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### USS PADD INTRO BY ENSIGN PIQUA BU

Hello, Humanoid-Type Beings, and welcome to this edition of the USF PADD. You might be wondering who am I, that I'm introducing the PADD to you. Well, I'm a spy! My goal is to spy on every sim in the USF! And to accomplish that, I'm first taking over this issue. heh heh. Well, enough about me, and on with the show! There are a lot of good surprises in this issue. The USF has some wonderfully talented writers, and they love to showcase their work here. So read it already!



## TO BE FREE written by USFRay

Commander Ray Packard sat upon a mountain top and reflected as the sun began to rise, awakening the wild animals from their slumber. In the valley, he could see the dew drops sparkle from the appearing sun and the flowers and leaves move in the light force provided by the morning breeze. Ray turned around to look east into the sun and saw a group of birds flying in formation. He breathed in the air as the wind carried it into his nose and relaxed as he exhaled.

"This is what it means to be free." He reflected, remembering a poem he learned long ago. As I fly through the sky, the wind in my hair

High above everything thing, without a care  
I reflect on my dreams and my life  
I remember my kids and my wife  
The smiles they brought to me and the things we did.  
If life was an auction, this is the one I would bid.  
The birds in the sky, the ants on the ground  
This is the way we should all be found.  
As I look around and what I see,  
So this is what it means to be free!"

Ray looked down at his chronometer and checked the date for a mental confirmation. July 4th. "The day that started it all on Earth," he murmured. "The freedom set on that day was the blueprint of the Federation that stands today. Their plan was to free all people in a country, a continent. Little did they know that they would freedom to not only an entire world, but also a galaxy and beyond. If it were not for those men and women, what they stood for and what they did, who knows where we would be today. Their ideals lives on in me, in all of us."

Ray said a silent prayer and thank you to those long dead men and women who fought to preserve our freedom to this day. From the brave souls who sacrificed everything during the Revolutionary War to those who gave up their lives to maintain our freedom during the Dominion War. People like Gabriel Bell who gave his life and helped spur social reform, to Zefram Cochrane whose historic flight helped us finally realize our dream. "To you guys, the ones who laid the ground work for the freedom we have today." He then summoned the Roddenberry with his commbadge and beamed up to the ship.



## **ISS Reciprocity, NX25677**

An Article for USS PADD by Cmdr. Dr. Fvierrolh Deletham Taev cha'Riuurren, Imperial Rihannsu Galae, a.k.a. "Rolly"

Recently I was asked by my former commanding officer, Cpt. Jared St. Cloud, to write up an article on ISS Reciprocity. Although it would prove a daunting task to describe the ship's history in any great detail, as her XO I agreed to write a brief, unbiased introduction to the greatest ship in the USF.

During the darkest hours of the Dominion War, the three great powers of the Alpha and Beta quadrants, the Klingon and Romulan Empires and the Federation, were forced to put aside their serious differences and unite against their common foe, the Dominion, in the interest of sheer survival. It was in this tumultuous context that the Intragalactic Project began. The great powers agreed to the development of a joint space service, an experiment to foster cooperation within the fledgling alliance.

The ship selected for the first experiment in this venture was a Duv'Ashaya class Warbird. This was the prototype of the largest capital ship class in the Romulan Imperial Navy. Her 4400 foot superstructure boasted fifty-six decks, with a normal crew complement of five hundred officers, citizens of all three powers. She was powered by two massive Artificial Quantum Singularity engines, literally black holes. She was armed with twelve disrupter banks (8 fwd, 4 rear) and thirteen plasma torpedo launchers which gave her devastating firepower. The icing on this deadly cake was the Warbird's novel ability to fire weapons while cloaked.

By the time the prototype was ready, the Dominion was on the verge of defeat, so the ship's mission was changed to one of long range exploration and diplomacy in the mostly uncharted expanses of the Gamma Quadrant. Accordingly, to enhance crew morale on extended missions, Starfleet engineers modified the vessel, installing many Federation style amenities never seen before in a Romulan ship, including an enormous arboretum, a massive, luxurious lounge, and the Plaza Royale, a series of stores and restaurants similar to DS9's Promenade. The unique ship was designed to be the embodiment of the alliance, the symbol of cooperation between radically disparate civilizations: thus she was christened Reciprocity.

A unique ship calls for a unique crew, and from the beginning crew diversity was one of Reciprocity's hallmarks. The Reciprocity's crew contains Romulans, Klingons, Federation personnel, and representatives of various non-aligned civilizations. Oh, yes...to my knowledge, she is the only USF vessel commanded by an Android. Cpt. Adam Android was the third officer to command Reciprocity. He succeeded Cpt. J.P. Mendez and Cpt. Jared St. Cloud to that esteemed office. Designed to, er..."fully functional" specifications, the Captain's complex positronic brain has proved formidable to the Reciprocity's chief engineers, who have been charged with studying its endless schematics in case repairs are needed.

The diversity of Reciprocity's crew is well illustrated by a glance at her department rosters. Many of the Reciprocity's crew are human. In engineering, the rhythmic sounds of Gaelic can be heard as the two Scots, Connak (CEO) and Brighid Fionn work in the "Dungeon", as Connak calls it. Ens. LaForge, our newest crewmember also keeps the twin quantum singularities running smoothly. In Flight Ops, LtCdr. Shane Reikson (whose enemies tremble at the sight of his fighting staff) and Ens. Tom Petral also hail from Earth as does FLT. Bandit of Security. Bandit? True, every dog has his day, but only this dog gets to be the Chief of Security of a Rihannsu Warbird, heheh. The Romulan Star Empire is represented by myself (XO and CMO) and Ltjg. S'Han tr'Deidruus of Science, who is a fellow native of ch'Havran (Remus, to offworlders). The Klingon Empire's interests are looked out for by ensigns GaRan (Science) and Go'Ped (Tactical).

Various non-aligned civilizations are also represented. LtCdr. Cannon Hawke (2nd Officer and Chief of Intelligence) is a member of the Fathom, an aquatic race of which little is known to outsiders. LtCdr. KDaana (CSCI) is of the Tuatha de Dannan, an enigmatic race that associated with the Celts of Earth in ancient times. KDaana also shows an affinity for Klingon culture, to which newly promoted Reciprocityans who have been ritually jabbed with painsticks can well attest. Yes, when promoted on the Reciprocity one must face "the gauntlet". It can be a very...poignant...experience. Our Chief of Ops, Lt. Sprint Pasek, is part Cardassian, and our CTAC, LtCdr. David Cobachk, hails from Betazed. Last but not least, my distinguished medical colleague Dr. Voya Banclain is a native of the planet Ponia.

During the few years since she was commissioned, the Reciprocity and her crew have been through many... interesting... situations. We have encountered new life and strange civilizations....very strange, in some cases. Take the Aslan Heirate, for example. Please! The Aslan are an often unpleasant lot who just happen to look like oversized insects. Their technology, unfortunately, is quite formidable, and in some respects superior to our own. When we first met the cockroaches...er, the Aslan...they were terrorizing several humanoid worlds, searching for a cultural artifact known as the Vordock. The Reciprocity's crew managed to avoid war by locating pieces of the strange device on the planets in question and giving it to the bugs for re-assembly. We thus came to an understanding of sorts with the oversized arthropods, though they still remain a potential threat. We encountered their handiwork gone wrong in our latest mission. The Aslan's had invented a crude Timeship, which malfunctioned, went off course and crash landed on Qonos...in the year 810 AD, resulting in Kahless the Unforgettable's defeat at the hands of the tyrant Molor. Guess who ended up having to set the timeline straight? Heheh. Well, if I had to tell all of the Reciprocity's stories, I guess I'd be writing a book, not just an article, and I bet you're thinking this one's starting to get a bit lengthy as it is...so, I guess this wraps it up. In closing, always remember this sage advice: "Never turn your back on a Breen".

Rolly



## LARIA MOONMOTH'S LIVE REPORT

This is Laria Moonmoth, reporting live from Sector 039, Saturn's Rings. With the kick off of summer, it appears there has been a rash of romance. This reporter has learned of a wedding that happened last year and wasn't announced, as well as an upcoming wedding that hasn't really been noised about either. So, to begin my report on these weddings, I will have to back track just a little.

The USF has been known for some wild weddings and combination of couples throughout it's history, from Sierra and Alex, Tundr and Bjorn, Killian and Chago, Ariell and Alex, (different Alex), and Shane and Anora Booker to name just a few. We have coming up the nuptials of Captain Rose and her Chief Engineer, Lieutenant Commander Glack. Some of these unions have led to love and long life, some have led to ruin, and yet others still have ended in tragedy. I'm not saying that the upcoming marriage of Lyra and Jon will turn out in any particular fashion, I'm just saying that you never know what will happen when you say those words, "I do."

I'm sure you are wondering about the marriages of which I spoke, since surely one of them couldn't be the Rose/Glack wedding. Well, I will have to use other names to protect the innocent, namely, my sources. The first one happened last April. The lucky couple very quietly exchanged vows without telling anyone that it was happening. In fact, it wasn't until they celebrated their first wedding anniversary that it was brought to the attention of this reporter. Who could these two people who have enjoyed a year of wedded bliss without the interfering of busy body friends? Well, as I said, the names will be protected. But I can say this, one of them is a VERY high ranking officer.

Couple number two are known throughout the fleet by many different names. They are going to be tying the knot in just a couple of weeks. Although why anyone would want a wedding in the middle of July, well, to each his and her own. Anyway, this couple did it the right way. They became engaged two years ago and their engagement sent waves throughout the fleet. But now as the day they are exchanging their vows approaches, no news cometh forth from that direction. Does anyone else think this is odd? As to whom these two lucky soon to be newly weds are, again, I will protect the names. But one of them is known for vanity about the covering upon the head.

I just have to say, from all of us here at Saturn's Rings, congratulations to all those who are currently, and will soon be, sharing wedded bliss. So, until next time, this is Laria Moonmoth with a live report from sector 039, Saturn's Rings.



**TREK TODAY**  
**ALL THE NEWS THAT'S FIT TO PRINT!**

The following information was gathered from [www.startrek.com](http://www.startrek.com), this writer takes no responsibility for the accuracy, nor credit for writing. I'm simply repeating it here for your personal information.

#### 05.17.01 UPN President Introduces Enterprise

Describing it as "TV history in the making," United Paramount Network entertainment president Tom Nunan introduced Enterprise, the fifth installment of the Star Trek franchise starring Scott Bakula, to the world at a presentation this morning in New York. The new one-hour drama will air in UPN's 2001-2002 primetime schedule on Wednesdays at 8:00. "You all are witness to a show that guarantees instant attention, recognition, anticipation and most importantly, success," Nunan told a gathering of advertisers and affiliate representatives. That is because "Star Trek is the most popular science fiction franchise in the world."

"Set in the 22nd century, nearly 150 years before James T. Kirk and only 100 years from now, Enterprise introduces us to the pioneering days of space exploration, when interstellar travel is in its infancy, and a universe and the unknown portends both danger and awe," Nunan said. "Appropriately, the crew of Enterprise exhibits a sense of wonder as well as a little trepidation about the strange things and beings they will encounter. Being among the first to explore deep space, they will have to prove they are ready for life among the stars."

"Leading the crew is Captain Jonathan Archer, to be played by Scott Bakula of Quantum Leap and 'American Beauty' fame," he continued. "Captain Archer is the prototype for Starfleet captains to come. He's bold, intensely curious and eager to venture where no man has gone before. He possesses all of the traits that any NASA astronaut today would need to lead a crew into heavens they had only read about or studied before."

"The final frontier has a new beginning"

Nunan then ran a promotional video recounting the history of Star Trek and introducing Enterprise with the tagline, "The final frontier has a new beginning." No footage from the new show which started production on Monday was shown, but the video did include an Enterprise title treatment (as now seen on [STARTREK.COM](http://STARTREK.COM)). Portions of interviews with executive producer Rick Berman and other crew members were interspersed with clips from the previous TV shows and movies.

"Star Trek has been sort of imbedded in people's minds It's been around for 35 years now," Berman said in the video.

"There's nobody out there who hasn't heard of a photon torpedo or a Klingon or 'Beam me up Scotty' or warp speed. It's part of our culture, and I think the familiarity of it is something that is very comfortable to people."

"What's important about Enterprise is, it's a ship of exploration, and space travel interplanetary space travel is a fairly new thing in this era," said Marvin V. Rush, director of photography on the new show. "Warp drive has been around for a while, but not very long. Transporter technology is also fairly new, and while it's proven, not everybody in the world trusts it."

Regarding the interior of the new 22nd-century starship, Rush said, "The controls are more tactile, mechanical. The buttons you have to push them, I mean, they're not all touch-screens." He added, "Mankind is learning about other cultures, other spacefaring societies. It's a time of discovery, of who we really are, where we fit in, into the cosmos." Production Designer Herman Zimmerman reiterated, "This is a hundred years from now, and a hundred years before Kirk and Spock. The Enterprise that we're watching now is going to be much more hands-on for the crew." Of the show's premise, Zimmerman added, "Basically we're getting a lot of information about what's outside our [region of the] galaxy from the Vulcans." Berman concluded by saying, "Star Trek has always represented a very positive, hopeful outlook of the future, and a lot of science fiction doesn't. And I think that means a great deal to a lot of people."

During the rest of his presentation, Nunan pointed out that each spin-off of Star Trek has launched with very impressive ratings. "Every version of the Star Trek franchise takes off the launching pad at warp speed, with thrusters on full, blasting away the competition, living long and prospering." He said that UPN's decision to run Enterprise at 8:00 on Wednesdays was based in large part on the competing lineups announced by the other networks. That time period "is the perfect spot to stake a claim to the young adult audience that is vastly underserved by the other networks."

Please note: All production information is subject to change.





## **05.16.01 Enterprise Characters Revealed**

Following on from our announcement of the cast of Enterprise, the new Star Trek show, we can now reveal who the actors will be playing.

As previously announced Scott Bakula will be leading the crew of the twenty-second century Enterprise as Captain Jonathan Archer.

Rounding out his new crew will be John Billingsley as Dr. Phlox, the ship's medical officer, Jolene Blalock as the Vulcan first officer T'Pol, Dominic Keating as weapons man Malcolm Reed, Anthony Montgomery as the navigator Travis Mayweather, Linda Park as communications officer Hoshi Sato and Connor Trinneer as the engineer Charlie Tucker. Coming soon, STARTREK.COM will be posting the full biographies for each actor. Please note: All production information is subject to change.



## **"Introduction" by Galex of Ferenginar SD 60106.21**

Well, look at me, I'm a "staff writer" for the USF PADD! Finally, after much negotiation and haggling with the editing staff, we've settled on my fee, and I've begun putting together something resembling a Reviewer's Column. As only a few of you may know, I am owner of Galex's Entertainment Complex on the Plaza Royale (Deck 4) of the ISS Reciprocity, exploring the vast reaches of the Gamma Quadrant.

More information on me can be found at the web address

"<http://hometown.aol.com/USFAndroid/Galex/Galex1.html>" for those of you interested. You may send me mail at "[GalexFerenginar@yahoo.com](mailto:GalexFerenginar@yahoo.com)".

Briefly, my background includes once owning a casino resort at Outpost Cousteau (of which I sold half to Morgan Silver). For a while I was the Ferengi Ambassador to the Federation aboard the USS Aldrin (but I stayed out of the limelight - my personal opinions of Zek's last days kept me "in trouble" back home). I've since returned to my true love, entertainment venues, aboard the Reciprocity.

But enough of that. What you want to know is what the heck I'm doing writing for the PADD. Well, you see, I have years of experience in the holodeck entertainment industry (and many friends in production and manufacture of holodeck programming and technology), and I've been asked to share my opinions on various programs and facilities available throughout the Federation and its allied systems.

Now, first let's clear the air. Yes, I'm an old Ferengi, living by the original Rules! of Acquisition (not those "watered down" rules put out by the aging Nagus, Zek, and his senseless choice of successor, Rom). I believe that, just as stated in Rule Number 69, "Ferengi are not responsible for the stupidity of other races," so I don't expect all of you to share my opinions. Doesn't matter, mine is the one I'm getting paid lots of latinum for.

I will be accepting requests for my review of Holodeck programs, but the order in which I review them will be at my leisure, and the opinion I give back may not be what you expected. For my first review, I chose "Grave Robber" produced by AdventureScope HoloPrograms (owned by Shronk-Galex, LLP), and rated by the Federation as suitable for teen-plus audiences.

In this Holo program, the player assumes the role of an adventurous archaeologist searching ancient burial sites for forgotten treasure. My kind of job, or so I thought! But there are undead monsters (I still get shivers thinking about those!) and burrowing beetles (and they taste nasty!), and traps for the unwary (watch your step!), and puzzles for the brainiacs (yeah, right!). You really must maintain all of the safety precautions or you could end up very hurt! The program comes with automatic "Game Over" shutdown routines when the player would be "killed", but they can be overridden by the industrious suicidal players.

The idea is that you kill the monsters, avoid the beetles, disarm the traps, solve the puzzles, and eventually find the treasure. Too much work for me, but lots of fun (if you use the "cheat codes" - available for an additional fee from the producers).

My recommendation is that everyone could enjoy this game adventure since it has varying levels, randomly generated "dungeons" and monsters and traps (there's a different game every time you load the program!). You can save your progress so that you can pick up where you left off, and the pile of treasure at the end is fabulous (if only it weren't a hologram!)

Everyone should go out and buy this program. It sells for only 135 Federation Credits, the Cheat Codes booklet sells for 25 Credits, and the Game Guide for 10 Credits. All are available from AdventureScope HoloPrograms (a subsidiary of Shronk-Galex, LLP).

Galex of Ferenginar!  
Liaison of the Plaza Royale Merchants' Association  
Deck Four, ISS Reciprocity  
GalexFerenginar@yahoo.com



The following are a series of stories written by a respected member of the USF.

## **Subject: A Letter Home**

### **From: Byrk Grey**

Byrk sat at the desk of his guest quarters and began to write out a text message to the Roddenberry.

"Dear Kate,  
Everything is going as expected for now. I have yet to see the Federation Capital Building as promised. When I beamed down, I materialized outside the StarFleet Intelligence Building instead and was greeted by a grouchy Admiral Neychev. She took me inside under guard to talk to a Commodore Harris. The fact that he is telepathic and empathic doesn't strike me as a coincidence. We talked for over two hours about my home planet's history and such. After that he had some escorts take me to this comfortable room where I guess I am staying for now. I believe he is talking to that Admiral Neychev woman now about me. Back when you picked me up from Cervith I never knew how strong of a word Hate was. Now I know. I have seen much fear and hatred when people look upon me. And all I have are a couple visible features that are similar to Borg.

For the short time I was on the Roddenberry, I was able to show you and the others that I was sincere. Now I have to do it again, but I don't know how that will happen. It will take much longer to do I'm sure. I feel that the test I took with you went well, but I haven't gotten my results back yet. I wonder how much longer it is going to be. I hope you and the others are doing well, no one here has told me where you are and what you are doing. I hope you can come back soon.

Say "hi," to the crew for me,

Sincerely, and with Love,  
Sugar"

He opened a subspace channel and sent it to the Roddenberry. And now all he had left to do was wait.



## HERE ON EARTH

### PART 1: PRE-JUDGEMENT

Byrk rematerializes from the grip of the Roddenberry's transporter outside of the StarFleet Intelligence Building. He looked to the top of the building and saw the logo.

There must be some mistake. I was supposed to go to the Federation Capitol building, he thought.

He was about to call the Roddenberry when he saw three StarFleet officers approach him. Two of them were Security Lieutenants and were armed with hand phasers walking on either side of the third. The middle officer was an older lady, blond hair that was lightening with age and wore the rank insignia of an admiral.

Byrk did not move as the three of them approached him. She briefly looked at the PADD she carried.

"Mister Grey." The admiral stated, a remark of confirmation instead of a question.

"Yes admiral." He returned in proper etiquette. So this is how it is going to be.

"Greetings and welcome to Earth and Starfleet Headquarters. I am Admiral Neychev," she said offering a hand to shake with his.

"Hello Admiral, it is nice to meet you," he said with a smile shaking her hand.

"I thought I was going to visit the Federation Capitol," he said, feigning perplexity. He knew what was going on. The PADD in her hand no doubt contained all the information StarFleet had on him, which meant they took the files from the Roddenberry, and have probably asked some questions too. And if they asked them questions, then they no doubt had some questions for him as well.

"You are. Things have been busy around here the past few days. I'll take you on a tour of the building later on, but we have some things to take care of here first." She said pleasantly with a smile.

Uh huh.

Byrk new that it was all a lie. They just wanted to get a look at him and give him tests and evaluations to see why he was really here. In their minds a 1000 year old man with life supporting and enhancing implants could be only one thing... a current or past member of the Borg.

Caution was one thing, but plain and simple skepticism and pre-judgement was another.

Will anyone ever be able to look at me and not see a threat to the Federation?

Byrk decided to go along with it for now. He was going to have to do it sooner or later, might as well get it over with.

TBC In future installments.



## Main Engineering

Greetings ladies and gentlemen,

You may not know me but I play an engineer online.

My name is Maximillion, and I'm an addict.

It all started pretty innocently just a roll here, and then a roll

there... next thing I know, I'm hard lining with bailing wire and coat hangers. It's bad, but it's good too. What I'm



talking about is Duct tape.

I know a lot of you are asking, is he out of his mind? What is a highly technically trained engineer doing with duct tape? Well, honestly, everything. It's great! I mean, let's face it. No matter what you're doing, or where you're going, duct tape will come in handy. Now many of you bridge bunnies never get your hands dirty. It's always engineering who has to repair the EPS conduits. We're always who you call for more power. We're always the ones who have to get the replicator working after you guys have tried to get it to reproduce a combination of Romulan and Aldeberaan ales. And how do we accomplish so much, with so little? DUCT TAPE!!!

Imagine if you will, the ship is rocking from multiple hits by incoming torpedoes. It's getting hammered by phaser fire. Guidance controls are out. Engines are about gone. Dilithium crystals are cracked. Who do you turn to, when you need someone to save the day? The Captain? That's who gets us into those messes! the XO? They're trying to get the captain killed so they can get command of the ship! Science? Forget it, they've already analyzed the outcome of the engagement, and decided that we've lost, and they're sneaking for the life pods. Hmmm, we won't even talk about the rest of them. Nope. It's always the Engineers that have to save the day. And how do we do it? With DUCT TAPE!!!!

For instance say you have a certain retired Admiral (no names please) prowling around your engineering department looking for a big red button to push. What do you think we use to keep the cover on it? INDUSTRIAL STRENGTH DUCT TAPE!!!! How about when the guidance matrix has snapped in half, and you're all about to crash into a sun about to go super nova, and you find out that the backup doesn't work? Well, DUCT TAPE IT! How do you get the tactical console to stay up on it's mounting after your Brikar security officer snapped it off and hit someone over the head with it? DUCT TAPE!!!! And you know It's useful for other things, too. For instance, are you tired of the Vulcan Ambassador being just a little too logical? That's Right, DUCT TAPE HIM!!! Of course, that will start a minor intergalactic incident that could possible destabilize the Federation, but, hey, it'll keep ol' pointy ears quiet. Now I hope that by the time you've read this, you've come to understand that there are fewer more versatile and handy items for a true engineer to carry than a roll of duct tape.

Next Issue: Bubble gum and Bailing Wire.



## **"Sense of Values"**

### **by Galex of Ferenginar**

### **SD 60106.22**

Hi, it's me again, your friendly Ferengi entrepreneur. This time I'd like to talk about something dear to my heart: money! There are many different types of money used in the Federation and it's aligned systems. We'll discuss several of these and their exchange rates in this article.

Of course the standard in the Federation is the Federation Credit. The Credit was created in 2161 by the founding worlds of the United Federation of Planets, and its value was permanently stabilized in 2275 to prevent erratic exchange rates. Credits are accessed by retina or fingerprint verification along with an ID code. However, the need for cash has not diminished with time, and to this end a cash system was established in 2200. Tokens of 1, 5, and 10 credits were created, color coded as copper, silver, and gold, respectively. Notes of 1, 10, 50, and 100 Credits were created but were given blue colors with their denomination marked on the corners. All forms of cash were molecularly encoded to prevent counterfeiting by replicators.

On Klingon controlled worlds, the Empire still stubbornly clings to their Darsek, which works virtually the same as the Federation Credit. A person's Darsek account is accessible by thumbscan or genetic scan. Physically, the Darsek is a coin with the insignia of the Klingon Empire on one side and the denomination on the other. Like most other

physical currencies, the Darsek is encoded with an unreplicable pattern and can be verified with a personal scanner. Darsek coins come in denominations of 1, 5, 10, 25, and 100.

Many worlds still hold to the once universal standard of the Issik. The Issik was originally created by the Orions as a method of exchange in the Rigel system and surrounding area. Although the Orions joined the UFP in 2240, the Issik lasted because of the respect afforded the unit. Although not as common as Latinum or Credits, it is generally honored at most large establishments or services. The Issik is available as computer data, much like the Federation Credit or the Klingon Darsek, and is accessed by some form of ID scan. Physically, an Issik is a 15 mm square crystal memory chip that contains a secured financial verification code that comes in units of 1, 10, 100 and 1000, with the denomination engraved on the chip cover.

But still, my favorite of all, is pure Latinum! It is considered valuable because it is a pressure crystallized alloy of Platinum and Gold. It cannot be effectively replicated because of the nanoscopic patterns placed in the matter by the crystallization process. It must be painstakingly crafted in secured plants (most of which are on Ferenginar). Verification of Latinum is available through scanners similar to those used to verify other forms of currency. This valuable metal is available in 3 standard forms, bars, strips, and slips. Bars are ingots 1 cm by 5 cm by 10 cm. Strips are somewhat smaller at 1 cm by 2 cm by 8.3 cm. Slips are generally the same width and length as strips, only just a few millimeters thick. Because it cannot be electronically stolen or traced, it is favored by many merchants and patrons preferring to remain anonymous.

Now, for the Exchange Rates. Please note that Exchange Rates vary from moment to moment (and many investors risk their fortunes on the rising and falling of these rates). The approximate median rate is as follows:

#### Approximate Exchange Chart of Interstellar Commerce (Relative to Federation Credits - Cr)

1 Darsek = 3 Cr

1 Issik = 0.2 Cr

1 Latinum Bar = 30 Cr

1 Latinum Strip = 10 Cr

1 Latinum Slip = 2 Cr

( Galex wishes to give credit to the "Memory Alpha Movement" as provided by Joseph M. Osborne from whose website this information was taken. The Memory Alpha Movement is "a Public Data System" and can be found at the web address [http://sac.uky.edu/~jmosbo0/Mem\\_A/mem\\_A.html](http://sac.uky.edu/~jmosbo0/Mem_A/mem_A.html) )

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## **TRIVIA**

Long time and no see folks

Well here it is:

July 2001's TRIVIA!!!!

In continuing our past theme of featuring two officers of Starfleet, we are proud to present Deana Troi & Beverly Crusher!

**Deana Troi**

1. Q- What are Diana's parents names?
2. Q- What is Deanna's favorite food?
3. Q- What year did she graduate from Starfleet Academy?
4. Q- How many times has she filled in on helm?
5. Q- How many times has she crashed the Enterprise?
6. Q- What was the name of her Betrothed?
7. Q- What was Deanna's older sister's name?
8. Q- In various episodes how many children did Deanna have?
9. Q- What was Deanna Troi referred to as, in the holodeck program designed by Reginald Barclay?
10. Q- What was the first episode that Deanna Troi appeared in?

**Dr. Beverly Crusher**

1. Q What position did Dr. Crusher hold on the Enterprise?
2. Q What year was she born?
3. Q What year did she graduate from Medical School?
4. Q What is the name of her husband?
5. Q What is the name of the person that introduced them?
6. Q What was Beverly Crusher's nickname?
7. Q What is Beverly Crusher's maiden name?
8. Q What year did Beverly Crusher become the head of Starfleet Medical?
9. Q What was the name of the Trill that she fell in love with?
10. Q What doctor did Beverly server her internship under?

Bonus Question:

Q What are the names of the plays that she wrote for her amateur theatrical group?

## **ANSWERS TO TRIVIA**

Deana Troi

1. Q- What are Diana's parents names?  
A- Lwaxana Troi, and Ian Andrew Troi.
2. Q- What is Deanna's favorite food?  
A- Anything with Chocolate
3. Q- What year did she graduate from Starfleet Academy?  
A- 2359
4. Q- How many times has she filled in on helm?  
A- Twice, both in Generations.
5. Q- How many times has she crashed the Enterprise?  
A- Twice, both times she sat at the helm.
6. Q- What was the name of her Betrothed?  
A- Wyatt Miller
7. Q- What was Deanna's older sister's name?  
A- Kestra Troi
8. Q- In various episodes how many children did Deanna have?  
A- Three, Once when she was impregnated by an unknown life form in our universe, and twice by Worf in another reality.
9. Q- What was Deanna Troi referred to as, in the holodeck program designed by Reginald Barclay?  
A- The Goddess of Empathy
10. Q- What was the first episode that Deanna Troi appeared in?  
A- Encounter at Farpoint.

Dr. Beverly Crusher

1. Q What position did Dr. Crusher hold on the Enterprise?  
A Chief Medical Officer.
2. Q What year was she born?  
A 2324
3. Q What year did she graduate from Medical School?  
A 2350
4. Q What is the name of her husband?  
A Jack Crusher
5. Q What is the name of the person that introduced them?  
A Their friend Walker Keel
6. Q What was Beverly Crusher's nickname?  
A The Dancing Doctor
7. Q What is Beverly Crusher's maiden name?  
A Howard
8. Q What year did Beverly Crusher become the head of Starfleet Medical?  
A 2365
9. Q What was the name of the Trill that she fell in love with?  
A Ambassador Odan
10. Q What doctor did Beverly server her internship under?  
A Dr. Dalen Quaiice

Bonus Question:

- Q What are the names of the plays that she wrote for her amateur theatrical group?

A Something for Breakfast, and Frame of Mind.