

Ensign_Mitch_Kryer: ::stares at the screen trying not to laugh::

LtCmdrDire: Woah, at least censor the Andorian butt.

- *Dr. Bailey had the unfortunate honor to remove a large flea from our resident Andorian SFI spy's neather regions. And thanks to hidden video cameras, we were unfortunate enough to have to rewatch the scene a few times! (Btw, Kail, how many times did you spit your drink out, or almost spit it out that night? ::winks::)*

Classic style:

THE_Q: The award for "Worst Impersonation Of A Handbag" goes to...

THE_Q: Timir Traore!

TimirTraore: LOL

CaptainTashal: ::applauds::

THE_Q: ::eyes Timir for a moment with a quirky look on his face:: You know, it isn't every day when one enters the realm of space opera existence being hog tied. But ::grins:: at least you did match Lobren's "I'm muddy but manly" overalls.

LtCmdrLobren: ::Claps::

Ltn_Ian_Syvek_Kail: ::claps::

LtJgSorel: ::claps::

CommanderBones: ::claps and rolls eyes for the thief::

CommanderTrellis: lol!

THE_Q: You just have to admit, the Chief does know how to accessorize. ::wiggles brow at Lob:: You might have a chance at a career in fashion, Chief, if ever you get tired of drab old Starfleet.

CaptainTashal: ::bites her lip::

CommanderTrellis: ("I'm muddy but manly" overalls. Classic! LOL)

THE_Q: ::"hands" the Whammy to Timmeh::

LtCmdrLobren: Ya know it, Q.

TimirTraore: ::takes it:: Thanks?

LtJgSorel: (lol sorry, Timir had to snicker at the Timmeh comment. Watched SP today.)

THE_Q: ::winks at Lob::

CommanderTrellis: (can't breathe! LOL)

LtPeterMcMillian: ((well there are 3 doctors in the room so you'll be fine))

- *Yes, there were so many reasons to laugh at this one, Josh. The memory of the thief hogtied over the brick man's shoulder, who was wearing overalls and a baseball cap! Classic. So was the Southpark reference. ::smirks::*

Waka waka:

THE_Q: Ohhh... ::grins:: The award for "Biggest Sucker For Moody Blonds" goes to...

THE_Q: Joshua Trellis!

CommanderTrellis: ::eyes widen::

THE_Q: ::shrugs:: What?

LtPeterMcMillian: ha ha ha ha

CommanderBones: Haha ..oh wait...moody??

LtCmdrDire: That's a given.

THE_Q: ::glances at Bones, then looks around the room with a twinkle in his eyes:: Who said anything about the Doctor? Bessie had blondish fur!

TimirTraore: LOL

CaptainTashal: =/\= ACTION: The screen briefly comes to life with the image of a waka, aft view. It farts loudly. =/\=

Ltn_Ian_Syvek_Kail: LOL

CommanderBones: Oh yes ::claps::

TimirTraore: Waka waka

CommanderTrellis: Excuse me?!

NTazzia: ::laughs::

THE_Q: ::with obvious cynicism:: Such lovable creatures.

- *I don't think anyone on the Excelsior will forget the waka any time soon. I'm sure Josh won't. ::grins as she hands him a picture of "Bessie":: Let's hope Bones won't be too jealous. ::winks::*

Don't hate me because I'm evil!:

THE_Q: The award for "Least Likely To Be Around By The End Of The Story Arc" goes to...

THE_Q: Zlar!

CommanderBones: YAY!

CommanderTrellis: ::claps loudly::

LtCmdrDire: Yes!

THE_Q: It's an occupational hazard, my blue fiend. ::shrugs with a deadpan look on his face::

LtCmdrDire: ::cheers::

THE_Q: Where is he?

CommanderTrellis: ::starts a standing ovation::

Ltn_Ian_Syvek_Kail: ::claps loudly::

CaptainTashal: Zlar> ::grumbles somewhere in the corner of the lounge:: Har har

LtCmdrDire: ::joins in::

Ensign_Mitch_Kryer: ::joins in the clapping::

- *Leave it up to the blue man to get a standing ovation. Why is it always the villains that get the big applause? Oh, wait... cause everybody wants to see this one gone! Ha.*

Slam dunk:

THE_Q: The award for "Most Envied Item On The Ship" goes to...

THE_Q: Drumroll...

THE_Q: Dr. Bones' Office Door!

CommanderBones: That's my door!

TimirTraore: LOL

LtPeterMcMillian: ha ha ha

CommanderTrellis: ::applauds and whistles::

NTazzia: ::laughs loudly::

LtCmdrLobren: ::claps::

CaptainTashal: =/\= ACTION: The chorus of Michael Jackson's "Leave Me Alone" is playing over the speakers repeatedly, while dozens of scenes replay on the screen where the door gets slammed, over and over again. =/\=

CommanderBones: Woo-hoo!

CaptainTashal: ::applauds::

CommanderTrellis: It's like, 'Moonlighting'!

Ltn_Ian_Syvek_Kail: ::claps, wants a door like that in his office::

Doctor_Bailey: "I swear I might break that door. One day."

- *The most ingenious things are usually the most debated ones, too. Same with this common, swing-open office door our CMO had installed; some love it, others hate it. One thing's for sure, it's been used a lot already since its conception. Way to go, door!!*

Have any interesting lines from one of your sims? Send them our way! We'd love to share the fun and laughs. Use the [feedback](#) link (select "PADD Editor"). For verification purposes, the date of the sim from which the information is taken **must** be included.

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The Moment We've All Been Waiting For? Maybe...

by Captain Jerrid Billings

Have you heard the news?

There's a new *Star Trek* series in the works, and though there have been several attempts to reboot the show in the past, David Foster's idea seems to have a legitimate chance of getting off the ground. Unlike the drab 8 -10 page treatments that are usually submitted to Paramount, Foster's concept is fully developed with a solid 5 - 7 year storyline and a fully conceptualized pilot and finale.

This kind of planning emulates the writing styles of J. Michael Straczynski (*Babylon 5*) and long-time *Trek* veteran Ronald D. Moore (*Battlestar Galactica*), whose smash-hit shows pushed the limits of dark and gritty sci-fi drama, making them a weekly event in millions of households all across America.

For his part, though Foster can't reveal all the details, he does tell us that the show will follow established *Trek* canon (that is, everything we've seen in the shows and movies). He hopes to return to the ideas Roddenberry originally proposed in *Star Trek* and *Star Trek: The Next Generation*, but he hopes to add a slightly darker, more realistic tone inspired by Moore and Straczynski. He promised that the show would feature all the familiar races, including Vulcans, Andorians, Trill, and of course, the Klingons.

With all this talk of a new series, I can't help but ask myself what it's going to be about. As the Captain of the USS *Hermes*, I enjoy putting my ship and crew right in the thick of current events, just like the crew of *Deep Space Nine*. When *DS9* ended, and *Voyager* made it home, I was eagerly sitting on the edge of my seat asking myself one simple question: "What the hell happens next?"

It took ten years, one mediocre series, and two movies before I finally got a satisfactory answer in the form of *Star Trek Online*. Finally, something current we could all derive a sim plot or two from.

In "current" *Star Trek* history (according to *Star Trek Online*), three separate factions are fighting for control of the Romulan Star Empire after the destruction of Romulus. The Klingons use this opportunity to expand their territory deep into Romulan space. Meanwhile, a breaking news story reveals that the Vulcan Science Council (keeper of the ever mysterious Red Matter) knew of the threat that the Hobus supernova posed to Romulus well in advance, and did nothing to prevent the planet's destruction.

If Foster decided to follow *STO*'s timeline, it would serve as an ominous backdrop that would suit the kind of series he's proposing nicely.

All I have to say is that I hope - I really do hope - that it's better than *Enterprise*. In many ways, I feel that show hurt the franchise far more than it helped. The plot lines were only moderately interesting, they re-wrote history on a daily basis, and the time period wasn't something I particularly cared about. As I said above, I wanted to know what happened next. Not what happened 200 years in the past.

After "Nemesis"' failure in theaters, and *Enterprise*'s demise in 2005, many felt that the franchise needed to take a break. There had been at least one *Star Trek* show on the air for 18 straight years, and each one challenged the viewer to accept a different aspect of Roddenberry's future. Some felt

that *Enterprise* pushed the challenges too far.

The movies had similar difficulties. You see, the problem with the TNG movies (with the exception of "First Contact") is that you can't make a movie based on a TV show unless you're doing an epic story in the movie that you simply cannot do on a TV series budget. The producers had a hard time understanding that, often presenting stories that would have made decent episodes, but poor movies. As a result, "Generations", "Insurrection", and "Nemesis" suffered.

But now, *Star Trek* is once again on the rise. J.J. Abrams has breathed new life into the series in ways that people never thought possible. EVERYONE went to see that movie. Even those who had never followed the show during its outstanding run. If the movies can finally figure out the right formula, it stands to reason that *Star Trek* deserves another shot at the silver screen, right?

Only time will tell.

How do you feel about the new series? What should it be about? Who should be in it? Send your letter to CaptJerridB@aol.com and you might see your words in print in next month's article, which focuses on the USF reaction to a new *Star Trek* Series.

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USS Lexington

looking for

- an Ops officer, Fst.Lt. or Lt.Cdr. rank
- individuals willing to role-play as civilian scientists, junior officers, and enlisted personnel

The poster features a detailed illustration of the USS Lexington starship in space, with a red nebula in the background.



USS Lexington
Alternate Universe

Plots are randomly presented.
Any or all hosts are invited to attend and participate.
(Pre-discussion with CO is requested.)

The poster features a detailed illustration of the USS Lexington starship in space, with a blue nebula in the background.

USF Cookbook

Experiment: Meatloaf

(submitted by Captain T'Ashal)

Meatloaf has been a staple in many households for ages. The basic recipe is easy to make, but this simple dish is also remarkably versatile, in terms of what meats and what spices you choose to use. Let's start with the basic recipe, and build from there.

INGREDIENTS:

1 lb ground meat (use beef, pork, lamb, turkey, buffalo, or whatever other meats you enjoy)
1/3 cup breadcrumbs
1 small onion, finely chopped
1 egg
½ tbsp salt
pepper

PREPARATION:

- (1) Combine ground meat, breadcrumbs, chopped onion, and egg in a bowl. Mix them around slightly.
- (2) Add the salt, and pepper to taste. Make sure all ingredients are mixed well in this step. (Wet your hands with cold water from time to time, it will prevent the meat from sticking to your hands so much.)
- (3) Transfer mixture into a loaf form, and bake at 400° for 40 minutes.

Taking Your Recipe to New Heights

Aside from using different types of meats, many cultures on Earth use different and quite exotic additional ingredients, particularly herbs and spices, but not exclusively. Working with ground meat in its many forms opens a huge field for experimentation. Fundamentally, ground meat only truly needs salt as an additive, but what's the fun in that, right?

As a rule of thumb, 1) never use too many different spices because they will cancel each other out, and 2) never use too much of one spice because most of them reach their greatest flavor intensity when heated.

So then, here are four of the more exotic varieties you might want to try (simply add them to the basic recipe). Or just experiment with your own ideas!

Arabian Spice Mixture:

- ◆ 1 small red bell pepper, cubed
- ◆ 1 tbsp dried fruits (such as prunes, figs, dates, apricots, etc.), chopped
- ◆ 1 tbsp pine nuts
- ◆ 1 tbsp pistachios
- ◆ 1 pinch of allspice
- ◆ 1 tsp saffron
- ◆ 1 tbsp peppermint leaves, chopped

Nordic Spice Mixture:

- ◆ 2 tbsp red beets, chopped
- ◆ 2 tbsp carrots, cubed
- ◆ 2 tbsp leeks, finely cut
- ◆ 1 tbsp capers
- ◆ 1 tbsp sardines, chopped
- ◆ 1 tbsp yogurt, plain
- ◆ 2 tbsp parsley, finely chopped

(Note: Ground meat prepared with this mixture is served best with rice and a dab of yogurt.)

Indian Spice Mixture:

- ◆ 1 slice pineapple, finely chopped
- ◆ 2 small apricots, finely chopped
- ◆ 1 red chili pepper (extra spicy), chopped
- ◆ 1 tbsp paprika
- ◆ 1 tbsp curry
- ◆ 1 pinch of caraway seeds
- ◆ 1 tsp green pepper corns
- ◆ nutmeg, to taste

South American Spice Mixture:

- ◆ 1 tomato, cubed
- ◆ 2 tbsp sweet corn
- ◆ 1 tbsp black olives, chopped
- ◆ 1 green chili pepper, roughly chopped
- ◆ ½ apple (preferably a tart variety), cubed
- ◆ 1 garlic clove, finely chopped
- ◆ 1-2 tbsp raisins
- ◆ 2 tbsp almonds, chopped

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Potato Gratin

(submitted by Captain Loriaarra)

(This recipe was taken from the Dec. 12, 2011, *PEOPLE* magazine. It was created by Chef Marcus Samuelsson.)

INGREDIENTS:

3 tbsp olive oil
2 red onions, peeled and sliced
4 cloves garlic, thinly sliced
1 cup sliced leeks, white and pale green parts only
3 potatoes, peeled and shredded on a box grater (about 2 ½ lbs.)
salt
pepper, freshly ground
1 tbsp unsalted butter, melted
½ cup bread crumbs
¾ cup shredded cheddar cheese
2 cups heavy cream

PREPARATION:

- (1) Preheat oven to 350°.
- (2) Heat the olive oil in a large saute pan over high heat. Add onions, garlic and leeks, and saute until onions are translucent, about 10 minutes. Set aside.
- (3) Rinse potatoes until water runs clear, about 2 minutes. Strain, removing all the water. Season with salt and pepper.
- (4) Brush a 9x13 in. baking dish with butter. Sprinkle half of the bread crumbs on the bottom and sides of the pan. Alternate layers of potatoes and onion mixture, ending with potatoes.
- (5) Sprinkle cheese and remaining bread crumbs on top.
- (6) Pour half of the cream over the potatoes. Bake for 10 minutes, and then pour the remaining cream over the potatoes. Cook until potatoes are tender and top is golden brown, about 35 minutes.

“It even tastes wonderful the next day!”

Like to share a favorite recipe? Don't be shy. We love to hear about food. Use the [feedback](#) link (select "USF PADD") to submit recipes and food-related articles.

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