



USF PADD

A Publication of United Space Federation...



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I bid you welcome to the July edition of the USF PADD, a publication of the United Space Federation. I hope you're finding lots of fun things to do on your summer vacation. We have a dozen articles this month. You will find three well-written reviews: two book reviews and one episode review. Be sure to read about the Free Event which everyone can attend. The Ballot Box and the USF Writer's Workshop would like your comments. If you're interested in personal armaments, be sure to check out The Armoury column. There is a write-up of a rather unusual sim wedding; and we have a couple of humorous articles as well. Last, but certainly not least, we have our Counselor's Office column written by the our extremely talented Dream Team of Counselors! This is a definite must-see column. Read on and enjoy!

Commodore Shodan
 Chief Editor USF PADD
 USFShodan@aol.com



BALLOT BOX

by LCdrObrien

Here it is, this month's Ballot Box, the tally of the opinions of USF's officers. Normally, I get more response than I did this month, and that discourages me. I can't accurately display the opinions of USF without more responses. All it takes is ten seconds of your time. Anyway, last months question:

Do you find log writing fun and enjoyable?

YES: 100% (5)

NO: 0% (0)

"It is a great outlet for my creativity."

Next month's question: Is your main goal in USF to advance to higher ranks?

To answer the question, send an email to **LCdrObrien@aol.com**. In the subject line, type "YES VOTE" or "NO VOTE". If you wish to make a brief comment, then type it in the text area. If any comments are given for the yes vote or no vote, they will be given under the vote count, without the person's name. Please have these votes in by the 20th of the month. The vote count will be in July's edition of the PADD, as well as the next question. If you have a question suggestion, send it to LCdrObrien@aol.com.



YOU ARE INVITED

YOU ARE INVITED TO A NOT-TO-BE-MISSED FREE EVENT!

"Star Trek" alumni Leonard Nimoy, John de Lancie and other special guests (including Roxann Dawson) will perform a "radio style" dramatization of "The Lost World" - LIVE on the Sci-Fi channel and YOU are invited to attend this LIVE event

IN STUDIO!!!

With scripts in hand, a live Foley (sound effects) artist, live music, and YOU as the live audience, "ALIEN VOICES", an acting troupe formed in 1996 by Leonard Nimoy, John de Lancie and Nat Segaloff, will perform an adaptation of a story that will be telecast LIVE on the Sci-Fi Channel.

WHEN: Sunday, July 12th 5:30 pm

LIVE TELECAST! Thursday, July 16th 6:30 pm Arrival Time
Thursday is stories from Edgar Allen Poe, Oscar Wilde, and Rodger Kipling.

WHERE: The Variety Arts Theater in Downtown Los Angeles
940 S. Figueroa St.

From Santa Monica & the Westside:
Take the 10 Freeway going East to 110 Freeway going North. Exit 9th St., turn
Right onto 9th St. Take 9th St. to Figueroa, turn Left. Theater is on the Right side of the street.

From Pasadena & Glendale: Take the 110 Freeway going South. Exit 9th St., turn Left. Take 9th St. to Figueroa, turn Left. Theater is on the Right side of the street.

From the San Fernando Valley: Take the 405 Freeway South to the 101 Freeway East/South to the 110 South. Exit 9th St. Take 9th St. to Figueroa, turn Left. Theater is on the Right side of the street.

RESERVATIONS: You can attend one or both of the events. They are two different shows entirely. This not-to-be-missed event will fill up fast.

In order to make your reservations, please call (310) 394-4493 or E-mail: alienvoices@hotmail.com. You must include your phone number.

Once you have left a message, please consider your reservation confirmed.



Book Review: Q-Squared

by rbower@accnorwalk.com

"I generally write two different types of Star Trek stories... ..The second is the more ambitious novel, in which I endeavor to look at the long history of Star Trek and try to tell a story that weaves together various threads and adds to the concept of Trek as a vast and intricate tapestry," Peter David, author of Star Trek: The Next Generation "Q-Squared," wrote.

David accomplishes this well in his 1994 novel "Q-Squared," published by Pocket Books and available in bookstores. He brought together two very powerful characters, Trelane, a being from the Star Trek episode "The Squire of Gothos," and Q, an omnipotent being from the Star Trek: The Next Generation episode "Encounter at Farpoint" and numerous other episodes.

Q has returned in the episodes and books of Star Trek: The Next Generation again and again to harass the crew of the Enterprise. Sometimes obnoxious, sometimes nerve-wrackingly dangerous, and always funny, Q has always been mysterious and seemingly all-powerful.

The following passage, taken directly from the book, shows some of the humor in a conversation when Picard informs Q that he wants to talk to him alone.

"Q smiled briefly at his companion, the entity called Trelane, and then gestured grandly in the direction of the captain's ready room. Picard strode briskly through the door. Q was right behind him. But the moment the door hissed shut, Q grabbed Picard by his uniform front. His usual smug facade had evaporated, to be replaced by desperation.

'Picard,' he said, low and intense. 'You've got to help me.'

'What?' was all Picard could get out. 'With what? With whom?'

'With Trelane! He's driving me nuts! I can't take it anymore!'

And Picard did something then he had never done before.

He laughed in Q's face."

"Q-Squared" takes place in the plane of three universes, in and around the USS Enterprise-D. Trelane --whom it turns out is part of the same group of omnipotent beings as Q called the Q-continuum-- has tapped into an awesome power source that makes him more powerful than the combined might of the entire Q-continuum. Possessing this incredible power, Trelane has become unthinkable dangerous, and it is up to Jean-Luc Picard, the captain of the Enterprise, to get involved in an awesome power struggle between super beings to prevent the destruction of all creation.

David does a good job of making the plot intricate and tight. There is a lot of thought put into the book. When David brings in elements of "The Squire of Gothos," and the numerous Q episodes, he dovetails them together, so the book never contradicts itself. It's part of that intricate plot that makes you keep reading, that gets you drawn further and further into the story. David keeps using Q to tie the three universes together to the point where they merge at one focal point.

The book's complexity can either be a hindrance, or it can intrigue you and compel you to

read on. As a Star Trek fan, I've always been fascinated with the character of Q and his immense powers and abilities. David has written this book in such a way that you can turn to any page and find it hard to put down.

I would recommend this to anyone who has trouble finding something complex enough to enjoy. It is filled with excitement, intrigue, and even a little humor.

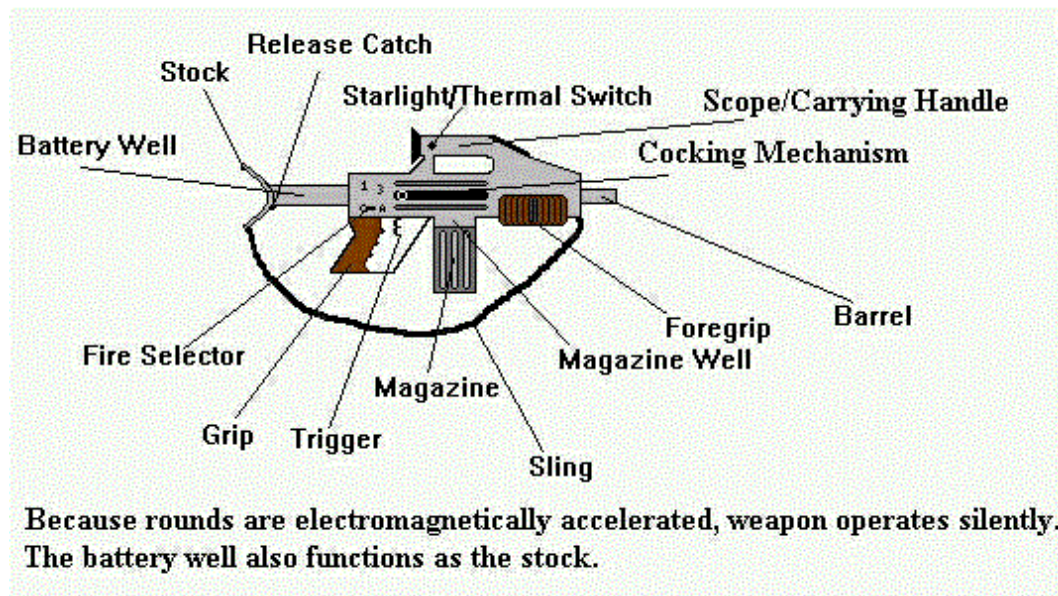
Hey there, readers. This is Capt. Jay Winger, of the Lothlorien, to take you on a another little trip to . . .



The Armoury

Hi-ho, all you trigger-happy gun-toters out there! Jay Winger here, with a sweet new piece to show ya. It's used by the USF's own Special Operations Group, so you know it has to be good. This sweet piece of chaos-inducing ordnance was designed by retired SOGer Rathgar Mackins. It's --

THE ELECTROMAGNETIC ACCELERATOR RIFLE



BY: SOG Mack

Action: Recoilless, electromagnetic accelerator

Cyclic Rate: 15 rounds per second

Ammunition: .68 caliber caseless duranium round

Magazine Capacity: 30 rounds

Power Source: 4 phaser batteries

Maximum Effective Range: 2750m

Maximum Range: 3500m

Total Weight: 12.5 lbs

Total Loaded Weight: 15 lbs

Average Breakdown Cleaning Time: 30 minutes

Additional notes:

The rifle itself is composed of composite duranium, the thickness of the metal makes the weapon heavier than normal, but also renders the electromagnetic firing process impervious to most scans. Extreme caution should be exercised while firing in shipboard corridors nearest to the internal hull as the rounds could easily cause a hull breach.

The rounds themselves are caseless, blunt nosed and composed of pure duranium, lesser materials have the tendency to vaporize at the phenomenal speed achieved by the rounds. The rounds are extremely effective in penetrating vehicular armor and humanoid body armor poses no problems what-so-ever. One interesting side effect from the shape and speed of the round is that they make a low pitched buzzing as they travel. However, because of their speed, the noise can't be heard until an average of two to three seconds after the round(s) have been fired. The effect has been described as an invisible hypersonic bumblebee with the impact of a stealthed shuttle craft. (In other words, the target receives the impact, dies and two to three seconds later, the noise from the round is heard.)

As the operation of the weapon is electromagnetic, the rifle is both recoilless and completely silent. The weapon should be broken down and cleaned after every 10 magazines to clean the electromagnetic accelerator's interior of reactant residue. This number can be exceeded by 5 magazines, however firing efficiency is reduced. The maximum effective range is reduced to 275m, the maximum range is reduced to 350m. Round penetration is reduced to the point where at the maximum effective range, penetrating humanoid body armor becomes difficult and vehicular armor, not at all. Any use beyond this and the weapon will cease to function, the reactant residue destabilizes the electromagnetic stabilization of the rounds and the loader mechanism becomes jammed. This in itself poses no serious threat to the operator, but makes it necessary to replace the entire electromagnetic accelerator assembly. The loader mechanism must then be soaked in caustic chemicals to remove the buildup and remove the jammed round(s).

The rifle comes equipped with an integrated 10x amber lensed autoranging scope. The scope has a switch that controls both starlight and thermal activation for use in night operations.

The same concept has been in use by Star Fleet for just over 200 years in the firing of photon torpedoes and probes, so the rifle is actually a scaled down version of the launcher mechanism on all Federation ships.

Hey, Winger again. If you or your ship wish to utilize this weapon, contact USFElizH@aol.com.

THIS IS JAY WINGER WISHING YOU A NICE DAY AND A FULL CLIP!

If you or someone you know has a weapon that is anything but run-of-the-mill, send the specs over to USFWinger@aol.com.

USF Writer's Workshop

From: USF Writer

Greetings!

Many of you are writers: you write logs, poems, stories. You write them for your characters, and maybe you like writing non-sim things, too. Chances are, you enjoy writing, but are you satisfied with your writing?

To improve your own writing as well as help others improve theirs, writers have looked to other writers for help. We offer each other constructive criticism as well as ideas or opinions in regard to the written piece. The point - writers 'read' things differently than people who don't see the art of language as that - an art.

Most of us in the USF know each other - or know someone who knows someone else, so that already gives us one thing in common. In this situation, it's often easier to share writing - since we already do [when we send logs].

Membership requirements are only to be a simmer in the USF. Members do not need an AOL account: any internet email address is sufficient. If you are interested, please fill out the application and email it to USFWriter.

~~~~~

Copy and paste this section into an email, then send to: USFWriter@aol.com

Application

Screen Name:  
(if nonsimming screen name, please specify your simming identity also [which will remain confidential].)

Age:

Ship(s) you sim on:  
(to prevent scheduling conflicts!)

Length of time in USF:  
(optional)

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Book Review - Six Not-So-Easy Pieces

By Commander Arronax

Six Not-so-easy Pieces by Richard P. Feynman
=^= ^=^= ^=^= ^=^=

Well, here we are, again, at my little corner of the PADD. I'm very happy to bring you a four-star book that is definitely one of the best scientific books I have ever read. Six Not-so-easy

Pieces by Richard Feynman, written to follow Six Easy Pieces which I haven't read, is a collection of Richard Feynman's lectures on Einstein's relativity.

In my last review, I complained that Make It So was written for only a certain audience. Although to read this book you need a firm understanding of high-school level physics, and for some parts, calculus, I'm not going to complain. In fact, this is why I loved the book so much. In explaining the different aspects of relativity, Feynman used math and diagrams to prove to the reader that relativity works mathematically and conceptually. As I read Six Not-so-easy Pieces, I kept thinking that Feynman actually explained relativity, whereas Stephen Hawking's and other books just say that it exists and leave it at that. When I finished Six Not-so-easy Pieces, I was amazed that I finally completely totally understood Special Relativity.

The content of this book is similar to Hawking's A Brief History of Time and Black Holes, Baby Universes..., but it takes you step by step through three main topics: symmetry, relativity, and space-time. Symmetry was a bit self-evident and tiresome to read, but it was good to see simple mathematical proofs that going right was, in fact, the same as going left. This, of course, was a wonderful segue into relativity. Accelerating in a space ship is the same as gravity, therefore, one can't tell the difference between being on a planet or in a shuttle. What effects does that have on space and time? Well, for one, you can prove that reaching the speed of light is impossible. Why? Can't you just keep accelerating? Why does time move slower in space? Can you explain to an alien which is left and which is right using only radio communications? You'll have to read this book to find out.

His lectures on space-time and curved space was a nice change from the mathematically intense relativity to a mathematically laid back concept. These dealt with time, light-cones, and a bug on a hot plate. Hawking's books discussed these also, but Feynman did a much better job of explaining to the reader what was going on. He shows how to tell if our universe is curved and talks about other properties of our universe that have no practical value.

There's so much more in Six Not-so-easy Pieces that I haven't even mentioned. If you have a strong interest in cosmology and have a week or so to read this wonderful 150 page \$15 book, I definitely recommend it. It's great!

If you have suggestions, comments, or questions, feel free to contact me at USFArronax@aol.com.



Matrimonial Madness

By Como Ahrele Johannson

On Stardate 9806.07, Admiral Ultimo Hebein and Dr. Amber Fox decided to tie the knot. The ceremony started out private, but by the time it was over, word had spread and the couple found themselves surrounded by their friends and fellow officers. While the ceremony was fairly traditional, their last minute decision to wed caused a slight problem when Captain Ahrele Johannson reached the part about exchanging rings, for neither of them had a ring for the other. But not to worry, quick thinking saved the day and the ceremony continued with the immortal words..."With this bootlace, I thee wed." The bride followed a few minutes later using the collar off her pet wolf to improvise a ring for her soon to be husband. Though she might have been tempted momentarily, she did place the collar around his finger and not around his neck, ruining Captain Johannson's plan to give Amber a leash as a wedding gift.

Due to the lack of planning and their total disregard for informing their friends that they were going to do this, the happy couple has promised a large reception. Let's hope by then Ulty has managed to buy his wife a proper ring. ;-)

One final thought on this nuptial narration. It is not known whether it was wedding jitters or his overwhelming love for his new bride, but Admiral Ultimo actually managed to make it through the entire ceremony without once running his hand through his hair. Impressive display of self control, Admiral. ;-)

EPISODE REVIEW - Message In A Bottle

Lt Nvek1

Well.....since no one sent me their favorite Voyager episode to review, I had to pick one of my own. This issue I am reviewing Voyager's "**Message in a Bottle**," which is conveniently the rerun showing on UPN the week I am writing this :-). It is about the crew finding a way to contact the Alpha Quadrant utilizing an alien communication network. I love the new ship that appears in this one, the Prometheus, and of course, the battle scene towards the end. The two holographic doctors are comical in action adding humor to an otherwise serious situation. One more thing in this episode that I like is the Romulans, my favorite aliens on Star Trek. Ok....let's get started, and I'll try not to get too detailed.

SUMMARY

The episode begins with 7 of 9 summoning Captain Janeway and Commander Chakotay to astrometrics. She informs them of a Starfleet ship she has detected in the alpha quadrant utilizing an alien sensor network stretching from the delta quadrant to the alpha quadrant. They believe that Voyager can send a message to the ship, but must do it fast for in minutes it will be out of range of the furthest sensor relay. After several failed attempts, they decide that a holographic data stream would not degrade along the relay, and the Doctor is picked as the lucky one to take the trip. They upload his program through the relay and onto the other ship, waiting and hoping that he will be able to contact Starfleet. The Doctor "materializes" on the ship, and in a deserted sickbay where he finds several killed and wounded crew members, one of whom informs the Doctor that Romulans have taken over the ship, just before he dies. The Doctor realizes that he must save the experimental ship he is on, the Prometheus, and contact Starfleet before they reach Romulus. Deciding that he needs the aid of the Prometheus's EMH, the Doctor activates him only to discover a new and experimental EMH in use. Back on the bridge, the Romulans detect an incoming Starfleet vessel trying to retake the Prometheus. They use an experimental attack program called "multi vectoral assault mode" where the ship separates into three sections in order to attack from three points. After the short fire fight, a wounded Romulan is taken to sick bay where the Doctor from Voyager plays the part of an innocent medical hologram ready to serve any patient, Romulan or otherwise. Once the Romulans leave sickbay, he reactivates the new EMH and they begin their retake of the Prometheus. Their plan is to open the ventilation system and spread neurozine gas throughout the ship, incapacitating the Romulan occupants. The Doctor (from Voyager) gets caught in the act, however, and is discovered to be from another ship. The ever suspicious Romulans are ready to deactivate him when they start to drop unconscious as the new EMH spreads the neurozine through the ship. On the bridge, both doctors struggle with the controls as they try to bring the ship out of warp. As soon as they do, three Romulan warbirds approach on an intercept course with weapons charged and ready. Just as the Romulans start firing on the Prometheus, three Starfleet vessels come up and begin to fire on her as well trying to keep the ship out of enemy hands. The battle is ended when the two doctors accidentally activate the multi vectoral assault mode. After the Romulans have retreated and Starfleet has resumed control of the ship, the Doctor is free to complete his mission. Meanwhile back on Voyager, the crew has their first encounter with the Hirojans when they disrupt Voyager's link with the sensor network. When they reestablish their link, the Doctor is transmitted back with news. He accomplished his mission and reported Voyager's predicament to Starfleet who promised to try and find a way to get them home.

FIRST IMPRESSIONS

I like this episode for two reasons: reason one, it's funny, and not just cheesy funny like some Voyager episodes, but this one actually had a little comedy for a change; and reason number two, it had a cool new ship. If you haven't figured it out yet, I am one of those trekkers that wants to see fast action space battles and cool ships and equipment in episodes, and lots of it. The

Prometheus is a prime example. It has one of the coolest designs I've seen yet, and the fact that it can split into three sections just adds to the coolness <G>. I love the four nacelles with the forward facing pylons. I also like the high, angular saucer section that makes the ship look like a giant arrow head. Back to the plot, the writers were very inventive in creating a means for Voyager to communicate with the Federation. I think a lot of fans wanted them to find a way to do this and they came up with one that was actually believable. But of course they couldn't keep a good thing going though so they had to destroy the sensor relay in another episode. Another given would be that the only ship they could communicate with was been taken over by Romulans, never fails <G>.

The two doctors are funny working together trying to retake the ship, one content to just deactivate himself and hope for the best, and the other (from Voyager) wanting to complete his mission due to his several years of experience.

TECHNICAL ERRORS

Even though the plot and story line were great, there were several mistakes (mostly technical) that were made. It's the kind of goofups that only nitpicking long time trekkers, like myself, would notice. The first thing I saw was the schematic grid in astrometrics. Seven of Nine said that the sensor relay extended from their position all the way to the alpha quadrant. However, when she pulled up the grid (the one that showed the relay and each probe's range) it only showed the relay extending into the beta quadrant and not the alpha quadrant. Yes, I know that's being picky but they might as well get it right. One more thing I noticed is each individual probe's range. The astrometric monitor showed the Prometheus moving incredibly fast through the farthest probe's sensor range. If their range were as big as they looked on the episode then there is no way the Prometheus could have moved out of range as quick as it did. The probes must have had a range at least 1000 light years or more. Sometimes, the writers forget how big the galaxy relay is. Well, like I said, it is real technical stuff. But, I can't help pointing it out since it's there.

OVERALL

Besides the little nitpicky things that only I would notice, "Message In a Bottle" is up there with Voyager's better episodes. The comic interaction between the two doctors, the new ship Prometheus, the introduction of the sensor relay, and last but not least the cool battle at the end between the Romulans and Starfleet make this episode not only action packed, but funny as well. All my friends that watch Voyager told me that they were rolling in their seats when the two Doctors were trying to save the ship. That in itself shows that the Voyager writers must be getting better <G>. The battle towards the end stands out because it features one of the ships introduced in First Contact, as well as two Defiant class vessels. I would have to give it a rating of five stars.

"Message In A Bottle"

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IN CONCLUSION

I don't know what I'm going to review next issue. If anyone out there reading this wants to mail me their favorite episode I will try to review it as long as I have it on tape. In case no one does send me one, I plan to do DS9's season finale that recently aired. I was so outdone with the writers on that episode that the whole review will be me letting out steam <G>.



The USF's New Command Structure

by Commodore Ahrele Johansson

Recently, some very exciting changes have taken place in the High Command of the USF. Considering how large the USF has become, it was decided that the time was right for the

addition of a new tier of officers. After careful consideration, High Command voted to give promotions to seven highly qualified and experienced officers and give them the responsibility of representing the ships in the USF. Each Fleet Captain has been assigned three ships and will be available to assist the captain, commander and crew with any questions or concerns. The officers selected for this promotion to Fleet Captain are Rigel, Damara, Sierra, Hayes, Hanson, Grant, and Dakor. Captain Tarjoto was also offered this promotion but turned it down (however, deserves to be recognized here, none the less).

High Command continues to be run by seven officers who are dedicated to keeping the USF the greatest simming organization online and second in size only to AOL's own SFOL. Admiral Clements is committed to expansion and growth, but never wavers when it comes to quality. At 22 ships strong, the United Space Federation continues To Explore the Future...

High Command
Admiral Andy B. Clements
Vice Admiral Ultimo Hebein
Rear Admiral Scully
Commodore Eileen Shodan
Commodore Perry Mason
Commodore Ariell Johannson-Riker
Commodore Ahrele Johannson

Remember to check out our web site at: <http://www.sector001.com>



Data and Windows 95

What if Data were Windows 95 compatible?
From: Zenith

WORF: Captain, there are three Romulan warships
uncloaking dead ahead.

PICARD: On screen.

[The main viewing screen changes to a pattern of
horizontal lines, each only a single pixel wide.]

PICARD: Data, what's wrong here?

DATA: Captain, the main viewscreen does not have
sufficient video memory to display an image of
this size. May I suggest that you select a lower
resolution?

PICARD: Make it so.

[The screen blanks, and then an image appears,
with big, blocky square pixels. Three objects
appear in the center, which could be Romulan
warbirds, but which actually look more like the
aliens in Space Invaders.]

PICARD: Data, open a hailing channel to the

Romulans.

DATA: Aye, sir.

[Data picks up an hourglass from the floor beside him, turns it over, and places it on the console in front of him. He punches some buttons on the console and sits motionless for several seconds. A flash of light blossoms from one of the Romulan ships on the viewscreen.]

WORF: Incoming plasma torpedo, Captain!

PICARD: Shields up!

DATA: I'm sorry, Captain, but I am still attempting to complete your last instruction. I must ask you to wait until I have finished before you issue your next command.

PICARD: What on earth do you mean? Data, this is *important*! I want those shields up *right now*.

DATA: I'm sorry, Captain, but I am still attempting to complete your last instruction. I must ask you to wait until I have finished before you issue your next command.

LAFORGE: Allow me, captain. [to Data]
Control-alt-delete, Data.

[Data removes the hourglass from the console, and returns it to the floor.]

DATA: The Romulans are not responding to my hails. Press my nose to cancel and return to Windows. Pull my left ear to close this communications channel which is not responding. You will lose any information sent by the Romulans.

[LaForge pulls Data's left ear.]

PICARD: Shields...

[There is a tremendous explosion. The bridge shakes violently, and all the crew members are thrown to the floor. A shower of sparks erupts from Wesley Crusher's station at the helm, throwing Wesley back away from the console.]

PICARD: Up, Data!

DATA: Aye, sir.

RIKER: All decks, damage report!

WORF: Captain, Ensign Crusher is injured. He appears to be unconscious.

[Data picks up the hourglass again, places it on his console, and punches some more buttons. He waits a few seconds, then puts the hourglass back on the floor.]

DATA: Shields are now up, captain.

PICARD: And not a moment too soon. Worf, lock all phasers on the lead Romulan ship.

WORF: Aye, sir. [He punches buttons on the weapons console.]

PICARD: Mr. Data, take the helm, and prepare for evasive action.

DATA: I am sorry, sir, but I do not have the proper device driver installed for that console.

PICARD: Well, damn it, install the right one.

DATA: Please insert Setup Implant #1 in my right nostril.

PICARD: Number One, where do we keep Data's setup implants?

RIKER: I left them with Geordi.

LAFORGE: [in a surprised voice] What!!? I thought you still had them!

PICARD: Data, don't you have device drivers stored in your internal memory?

DATA: Not found, sir. Please insert Setup Implant #1 in my right nostril.

PICARD: Data, I don't *have* Setup Implant #1.

DATA: Not ready reading right nostril. Abort, Retry, Fail?

PICARD: Abort!

DATA: Not ready reading right nostril. Abort, Retry, Fail?

PICARD: Well, fail, then!

DATA: Current nose is no longer valid.

[Data walks over to the helm, and presses several buttons. The ship lurches, the images of the Romulan warships suddenly shift to one side of the viewscreen, and a high-pitched whining noise is heard coming from somewhere else in the ship.]

LAFORGE: [alarmed] Data, what the hell are you doing?

PICARD: Number One, do we have a customer service number for Data?

RIKER: Yes sir, but last time I tried to call them, I got put on hold for two hours before I was able to talk to anyone. And that person wasn't knowledgeable about androids of Data's model. She specialized in industrial control robots.

[Suddenly, the lights all go out, the viewscreen goes blank, and all the usual noise of fans, motors, and so on whines to a halt. After a few seconds, the red emergency lights come on. Data is standing by the console, absolutely motionless.]

PICARD: What's going on?

LAFORGE: [checking the helm console] Lieutenant Data has caused a General Protection Violation in the warp engine core.

PICARD: These androids look really sharp, but you can't really do anything with them.

[The shimmer of the transporter effect appears, and six Romulans in full battle dress materialize on the bridge. A seventh figure, a Ferengi, appears moments later.]

FERENGI: [with a mercenary grin] Can I interest you in a Macintosh, Captain?

END FILE
BEGIN FILE

There was a guy named Dakor

Written by Anonymous because we all love this guy named Dakor :-)

There was a guy named Dakor
Who liked to hog the floor
On and on, would go he -
Serious, but sometimes funny
But what does he do for an encore?

END FILE
BEGIN FILE

=\/=

To: All Members of the USF
From: USF Writer
Re: USF Writer's Workshop

Greetings!

Many of you are writers: you write logs, poems, stories. You write them for your charactes, and maybe you like writing non-sim things, too. Chances are, you enjoy writing, but are you satisfied with your writing?

To improve your own writing as well as help others improve theirs, writers have looked to other writers for help. We offer each other constructive criticism as well as ideas or opinions in regard to the written piece. The point- writers 'read' things differently than people who don't see the art of language as that- an art.

Most of us in the USF know each other- or know someone who knows someone else, so that already gives us one thing in common. In this situation, it's often easier to share writing- since we already do [when we send logs].

Membership requirements are only to be a simmer in the USF. Members do not need an aol account: any internet email address is sufficient. Enclosed below are critique schedules, responsabilites, and an application. If interested, fill out the application and email it to USFWriter.

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~~~~~

Copy and paste this section into an email, then send to: USFWriter@aol.com

Application

Screen Name:
(if nonsimming screenname, please specify your simming identity also [which will remain confidential].)

Age:

Ship(s) you sim on:
(to prevent scheduling conflicts!)

Length of time in USF:
(optional)

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# The Counselor's Office

by USFSierra, CmdrValdyr, PLe857, DrMavelleK

**I have a question. I want to remain anonymous. I am very uncomfortable with this on-line flirting stuff. I just don't feel right about flirting. I don't flirt in real life, and I don't feel comfortable flirting in sim life. It really bothers me when men make suggestive remarks to me. Is there a way I can get them to stop flirting with me while still retaining their friendship? I have a relationship with someone in real life, and I feel that even flirting with someone else would be cheating on my boyfriend. I do not want to hurt my boyfriend at all, and I sure don't want him to think that I might be romantically interested in someone on-line. Once he watched me sim, and it got very embarrassing when this one flirty male IM'd me saying, "Hiya sexy." I just want him to stop doing that (and stop all of his flirting), but I don't want him to get mad at me.**



*I suppose you've noticed that many, both men and women simmers, do flirt during the simulations. Speaking from experience, I personally am not bothered when someone flirts with me. However, I can understand why you can feel uncomfortable when someone IMs you with "Hiya Sexy." I suggest speaking to your current boyfriend about this. You have a passion for simming, and he should understand that simming is mainly Out of Character. I'm sure he can understand if you explain to him that flirting or getting into a relationship In Character doesn't mean that it's real. You'll be surprised to find that most boyfriends (and/or girlfriends) will understand if you take the time to explain to them that it's not real. And, as for your simming life, take the time to speak to the person who's flirting with you. Tell him that you're uncomfortable with the flirting and explain to him why. I'm sure he'll understand why you'd rather not be referred to by anything suggestive. You'll find it won't make any difference to your friendship with them. If it continues, I do suggest you be a little more forceful over the matter. If it continues once more, then speak to the captain about it.*

*Have a talk with the man in question, and tell him your feelings. If that doesn't work, talk to your captain.*

*While flirting can be fun, both online and off, it can also be viewed as harassment if the attention is unwanted.*

*Most fellow simmers will understand it if you simply say, "I am uncomfortable with your flirting, please stop it." If the person asks why you are uncomfortable, it is NOT necessary for you to give any reasons why. Simply state, "I have asked you to stop that towards me; please do so." If this is not enough to dissuade them, discuss the problem with your XO/CO, and they will address the person further, because at this point it has become harassment.*

*As for your RL boyfriend, it is great that he wants to watch you sim, and explain to him that as far as you are concerned, online life is just that -- online -- and that you have no interest in pursuing anybody online. It sounds as if you already have a solid relationship going. ~=:)*

*While many simmers do flirt with each other, and some even develop entire relationships, marriages, and families in character, most of us understand that this isn't for everyone. Harassment should never be tolerated, and if it goes too far it can degrade the quality of the sims and cause otherwise good simmers to become fed up and quit. Most people will understand and back off when you tell them their behavior bothers you. If this person (or people) doesn't get the hint, go to your command staff. There is no reason to let someone else's obnoxious behavior ruin your simming fun.*

*And trust me, there are plenty of other people out there who want to flirt, so the person who is bothering you shouldn't have any trouble finding someone more receptive.*

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**Where exactly are the bathrooms on a Starship? Yes .. I know there are standard bathrooms in quarters. But what about if you absolutely need to go while on Bridge duty? Or how about while in Ten Forward?**

*Starfleet officers are known for their outstanding endurance. They don't need bathrooms while on the bridge, and as for Ten Forward ..... well, it's fake alcohol, so maybe it's just a false alarm that one needs to use the bathroom when hanging out in 10F. ~=:)*

*[Technically speaking, they're outside, down the hallway..... and, in a fascinating little tidbit, when transporting ATs, the transporters automatically remove any 'waiting bodily wastes! That way, the leader of the AT doesn't have to ask, 'Ok, who forgot to go before we left?' <eg>]*

I know this one!!!! It's located across from the door to the conference lounge, at the rear of the bridge (ref: TNG Technical Manual). It has never appeared in any episode, but the door does exist on the set and is labeled "Head". Of course, this refers to Galaxy class starships only. But I presume other classes have similar arrangements.

| END FILE                |                  | 428                 |                  | USFPADD                        |                               |
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| BEGIN FILE              |                  | 428                 |                  | USFPADD                        |                               |
| <b>USF SIM SCHEDULE</b> |                  |                     |                  |                                |                               |
| <b>Day</b>              | <b>Sim Name</b>  | <b>Time Eastern</b> | <b>Location</b>  | <b>C.O. Commanding Officer</b> | <b>X.O. Executive Officer</b> |
| Sunday                  | Starbase Everest | 8:00                | Orbital Velocity | USF Tefa                       | USF Tage                      |
| Sunday                  | USS Federation   | 8:30                | Private Room     | USFAriell                      | USFAkerio                     |
| Sunday                  | USS Excelsior    | 9:00                | Orbital Velocity | USFABC1701                     | USFArronax                    |
| Sunday                  | USS Marquesas    | 10:00               | Private Room     | USF Maarek                     | USFKharn                      |
| Sunday                  | Outpost Cousteau | 10:00               | Private Room     | USFSierra                      | USFSurak                      |
| Monday                  | USS Columbia     | 9:00                | Private Room     | CptDTorres                     | =FILLED=                      |
| Monday                  | USS Eclipse      | 9:00                | Orbital Velocity | USFShodan                      | USFDylan                      |
| Monday                  | SS Nigala        | 10:00               | Private Room     | USFCaitlin                     | =OPEN=                        |
| Tuesday                 | USS Roddenberry  | 9:00                | Private Room     | USF Scully                     | USFValdyr                     |
| Tuesday                 | Atlantis (SOG)   | 9:00                | Private Room     | USFEliz H                      | USFCaitlin                    |
| Tuesday                 | USS Hermes       | 10:00               | Private Room     | USFGrant                       | USFAkarn                      |
| Tuesday                 | USS Aldrin       | 11:00               | Private Room     | USFKillian                     | USFKivo                       |
| Wednesday               | USS Stealth      | 9:00                | Orbital Velocity | USFTarjoto                     | USFThrevor                    |
| Wednesday               | USS Halifax      | 10:00               | Private Room     | USFDakor                       | USF Sandy                     |
| Wednesday               | USS Sundancer    | 11:00               | Private Room     | USFDamara                      | USFHughes                     |
| Thursday                | USS DarkPath     | 9:00                | Private Room     | USFMstrad                      | =OPEN=                        |
| Thursday                | USS Potemkin     | 10:00               | Private Room     | USF Sierra                     | USFKJanar                     |
| Thursday                | USS Agamemnon    | 10:00               | Private Room     | USF Hayes                      | USF Jaren                     |
| Friday                  | USS Lothlorien   | 9:00                | Private Room     | USFWinger                      | USFJosh                       |
| Friday                  | USS Integrity    | 10:00               | Private Room     | USFRigel                       | USFGorkon                     |
| Friday                  | USS Darmok       | 11:00               | Private Room     | USFAhrele                      | USFDamara                     |
| Saturday                | USS Odyssey      | 9:00                | Orbital Velocity | USFCaitlin                     | USFGill                       |
| Saturday                | IKC Hegh'ta      | 8:00                | Private Room     | USFABC1701                     | USFKurn                       |
| <b>Day</b>              | <b>Sim Name</b>  | <b>Time Eastern</b> | <b>Location</b>  | <b>C.O. Commanding Officer</b> | <b>X.O. Executive Officer</b> |
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| <b>USF SIM SCHEDULE</b> |                  |                     |                  |                                |                               |

\*Please ask CO's permission before visiting a SIM or inviting visitors to a SIM.  
 \*\*To get to Orbital Velocity goto Keyword: NAGF and select the Conference room labeled Orbital Velocity.

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**Credits:**

USF PADD STAFF:

AliCyandy, AdmTomUSO, ComoAhrele, CdrNicole, CmdrKewl, DI1974, DrMavelleK, Ens Sean, FCptAriell, LjgCobachk, LCdrObrien, LcdrRaptor, CmdrValdyr, LjgMillard, LtCdrGygax, LtNvek1, Ple857, SSKapitan, USFArronax, USFDakor, USFKivo, USFKJanar, USFShodan, USFSierra, USFWinger, USFPADD, programwithc@geocities.com, doug\_e\_fresh\_1998@yahoo.com, mmtodd@avalon.net, rbower@accnorwalk.com, B0ba Trek

Special Thanks to Admiral Clements

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