

# The PADD

July 2008

Star Trek XI News  
Leak!

Get Tips to Improve  
Your Simming! USF Cookbook  
Gets an Andorian Delecacy!

Hello Everyone!

Did you have doubts that we would be back this month? Of course you didn't! The new team of the USF PADD do not disappoint! Through rain or snow, thick or thin, solar flare or gamma ray burst, we get the PADD out on time! This week you've probably noticed a new cover – every month, you'll be treated to new mind-blowing planet art! You'll also notice the second installments of our popular series Temporal Leaps, USF Photoshop Tutorials, USF Movie Reviews, and the USF Cookbook! But that's not to say it's the same old same old: Carissa Hunter's here to help everyone, new and experienced simmers alike, become a little more proficient at their posts with her new column "USF Simulation Tips", and Mike Carrick has written a little to show us all how hard a fight it truly is to be a Star Trek fan in a European country! Although communication issues keep us from publishing an article from Sector 039 this month, we have more than enough articles to make up for it, including a massive collection of spoilers for the next Star Trek movie we've compiled in our Star Trek News section! Oh oh oh, the anticipation! Is it getting to you? Well don't let it! Read on, and...

Stay Frosty,

Lieutenant Commander Havraha cha'AAnikh

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# Star Trek News

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## Star Trek – The Prequel AKA Star Trek XI - The Academy Edition

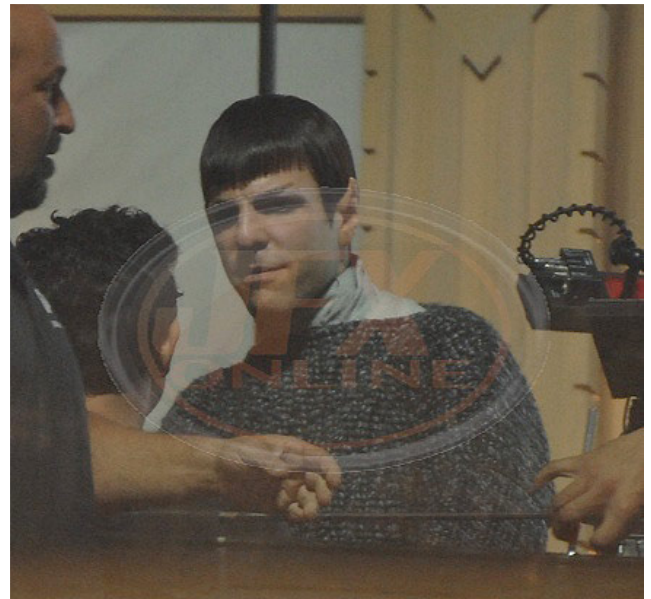
SPOILER ALERT!!!! SPOILER ALERT!!!!



Hello fellow USF'ers... please don't read any further if you don't want any spoilers. For those of you interested in knowing a bit about the movie there is an article that came out of Ain't it Cool News where Harry Knowles was able to get a sneak peek of the movie. Enjoy!

### SO – WHAT DID YOU SEE HARRY?

*Not much. Maybe 7 minutes in all. He showed me a scene of Ben Cross (Sarek) & Winona Ryder (Amanda Grayson) cradling a baby Spock on the surface of Vulcan. A baby with Spock ears is kind of amazing to look at. But there was no dialogue here, and Vulcan wasn't really there yet – what was there was a great rock formation that kinda reminded me of that wonky mountain/cliff thing from ARENA / BILL & TED. That said, it wasn't the ARENA formation – and JJ said that zero effects had been done on this yet – so the lighting wasn't right, the sky wasn't right and there were no angry volcano type things or structures in the background, but he assured me... it'll all look very Vulcan when it is done.*



*The next scene was a really nicely completed visual effects pass of a pre-Enterprise Federation ship from about 25 years before the Enterprise. I've no idea how this fits into the larger story, same with the Spock baby stuff. But this effects shot had a completely different space feel than anything I've seen before from STAR TREK or STAR WARS. The shot began on a small part of the ship, then craned back and over to reveal the ship coming into a larger shot of the ship seemingly orbiting a really angry sun. The shot was absolutely dynamic as the star was seemingly raging – and we cut to the interior of the ship – it was very shadowy and very much like that of an old diesel submarine – JJ told me that the look was an evolving look for Star Fleet – so that you could get a sense of the passage of decades here. Once again though – I didn't see the end of the scene or really get a sense for what was going on.*

*I really like the dynamics and tone of this Space shot – very much not like something I'd seen before – although it was Star Trek, because the ship was a saucer, with a nacelle above and below the saucer. It just felt aggressive and frankly... badass.*

*After that – He reiterated that the effects were nowhere near done, blah blah blah – but it looked damn good.*

*After that shot, JJ wrestled with what else he had that he could show. Talking with his partners in the room – he didn't know quite what to show. Yoko and I just looked at each other – we were kinda like deer in the headlights – just waiting to absorb whatever was shown. At this point I was a bit anxious because while I liked the first two clips – they didn't really show anything recognizable to the timeline of Trek that I knew.*

*That's when JJ had his "EUREKA" moment – he didn't actually say "EUREKA" – but he knew what he wanted to show. He went over to the big Editing computer thingamabob and was trying to get something up, he pulled up a scene that looked like it was shot in an enormous hanger – There looked to be well over a hundred Starfleet graduates standing in the center of the room – with a couple of shuttlecrafts (old school) that looked like they were ready for boarding... the voice over was basically assigning cadets to the ship they would be serving on. The shot was huge, but oddly sparse... that's when the editor said they had a newer version of the scene and then worked with JJ to pull it up.*

*Oh Wow.*

*The newer version was much much grander. It feels as though some Intergalactic Pearl Harbor has happened and all the cadets are anxious to get underway. You'd see cadets running to meet their shuttles – and as shuttles filled up, they took off to take their crews to their respective starships. They hold on the long shot – we hear Leonard McCoy being assigned to the Enterprise – You catch Uhura being assigned to a place... not the Enterprise. You see Chris Pine as Kirk demanding to know why his name wasn't called out – apparently Kirk is in trouble. You remember that Kobayashi Maru thing he got a commendation for creative thinking for? Well, he isn't smiling about it here. It seems his entire future career in Starfleet is in jeopardy – and he might miss out on whatever is going on. In a way it plays like the reality of legend. The truth behind the mythology of Kirk's youth. How is Chris Pine? He's young. The scene I saw wasn't a strong KIRK scene, but a proto-KIRK scene. To see a character called Kirk that isn't comfortably calling all the shots is a bit strange, but welcomed at the same time. I can't wait to see how JJ takes the character and thrusts him into "greatness" – which has to happen in this film.*

*But then there's McCoy – when you see McCoy... you'll realize how metaphysically perfect Karl Urban was for the casting of the character. He's got that right cantankerous, best buddy, ethical, but anything for his friend type of doc attitude – and he has it down pat. He's helping Jim to get onto a ship, but in a million years I wouldn't spoil that. It's funny, without being ridiculous. And it begins to exhibit the early kernels of a classic Bones/Kirk interaction. Best friends with a history – and perhaps this moment is a key moment of that history. The favor that launched a career? Perhaps that is what I saw.*

*We see Uhura confront Spock regarding her assignment to NOT the Enterprise. Zoe Saldana doesn't look like the Uhura we knew – she looks young and hungry, confident and determined. And Spock... perfect.*

*It all ended with characters arriving on the bridge, under the command of Captain Pike. Sulu was at the helm – and the bridge. And the uniforms... Classic Trek. Nice. Then for the first time in the history of Star Trek, it looked amazingly functional. It echoes that classic Trek look – but imagine if you handed that design to the folks at APPLE and said... Make it really work. I instantly believed in the functionality of everything. That's hard to quantify, but it is true. Remember when you saw the war room underground on Hoth in EMPIRE STRIKES BACK? How it just felt functional – that's what this looked. And it looked Star Trek, without looking as cheap as Star Trek. It was a tech-fetishists wet dream.*

*I will say this – I've no idea of what this is going to be, but I got a sense of what JJ is up to. He's very much reinventing it – the way Robert Wise did – and at the same time – he's directing the actors with an energy and an aliveness that we haven't seen. This was exciting, yet strange and it felt somehow... real.*

*We've got FOREVER till we see this, but it is looking pretty sharp, even in these incredibly premature days. JJ and crew have so much work to do on the film – this isn't like regular Trek where the set moments had very little post work, here – with a grander scope to the Trek Universe – every moment is enhanced to take us into the future. And it's a future based on where our current technology is – and a leap forward from here. I think that's the greatest reason for this. Since STAR TREK, the technology of man has taken some pretty amazing leaps. This is a Trek future more in tune with the present we have and the future that would come from where we are now. That said, I can't wait to see more.*

To see the full article go to: <http://www.aintitcool.com/node/37248>

## **Star Trek the Experience Warps out!**

That's right USF'ers the one place in the galaxy that one could be totally absorbed in all things Trek is closing its doors in September. Here are 3 reports one reported by Commodore Keiri Clemens from Trek Today.

*The rumors have unfortunately proven to be true and Star Trek: The Experience is closing after an eleven-year run.*

*As reported by [fox5vegas.com](http://fox5vegas.com) and [TrekMovie.com](http://TrekMovie.com) although its contract runs though the end of December, The Experience will be closing on the first of September.*

*In a press release, operations manager*





*and director of marketing Chad Boutte said "Hailing frequencies open. We'd like to thank all the fans and friends of Star Trek, whose constant and amazing support we've enjoyed throughout our tenure at the Las Vegas Hilton. As we boldly go into the futures that await, know that we take your love of 'Star Trek: The Experience' with us. We share the memories of time spent in the most unique place in the Galaxy, and we carry those memories into our futures with us. Live long and prosper. Hailing frequencies closed."*

*Negotiations between CBS, Paramount, Cedar Fair (owners of The Experience and the Hilton failed to keep the attraction open. The Hilton Hotel felt that more money could be made using the space for something other than the Star Trek attraction. Even the hope of attracting more fans with the upcoming release of Star Trek XI wasn't sufficient to save The Experience.*

*Robert Picardo (EMH) was not surprised by the news, as reported at [SyFy Portal](#). "The hotel changed hands, and [the new owners] have been eyeing that large amount of retail space lustfully for some time," he said. "It breaks my heart a little bit to no longer be my own theme park ride. Once you have an action figure for years, there are only a few ways to go up, and being a theme park attraction is one of the only ones."*

Here is the second article...



*Star Trek: The Experience is closing, but there is a small glimmer of hope for the future.*

*As reported by [reviewjournal.com](#), more information is coming out regarding the closing of Star Trek: The Experience and attempts to find a new home for it.*

*"I know they are definitely investigating other Las Vegas possibilities [for The Experience]," said Leslie Ryan, a CBS representative.*

*Fans are hastening to visit before the doors close for good. "We are going to have our flood of fans returning," said Chad Boutte, marketing director for the attraction. "Over the last three days, I've responded to over five-hundred and seventy e-mails from fans alone." Some of that flood of fans may occur during a 'Star Trek' convention slated for August 6-10th, just several weeks before The Experience will close for good.*

*Other fans are mourning the loss of the unique attraction, as reported by [TrekMovie](#). Steven Biggs, who worked at The Experience until 2002, playing the part of Kralk the Klingon, was instrumental in encouraging fans to contact CBS and Cedar Fair in hopes of keeping The Experience alive. "I was hoping to nudge them," he explained. "But now that it is decided...that's it." He added that he understood that it was a business decision, but "...it was the last bastion of Star Trek and a great presentation of the whole forty-year history of Trek, and I just didn't want to see it go."*

*It is still unsure which of the three organizations responsible for the attraction; Cedar Fair, the Hilton or CBS, was responsible for the decision. It was suspected that the Hilton might want to find a more profitable use for the space now used by The Experience but according to Hilton spokesman Ira Sternberg, "I think it was really a decision from their [Cedar Fair] end, not a decision from our end."*

And as reported by Commodore Keiri Clemens from <http://trekmovie.com/2008/06/29/star-trek-the-experience-closing-in-september/>

*In May TrekMovie [first reported](#) that the future of the [Star Trek The Experience](#) at the Hilton Hotel in Las Vegas was in doubt after its contract ended in December. Recently [we reported](#) that talks were continuing to the end of this month, but apparently a decision has been made in the last couple of days and the contract will not be renewed. After over 10 years in operation, The Experience will close its doors in early September.*

*An official announcement is expected early this week, but multiple sources have confirmed with TrekMovie that the decision to close The Experience has been made. Negotiations between CBS, Paramount, Cedar Fair (owners of the Experience) and the Las Vegas Hilton went on longer than originally expected. There was hope that the new Star Trek movie coming in 2009 would help boost attendance, which has been in decline, but not all the parties could come to an agreement. Apparently the Hilton Hotel was the biggest holdout, convinced more money could be made using the space for other purposes.*

*Employees at The Experience are being informed today of the decision. A press release may be issued as early as Monday morning. The final date is likely to be in the first week of September, after the Labor Day weekend holiday. Although the contract for The Experience ends December 31st, Cedar Fair is required to completely vacate the premises by that time so they will need the time to clear out. No word yet on what will happen with all the rides, replicas and costumes, but all the original props and costumes will be returned to CBS.*

*The closure of Star Trek The Experience have no effect on [the official Creation Star Trek convention](#) being held August 6th-10th at the Las Vegas Hilton. The attraction will be up and running during the event and is likely to spur additional sales for the convention as Trekkies visit it one last time (or for those who haven't yet checked it out, their first and only time).*

*Officials from CBS & Cedar Fair have not returned calls or emails yet on this late breaking story. As more information comes to light, TrekMovie will provide updates.*

*UPDATE: Officials with CBS have confirmed the story and say a release from Cedar Fair should be forthcoming soon.*



## Trek the Halls!

First off a thank you to Commander Maeve for the title of this sequence, thank you again Commander. Last month we reported about the licensing that was released by CBS for manufacturer's to begin creating more Star Trek based toys. So, if you're still that Ferengi with a purse full of latinum... here are this year's holiday Star Trek ornaments offered by Hallmark. And yes we know the holidays are months away but you know, its Sum-istmas. Just be happy the Halloween candy isn't out...mmmm candy corn.



### **TOS Communicator - \$18.50**

Features working lights and sound effects and communicator conversations.

### ***U.S.S. Reliant (from Star Trek II: The Wrath of Khan)* - \$32.00**

Features lights, no sound.



### **Trouble With Tribbles - \$28.00**

From the *TOS* episode 'The Trouble with Tribbles,' features the voice of Captain Kirk.

For more information visit <http://www.trekunited.com/news/content/view/1006/80/>

## Star Trek XI Teaser Posters Released!

Recently, the new Star Trek movie's website, [www.startrekmovie.com](http://www.startrekmovie.com) in case you're wondering, was updated with downloadable desktop wallpapers serving as teaser images for some of the film's main characters. Within it, we have featured Zachary Quinto as Syllar with pointed ears... or... Mr. Spock, Chris Pine as a daring and slightly malevolent-looking James Kirk, Zoe Saldana as that woman that no one-can-ever-remember-her-entire-name so we'll just call her Uhura, and Eric Bana who must be getting paid a lot of money to try and look menacing with face paint on. Of course, you can visit the site yourself and download the appropriate resolution images for your desktop, but until then we'll just post the tiny ones here. One cool thing about the posters is that, when placed together, they begin to form the delta. Unfortunately, I couldn't duplicate the phenomena perfectly for our article, so I guess you'll have to check them out for yourself at the website!



## Star Trek Online Screenshots Revealed

In a world where massively multiplayer online role playing games (MMORPGs) rule the computer gaming realm, it's not hard to see how popular sci-fi franchises can get carried over. Five years ago, Star Wars Galaxies was released to critical acclaim, only to be

changed and ruined by its very creators midway through its lifespan. With The Matrix Online released and Stargate Worlds in production as well, it's not hard to wonder when our favorite Sci-Fi franchise, Star Trek, will get its own MMORPG. Well, it's been in development for well over three years actually, with much of its concept art and code developed by Perpetual Entertainment. Unfortunately, following a bevy of lawsuits and other mishaps, all assets except for code were transferred over to a new development studio.

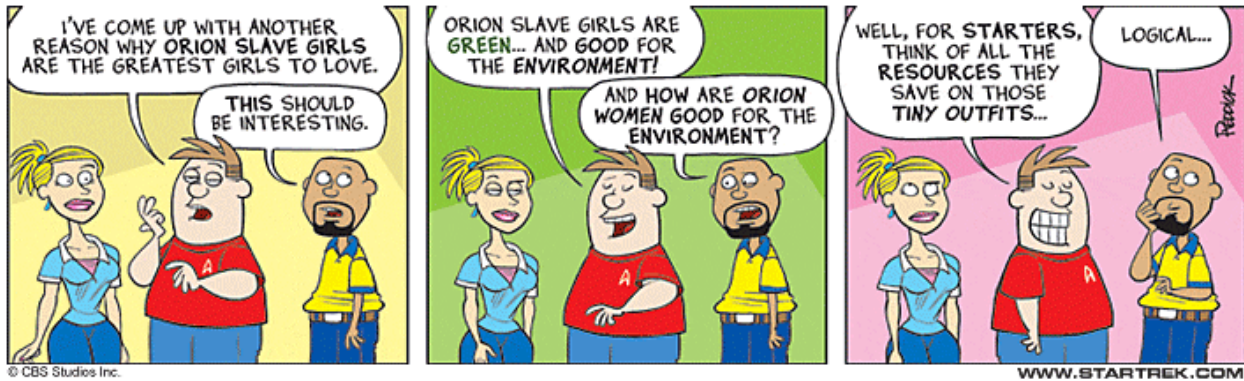
Happily, in recent days, Cryptic Studios (the creators of the popular MMO "City of Heroes") has announced that it was they who earned the rights to develop Star Trek Online, and their announcement didn't come empty handed. Their website, [www.startrekonline.com](http://www.startrekonline.com), comes complete with a screenshot gallery of their engine in action, and we're treated to several landscape and spacescape shots. Although no actual character models can be seen yet, we can see a familiar Star Trek base and a mushroom laden alien world, along with Cryptic's press release that states that the game will take place in "the 25<sup>th</sup> century" and allow you to play as either a Federation officer or a Klingon warrior. Also interesting to note, the background on their website features what looks like concept art of several Federation officers under the command of a distinctly Klingon captain. Will it prove true that Klingons and Federation officers will be able to play along with each other on the same ships? We'll have to wait and see. In addition, an entry on the site proclaims that gameplay footage will be released in the coming weeks, so we'll certainly have more to show you on this title next issue of the PADD. For now, check out the website yourself for the screenshots in full size.





## The Trek Life

Read it at [STARTREK.COM](http://STARTREK.COM)!



# USF Movie Review

With Rear Admiral John Styre, Fleet Captain Rylan J Hirsch, Vice Admiral Ahrele, and Lieutenant Commander Havraha cha'AAnikh



Good Morning, Afternoon or Evening movie fans!  
We're back for another JAM PACKED issue of the USF Movie Review, and we've added a new reviewer to our ranks, Vice Admiral Ahrele! We've got so many movies to review, we better go ahead and get started! If you'd like to contribute please send us an email at [USFPADD@gmail.com](mailto:USFPADD@gmail.com) with "Movie Review" in the subject. Lights! Sound! Action!



**Havraha:** Okay ladies...

**Havraha:** Is this all of us?

**FltCptRJHirsch:** That is all of us!

**CommodoreStyre:** Hello, friends.

**FltCptRJHirsch:** Do you know how hard it is to get a Rear Admiral, a Vice Admiral, and a LtCmdr together!

**Havraha:** Excellent, well, I guess we'll start, then. This is the July issue of the USF Movie Review .... with Ahrele joining us!

**Havraha:** Say hi Ahrele.

**FltCptRJHirsch:** ::does his impression of Kermit:: yaaaahhh

**Vice Adm Ahrele:** Hello

**Havraha:** Annnd we had a TON of movies this July. More than we could all see, I think!

**Havraha:** First up, though, I'm pretty sure plenty of us went to go see Wall-E. Thoughts?

**FltCptRJHirsch:** It summer time to go to the movies.

**FltCptRJHirsch:** Wall-e it's PIXAR the CG was of course wonderful

**FltCptRJHirsch:** The story... took a little getting used to because of the lack of dialog.

**Havraha:** Unfortunately I missed out on Wall-E. Something about a cartoon about fat people destroying the earth and pro-environmentalism wouldn't muster the rest of my family to accompany me.

**Havraha:** Right right, well that was the appeal of the show, wasn't it? I mean it was to me.

**FltCptRJHirsch:** They were skinny at first, it was the environment that made them change.

**FltCptRJHirsch:** No, the appeal for me was that it's Pixar

**FltCptRJHirsch:** nothing more, nothing less.

**Havraha:** To me, the appealing thing about that movie was how they could tell a story, and a comedy at that, without dialog. Which would of been a pleasant change, methinks.

**Havraha:** GAH, I'm so tired of Pixar though. Every movie seemed to be based around how much "families need each other". So in that way, this was a breath of fresh air.

**FltCptRJHirsch:** But they were a family... in the end. The little cockroach, Wall-e and Eve.

**Havraha:** Though I guess they traded "families need each other" to "robots need each other". Le sigh.

**FltCptRJHirsch:** By the way that was one heavy duty cockroach.

**Havraha:** Styre and Ahrele, did you catch the film?

**CommodoreStyre:** Nope.

**Vice Adm Ahrele:** Nope, I haven't seen that one yet.

**Havraha:** Ah, alas, looks like you'll be rating this one alone, Hirsch. What ya give it?

**FltCptRJHirsch:** Thumbs up, would pay night time admission prices.

**Havraha:** Environmentalism and all?

**FltCptRJHirsch:** Hey, I'm pro earth

**Havraha:** Well I think we should destroy the Bahamas and put in a Wal-Mart.

**Havraha:** .... thats a joke, of course. Wal-Mart sucks.

**Havraha:** Moving along...

**Havraha:** Several other films I know of... how many of us went to go see Hellboy 2?

**CommodoreStyre:** I did.

**FltCptRJHirsch:** Nope

**Vice Adm Ahrele:** Nope

**Havraha:** Excellent, then. You and me, Styre, let's do this. It's WAR! With a GOLDEN ARMY! GRR!

**Havraha:** I thought it was good, actually. I surprised myself, I guess. I'm usually more ... angry, when comic book movies don't take themselves seriously.

**Havraha:** But it worked out in this one, I think.

**CommodoreStyre:** I was a bit surprised by the shift in tone from the first one.

**CommodoreStyre:** I think they took the sitcom relationship stuff a bit too far.

**Havraha:** Certainly. We went from Nazis deep in the occult, to fairy tale monsters, eh?

**USFRobbClemens:** So what guys... are you saying it's a comedy in disguise?

**Havraha:** EGADS, it was HILARIOUS.

**Havraha:** Which I didn't expect.

**CommodoreStyre:** I also thought Selma Blair was horrible.

**Havraha:** Selma Blair ALWAYS acts like that though.

**Havraha:** LOL

**CommodoreStyre:** But apart from that, I really enjoyed it.

**CommodoreStyre:** It was operatic in tone.

**Havraha:** It was certainly action packed, and the use of



animatronics with CG reached PERFECTION ... but ...

**CommodoreStyre:** Guillermo Del Toro didn't show \*any\* restraint in the imagery and I loved it.

**Havraha:** Various scenes, including a German ghost in a suit in the locker room, and a certain scene involving Barry Manilow karaoke... oh, SO stupid...

**Havraha:** but it WORKED somehow, I cannot explain it.

**Havraha:** I generally HATE stuff like that, but I guess the writers understood how goofy it all looked, so it was able to take itself pretty light and add quite a few laughs here and there.

**Havraha:** The first Hellboy, however, was still better.

**CommodoreStyre:** I'm not sure which one was better.

**CommodoreStyre:** This one had more to say.

**Havraha:** That's true. Certainly true.

**CommodoreStyre:** There's a scene with a "plant elemental" or something dying in the middle of the city that's just beautiful.

**Havraha:** Quite a few words on the whole path man was taking with urbanization, huh?

**CommodoreStyre:** Indeed, as well as the recent trend in blockbusters of heroes who have to remove themselves from society.

**Havraha:** Yep. A thumbs up from me. Styre?

**CommodoreStyre:** Agreed. 3 or 3.5 stars.

**Havraha:** Alright ....

**FltCptRJHirsch:** Speaking of hero's removing themselves from



Society... Hancock.

**CommodoreStyre:** (of four)

**Havraha:** UGH

**Havraha:** OH MY GOD

**Havraha:** UGH

**Havraha:** ::stabs himself::

**FltCptRJHirsch:** okay, I saw it, Ahrele you saw this right?

**Vice Adm Ahrele:** I loved Hancock!

**FltCptRJHirsch:** How about you John?

**Havraha:** I cannot tell you how utterly disappointed I was in Hancock.

**Vice Adm Ahrele:** It was a fun movie.

**Havraha:** Hancock was a TRAVESTY.

**Havraha:** I've never seen a more incoherent movie with a more incoherent script.

**Havraha:** One second it's a dark, adult comedy along the lines of South Park, the next second it's an action block buster, the next second it's some kind of melodrama revolving around a backstory plot they REFUSED TO REVEAL...

**Havraha:** I don't know how I was supposed to take that mess seriously.

**CommodoreStyre:** Didn't see it, but I do respect Peter Berg as a director. ::shrugs::

**Havraha:** It didn't even have a villain for Pete's sake!

**Havraha:** It was just "Here's a concept ... oh... here's a new concept ... and right when you think we're going to tell you something worth seeing our movie over.... THE END."

**Havraha:** Any other input?

**Vice Adm Ahrele:** Well, it gets two thumbs up from me. I enjoyed it and would go see it again.

**Havraha:** LOL

**Havraha:** Why'd you like it, Ahrele?





**FltCptRJHirsch:** I have to disagree with you there Hav, and Ahrele pipe in anytime. The villan was of course the dude that lost his hand. And I thought it was one of the most unique super hero films that has ever been created

**Havraha:** Oh come on! He wasn't a villain! He was an in-joke!

**Havraha:** "I" could of beat that guy up.

**Havraha:** BLLEEEHHH. Thumbs downwwn from me.

**FltCptRJHirsch:** ::checks Hav's bicep:: Uh huh... I'd keep your day job.

**Havraha:** Hirsch?

**Havraha:** Your score?

**FltCptRJHirsch:** I thought it was excellent.

**FltCptRJHirsch:** Thumbs up, would pay nite time admission to see.

**Havraha:** I'd expect nothing less from the man who liked Indy IV.

**Havraha:** ::shivers::

**FltCptRJHirsch:** you poor lost soul

**Havraha:** Alright. Let's get to the meat here.

**Havraha:** THE DARK KNIGHT



**CommodoreStyre:** ...Stepbrothers?

**Havraha:** UGH

**Havraha:** Okay, who saw Stepbrothers?

**CommodoreStyre:** I wasn't being serious!

**FltCptRJHirsch:** note it

**Havraha:** Oh, good.

**Havraha:** Dang.

**FltCptRJHirsch:** whew

**Vice Adm Ahrele:** The Dark Knight was okay.

**Havraha:** You frightened me with that.

**Havraha:** LOL.

**FltCptRJHirsch:** I figured someone would have had to drug you John.

**Havraha:** Someone would certainly



have to drug me.

**CommodoreStyre:** The Dark Knight: best film of the year, easy.

**Havraha:** What'd you think of the Dark Knight in depth, Ahrele? Casting wise?

**CommodoreStyre:** I doubt anything's going to surpass it.

**FltCptRJHirsch:** oh come on, it's a remake of another batman film

**FltCptRJHirsch:** from the 90's

**FltCptRJHirsch:** how good could it possibly have been.

**Havraha:** My only gripe with the Dark Knight comes down to pacing. For a 2 and a half hour movie, they packed that thing FULL of stuff.

**Havraha:** It FLEW by.

**CommodoreStyre:** It's the best superhero movie ever, hands down.

**Vice Adm Ahrele:** The casting was great, and the acting was top notch, but how many Batman films do they need to make?

**Vice Adm Ahrele:** Too many remakes if you ask me.

**CommodoreStyre:** It's... not a remake, though.

**Havraha:** It never gave you time to really ... consider all the deep stuff going on in it. On top of that, a lot of performances felt dead to me... and I absolutely hated, HATED Maggie Gyllenhall.

**CommodoreStyre:** I was fine with her... I don't see the problem, personally.

**CommodoreStyre:** I was shocked that they got away with as much as they did in a PG-13 film.

**Havraha:** She added nothing new to the character, didn't even bother to play the character remotely similar ... and ... heck ... let's be honest, she's pretty rough on the eyes.

**CommodoreStyre:** Oh, she's adorable.

**Havraha:** You guys are making me shiver a lot tonight.

**Havraha:** Ugghgggh.

**Havraha:** Anyways, though ... Heath's performance. Nice name by the way.

**Havraha:** ASTOUNDING.

**CommodoreStyre:** He deserves every award he can win.

**CommodoreStyre:** I liked Nicholson in the Burton one, but Ledger just towers over him.

**Havraha:** Didn't even feel like the same guy. Heath and what's his name... the guy who played Harvey Dent ... they were the only two characters who really felt alive in this movie, I think.

**CommodoreStyre:** Aaron Eckhart

**Havraha :** Did anyone notice Gordon's sudden adoption of a Chicagoan accent, by the way?

**Havraha:** Kind of bizarre.

**CommodoreStyre:** They didn't even try to disguise Chicago this time around. Which was awesome.

**CommodoreStyre:** It's a very bleak movie.

**CommodoreStyre:** It's really No Country for Old Men in superhero form.

**Havraha:** I hated that though

**CommodoreStyre:** The only morality in a cruel world is blind chance.

**Havraha:** The city FELT like Chicago, as opposed to feeling like Gotham like it did in the first film.

**Havraha:** Anyways, yes, coming from the guy who's probably seen Batman Begins 20 times and owns it on both DVD and HD-DVD, I give the Dark Knight a thumbs up. Even though I think it had a few more flaws than Batman Begins.

**CommodoreStyre:** The Joker's a walking embodiment of entropy.

**CommodoreStyre:** I've already seen it twice and I'll probably go back another time or two.

**Havraha:** So that's a thumbs up from you, eh?

**CommodoreStyre:** Yes. Modern masterpiece.

**Havraha:** Ahrele, thumbs up?

**CommodoreStyre:** I can't speak highly enough of it.

**Vice Adm Ahrele:** Yeah, it's worth seeing once. I'll wait for it to come out on DVD to see it again.

**Havraha:** Hirsch, did you catch it yet?

**FltCptRJHirsch:** Nope, went and saw Mamma Mia! Instead.

**Havraha:** Oh, poor soul!

**Havraha:** While we're here, I'll let you touch on that one!

**FltCptRJHirsch:** on contrare monfrare

**CommodoreStyre:** If offered the choice between Mamma Mia! and a bullet in the head, someone dig me a grave. That is all.

**Havraha:** How was it to watch a 60 year old women bounce on a bed, sing ABBA songs, and get wooed by an outdated Bond?

**FltCptRJHirsch:** Absolutely brilliant

**Havraha:** ::slaps himself silly::

**Havraha:** Unbelievable.

**FltCptRJHirsch:** we're talking is good enough to take the top oscar



**Havraha:** YOU LIE.  
**FltCptRJHirsch:** No.



**Havraha:** We'll need to check his brain, Styre.

**CommodoreStyre:** For the sake of full disclosure, I should point out that I hate musicals.

**Havraha:** There could be something wrong.

**FltCptRJHirsch:** Mind you I didn't know anything about this other than of course the Abba songs, and written by the Abba boys

**FltCptRJHirsch:** But it's not cheesy.

**Havraha:** How is it not cheesy?

**Havraha:** Its ABBA.

**CommodoreStyre:** So I wouldn't be a fair reviewer even if I did go see it.

**FltCptRJHirsch:** it's just not.

**Havraha:** Okay, fine, I'll quit drilling you into the ground. I guess it's a thumbs up then, eh?

**FltCptRJHirsch:** I can't tell you how well they were able to blend the songs into the dialog that was actually being performed

**FltCptRJHirsch:** Thumbs up, would see it again at nite time admission.

**Havraha:** Alas, there we have it. Our full USF



Movie Review for July! Any upcoming movies we're looking forward to?

**FltCptRJHirsch:** Wait wait

**FltCptRJHirsch:** one more

**FltCptRJHirsch:** gotta get this one out

**Havraha:** ONE MORE?

**FltCptRJHirsch:** Ahrele... wanted.

**Havraha:** ONE MOOOOARR??

**Havraha:** Oh, yes!

**CommodoreStyre:** Wanted!

**Vice Adm Ahrele:** I hated it!

**Havraha:** I WANTED to see it, but didn't!

**Havraha:** lol

**FltCptRJHirsch:** ROFL

**Havraha:** That bad, eh?

**CommodoreStyre:** Thoroughly ridiculous, stupid as hell, but really entertaining if you like stylized ultraviolence.

**Vice Adm Ahrele:** I think it might get an award for how many profane words they fit into the first 5 minutes of the movie.

**Havraha:** I like having Ahrele here. Calling the Dark Knight mediocre, Wanted horrible ... has a healthy negative opinion.

**Havraha:** Nooo no no no, have you ever seen Reservoir Dogs?

**Havraha:** It wins.

**CommodoreStyre:** People have been acclaiming Timur Bekmambetov as some kind of genius after the Night Watch movies.

**Vice Adm Ahrele:** I think I'll skip on that one.

**CommodoreStyre:** I didn't see the appeal at all.

**Vice Adm Ahrele:** I'm not all negative, I loved Hancock!





**Havraha:** Hmm.  
**Havraha:** UGH  
**Havraha:** UGH  
**Havraha:** ACK..

**Havraha:** Yes well, if we keep that up much longer I'll die.

**CommodoreStyre:** I'd give Wanted two stars.

**Havraha:** And a thumbs down, I guess?

**CommodoreStyre:** I guess.

**Havraha:** Thumbs down, Ahrele?

**Vice Adm Ahrele:** Thumbs down from me.

**Havraha:** Figured.

**FltCptRJHirsch:** you had to ask?

**FltCptRJHirsch:** LOL

**Havraha:** Alright, so THAT'S the end.

**Havraha:** Just WANTED to make it official. har har!

**Vice Adm Ahrele:** If I had more than two thumbs, they'd all be pointed down.

**CommodoreStyre:** Zing!

**Havraha:** Okay, so, that's the end ... any movies we're looking forward to?

**FltCptRJHirsch:** Movies for next month STAR WARS!

**Havraha:** STAR WARS!

**Havraha:** Hopefully it's not as bad as the latest ones!

**Havraha:** WOO!

**FltCptRJHirsch:** although... I'm a little leery about the Anakin having a padawan

**CommodoreStyre:** Is that the same thing as the Clone Wars animated dvd that came out a while back?

**FltCptRJHirsch:** nope

**FltCptRJHirsch:** a continuation

**Havraha:** Nope, new thing.

**CommodoreStyre:** Oh.

**CommodoreStyre:** That was surprisingly good.

**Havraha:** This uses CG graphics for animation.

**Havraha:** ANNnd, is that it?

**Havraha:** LOL

**FltCptRJHirsch:** and according to Comic Con 08, will be starting on Cartoon Network as a series

**FltCptRJHirsch:** shortly thereafter

**CommodoreStyre:** X-Files.

**CommodoreStyre:** That's already out, though.

**CommodoreStyre:** But it was too close to the deadline

**FltCptRJHirsch:** XFiles... I missed that this weekend :: eyes them all::

**Havraha:** Oh yes. Let's hope it's better than the first X-Files movie.

**Havraha:** Shhhh.

**Havraha:** It comes out next month!

**Havraha:** I decree it!

**FltCptRJHirsch:** Anyone going to bother seeing The Mummy 3

**CommodoreStyre:** lol, no.

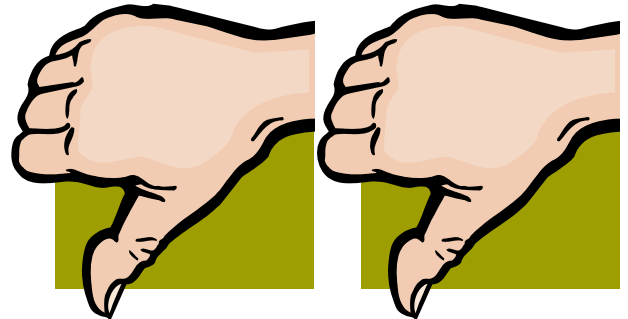
**Vice Adm Ahrele:** I'll pass.

**Havraha:** I guess I will.

**Havraha:** Any movie with yeti must be made of win.

**FltCptRJHirsch:** LOL

**Havraha:** Alright everyone, thanks for tagging along! Ahrele, you're welcome back next month as well!



**FltCptRJHirsch:** I was thinking about it because of the Yeti factor too

**FltCptRJHirsch:** And for anyone else that would like to join us, please send an email to [USFPADD@gmail.com](mailto:USFPADD@gmail.com)

**FltCptRJHirsch:** see you at the movies!

**Thanks for joining us this July! Tune in next month for another issue of the USF Movie Review!**

# Star Trek Around the World

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By Lieutenant Mike Carrick

Once upon a time in a galaxy far, far away... Well, actually not so far away, I'm in Europe. And if you thought that Europe was far, think Slovenia; that is my home country. I'm Lieutenant Mike Carrick from Space Station (although we're really a starbase) Nigala. It was here at Nigala that I discovered a passion for writing, and I'll be telling you about the Trek around the world... or at least in Europe. So let's get started.

After the Second World War the iron curtain kept a large part of Europe away from such things as Star Trek. As life normalized after the fall of the wall many Europeans discovered the beautiful world that they were missing and came to adore it. England is I believe, the most Trek oriented in Europe. Germany follows closely and even Croatia has a Star Trek fan club. From what I've heard we have had a few players from England find the USF and join as members on various crews. But in addition to that there are also some who were originally born in Europe and are now in America as players in the USF, so GO EUROPE!

I always dreamed to be able to attend one of your conventions; San Diego, Vegas, or any ST convention will pretty much work for me. I have never experienced something like that. Sadly, I do not know about any ST fan clubs in Slovenia.

Croatia, one of our neighboring countries has a bit more developed fan base. I heard that they had a local convention where fans come together for a drink or two and talk about Star Trek. They have a good webpage with a lot of information about Star Trek. Most of the trekkies here dream about that, just talking and sharing ideas and such, as we do here too. So be proud and cherish your clubs and conventions because not all of us can experience something like that.

However, on the brighter side, we are not all that Star Trek-less. One major convention is held for the entire continent. At least it is the only one that I could dig up on the net. If there are more, god bless you and ADVERTISE YOURSELF MORE! Now that I got that out of my head let's get back to the convention I just mentioned.



**FEDCON** – This is the single biggest Star Trek and Sci-Fi convention event on the continent. It is held every year in the German city of Bonn. Although in the past it started out under a small roof of a hotel in Augsburg, it soon went to the halls of Munich, before settling in Bonn. The convention can be held anytime between April and July. Bonn is one of the cities along the Rhine which is already rich in tradition. It is well worth reading the chronicles and studying the history of the city.

*“FedCon is the annual gathering of the world’s finest students, teachers, doctors, lawyers, corporate heads and professionals in celebration of the legend that became **STAR TREK** and its creator **Gene Roddenberry**. FedCon provides a think tank for the world’s most imaginative minds that would go on to revolutionize medicine, space exploration, and consumer technology.”* Well at least that what officials say. I on the other hand say FUN FUN FUN!

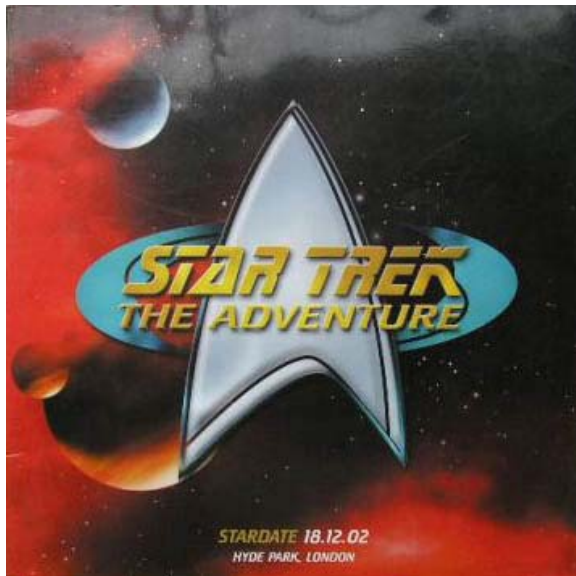
**FedCon**, short for **FederationCon**, is Europe’s greatest **STAR TREK** convention that gradually evolved into Europe’s largest **Sci-Fi** related event created by a young Dirk Bartholomae over 16 years ago.



This thing is huge...At least for my eyes...Every year they bring celebs and different things for us common folk to do and explore. Many describe it as true mecca for its fans. With attendees from 30 countries coming each and every year, Americans have quickly discovered more bang for their buck in a foreign land. This thing features from art to games to just plain simple brainstorming about Star Trek. I cannot compare it to American standards because I have no idea what that is but it is pretty big.

Sadly the word does not get around enough. Many trekkies don't know about it: even I had to know what I was searching for on the internet to find it. If it was more advertised I am sure more people would show. The second problem is that it is one convention... one major convention for the entire continent. Like I said, I didn't find any major ones elsewhere so don't blame me if yours is not mentioned. Do more adds Germany is out of reach for many people it is far for me and it would cost a lot of money for one like me to get there... If you would like more information or want to visit the convention go to [http://www.fedcon.de/pages\\_en/wir/wir.php#content](http://www.fedcon.de/pages_en/wir/wir.php#content).

Off to London now...



## Star Trek - The Adventure

Here I found that London hosted something beautiful. The largest ever interactive exhibition of sets, props, and costumes began its world tour in a massive tent in Hyde Park.

Now this is what I would like to see. When I read that my eyes were wide open and my jaw was somewhere under my desk. They show us, for example, the bridge of Enterprise.

They give you a turbolift ride, and show you the engineering department. This is supposed to have been similar to your Star Trek Experience in Vegas. There is a lot of uniforms on view. (Gosh I need to get me one of those), and they even show the costume Seven of Nine wore... that will be a sight for sore male eyes.

One of the visitors says it is good but a bit of a down step from the Vegas show. This show was launched as part of the premiere of Star Trek Nemesis. The exhibition closed in 2003 having received over 100,000 visitors. It was then moved to Singapore.

To get back to Slovenia and my ST experience. It is sad but true almost none of the networks have any Star Trek series on. A few years back a station here showed Voyager and a season or two of TNG, but that is all. Although recently I was surprised to see that all the movies will be shown again here! Every Sunday I am glued to my chair and await the good couple of hours I will spend in my favorite universe. But they put it up at midnight.



Did I mention that we cannot get any of the American channels that show ST? NOT EVEN ONE?!?!? Yes that is the truth so the only thing we can do if we want to see DS9, Enterprise, or Voyager is download via the internet.

Yeah how would the world go if there was no internet? To my personal happiness there is a lot of Star Trek websites in Europe. Not American ones, but real local ones, like the previous mentioned Croatia has a great community, Germany and several other countries also follow suit. They at least chat online, share ideas.

And there is of course the USF. I found it by accident and boy it changed my life. How you ask? Imagine me and my time difference up at 5am to sim, because the sim is at 11et and that makes it 5am here. You might think I am crazy, but I don't mind, I enjoy it! Everyone has one thing he or she does, USF and Nigala is for me. Nigala in my opinion is the best sim on the USF so you know that it is not difficult to get up so early to sim. (Okay I had to say that I needed some points with my CO, I want a promotion you understand right? ☺ )

My hope is that we have more clubs here and more shows on the air. We are a small country but I believe that we have a lot of trekkies here we just need something to bring them together. It is like that in most EU countries I think.

Again, I stress this is not only for Europe but also for America. Advertise more! Share your ST experience, show what you did, tell us about your idea, we need you!

In San Diego I think one of my friends advertised his new sim on Sci-Fi.com and a lot of people responded very well. So let that be an inspiration for all of us! Our dear USF community would benefit from feats like that too, so let's get together and come up with a plan and show the world what Star Trek and the USF is all about!

# **TEMPORAL LEAP**

## **Innovative Education of the 29<sup>th</sup> Century**

presents

### *"A Covert Look at 24<sup>th</sup> Century Technology"*

by Wilhelmina Sternenschnuppe

Greetings! Wilhelmina Sternenschnuppe again, invading your minds and imaginations with our newest education program. Enthusiastic response from our viewers and readers to my initial episode/article has confirmed the growing interest in my covert discovery of "secrets" from past inventors and designers. Who would have guessed that so many of you would have their imagination sparked by these visits to the past?

The response was rather overwhelming, I might say, but I would like to address a couple of comments/questions before I will take you on another adventure. 1) No, we did not go back and steal the technology of that "flashy thing" from the *Men In Black* movies. Logic would dictate that people of that era did not have the technology capable of producing such a device that would actually work, though they did have quite some imagination. 2) It could be quite possible that the Lego blocks auctioned off on Holo-Bay are the ones Falco Fogarty used, but I would not bet on it. As with every purchase from Holo-Bay, origin can only be confirmed by advanced scanning, and since we for years had assumed the block were toys of Falco's children, we did not keep track of where the items had been stored or into whose hands they had fallen. So, we are unable to confirm any of the claims made until said items can be thoroughly examined. Please, use the same caution when bidding on such things as with any other famously claimed item.

Now, strap yourselves down and get yourselves ready for another *TEMPORAL LEAP* to a time you have only read about in history files, and come accompany me on my trip back to the past and another one of our brave and intelligent explorers of the Final Frontier!

### **Part II - Cameron Sanantonio**

Continuing our exciting journey into the past, we will visit with one of the most puzzling and yet fascinating geniuses of his time – Cameron Sanantonio. As I had promised in the last article, I have visited him on the USS Lexington during a mission of deep space exploration, where he was then serving as Acting Executive Officer at the rank of Lieutenant Commander.





After I make a temporal leap straight into Lieutenant Commander Sanantonio's office, I find myself sitting on top of his desk and quickly extend my greeting of good will. To my great surprise, as Cameron sets his cup of coffee on my foot, he responds in an unexpected manner.

**Lt. Cmdr. Cameron Sanantonio:** Hello, you're late.

**Dr. Wilhelmina Sternenschnuppe:** I'm what?

**Cam:** Late. The Lexington's temporal scanners detected an incoming temporal pressure wave. Apparently, I was off a few seconds.

**Dr. Mini:** You are a more surprising man than I was led to believe from your files.

**Cam:** Well, I don't give the Lexington all my secrets. Then nobody would think I'm a miracle worker. Engineers inflate their time estimates, Science officers have extra sensors.

At once, I remove myself from his desk and actually take a seat in the one and only guest chair in the small room, ready to begin the interview. I have to admit, his knowledge of my coming has me a bit frazzled, but also intrigued.

**Dr. Mini:** So, do I have to introduce myself or do you know who I am, too?

**Cam:** Well, no, I don't know who you are, except that your camera drone is a type I've seen on the drafting boards, so I'm assuming your friendly. Then again, if I don't hit this button here in 30 seconds, Security will be alerted to your presence.

**Dr. Mini:** I'm glad you.... ohhh.... well, then please do.

**Cam:** Not till I know what your game is, Ma'am.

**Dr. Mini:** I'm merely here for an interview for a future education program. I'm Doctor Wilhelmina Sternenschnuppe.

**Cam:** You wouldn't happen to have some kind of local ID, would you?

**Dr. Mini:** I'm with the Federation Public Education Agency, and yes yes... I do. It's my press pass.

I have to admit, I was rather nervous at this point. When I hand him my press pass, he scans it with his tricorder, which I'm not so thrilled about, since I have to be careful not to breach any rules of the Temporal Directive. Then, he pushes the button.... and a new cup of coffee appears on his desk. I'm even more confused at that point, but starting to get the idea that he was pulling my leg with the Security call.

**Dr. Mini:** May I call you Cam?

**Cam:** Sure. Want some? - You need to talk to Falco, if you want a paranoid person who has instant call panic buttons at his disposal.

**Dr. Mini:** Well, good. - Oh, coffee? Yes, sure, please.

Cam presses the button once again and another cup of coffee appears, which I gratefully take, as I begin to relax a bit more. This man certainly has a strange sense of humor. As I think back on my visit with Falco Fogarty, I'm not sure if I prefer his straight forward manner of pointing a phaser at me, or Cameron's laid back way of making me think I'm going to wind up in the brig any moment, when he's actually just joking.

**Dr. Mini:** Anyways.... I'm interested in some of your innovative inventions, Cam.

**Cam:** Well, then we'll want to talk about my ablative armor plating, LCARShare, and the Fogarty Nexus.

**Dr. Mini:** All which are great inventions, but I have limited time and... I'm mostly interested in two things right now. And although I want to know about the ablative armor plating... what I really want to hear about first is your ideas on the warp core ejector system.

**Cam:** Oh, bah, that old thing?

**Dr. Mini:** No no... it's a very ingenious adaptation, Cam. Trust me, I'm very interested how the idea was formed. I mean... no other ship has the same set up in this time.

**Cam:** You know what a packing peanut is?

**Dr. Mini:** Aren't those the little things that look similar to peanuts and are made from polymer foam?

**Cam:** Exactly. And you put 'em in boxes around things you're shipping.

**Dr. Mini:** Yes, yes, what do they have to do with anything?

**Cam:** Anyway, one of our Engineers opened a box of supplies near our warp core. And one of the packing peanuts lodged in the warp ejector assembly.

**Dr. Mini:** ONE?

**Cam:** One. And it was enough of a jam to completely jam the system. When we actually needed an eject... click. That's the actual sound of a warp ejector assembly jamming. CLICK.

**Dr. Mini:** So, what happened? - Did you get it out?

**Cam:** Nope, it jammed up the warp coil. Had to evacuate the ship.

**Dr. Mini:** Then what?

**Cam:** Didn't find out until the forensics team went into the wreck. But, earned \$20 from Fred who bet me that there are no stupid engineering mistakes on the Lexington.

"Twenty Dollars?" you might ask. Yes, dollars! Keep in mind what Fred Fogarty's background is. If you have no clue, then check out his life story aired as part of the highly acclaimed PEA documentary series *Back To The Future*.

**Cam:** Would you believe that the packing peanut SURVIVED the warp core breach?

**Dr. Mini:** You mean? - You're telling me the core breached, the ship blew, and the packing peanut stayed intact?!

**Cam:** Yes ma'am. Oh, come on. Don't tell me that the history books of the future don't show the Lexington's demise. Although, they prolly list USS Lexington-B as dying in the field of battle.

**Dr. Mini:** They do... But we never found out exactly how. We thought the mirror universe forces had dealt you a fatal blow.

**Cam:** Nope, packing peanut.

Cam gets up and picks a small box off one of his shelves, then hands it to me. On close inspection, there is a small polymer piece inside resembling a packing peanut, though a bit warped and singed. But in tact. It's tantalizing to hold undiscovered history in ones hands. I'm sure my colleagues will be thrilled to hear about this.

**Dr. Mini:** To be honest... there were rumors. But we all thought it was just a myth...

**Cam:** Found out the boxes were unpacked by Ensign Null. We kept him around and tried to reform him, but he always seemed such a klutz. Don't imagine he went too far later in life.

**Dr. Mini:** ENSIGN NULL?? You mean, that guy actually existed??

The shock of that revelation makes me almost drop the box. While I juggle it in my hands, scrambling to keep it from dropping, Cam jumps for the box and finally wrests it from my trembling hands, as I still grapple with the news, completely stunned.

**Dr. Mini:** You are kidding me? Tell me, you are kidding.

**Cam:** Nope. Ensign Wilhelm Thaddeus Fritzheimer Null.

**Dr. Mini:** Oh, my... he's sharing my first name... ugh... - Due to the inexplicable lack of evidence that such an officer actually existed or was allowed in Starfleet, we've long been thinking he was just a fictional character made up by you and Fred Fogarty to explain certain strange happenings in Engineering.

**Cam:** Nobody is so incompetent as to need to make up Null. Except maybe Null. - He's the Chuck Norris of being a bad engineer.

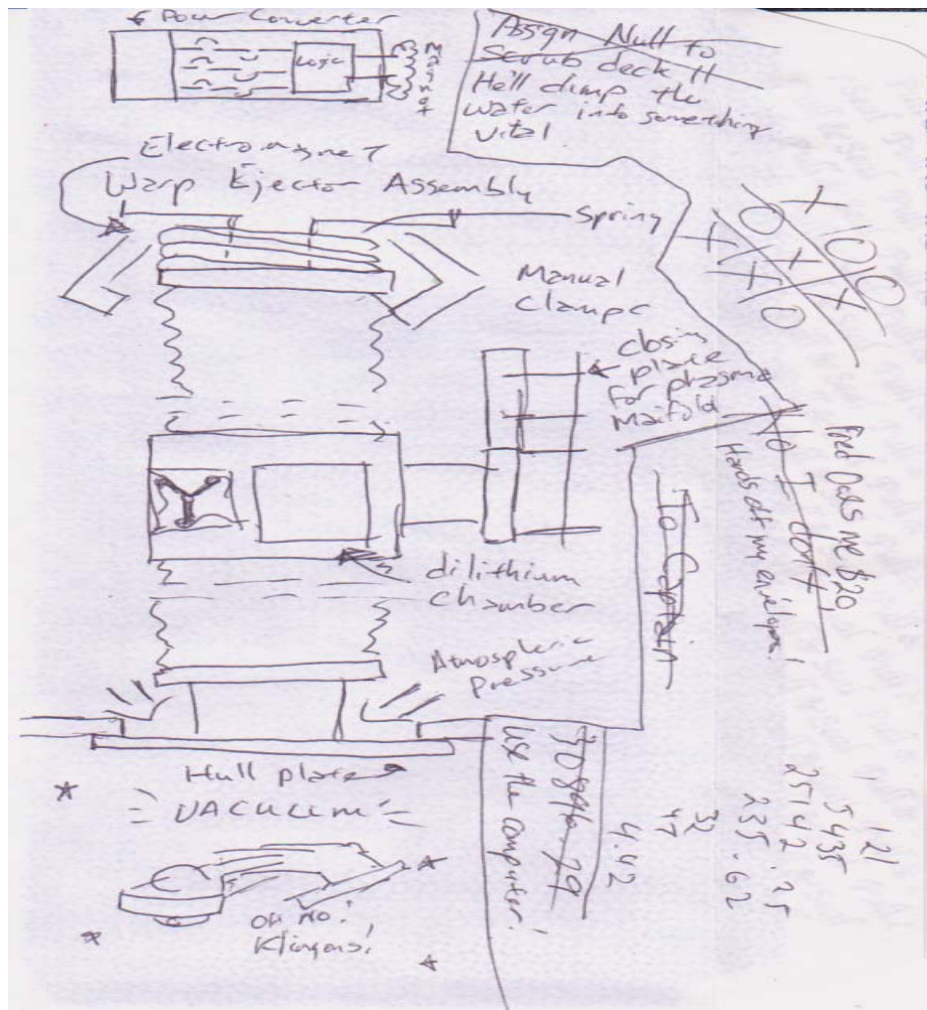
**Dr. Mini:** Oh my... that puts a whole new spin on a bunch of things.

**Cam:** I'm sure it does! ... Anyway, that act let me give it to the Starfleet Corps of Engineers. Starfleet depends too much on active safety systems. - The computer monitors the core and sends email to ship's crew; it decides if it's dangerous enough, then large electric engines have to push the core out with an explosive plate at the end... a thousand and one systems that could break. But what is there, if you don't have active systems? Build a passive system. Something that just works, and then breaks gracefully. - So, we replaced the whole mess of computer controlled crap with a



passive system. I'm sure everyone in the future knows how it works but here's the system in a nutshell...

With that, Cam picks up the nearest paper and begins scribbling on it, while he explains in length.



**Cam:** The warp core is held against a large spring with a large electromagnet. The bottom of the core is connected to hull plating, which seals the warp core from below. The warp core assembly is held in place by three rails. Three small power converters are placed near the plasma outlet to the warp core. These power three deadswitches. If the power goes out in two of the three deadswitches, the electromagnet turns off and the core automatically ejects. So, if the core catastrophically fails output... automatic eject.

**Dr. Mini:** Yes, yes, it works very efficiently.

**Cam:** Near the three deadswitches are three transtator circuit breakers. If the core ever produces TOO MUCH power, which is what happens during an overload breach, and two of the three circuit breakers pop, the electromagnet loses power and the core ejects. So, if the core overvolts or undervolts, it automatically ejects. No computer core, just passive sensors.

**Dr. Mini:** Simple, but ingenious.

**Cam:** Now, sometimes you have to do things to the core that would cause it to eject. So, we have a mechanical clamp that can be manually set to keep the core in place if the electromagnet fails.

**Dr. Mini:** Trust me, your design has found many followers in the future.

**Cam:** I should hope so! It's much safer. - And even if the spring breaks, we have three hand cranks on the rails that can let you hand crank the core out. 'Course, get the core out about one foot and air pressure will do the rest.

**Dr. Mini:** And how efficiently has that been working, considering the Lexington has five warp cores?

**Cam:** Even better, because if we lose a core, we don't lose power. We've only had one event... and it was caused by... Ensign Null, spilling a cup of coffee on the control board. As they say, build a foolproof device, and nature will invent a better fool.

**Dr. Mini:** Oh my.... I definitely need to alert a fellow educator of mine to Ensign Null's existence. Do you ever foresee the moment, when all five would need to be ejected?

**Cam:** Well, two of the cores are in the saucer. Three in the Stardrive hull. One forward, two aft. If all five had to be ejected... well, I can sure imagine such a situation, but I can't imagine a way to survive it.

**Dr. Mini:** Yes, I would think that would be bad...

I have to actually bite my tongue right here, so as not to tell him that the Lexington-C will actually end up as a well-preserved museum ship. I'm sure it's partially due to this ejector system... as well as Admiral Brent's prudent leadership. But I don't linger on those facts, my time is limited, so I proceed to the next point of interest for us today.

--==/\==--

In conjunction with my line of thought, Cam's blue hair catches my eyes. My intent visual inspection does not escape his notice, and therefore I might as well move on.

**Dr. Mini:** Cam... I hope you don't think I'm strange, but... may I touch your hair?

**Cam:** I guess so?

I stand and reach over the desk to run my hand over his blue crystalline-type hair. It feels rather strange and unusual, and I wonder how it must feel to him. I have to admit it's really a treat to be able to satisfy my personal curiosity, and I end up giggling, which is not very professional. But alas, it's one of the privileges of doing this program, to be able to come in contact with things others only read or dream about... bragging right, so to speak.

**Dr. Mini:** You know... we have your hair on display at a museum, but it's sealed inside a clear box and no one is allowed to touch it.

**Cam:** Great.

**Dr. Mini:** Ahem... I mean, I don't know if you want to know that.

**Cam:** I'm sure you meant that to be flattering.

**Dr. Mini:** Yes, yes... very much so.

**Cam:** I guess I'd better ditch my plans of living forever.

**Dr. Mini:** I'm sorry....

**Cam:** Anyway, you were driving to something.

**Dr. Mini:** Uhm... well... Yes, to the second thing of interest, the ablative armor plating.

**Cam:** Yes. Hence, the reference to my hair. - Well, here's the deal. The Defiant has "ablative armor plating." Ablative meaning that the armor plating is designed to vaporize/melt, but at a controlled rate. Like a heat shield on an ancient space capsule.

**Dr. Mini:** Elementary information, yes.

**Cam:** Well, the problem with ablative armor plating is that it's huge armor plating. Has to be installed in a starbase. Can't be repaired. Which is OK for a Defiant-class. It's in friendly space most of the time, or near a space station. But for large ships... not so good.

**Dr. Mini:** Right.

**Cam:** Now, you can read my bio for details, but I was "attacked" by a crystalline entity. The final disposition of my person is only known to you. - Don't know what other effects I'll suffer, but the most starting effect is my hair, which is blue monomer strands of crystal.

**Dr. Mini:** Oh, we have a nice program on distinguished personalities and their biographies.

**Cam:** Again... I think you were trying to be encouraging.

**Dr. Mini:** Always.

**Cam:** Heh... anyway, my hair is nearly impossible to cut, due to it's crystalline composition. That got me to thinking... I analyzed a hair sample retrieved through Falco's help with a hand phaser set to level 15...

**Dr. Mini:** Wow... that's what you'd call a hot buzz cut.

**Cam:** Very true! ... So, I analyzed it, and found a way to grow crystal sheets, about 15 inches by 15 inches. Add some adhesive and, bang! Armor! I've got some in the lab if you'd like to see it.

Do I want to see them? Did he have to even ask that question? Anyways, I jump up all excited and ready to go, when I realize that I can't be seen by anyone else on board. Cam assures me there is an easy and inconspicuous way to get to his lab, through a nearby door. He informs me that he has one experiment running that might be dangerous if I'm allergic to methyl alcohol. I assure him I'm not. And as I follow him into the lab, we pass by what he identifies as a still,



chugging along. I'm stunned, but can't keep from laughing. Suddenly, starship officers take on a whole new persona for me.

**Dr. Mini:** You're brewing booze in here? And we thought it was some sort of fuel for something we have not discovered yet.

**Cam:** Every ship has a still. It is a fuel.

**Dr. Mini:** Oh?

**Cam:** You should see the Engineering department after having a shot.

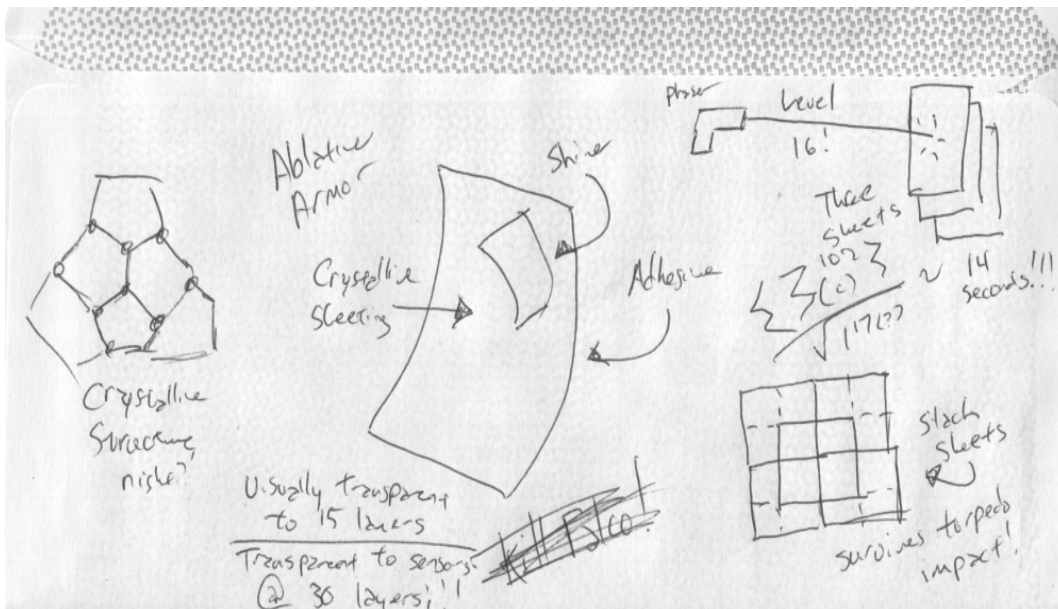
**Dr. Mini:** Oh my...

**Cam:** Anyway, what you want is over here...

He leads me to a bracket on the other side of the lab. It has some kind of holder, holding a large 16x16 inch plate on one end, and a holster-like device on the other. After I inquire how what he does with this and how it works, he puts the phaser rifle into the holder, sets it on level 16, and lets the stream of charged nadions crash into the plate. I'm watching closely, until his tricorder chirps and he shuts off the phaser to place his hand against the plate.

**Cam:** Barely even warm. - See, the phaser energy hits the plate and vaporizes the crystal. Most of the phaser's energy is dissipated that way.

I ask him for permission to touch the plate myself, he grants it. When I make a comment how nice that heat would be to have for my backache, he give me a lecture on how a phaser set to level 16 should not be used for therapeutic measures. I blush in embarrassment, hoping he doesn't think I'm a complete dunce, and explain that I meant the plate against my back, not the phaser. While I make my excuse, he again scribbles something on the paper, this time the other side.



**Dr. Mini:** So, you exchange these as normal maintenance? How long does it take the Engineers to repair damage with these?

**Cam:** A regular phaser strike can be repaired in about 15 minutes by one Engineer in a suit.

**Dr. Mini:** Ah... From what I understand... and have calculated from the time line... you have some major damage to repair currently. With the whole Tonchan/Romulan/Gorn mess going on.

**Cam:** Yeah. Took about 10 hours to replace all the damage spots. Because the sheets are self adhesive, damaged "sheets" are just peeled off and discarded. Once all the damaged sheets are peeled off, new sheets are placed down. The adhesive is barely sticky if you peel it, nearly impossible to tear if you sheer it, or try to tug it sideways. The sheeting can survive a torpedo hit. Basically, it's Defiant-class ablative armor that can be repaired out in space. And the sheets can be replicated at will.

**Dr. Mini:** Again, something many future scientists and engineers have shown interest in and have developed further. ... You're a very smart man, Cam.

**Cam:** Nah. I just pay attention. If I see a problem, I try to fix it. If I see a neat material, I try to figure out a way to use it.

**Dr. Mini:** That's where the best ideas and inventions come from, field personnel paying attention to what is needed.

**Cam:** 'Tis why I've gone from Assistant Chief Engineer to Chief of Science.

**Dr. Mini:** And I know Commodore Penny was very happy for that. - But my time is up.

**Cam:** Going so soon? I was going to show you my Dr. Pepper Bottle collection.

**Dr. Mini:** Oh, we've got that one in a museum, too. ... Thanks for your time, Cam.

**Cam:** The future is a Madhouse!

With that, I say my good-bye. Of course, as always, I made sure to activate the built-in device on the camera drone that will block any memory of my visit. I have to admit, it was rather hard not to reveal to him that his brain has actually been preserved as well. It is currently on display at the Federation's Neurological Museum, in one of the new buildings at Starfleet Medical.

According to very reliable sources several agencies have voice interest in accessing the dormant memory of this very unusual specimen in the hopes to download the information stored and preserve it in a computer as an interactive program. Perhaps, Cam's wish for eternal life is still in his grasp.

If you're interested in the full-length holorecording of this interview, you can access it in the Federation Public Education Agency database, serial number 7854449-002, on the Federation Holonet.

DON'T MISS MY NEXT ARTICLE, during which I pay **Robb Clemens** a visit at his home in San Fransisco, where the former Fleet Captain spends his retirement.

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If you would like to see an interview with a particular inventor or designer in line with this program, please submit your suggestions to [usfpadd@gmail.com](mailto:usfpadd@gmail.com), subject: "Temporal Leap Interview Request". USF PADD staff will print the request on a plastic flimsy and bury it in a specially designed capsule under the rosebushes outside the PADD's main building, where it will be dug up by PEA staff 500 years later. Please be advised that not all requests may be recovered and acted upon.

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# USF Simulation Tips

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## Take the Helm!

Greetings USF members, USFCarissa here... Welcome to the USF's very own version of LCars. "L" Cars... as in Carissa? Sorry... that was bad. However, I have amassed lots of information over my years here in the USF. I have served in every post on board a starship. I always wanted to do something like this. I remember when I first started in the USF way back when. I would spend hours looking up Techno babble to help me sim better. Now... all you have to do is sign up for the PADD, and here is why: It's going to be a regular appearing article each month. If you are in need of info to help you sim better or have any questions about anything in the form of Treknology, just email me at [USFCarissa@aol.com](mailto:USFCarissa@aol.com) with your request and I will do my best to include it in the next issue of the PADD. Thanks all, hope you enjoy.

### Flight Controller or Helm Officer

The Helm console is where the actual navigation and piloting of the space vessel takes place. From this console, usually located on the bridge, the helm officer can access the warp drives, and impulse system controls that direct the ships flight path.

One can enter flight coordinates and supervise automatic flight operations. It displays navigational information relayed from long range sensors and monitors the ships current position in space. Scans and sweeps of long range sensors can relay subspace signals, interference, and or other space vessels or signatures.

Using manual controls, the helm officer can modify or adjust for minor variations in course, and can compensate for navigational hazards in space.

Warp drive engines are responsible for space flight that is faster than the speed of light. Impulse engines are used to go slower than the speed of light. All stop- refers to stopping forward propulsion.



### How To Navigate in Space: (( taken from TOS: Space Seed. Orig Air date: 02/16/1967))

In celestial navigation, a mathematical expression describing a direction in space with relationship to a space vehicle. A bearing measures the angular difference between the current forward direction of the spacecraft and the direction being described.

The first number in a bearing describes an azimuth in degrees, and the second describes an elevation. For example, a bearing of 000 mark 0 describes a direction directly ahead of the vessel. A bearing of 330 mark 15 describes a direction to the port side (left) of the ship, somewhat above the centerline of the vessel.

( Note: using a spherical coordinate system, 360 degrees is equal to one full rotation. For example: one could lay in a course bearing 330, Mark 015)

# USF Cookbook

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By Ret. Fleet Captain Robb Clemens



Greetings USF'ers welcome back to another month of culinary sharing. This week we feature two recipes from friends in the fleet.

This first recipe is from Lt. Amira Starr of the USS Ares. A Chinese dish that is a culinary collaboration between Hunan and Szechuan style cooking. It's been a popular thought that General Tso's chicken is named after a famous military leader who helped quash China's Taipeng rebellion in the mid-1800's. How the dish came to be named after General Tso is lost history, although he was rumored to have a penchant for fiery foods. Guten Appetit!

## General Tso's Chicken

1 lb. boneless, skinless chicken breast  
2 TBSP. Soy Sauce  
3 tsp. Chinese rice wine (dry cooking sherry)  
1/8 tsp. white pepper  
1 TBSP. corn starch  
4 TBSP. dark soy sauce  
4-6 C oil for deep frying  
2 tsp. Sugar  
1/2 tsp. Sesame Oil  
6 dried red chilies (reduce if you can't take the heat, makes very HOT)  
1 large clove of garlic (minced)  
1 tsp. minced ginger  
2 green onions thinly sliced

1.) Cut the chicken into cubes. Mix in the soy sauce, 2 tsp. of the rice wine vinegar, white pepper, and the cornstarch, adding the cornstarch last. Marinate the chicken

in this mixture for 30 mins. (covered in the fridge).

2.) Combine the dark soy sauce, sugar, sesame oil, and 1 tsp. of the rice wine. Set aside. Cut the red chilies in half and remove the seeds. chop and set aside.

3.) Heat the oil to 350 F. When the oil is hot, add the chicken cubes and deep fry until they are lightly browned. Remove from the wok (pan or deep fryer) and drain on paper towels.

4.) Raise the temperature of the wok to 400 F. Deep fry the chicken a second time briefly, until the chicken turns golden brown. Remove from the wok and drain on paper towels.

5.) Drain the wok, leaving 2 TBSP. of the oil for stir frying. When the oil is hot, add the garlic ginger and green onions. Stir fry briefly until aromatic. Add the Chilies and cook for one minute. Add the sauce in the middle of the wok and bring to a boil. Add the chicken and mix through.

Serves 4. To serve a vegetable with this dish, stir fry while you are waiting for the oil to heat up for deep frying. Serve over rice or noodles.

Mmm sounds great! Of course with any great meal there should be a great appetizer. This is coming from the USF Cookbook archives, and is submitted by Fleet Captain La'Zana; enjoy!

## Andorian Blue Dip

3oz Cream Cheese, softened  
1T Butter, salted and softened  
3T Mayo (*light can be used also*)  
1/2 t Dijon Mustard  
1c Sour Cream (light ok again!)  
1/2 c Roquefort Cheese (*if you really want some punch use Stilton or you can just use a generic blu cheese if the budget is tight*)  
3T Parmesan Cheese, fresh & finely grated  
1T Spanish Onion, finely minced  
3T Scallion, finely minced (reserve the green ends and slice them)  
2-4 T Milk (skim ok)  
salt and pepper to taste

In a medium bowl:

Stir cream cheese, butter, mayo, and dijon until smooth. (If you have a heavy-duty wire whisk, use it).

Blend in sour cream, grated Parmesan cheese, minced onions, and 2 t of milk.

Fold in the Roquefort cheese. Mixture will be chunky.

Let stand in refrigerator for at least 1 hour to develop flavor (overnight is even better).

Just before serving, thin with additional milk to desired consistency. Adjust seasonings w/ S&P.

**Garnish** (sprinkle) on top of dip after you bowl it up

Extra Parmesan Cheese (if using fresh to grate, take a potato peeler and shave off a few thin pieces)

Small amount of crumbled Blue Cheese  
Reserved sliced Scallion Greens

Serve with small cut vegetables, crackers or sliced fruit.

(If using apples or pears, slice and then dip the fruit in lemon juice to keep from turning brown)

## Admirals Golden Tempura

2 cups all purpose flour (whisk it or sift it to aerate)  
1 teaspoon salt  
1/8 teaspoon baking soda  
1 egg yolk  
2 cups ice water

-----  
oil for frying  
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Assorted veggies/seafood/meat, cut into small pieces. I like mine to be about "two bites" in size, but smaller is fine, too.

Mix dry ingredients together in a bowl. Whisk the egg yolk with the water until it is well-blended. Pour the egg yolk and water mixture into the dry ingredients. Whisk until smooth. Let batter rest, covered, for about 10 - 15 minutes. You can use this time to prep the veggies/etc, if you haven't already done so.

Heat the oil in a deep fryer or a pot on the stove until it is 375F.

Dip veggies/etc in the batter, letting excess drip off before you put them in the oil. Fry in small batches until golden brown. Serve with your favorite sauce.

This recipe makes enough tempura to coat food for about 3 or 4 people, as a meal (veggies and meat/seafood). If you are frying both vegetables and meat or seafood, do yourself a favor and fry the veggies first. Otherwise you risk having the oil pick up unwanted flavors from the meat or seafood and passing them on to the veggies. If you end up with leftovers, you can refrigerate them and then just toss them in the fryer again to crisp them up for lunch the next day.

# USF Photoshop Tutorials

## Part II: Selection and Transformation

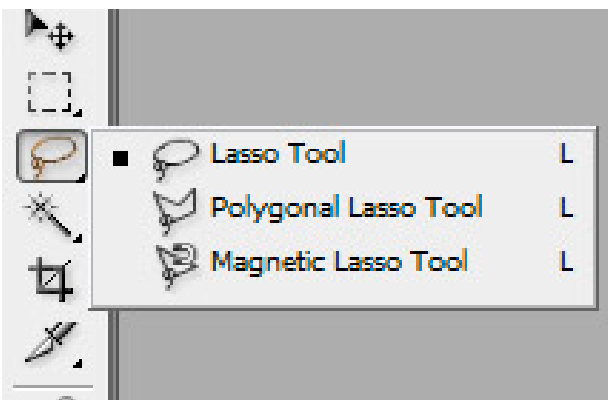
By Lieutenant Commander Havraha cha'AAnikh

Good evening ladies and gentlemen! Tonight, we begin part 2 of the USF Photoshop Tutorials. There's so many things to cover, and so little space to do it in, that I cannot express how complicated making these articles are. It pretty much consists of me sitting down, and then thinking really hard on what the next thing I would tell somebody is when it comes to learning Photoshop, then gathering photos, doing the manipulation myself, screenshotting it, cropping my work in action, saving the files, inserting them into Word, fighting Word to format everything correctly... ugh, it's just a mess. On top of that, most of things I do in Photoshop are winged rather spontaneously, so "planning" things out for an article doesn't come quite as naturally. That being said, I've thought up a number of really important things I think I ought to show you, so don't fret.

Last month, in Part 1, I discussed how to copy and paste images into Photoshop, how to understand and use layers, and how to find all those hidden tools under other tools. This week, I want to address some tools that are really integral to making bio images. So if you've been following along from this point and wondering "Sheesh, when is Hav going to show me how to make my darn bio image!" then don't worry, because today is that day.

For this tutorial today, I'll be using a person, because ultimately you'll want to be finding someone who will make up the actual image of your character, don't you? Maybe you have someone in mind already? Kevin Sorbo? Daniel Craig? Angelina Jolie? That's fine. Me, personally, however? I don't like having my characters being recognizable as another one – it taints people's perspective of them, I think. So here's a pro-tip: **look on modeling websites for headshots of models and aspiring actors. This way, you'll find attractive people in high quality pictures that no one's ever seen before. Oh, and hair salon photographs work well too.** Though, in that case, I recommend your character have a rather high-maintenance attitude to keep those spikes gelled.

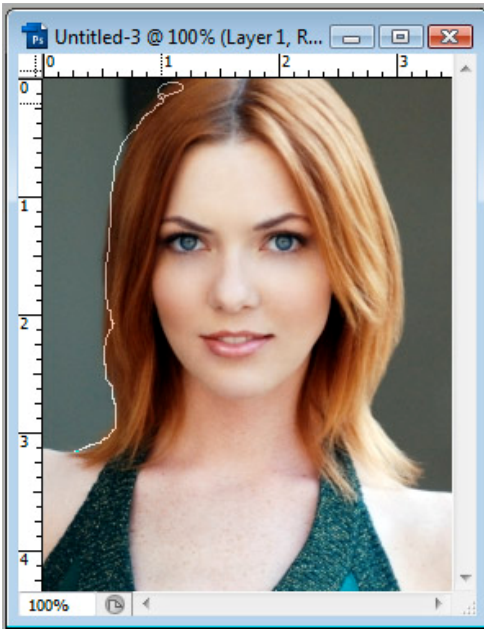
### Enter the Lassos



The lasso is a much hated tool for a lot of beginners to Photoshop. Its purpose is to select portions of an image in organic shapes, not the typical circles and rectangle portions usually selected by other, shape oriented marquee tools. But a lot of people are frustrated by how "free hand" the lasso is; if you jerk a little too much with your mouse, you won't make a smooth, clean selection! Well, Photoshop knows this, and that's why there's a number of different lasso tools to help you make the selection you need.

But why is this important? Because to make a bio image, you're going to need to "cut out" a lot of elements from other photographs and paste them into your Photoshop document as layers to compose them into an image. The lasso tools make this all possible. So let's introduce you to them.



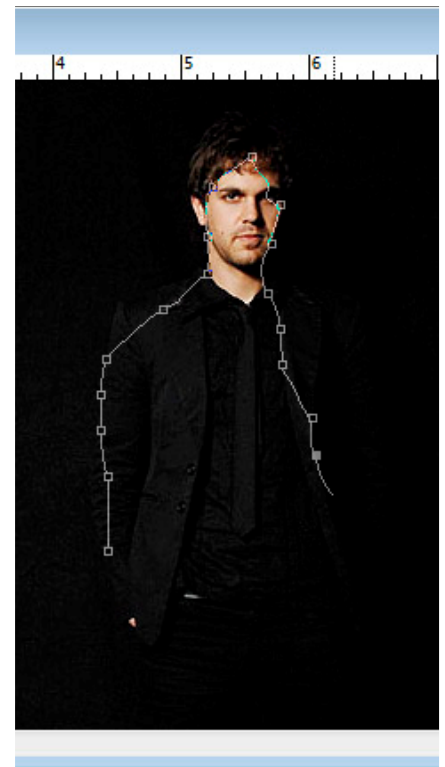


The hotkey for the lasso tools is “L”, which makes quite a bit of sense. The standard “Lasso Tool” is probably the tool you’re familiar with if you hate the lasso – this is the free-hand devil-tool that doesn’t let you get anything you want done. And I would agree – the standard lasso tool is too loose for any neat job you’d want to do.

Now, for those beginners out there who just want to select something out of a picture and get going, I’d like you to pay note to the Magnetic Lasso Tool. This tool notes the differences between light and dark places on an image to automatically attach itself to an outline, much like a magnet. You won’t even have to hold anything down! Just click once to set an “anchor” on the outline of what you want to select, and hover the mouse around the object to let the Magnetic Lasso do the dirty work for you. Whenever you come across a sharp turn though, be sure to left-click once to drop an anchor

on that point, else the magnetic lasso may get confused and drop its own anchor somewhere you don’t want it to, or not even drop one at all! Oh my.

But there’s one inherent problem with the Magnetic Lasso: it’s stupid. Granted, it takes a lot of smarts to be able to predict what you want to select, but... ultimately, that’s just it – it’s predicting. When the edges of the object you want to select get too dark, or too bright, and start blending in with the background... the Magnetic Lasso may not know where the object is anymore, and will start selecting the wrong places, as seen here in the picture to the right. Of course, the anchors are supposed to let you intervene here and there, but ultimately it produces a very sloppy selection at these points; which is why our final lasso is by *far* the best one.



The Polygonal Lasso Tool is the jack-of-all-trades when it comes to selecting an object. The big draw behind this tool is that it creates a line, much like a line tool in MS

Paint. So, for example, by left-clicking once, I will lay down my starting anchor point, and a straight line will begin tracing from where my mouse is hovering. I can continue to lay anchor after anchor, line after line after line this way, and you’d be surprised how well that works around corners.

Of course, you can enhance your productivity with the Polygonal Lasso by **holding down SHIFT + ALT** while using this tool. This is a secret weapon – by doing this, you can turn the Polygonal Lasso tool into a typical Lasso Tool if you left-click and hold down on that mouse button while dragging it. In this way, you get both the functionality of the Polygonal lines, and the free-hand lasso, in one tool. The results speak for themselves: the perfect selection, as seen to the left here.

Don't be afraid to zoom in to get a better look at the edges! Use the Zoom Tool (hotkey Z) to zoom in, and right-click will bring up options like zooming out and the invaluable "Actual Pixels" option, which will bring you back to the actual size of the image. From here, you can go to Edit > Copy to copy your selection – I don't recommend you literally "cut" it out, because that destroys your original image. If you have some changes you've made to the original image with more layers on top of it, make sure to select "Edit > Copy Merged" to select everything on all the visible layers within the selection.

### Your Destiny, and the Transform Tool



Have I wetted your appetite with the Polygonal Lasso Tool? Fantastic. Then get ready, because here is the main course. All heavy photo-manipulation is really achieved by "**transforming**" the elements you're using. I can have a head, and I can have a body, but if I can't make them fit well together, then everything I've worked for is entirely wasted. For example – this attempt of pasting my character's head onto Deanna Troi's body has ended in disaster, because the skin tone doesn't match, the head is facing the wrong direction, and the head is way too big for the body. Now the skin tone problem will be saved for another issue... but the head direction and size? Can all be fixed, with a little transform.

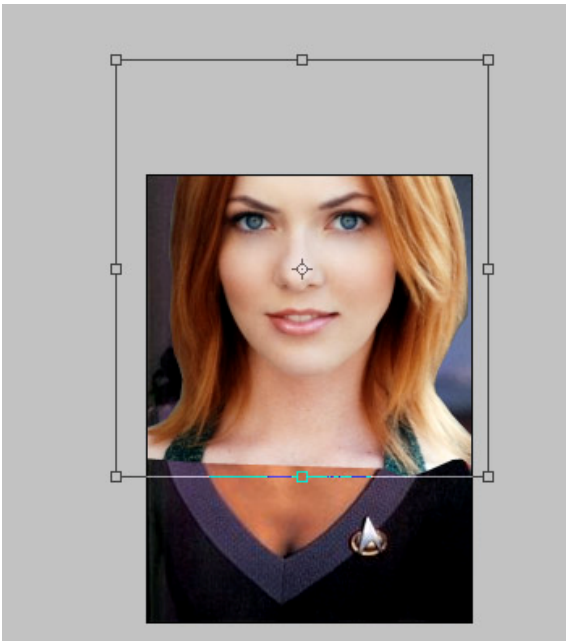
First, we'll address the angle. The head needs to be facing the other direction, so to do this we'll go to Edit > Transform > Flip Horizontally. You'll notice a number of other options when it comes to transforming...

skew, rotate, the works. Some of these can only be done using this menu, while others can be done far more easily with the next tool we'll meet. However, we've already run into a problem.

I've flipped my new head horizontally to match the angle Deanna's body is facing – unfortunately, although the angle works, now our lighting is wrong. This is always a serious problem, as both are very integral to maintaining the illusion of reality. Weighing my cards, however, the hierarchy of illusion always has lighting over angle, and although the new angle would of worked better... the original angle is not entirely un-usable, so I'm going to go to Edit > Step Backward to undo the "Flip Horizontally" I just did.

Now, the next step is to make her head the proper size and tilt. To do this, we're going to go to Edit > Free Transform, or you can learn the hotkey **CTRL + T**. Now listen to me here – **this may be the single most important tool to photo-manipulation in all of Photoshop**. Let's see what it can do!



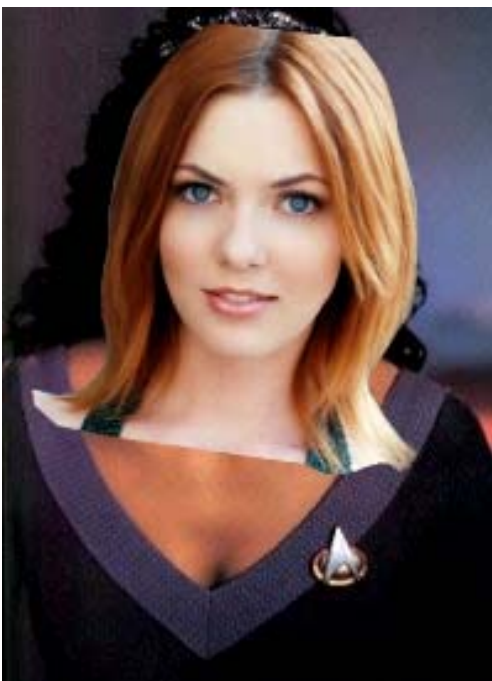


The Free Transform Tool allows you to edit the size and tilt of any layer. That means that by selecting the layer with my character's head on it, and by pressing the hotkey CTRL + T, I will see a solid box with anchors around it. This is not very intimidating: in fact, it probably looks like what we've seen before with the polygonal lasso tool, doesn't it? Don't let that fool you though: this is a very different tool. Try following along with me here using any layer you may have in a Photoshop document – it doesn't need to be a head, it just needs to be a layer with something on it.

By hovering my mouse over a corner anchor in my new Free Transform box, I see that my mouse cursor has become a diagonal line with an arrow on either end. By clicking and dragging on this anchor, my entire layer starts to shift and distort.

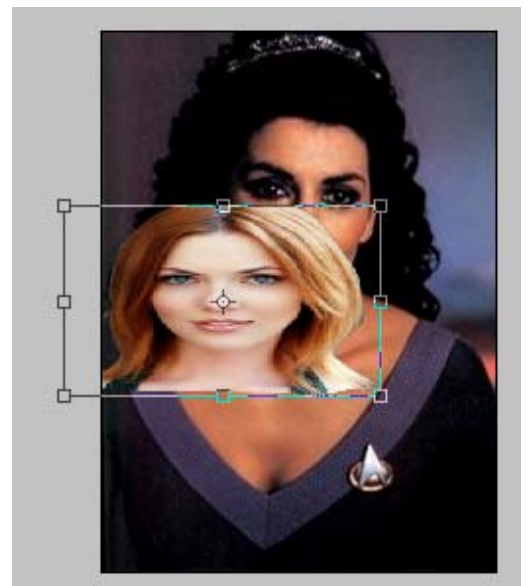
How it shifts and distorts depends on how you pull your mouse, but to make sure your head doesn't turn out as distorted as it is in the image to the right here, you should hold down **SHIFT** as you drag the Free Transform box diagonally. This will "maintain the aspect ratio" of the layer. In other words, it will resize the head without distorting it out of proportion! In fact, this is practically universal when it comes to resizing images: resizing an image by hand in almost any program will maintain the aspect ratio by holding shift. A neat tidbit, no?

But what about tilt? What if the tilt of my body is a little different from the tilt of my head? Try this: hover your mouse cursor just **OUTSIDE** of one of the corner anchors: your cursor should start looking like a curved line with arrows on either end. This



denotes that you're now ready to rotate the Free Transform box. When your cursor looks like this, hold down the left-click and start turning your mouse in the direction you want to rotate the head! **During all of this, your head may start looking pixilated and ugly – don't worry, this is normal!** By left-clicking and holding down anywhere on the Free Transform box, you can move the layer around as well, which can give you a good way to start judging the tilt and angle of the original head. If you haven't guessed, that's a pro-tip! **The closer you can match your head to the original head in size and tilt, the more realistic the illusion will look!**

When you're finished transforming the head, press **ENTER** on your keyboard to close the Free Transform box – you'll also notice that any pixilation or distortion you may have had while transforming your layer has been smoothed over, and everything now looks fine! Wee!





Now, believe it or not, we're done with this tutorial. Yes indeed – the placement, size, and the tilt of my character's head at the end of the previous page is exactly what it needs to be to make this photo-manipulation work. But I know what you're thinking – you're thinking "Havraha, how can you possibly make THAT look even remotely close to natural?" Well, just to quell your doubts, I went ahead and used some more advanced techniques to finish up this image and make it a reality –



You are the modern day wizards. What you imagine, you can bring to life. What you dream, is your limit. As you learn Photoshop, you learn the ways to bring to life in a visual way all the wondrous things of your imagination. Don't give up hope now! You've learned so much... it's just a matter of time before your dreams take shape: ordinaries into officers, paint into pixels... it's all within your reach.

Check back next month for Part 3 of the USF Photoshop Tutorial series, my loyal pupils! I can't wait to see you there!