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Greetings from the world of cyber-space! Here is another issue of our cyber-magazine featuring Star Trek and USF related articles. There are several very good articles you won't want to miss. Security/Tactical Sim Tips gives great advice for all simmers. We also have an evaluation on the new Dax host, Ezri, from Deep Space Nine. We are bringing back Saturn's Ring, which features a lot of USF gossip. Is your sim mentioned? Find out! You will enjoy reading the advice from our Counselors as well as trying to answer our trivia questions. Please email me at USFShodan@aol.com with your comments or cute remarks. Enjoy your reading!

USFShodan
Chief Editor USF PADD



The Counselor's Office

~The Dream Team~

by USFSierra, USF Jali, Ple857, DrMavelleK

~~~~~  
**Why do I always swoon when I see Commander Dillon? His smile almost makes me want to faint. I even swoon just thinking about him! I don't know what to do!**

I recognize this problem! I used to work with Commander Dillon (although, I got to call him "Kenny"), and I had the same problem, too. He *\*does\** have the most charming, sexiest smile ... the secret is, when he smiles at you, think about Denebian slime devils. It's guaranteed to quickly and efficiently squash any swoony feelings (although, it may make you a bit nauseous).

Ahh..... you've fallen prey to the infamous Dillon Smile™!!! You poor thing... don't worry, you're not alone! Lie down, think calming thoughts.... and if that doesn't work, carry him away like a Klingon would! ;)

~~~~~  
There is a tac/sec officer on my ship who is really annoying. He's never happy unless he can fight in the sim, and he lets everyone know it. How can I deal with him? Is there something constructive I can suggest to him that he do instead of complaining about how his department doesn't get utilized to its fullest? Our hosts have a lot to deal with, and I'm sure they'd appreciate it if someone else could offer advice to this person.

Ask him to take his fights to the nearest holodeck suite on his off duty hours.

As any host knows, not every sim can be exactly the same "genre" if you will (i.e. fighting the Dominion weekly). That gets boring! So hosts try to provide a variety of sims so that simmers don't get bored.... but alas, there is often that one simmer who simply **likes** to fight, or something along those lines.

Tactical/security covers a wide range of assignments, and the problem here may be that this officer simply has no idea how to occupy him (or her) self unless given a direct order to do something. Perhaps offering him a list of suggestions on various other tasks he could work on during the sim would help. Some suggestions would include :running diagnostics on Tactical and Security systems, drills (make sure, however, people know it's **only** a test and not the real thing!), patrols, checking up on brig prisoners (if any), workouts (i.e. if you have a Combat Training Center/CTC). If he feels his department is under-used/utilized, ask him if he has any ideas -- constructive being the key word here -- to change that.

Another choice would be to encourage this officer to write some personal or duty logs about training and/or exercise in the HD, where they can blow away multiple baddies freely and perhaps curb some of their more aggressive tendencies. :)

If all else fails, they may want to look for another sim that is more action-orientated on a regular basis. The best way to find one that suits their needs would be to peruse the ship listings/descriptions under the USF Forum in the NAGF. (keyword : aol://4344:212.sgfrmusf.70926.587090963)

Oy, this is a tough one. Some people just aren't happy unless they're blazing through the galaxy blowing up stuff. They're usually a "him", although I did know a "her" once who was the same way. The best way to deal with them is to compromise. Maybe you can't kick butt every week, but you can incorporate elements of combat (or at least, blowing up stuff) into other types of sims (like, maybe he has to blow up an asteroid to get at some kind of mineral for the Science department). Or he could run drills for the Security and Tactical personnel in which they PRETEND (the operative word here being "pretend", you don't want them blowing up Ensigns for kicks) to blow up stuff in the holodeck, or do target practice with space junk. If all else fails, he could look into transferring. I know that's not the solution anyone wants to hear, but sometimes it is the best thing to do. There are sims in the USF that do more combat-type simming, and he might have more fun with one of those. If he can't compromise on his current ship, he should look around for another one that's more to his liking.

~~~~~



# USF Star Trek Trivia

**WINNERS!!!!**

**FIRST PLACE: USF Hayes!**

**SECTON PLACE: Captain Gorkon!**

**THIRD PLACE: Major Ellen Green!**

**Congratulations to the three of you. You're all winners for playing our version of USF Star Trek Trivia!**

Remember, Please send your answers/guesses/cute remarks to USFShodan@aol.com by February 20th. The top winners will be mentioned in the March issue!

## Star Trek: The Original Series

- (1) In which three episodes did Uhura sing?
- (2) Kirk logged the stardates in the improper sequential order in what episode?

## Star Trek: Voyager

- (1) In which episode did Ensign Harry Kim discover a worm hole to the Alpha Quadrant?
- (2) In what episode were Captain Janeway and Commander Chakotay stranded alone together on a planet?

## Star Trek: The Next Generation

- (1) On the Enterprise-D, what deck is main engineering on?
- (2) In what episode did Q turn Riker into a Q?

## Star Trek: Deep Space 9

- (1) In which episode of DS9 did the Enterprise-D dock?
- (2) In which episode of DS9 did Thomas Riker steal the Defiant?

## Star Trek Movies

- (1) What was the count down code that Kirk, Scotty and Chekov used to destroy the Enterprise in Star Trek 3 (The Search For Spock)?
- (2) What did the computer ask Spock in Star Trek 4 (The Voyage Home) that he didn't understand?

## USF

- (1) Which USF host is known for making women swoon over his smile?
- (2) Which USF host is known for always running his hand through his hair?

Remember to send your answers to [USFShodan@aol.com](mailto:USFShodan@aol.com) February 20th.



## Security/Tactical Sim Tips

Written by USFLynx

Many of today's sims usually involve heavy action and lots of fight scenes. But what about those times when there is no action, what are the security and tactical officers supposed to do? A few tips for those slow moments during the sim: Don't get over anxious and think you have to shoot your phaser just because you're a security officer. Security can be a very broad department if you put your mind to it. In general, though, find another person within the sim that doesn't seem to be doing anything. They don't have to be in security or tactical. A visit to the medical department is a good way to keep several people busy and open up a potential great mini sim within the main sim. Work with a science officer on the current situation and ask him/her questions that might pertain to tactical or security issues. Meet with your department chief and discuss your performance and or duties (this is something that department chiefs should initiate though).

Those are some things to consider if you want to stay somewhat close to the current sim plot. If you feel that the sim plot will definitely not involve tactical or security then you may want to consider some other activities. Security/tactical related activities would include working out in the holodeck (spar with a partner), practicing your phaser shooting, and other related duties in the holodeck. Off duty activities could include just about anything: holodeck adventures to

socializing in the lounge.

Any of these suggestions are valid choices depending on the situation during the sim. Use your judgment on when and what you should be doing. In most cases, though, you should be doing something, even if it's not related to the main plot. The best thing you can do if things slow down for your department is to find someone else who seems to be doing nothing. Make the initiative and get something going, that way you keep more than just you busy. Some of my best sims have been mini sims that had nothing to do with the main plot. Keep in mind that you don't want to run wild just because you are bored with the main plot. Make sure your superior officers don't need your assistance before doing anything, and always use the chain of command to get permission for your activities.

Fleet Captain Lynx ^,,^



## Introducing the new PADD Web Site

By Captain Arronax

The USF PADD has a new web site: [www.sector001.com/padd](http://www.sector001.com/padd)  
Featured in the new web site is the usual subscription/unsubscription page and contact page, and an updated download page. There you can find almost all issues of the PADD since November 1997 in all formats. Each back issue is followed by a brief description of the features so you can find the issue you want without having to know when it came out.

The PADD web site: for all of your PADD needs.



## Is A Dax By Any Other Host As Sweet?

Written by USF Sierra

We get our first look at Ezri Dax, the newest host to the Dax symbiont, in the final moments of the season opener of Deep Space Nine, "Image In The Sand." There is nothing in particular that stands out about this new Trill; she is cute and petite with wide blue eyes and a pixieish face and a soft voice. She stumbles over what she's trying to say as she informs Benjamin Sisko that it is Dax.

From my first glimpse of Ezri, I have been disappointed in the Dax replacement. Terry Farrell, as Jadzia Dax, was a smart, sharp character whose joie de vivre added light and wit to an often-dark show. Deep Space Nine has, from day one, been the gothic sibling of the Trek franchise. The setting alone -- the former Terok Nor, built as a Cardassian station -- draws the viewer in with a hauntingly beautiful setting, but the many characters who people DS9 are often as bleak as the station they inhabit.

It has taken six seasons but I have finally warmed to DS9. Season six ('97-98) was the brightest yet, with shows filled with drama, love, compassion, strength, and better-written and wittier dialogue than the majority of all the previous episodes put together. The show had matured, and the characters had grown on me. Then they had to go and kill Jadzia, who, with Quark, was one of the two people on the station to show they had a sense of humor. Paramount couldn't even give her a decent death scene or a good memorial, instead filling extra moments in "Tears of the Prophets" with a cutesy scene between Odo and Kira.

Enough griping about the loss of Jadzia, however, because aside from flashbacks or dream sequences, she won't be back. Even an upcoming episode, "The Emperor's New Cloak", where the DS9 crew once again crosses into the alternate universe, Jadzia has died and Ezri is the new host. Give Trek fans a break, Paramount.

It is obvious that when she left, that whoever replaced her -- Dax host or not -- would have to pick up the reins and responsibilities of bringing humor and light to the show. Ezri has had her moments, but so far they are slim and gone quickly.

In "Shadows in the Sand," the second half of the season opener, Dax accompanies Sisko to a planet to find the answers to the visions he's been having. (Who didn't see it coming that Sisko would turn out to be the son of a Prophet?) She does, of course, manage to get him to finish what he came to accomplish, but I saw no true depth of character being displayed here.

The third episode of the season, "Afterimage," centers mostly around Ezri, her arrival at DS9, and her attempts to fit in. Of course Worf has serious problems with the new host, saying "How can I honor the memory of the woman I loved if she isn't dead?"

Ezri, it has been revealed, didn't want to be a host. She had no choice, however, as the symbiont was in danger, and they needed a host to save it. She feels unworthy of the honor and doubts herself constantly. I guess that goes to show that the Symbiosis Committee is correct in some aspects when it comes to screening potential hosts!

In time, through talking with her past friends, and through a run-in with Garek, she begins to think she made a mistake in coming to DS9. She turns in her resignation to Sisko, who tells her, "You're right, you don't deserve to wear that [SF] uniform."

But something turns her around, and she ends up staying. She is granted Lieutenant rank and the post of Counselor. (Great, just what we need, another Troi <g>). Well, in that aspect, I definitely think that the DS9 crew has ached for a Counselor for a longggg time.

Can an officer who doubts her own role in life be a good counselor? We'll see. Can a Trill who didn't want to be a host, be a good host? We'll see. So far, what I've seen of Ezri is that she's a pouty, doubtful, perky chatterbox. I don't think she measures up to Jadzia Dax, who was a woman beside this new girl host of the Dax symbiont. But who knows.

It took six seasons of DS9 for the rest of the crew to grow on me. Let's hope Ezri doesn't take so long.



## Saturn's Ring (Dreams of Cross Dressing?)

Written by Laria Moonmoth

"Laria Moonmoth, here again, folks. And have I got some dirt for you. It seems that the holidays bring out the best in people, but it also brings out the cross dressing. Yes, you heard me, folks, cross dressing. It seems at the rash of holiday costume and masquerade parties that occurred over the holiday season, many of the guests came as members of the opposite sex.

"Fleet Captain Santiago pulled off the hoax of being Vice Admiral Ultimo at a party on the USS Integrity using the SN SantaRigel. When questioned, all she would say was she enjoyed the challenge of always having to be aware of her hair. She also wondered how Ulty manages to get all that goo out of his hair, as she had quite a bit of trouble with it when she changed back into her uniform.

"Then, later on, a cat fight broke out on the USS Aldrin when two persons impersonating Fleet Captain Santiago decided to fight over the infamous dancer USFZorro. As USFZorro left before the unmasking, his identity is still a mystery. But, when the unmasking arrived, it was seen that the two impostor Killian's were none other than Fleet Captain Rigel and Captain Gorkon. Both declined to talk to this reporter at this time, stating they were having trouble getting out of the corsets they were wearing at the ball.

"In other news, USFZier has been reported as haunting a ship as an ensign to get back into the swing of things. It is possible that he just might be making a come back. An anonymous crew member who at one time or maybe still is serving on the USS Everest, states that for 9 months, Zier had an active crew of 30 and kept things so interesting that no one wanted to miss. With a record like that, it is hoped by this reporter that Zier will come back and cast his magic

touch on yet another ship.

"And finally, it has been reported that the USS Hermes has quite a nursery. It seems that several of the female officers have given birth or will give birth within the next 4 to 6 weeks. This, of course, includes Fleet Captain Grant, and her long awaited addition to her family. With Daddy, Captain Storm, now on the USS Dark Path, this reporter is curious as to when this family will ever get to have that wonderful private time that helps with bonding. Well, maybe the Hermes and Dark Path will become very good friends and will stay within transporter range at all times.

"For now, this is Laria Moonmoth, live from sector 039, and Saturn's Ring. Where if it is news, we have it, and if it isn't, we will make it news. Also, you may now contact me live and direct at LariaMoonM@aol.com for any and all gossip news for the USF. Remember, if it's out there, I will find it."



## The Site Review

By Captain Arronax (USFArronax)

Medical Log: Supplemental

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<http://www.geocities.com/Area51/Nebula/4156/index2.html>

Sector001 featured Medical Log: Supplemental as its Site of the Month/InterTrek Award winner for the month of December 1998. Rated at four pips (out of five), Medical Log is a "creative and in depth look at DS9's Dr. Julian Bashir and his philosophy."

When you arrive at the site, you are bombarded with fabulous graphics and pictures of Dr. Bashir. Medical Log is divided into four sections: Profile, Infirmary, Deep Space Nine, and Personal Log. Let's go through each one...

As you browse through the Profile section, you will become amazed at all of the information gathered about this fictional character. The biography is so detailed that, and I hate to admit it, I didn't have time to read the entire length of it. From Julian's early life, to his Deep Space Nine career, the biography has it all. Even more amazing are the quotes. Medical Log recorded dozens of conversations between Julian and his friends from the first six seasons of DS9 to capture the very essence of his character. It's just ... amazing! In the multimedia section, you can look at 44 great pictures of Julian from various episodes or listen to Julian saying around 50 thought provoking or humorous lines. This too, is amazing.

"There's no cure for the Blight. The Dominion made sure of that.

And I was so arrogant I thought I could cure it in a week."

"Maybe that was arrogant. But it's even more arrogant to say that there is no cure, just because you couldn't find it."

-Julian and Jadzia

Within the Infirmary you can read up on Julian's latest report on the senior officers or study 24th century medicine- with a twist at the end. If you visit Medical Log, definitely read the "Noting how life imitates art" paragraph at the end of Starfleet Medical. Julian's Xenobiology Database provides detailed information on twelve alien species. Detailed is an understatement.

In the Deep Space Nine section, Medical Log features episode listings, synopses of episodes featuring Bashir as the focus, a great "media presentation" of DS9: Our man Bashir, detailed information on Quark's bar and Ferengi life including the rules of acquisition, a history of the Dominion war, DS9 news and rumors, information on Garak's shop: quotes, quotes and more quotes.... Other sections include the wormhole, our galaxy, starbases, OPS, the Defiant....

There just isn't an end to the site. Definitely check it out!

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## Lonelyhearts column

Written by Miss Lonelyhearts

Dear Miss Lonelyhearts:

I am an officer on a ship where the chief tactical/security officer is a very fine man. The problem is, he is alone and doesn't think he has time for a girlfriend. His standards in regard to the woman of his dreams are very high, and I fear that it will be impossible for him to find who he wants. I think this man is one of the finest officers I have worked with, and the captain of the ship agrees with me. I would really like to get his attention, and maybe, he will see that I am the woman he is looking for. Help me find a way to attract his attention.

Signed,  
Seeking for Security

Dear Seeking:

Perhaps you are not the woman of his dreams, which is why he hasn't noticed you. But, as they say, until you test the waters, you are never sure what you might like. If he doesn't date, then I would suggest you ask him for dinner in a public area, make him feel comfortable and relaxed in conversation. Then invite him for a walk through the arboretum. Again, don't go for one on one alone with him until he feels more comfortable thinking of you as more than a friend. Good luck to you, Seeking. And remember, if you are not successful in creating the relationship you wish with this man, there are other fish in the sea.

Signed,  
Miss Lonelyhearts

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## USF Fragglerock

Written by JPLBeau

A new sim has been launched in the USF that may appeal to many of you looking for something a little "wilder." The sim is the USF Fragglerock which sims on Sundays at 8:12 p.m. Eastern. To quote the creator of the sim; Captain Jack SaintDuiex:

"The Fragglerock is a sim that is based upon the 1997 movie 'Up Periscope' with a dash of the TV sitcom 'M\*A\*S\*H' tossed in as well, seasoned well with a wacky but lovable crew and you have the funniest sim on the web!"

This ship is a little different from the rest of the USF. As Jack stated, this sim is humor based, after all, isn't simming supposed to be fun? The sim is based on a ship of misfits transporting cargo around the universe. For the most part, none of these crew members wanted to be 'stuck' in this assignment but... thanks to situations in their recent past, they have found themselves here. The sim is not a total farce or complete screwball comedy. Instead, once again to quote our beloved Captain;

"The best comedy situations always seem to involve average characters making the best of a particular situation."

Situations have arisen requiring our crew to find 'interesting'



resolutions. During one such situation the ship was delivering a cargo of 'Rogaine 2000' to a colony to combat an outbreak of a disease that caused male pattern baldness. Our priority shipment at that time was a few crates being rushed to the other side of the galaxy before delivering other medical supplies that were in dire need. The crates were even protected by a security guard to prevent any tampering during transport. By sheer luck (our XO tripped, fell, knocked the guard out and caused his phaser to go off and open one of the crates), we discovered this shipment to be nothing short of a specialized set of golf clubs and some recreational vehicles! Being men and women of honor, we could not let this misuse of priority shipping slip by. Somehow.... I can't imagine how, some of the Rogaine actually ended up on the golf clubs grips before being delivered! Imagine our surprise when the admiral received his clubs only to develop an immediate case of 'hairy palms'! We're all pitching in to send him an electric razor for his birthday.

The crew has fun getting into and out of situations that have come. We are stuck on a ship that has been brought out of mothballs to transport material. The ship does not even have a holodeck! Oh, the horror! The sim is looking for USF members who can handle a mature and less restricted type of ship. As stated, the sim is designed for a more mature audience. As such, there are certain requirements:

- 1) You must be a member in good standing of the USF
- 2) You must have reached the rank of First Lieutenant on another USF ship.
- 3) You must have the recommendation from a USF host or a current member of the Fragglerock.

If you're interested in this sim, we invite you to check out the Frag web site at << <http://members.aol.com/saintduiex/home001.htm> >>  
Hope to see you there!

~ Lt. Jean Paul LeBeau, Second Officer, USS Fragglerock.



## Saturn's Ring (Tittle Tattle, Bibble Babble)

Written by Laria Moonmoth

"Laria here again, and you wouldn't believe the hot off of the presses news that I have. It has been over heard by this reporter that one of the high ranking officers of the USS Odyssey said, "Hey, I don't call 'em the Oddities for nothing." This reporter would like to know what was meant by this, so joined this crew, incognito, for a week to watch. I must say, I was shocked. Not only was the room completely packed, but everyone was busy doing something. If that is odd, then please, let more of us be so odd.

"On another front, the USS Nigala has been having some trouble with a stalker. It seems that someone has been prowling around the corridors of the Nigala, speaking to all the women, finding a victim. This reported has come to learn that the stalker is a Vamp'yr, and none of the women on the Nigala are safe from him. The question is, will this blood thirsty person stop with the Nigala, or are all the ships in the fleet at risk. All I know is that from now on, I will be sleeping with garlic around my neck.

"The USS Darmok has had a rather interesting development of a love/hate relationship. No one is quite certain which it is, but it seems Lieutenant (Jg) Anthony Todd Janison was seen tackling First Lieutenant Jack Kirmina, and they were rolling around on the ground together. Not that this reporter is alleging anything, just that she is curious as to what this impromptu wrestling match was over, and if it is going to be a free for all. If so, please, send me tickets, I would love

to cover it for Saturn's Ring.

"This seems to be a month for mystery. And this reporter would like to know what a Renegade Blah Blah! is. It has been reported that Fleet Captain M'Hawarr has been using this name to define herself. So, Captain, what is a Renegade Blah Blah!?"

"And finally, it seems that a new "love boat" is sailing in the fleet. The USS Aldrin is now the place for romance. Commander T'Lara has been seen wining and dining in Paradise, one of the arboretums on the Aldrin with Science officer Dorin Ree. Also, Lieutenant (jg) Duras is quite the Don Juan, as he has gone from a romance with Ensign Jildren to sweeping the CMO, First Lieutenant Saiter, off of her feet. Rumor also has it that on Valentine's day, the widowed Fleet Captain Santiago will wed her long time boyfriend, First Lieutenant Selah. This reporter is hoping that this time, the captain won't lose this husband six weeks after marrying him.

"This just in, Tony Fetterman of SOG fame has been spotted again. He's currently aboard the USS Aldrin and has been seen with a fellow, as yet unnamed SOGgie in Ten Forward trying their wiles on an innocent Cardassian/Bajoran girl. Yes, Fetterman is back, guard your women closely.

"As the old saying goes, "I have seen enough to know that I have seen too much." But, as I am fond of saying, "If it's out there, I will find it." So, until next time, this is Laria Moonmoth, live from Sector 039."



## Script Writing Guidelines Submit Your Own Voyager Episodes

Written by USFArronax

Close to a year ago the PADD published the Paramount Pictures address to find out how to write your own Deep Space Nine and Voyager scripts. I sent away for the "Submission Guidelines" and just a few weeks ago received them. Speed is not Paramount's forte.

Paramount receives hundreds of scripts from screenwriters and amateurs each year, and I doubt that more than a handful have ever been produced into actual Star Trek episodes. Nevertheless, amateurs like you and me still have a chance of seeing our own episode on the small screen.... maybe. There are pages of rules and guidelines that you must follow before the "Script Coordinator" will even read your script. Only 55-65 page scripts properly formatted with a 3-5 page teaser, five 10-11 page acts, etc. etc. etc..... The guidelines even dictate how to package your script when you mail it. In addition, scripts submitted by agents are given "priority."

To get your own copy of the guidelines, call (213) 956-8301.

So, get writing.



## "Star Trek Lost Episodes" transcript

submitted by USF Quatto

written by Mike Benchoff, Senior Technical Coordinator, Dynamic Media.com

"Star Trek Lost Episodes" transcript

[Picard] "Mr. LaForge, have you had any success with your attempts at finding a weakness in the Borg? And Mr. Data, have you been able to access their command pathways?"

[Geordi]"Yes, Captain. In fact, we found the answer by searching

through our archives on late Twentieth-century computing technology."

[Geordi presses a key, and a logo appears on the computer screen.]

[Riker looks puzzled.] "What the hell is 'Microsoft'?"

[Data turns to answer.] "Allow me to explain. We will send this program, for some reason called 'Windows', through the Borg command pathways. Once inside their root command unit, it will begin consuming system resources at an unstoppable rate."

[Picard] "But the Borg have the ability to adapt. Won't they alter their processing systems to increase their storage capacity?"

[Data] "Yes, Captain. But when 'Windows' detects this, it creates a new version of itself known as an 'upgrade'. The use of resources increases exponentially with each iteration. The Borg will not be able to adapt quickly enough. Eventually, all of their processing ability will be taken over, and none will be available for their normal operational functions."

[Picard] "Excellent work. This is even better than that 'unsolvable geometric shape' idea."

. . 15 Minutes Later . . .

[Data] "Captain, We have successfully installed the 'Windows' in the command unit and as expected it immediately consumed 85% of all resources. We however have not received any confirmation of the expected 'upgrade'."

[Geordi] "Our scanners have picked up an increase in Borg storage and CPU capacity to compensate, but we still have no indication of an 'upgrade' to compensate for their increase."

[Picard] "Data, scan the history banks again and determine if there is something we have missed."

[Data] "Sir, I believe there is a reason for the failure in the 'upgrade'. Apparently the Borg have circumvented that part of the plan by not sending in their registration cards."

[Riker] "Captain we have no choice. Requesting permission to begin emergency escape sequence 3F . . ."

[Geordi, excited] "Wait, Captain I just detected their CPU capacity has suddenly dropped to 0% !"

[Picard] "Data, what does your scanners show?"

[Data] "Apparently the Borg have found the internal 'Windows' module named 'Solitaire', and it has used up all the CPU capacity."

[Picard] "Let's wait and see how long this 'solitaire' can reduce their functionality."

. . Two Hours Pass . . .

[Riker] "Geordi, what's the status on the Borg?"

[Geordi] "As expected, the Borg are attempting to re-engineer to compensate for increased CPU and storage demands, but each time they successfully increase resources, I have setup our closest deep space monitor beacon to transmit more 'windows' modules from something called the 'Microsoft fun-pack'.

[Picard] "How much time will that buy us ?"

[Data] "Current Borg solution rates allow me to predicate an interest time span of 6 more hours."

[Geordi] "Captain, another vessel has entered our sector."

[Picard] "Identify."

[Data] "It appears to have markings very similar to the 'Microsoft' logo"

[Over the speakers] "THIS IS ADMIRAL BILL GATES OF THE MICROSOFT FLAGSHIP MONOPOLY. WE HAVE POSITIVE CONFIRMATION OF UNREGISTERED SOFTWARE IN THIS SECTOR. SURRENDER ALL ASSETS AND WE CAN AVOID ANY TROUBLE. YOU HAVE 10 SECONDS"

[Data] "The alien ship has just opened its forward hatches and released thousands of humanoid shaped objects."

[Picard] "Magnify forward viewer on the alien craft"

[Riker] "Good God captain! Those are humans floating straight toward the Borg ship with no life support suits! How can they survive the tortures of deep space ?!"

[Data] "I don't believe that those are humans sir, if you will look closer, I believe you will see that they are carrying something recognized by twenty-first century man as doe skin leather briefcases, and wearing Armani suits"

[Riker and Picard together horrified] "Lawyers !!"

[Geordi] "It can't be. All the Lawyers were rounded up and sent hurtling into the sun in 2017 during the Great Awakening."

[Data] "True, but apparently some must have survived."

[Riker] "They have surrounded the Borg ship and are covering it with all types of papers."

[Data] "I believe that is known in ancient vernacular as 'red tape' - it often proves fatal."

[Riker] "They're tearing the Borg to pieces !"

[Picard] "Turn off the monitors. I can't stand to watch, not even the Borg deserve that."



# USF HOST UPDATES

Written by USFShodan

The Agamemnon has a new XO! Commander Roel Jere has been given that coveted spot. Congratulations, Jere!

News on the USS Excelsior: Admiral Andy Clements has decided to step down. The new CO there is the former XO: the now Captain Pere Arronax. Congratulations on your promotion, Arronax! The new XO on the Excelsior is Commander Spock. Welcome back to hosting, Spock!



# Paramount Press Release, Tim Russ

Submitted by FCptSierra

Tim Russ' debut music CD now available!  
Fans may know how much blues, rock and jazz mean to Tim Russ ("Tuvok," Star Trek: Voyager), as the versatile performer regularly plays guitar and sings at Los Angeles-area venues, his brother, Mike, playing drums in the band as well.

But there's a softer side to Russ' music, and now his fans don't even have to be in Southern California to share it.

STAR TREK: CONTINUUM visitors are among the first to be able to order Russ' four-song CD of acoustic and ballads, entitled Only a Dream in Rio.

The CD is \$8, with \$2 added for shipping and handling to U.S. addresses and \$4 to those in Canada. Sorry, orders from other countries cannot be accepted at this time.

Checks, made payable to "Insiders," or money orders can be sent to:  
Insiders CD, PO Box 8248, Long Beach, CA 90808.  
Please allow three weeks for delivery.



# Roses are What?

Written by Wil Shade

Walking around the campus of the Academy, early on a Sunday morning, was a pleasant and peaceful experience. It seemed to Wil that everything looked brighter and more colorful than it ever had before. The smells seemed sweeter, and the sounds seemed more lyrical. Smiling to himself, Wil knew that this was all because of one date with a beautiful and enchanting redhead named Roxanne. Last evening's date was certainly the beginning of something very special.

After a little while, Wil came upon Boothby's greenhouse. Walking up to the door, he could see Boothby inside trimming a rose bush. A knock on the door got Boothby's attention, and a gruff response. "Well, well, well," grouched Boothby, "Look who finally found time to visit an old friend. Must

have been real busy with very important Starfleet matters to wait this long."

"Good to see you, too!" laughed Wil. "Actually, I did have important business, but it was of the redheaded variety."

"Oh, yes, the Admiral's little sister," said Boothby matter-of-factly, "That is doing much better than some of the ones I've seen you with here."

"How'd you know . . .", Wil started to ask.

"Come on, Wil," growled Boothby, "You didn't expect that you could keep a secret at this place, do you?"

"No . . ., I guess you're right."

"Of course, I'm right," pronounced Boothby. "Now come over here and look at this." Boothby pulled Wil over to one of the fullest and most beautiful rose bushes he had ever seen.

"You see this, Wil?" asked Boothby. "Roses, the most beautiful flower of all. The queen of every garden. Delicate, but protected by thorns on the stems and tough cellulose at the base. A tough and hardy plant, is it not Wil?"

Suspecting one of Boothby's traps, Wil just shrugged.

"Dunderhead! Of course it is!" grouched Boothby. "But do you think it was always like this? Like other things in life, a rose bush is hardy in maturity, but is vulnerable in its infancy."

Boothby opened a small envelope. "Hold out your hand, Wil," instructed Boothby as he poured out the contents of the envelope. Tiny seeds spilled into Wil's hand. Boothby continued, "A rose is the most difficult of all flowers to nurture into adulthood. Out of all these seeds, only one will make it to maturity."

"A rose will require more work, more care, and more love than anything else in the garden," lectured Boothby, "Feed it too little, and it will starve. Water it too little, and it will wither away. Ignore it completely, and it will surely die." "But, you must remember, a rose also requires patience. Feed it too much, and it will grow quickly only to die young for the lack of deep roots. Water it too much, and it will surely drown."

Wil paid close attention to the old man, since he knew that Boothby's gardening tips always contained lessons on life. As he continued to listen to Boothby's lecture, Wil thought of Roxanne, which made him realize what Boothby was trying to teach him.

"And," continued Boothby, ". . . even if you take care of it properly, do everything correctly, there is no guarantee that it will respond to your wishes. But, above all else, you must believe in the promise of sweet possibilities. For if you are not willing to risk the pain of disappointment, you will never know the boundless joy of incomprehensible beauty."



# USF Star Trek Trivia Answers

Answers to last month's USF Star Trek Trivia Questions

## Star Trek: The Original Series

(1) Can you recall the exact premiere date? September 8, 1966

(2) What connection did Lucille Ball have with Star Trek? President of Desilu Productions, original producer of Star Trek

## Star Trek: Voyager

- (1) Who played Chakotay's father, Kolopak? Henry Darrow
- (2) What main crew member was demoted to Ensign? Tom Paris

## Star Trek: The Next Generation

- (1) What did Deanna Troi called Will Riker in the TNG pilot? Imzadi
- (2) Who was the last remaining senior officer of the Enterprise-C? Richard Castillo [Ed. note: this question was supposed to have been worded to mean who was the last remaining senior officer of the Enterprise-C crew when the Enterprise-C went into its last battle]

## Star Trek: Deep Space 9

- (1) How many genetically altered people were assigned to Dr. Bashir? Four
- (2) Why did Morn lose all of his hair? Morn lost all his hair from storing Latinum in his second stomach.

## Star Trek Movies

- (1) What was the disgusting spot Worf had on his nose in ST:Insurrection? A pimple.
- (2) What did the Klingons do to Kirk after capturing him in ST:V? They apologized.

## USF

- (1) Which USF host is known as The Brownie Queen? Commodore Eileen Shodan
- (2) Which USF host characters are twins? Commodores Ahrele Miranda Johannson and Ariell (Johannson-Riker) St. Duiex



## Heaven's Blessing

Joint Personal Log Written by  
First Lieutenant Wil Shade & First Lieutenant Roxanne Brewer

Winging their way into the crisp night air, the horses pulled the golden sky chariot across the moonlit sky. The powerful downbeats of the winged horses sent rushes of air just over the heads of Wil and Roxanne as they nestled lovingly in each other's arms. No words were spoken. None were needed. The simple cuddle conveyed everything they wanted to tell each other.

Laying back against the cushioned seat, her head back against his chest, and his arms wrapped around her shoulders, they watched the moons and

the stars glide by overhead. Love flowed between the couple like the luminescent wake of the stars they passed through. Growing stronger with each passing second, Roxanne and Wil's love for each other was becoming something more than the fiery passion that they had known for so long.

Almost losing each other had brought a sobering, and necessary, evolution to their love. Passion would always be there, no force in the universe could put out that fire. But now, there was a certain permanency about it. Love was no longer questioned or doubted. Ceremonies would later make public record of what was already occurring. In that chariot, by the light of the heavens, their souls and hearts became one. Never again would they, nor could they, function apart. The love that Wil and Roxanne had for each other was a shared and permanent love.

Just as their hearts melted together, the Storrian night sky gave heavenly approval, and ordainment. A reddish like flame seemed to appear in the center of the sky. Its dancing light reflected in the loving eyes of Roxanne and Wil. He tightened his arms around her as he felt her shudder in surprise at the heavenly display. The single red flame danced in the night, growing brighter and brighter.

Even as their eyes widened in wonder, the red flame seemed to ignite the entire sky. More brilliant than any rainbow, a curtain of many colors shot across, lighting the night in an awesome display of beauty. Reds, golds, blues, yellows, purples, and greens shimmered and flickered against the black of the night. The night sky was literally on fire, anointing Roxanne and Wil with the heavenly display.

Wil looked across the sky, and saw their destination. A lone cabin, sitting next to a majestic mountain lake. Just like the one where he had first taken her. The heavenly fire was reflected in all its colorful splendor by the crystal clear lake and the surrounding snow. His cheek nuzzled against Roxanne's as the horses began to descend toward the place that would see the fire of love join with the fire of the heavens.

Descending toward the cabin, the huge wings of the horses unfurled to catch the wind. Slowing gradually, they glided softly to a gentle landing. Roxanne and Wil looked out to see the Rainbow Aurora still dancing in the night sky. Blues, reds, and greens reflected off the fresh snow as Wil helped Roxanne down from the chariot. They stood and watched as the powerful winged horses pulled the golden chariot back into the sky, their wings shimmering in the glow of the heavenly flames.

Roxanne turned to Wil and placed both her hands in his. They stood there, gazing into each other's eyes, alone in the desolation of the wilderness, and bathed in the beautiful, protective lights of heaven. Wordlessly, their lips touched, and in the full view of the Most High, they sealed for all eternity what they knew to have been right all along.

Reluctantly, the kiss was broken, but only to allow for greater things to come. They turned to the cabin, and arm in arm, they walked slowly up on to the porch. Unable, and unwilling, to take their eyes off each other, they stopped at each step to hold and cherish the moment, sealing each one into their memories. Eventually, they allowed themselves to reach the doorway.

Wil reached to open the door and swung it open as the two of them walked over the threshold together. Once inside, they were bathed in the soft golden light of the fireplace. Glass enclosed the golden-yellow flames as they provided light and warmth to the couple from the center of the room. The orange glow of the fire mixed with the rainbow of soft pastels filtering through the windows, bathing Wil and Roxanne in a robe of many colors.

Holding her waist and staring into her smoldering emerald eyes, Wil turned to her, yet again. Roxanne closed her eyes, and felt him press his lips to hers - a delicate promise of a lifetime of passion to come.

Roxanne closed her eyes, and felt him press his mouth to hers - a



delicate and erotic promise of a lifetime of passion to come. She held her breath, as Wil traced a line of soft, sensuous kisses along the curve of her neck. When she finally remembered to breathe, the air let out in a rush, whispering his name.

He brought his eyes back to gaze into hers. Violet and emerald green, they sparked and sparkled in the light of the fire. His eyes bore into her soul, as his fingertips traced the curves and hollows of her face.

Impulsively, she lifted her own hands to his face, skimming his cheekbones, his eyebrows, and running her fingers through his hair, her nails flicking that wonderful shock of white. She felt him take her wrist, and gently kiss each one of her fingertips. A sensual kiss of her palm sent an electric shock through her body. Her breaths became small, tight, gasps, and her fingers threaded through his hair.

His mouth moved back down to hers in a kiss that became deeper, lustier, hungrier, and more loving than any other kiss before it. Roxanne's body, mind, and soul were the focus of Wil's relentless attentive, and concentrated tender loving care.

The sight of Wil's muscular body sent shivers down her spine. It had been a long, long time since she had seen him, and she wondered why it had taken her this long. As he came to her, her arms stretched out to him, bringing him to her as the fire of their love burned away any of the doubts that either of them ever had.

Afterwards, in the glow of the fire, Roxanne pulled a small box from the night stand. Wil's eyes shifted from her, to the box, and to her again. Silently, she opened the box and brought the crystal clamshell out into the light. The diamond of her engagement ring, and the diamond of his birthday ring, sparkled in the firelight, with a brilliance equal to the Rainbow Aurora.

Moonlight Serenade began to play as Roxanne opened the clamshell. She reached inside to take his ring in her fingers, then gently reached for Wil's hand. Love poured through her eyes as she slid that ring back onto his finger. Wil then reached for the beautiful engagement ring, which seemed to shine with the light of a new life. Carefully, gently, lovingly, he placed that ring back on her finger, and kissed it, sealing it in place for the rest of time.

| END FILE         |                  | HQB          |                  | USFPADD                 |                        |
|------------------|------------------|--------------|------------------|-------------------------|------------------------|
| BEGIN FILE       |                  | HQB          |                  | USFPADD                 |                        |
| USF SIM SCHEDULE |                  |              |                  |                         |                        |
| Day              | Sim Name         | Time Eastern | Location         | C.O. Commanding Officer | X.O. Executive Officer |
| Sunday           | Starbase Everest | 8:00         | Orbital Velocity | USFLynx                 | CdrTage                |
| Sunday           | USS Fragglerock  | 8:00         | Private Room     | USFElias                | USFAkerio              |
| Sunday           | USS Federation   | 8:30         | Private Room     | USFAriell               | USFQuatto              |
| Sunday           | USS Excelsior    | 9:00         | Orbital Velocity | CptArronax              | USFSpock               |
| Sunday           | USS Marquesas    | 10:00        | Private Room     | USFKharn                | =OPEN=                 |
| Sunday           | Outpost Cousteau | 10:00        | Private Room     | USFSurak                | USFElias               |
| Monday           | USS Columbia     | 9:00         | Private Room     | CptDTorres              | CdrCNelson             |
| Monday           | USS Eclipse      | 9:00         | Orbital Velocity | USFAkerio               | CmdrDillon             |
| Monday           | SS Nigala        | 10:00        | Private Room     | CaptJeter               | USFZidda               |
| Monday           | USS Aldrin       | 11:00        | Private Room     | USFKillian              | USFLara                |
| Tuesday          | USS Iowa         | 8:00         | IRC              | CptDMoney               | =OPEN=                 |
| Tuesday          | USS Roddenberry  | 9:00         | Private Room     | USF Scully              | USF Jali               |
| Tuesday          | Atlantis (SOG)   | 9:00         | Private Room     | USFEIizH                | USFCaitlin             |
| Tuesday          | USS Hermes       | 10:00        | Private Room     | USFGrant                | USFTeena               |
| Wednesday        | USS Stealth      | 9:00         | Orbital Velocity | USFRigel                | USFThrevor             |
| Wednesday        | USS Halifax      | 10:00        | Private Room     | USFDakor                | USF Sandy              |
| Wednesday        | USS Sundancer    | 11:00        | Private Room     | USFDamara               | USFCHughes             |

|          |                |       |                  |            |            |
|----------|----------------|-------|------------------|------------|------------|
| Thursday | USS DarkPath   | 9:00  | Private Room     | USFAkarn   | USFRigel   |
| 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     | USFKivo    | USF AWolfe |
| Friday   | USS Integrity  | 10:00 | Private Room     | USFGorkon  | USFTrekker |
| Friday   | USS Darmok     | 11:00 | Private Room     | USFAhrele  | USFDamara  |
| Saturday | USS Odyssey    | 9:00  | Orbital Velocity | CommoMason | USFGill    |

| Day      | Sim Name | Time<br>Eastern | Location | C.O.<br>Commanding<br>Officer | X.O.<br>Executive<br>Officer |
|----------|----------|-----------------|----------|-------------------------------|------------------------------|
| END FILE |          |                 |          | <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 labled Orbital Velocity.



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Special Thanks to Admiral Andrew Clements

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