

From the Editor

Greetings!

Whoever came up with the dumb idea to make February so much shorter than other months needs to make acquaintances with a Klingon pain stik. Granted, the person couldn't have known that sometime in the year 2011 a crazed editor of a sim magazine would be struggling to get the newest issue out, but still. I make a motion to make all months equally long! - Anyone gonna second that?

Speaking about struggling and overwhelming amounts of information, this month's *PADD* has it all! We have a wonderful article from one of our simmers about his personal struggle with a rather debilitating health issue and how he has been dealing with it, especially in light of simming. (He's a real trooper.) On top of that, this month we are featuring the Starfleet Academy sim, which just happens to have a *lot* of characters. It was a blessing and curse in light of the shortness of the month, but I must say I enjoyed every bit of data coming in. I'm sure you will as well.

Last but not least, we also have a great article/tutorial for the reptilian fans among us. But even if you don't like scales, don't miss out on reading that one. It has bite!

As always, I cannot thank my staff and the contributors enough for their hard work. They are just awesome! And of course, any of you are warmly invited to assist in our efforts to bring what hopefully is interesting, informative, and entertaining material to a variety of readers. Come join us!

And with that thought, I'll leave you to enjoy the read.

Lorú

Wanted: Ads

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

All USF hosts are warmly invited to submit

GRAPHIC or TEXT ADS
to be displayed in various sections of this magazine.

For more information email: usfpadd@sector001.com

Table of Contents

Briefings

4 Star Trek

Star Trek (franchise) and Star Trek related news items

5 Star Trek Online

Star Trek Online (MMORPG) news items

Sciences

Real life science news items

Special Bulletin

Writing Contest Rules

Guidelines for contest in honor of USF's anniversary

Featured Sim: Starfleet Academy

8 <u>Sim Universe</u>

Facility, objectives, and student information

14 Behind the Scenes

Out-of-Character interviews with the players

31 <u>Beginnings</u>

Interview with cadets from the past

Personal Insight

36 The Way I See Things

A simmer's struggle with a debilitating health issue

Simming

38 Log Writing: Methods of Exposition

How to use two different methods to give information

Comics & Humor

41 Ad-Lib

Off-the-cuff excerpts from USF sims

43 Comics

Original or USF member submitted comics

Data Network

44 Guess What?

Can you guess what the item in the picture is?

Craphic Tutorials

45 <u>Drawing a Reptilian</u>

How to draw a reptilian species' head and hands

Cossip & Advice

48 "The Tattler"

The juice scoop on USF sims

50 <u>"Ask Y"</u>

Advice on love, life, and less important things

USF Cookbook

52 <u>Tamale Pie</u>

52 Warp 9 Cake

53 Staff & Contributors

On the cover: Cadet Zivy Ezllen'os, by Captain Havraha cha'AAnikh

Star Trek

Memorable Quotes

Roddenberry had created quite a complex and at times mysterious character. Guarded, cautious, careful in showing his feelings in expressing his ideas about many things - I found that very interesting.

Patrick Stewart

"New rules...?"

"You can't cheat every customer who walks through your door anymore, Quark... you're a community leader now."

"Very well. Very well. Perhaps we could discuss these new rules over a drink..."
"If you don't take that hand off my hip, you'll never be able to raise another glass with it."
"I love a woman in uniform..."

Quark and Kira, "Emissary", DS9, Season 1, Episode 1

Intelligence Report

by Commander Loriarra and First Lieutenant Leyva Torosi

Rick Berman's Star Trek Legacy

Startrek.com tackles a comprehensive eighteen year retrospective with former Trek producer Rick Berman. From a man who admittedly was not a fan of *The Original Series*, he became heavily involved in TNG, DS9, Voyager and Enterprise and is now one of the most influential personages in the world of Star Trek. In this three-part article Berman speaks about Star Trek after Gene Roddenberry's death, the creation of DS9, Voyager and Enterprise. He looks back on the parts they got right and some of what didn't go so smoothly, both behind the scenes and within Star Trek fandom. He also weighs in on the TNG movies and gives his point of view on JJ Abrams Star Trek 2009. It's a must read for all Trek fans!

Read all three parts:

- http://startrek.com/article/rick-berman-looks-back-at-18-years-of-trek-part-1
- http://startrek.com/article/rick-berman-looks-back-at-18-years-of-trek-part-2
- http://startrek.com/article/rick-berman-looks-back-at-18-years-of-trek-part-3

Beneath the Raptor's Wing

The pocket book novel "Beneath the Raptor's Wing" by Michael A. Martin in the line of the series *Star Trek: Enterprise: The Romulan War* is available now in paperback and e-book format. It tells of Romulan tactics that foster instant distrust between the new allies in the Federation.

Live out that part of Star Trek history:

http://startrek.com/article/romulan-war-takes-wing-as-mass-market-paperback

The IBM Jeopardy Challenge

How is IBM, Jeopardy and Star Trek connected? Read this interview with one of the IBM team members that worked on the supercomputer Watson in preparation for competing on the game show. Seems like Dr. Chris Welty is somewhat of a Trekkie.

(See more information about the actual match in the "Science News" section below.)

Interview and brief information about the challenge:

• http://startrek.com/article/watson-vs-jeopardy-champs-the-trek-connection

Hot Potato!

Every geeky fan of Mister Potato Head will rejoice. The most anticipated *Star Trek* toy of all times is finally set for release later this year. The figures are designed to appeal to people just looking for fun toys and also to serious collectors of Mr. Potato Heads and/or *Star Trek* products.

Go from stud to spud:

• http://startrek.com/article/first-look-star-trek-mr-potato-heads

Masterful Dabo

Would you like to know what the "sex symbol for nerds", Leeta, aka Chase Masterson, thought of having to kiss Rom, giving believability to a Trek babe, playing the game of Dabo, her voiceover work for STO, or Star Trek conventions? Then you will have to read this interview. Just try to keep the drooling to a minimum.

Read both parts of the interview:

- http://startrek.com/article/chase-masterson-answers-your-questions-part-1
- http://startrek.com/article/chase-masterson-answers-your-questions-part-2

Event Calendar

(upcoming Star Trek and Star Trek related conventions)

March 11-13, 2011 - Official Star Trek Con, San Francisco, California, USA

March 27, 2011 - Southcoast Toy and Comic Show, Fairhaven, Massachusetts, USA

April 9-10, 2011 - Official Star Trek Con, Phoenix, Arizona, USA

April 30, 2011 - FOPCON, Dayton, Ohio, USA

May 6-8, 2011 - Lepre-Con 37, Temple, Arizona, USA



Star Trek Online

Always wanted to try your hand at being a news reporter but none of the big magazines would take you?

You're in luck! The **USF PROD** is looking for more news correspondents for TURK TREK INCLUDE

Interested? Use the feedback link or email usfpadd@sector001.com.

Sciences

Watching the Universe

Supercomputer vs. Humans

Think you know who will win? In an unprecedented match, the game show Jeopardy let humans and supercomputer battle it out. It's a hoot to watch. Don't miss it!

Watch Watson perform against two all-time champions:

- http://www.youtube.com/watch?v=ZLdkJpAtt11
- http://www.youtube.com/watch?v=FXH7jn2AHAw
- http://www.youtube.com/watch?v=PHhDLUVAtqU
- http://www.youtube.com/watch?v=HR2 M8kL 3o
- http://www.youtube.com/watch?v=l2_fM6e9AiA
- http://www.youtube.com/watch?v=DHGu0-p-3QQ

One Last "Discovery" to Space

Shuttle Discovery launched for the last time on February 24, 2011. This was its 133rd flight in NASA's 30-year shuttle program, which many hate to see retire.

Read more about the launch and Discovery's unusual "passenger":

http://news.yahoo.com/s/nm/20110225/ts_nm/us_space_shuttle_launch_5

Astronomical Approximation

Every wondered how astronomers come up with estimates on how many worlds are contained in a galaxy? Kepler science chief William Borucki can tell you how. And apparently there could be a ton! Unfortunately, he can't estimate how many of those worlds might be inhabited.

Don't let your gray cells explode:

http://news.discovery.com/space/milky-way-stuffed-with-50-billion-alien-worlds.html

Special Bulletin

Writing Contest Rules

This contest is sponsored by the *USF PADD* in honor of the United Space Federation's 16th anniversary.

Categories:

- Alternate Ending to a Star Trek Movie Written in narrative story format. 750 words minimum.
- Star Trek Technology I most like to see become Reality Written in essay format. 750 words minimum. (Technology must be found on Memory Alpha's Wikipedia database.)

Submissions:

- > contest begins March 1, 2011, 12:00 am Eastern Time Zone
- > all submissions **must** be entered by March 22, 2011, 12:00 am Pacific Time Zone
- > entries **must** be posted on the designated message boards:
 - → "<u>USF PADD Writing Contest 2011 #1</u>" for "Alternate Ending" submissions
 - → "<u>USF PADD Writing Contest 2011 #2</u>" for "Star Trek Technology" submissions
- participants may enter submissions for both categories
- > participants may **not** enter more than one submission for each category
- > judges may participate in the contest themselves with the stipulation that they cannot vote on their own entries
- > all submissions will be kept anonymous until after the contest is complete (message boards are configured to not display name of poster), **DO NOT** include your name in the body of your entry

Judging and Final Results:

- ➤ a panel of hosts will be judging the contest and will be voting on their favorite entries (grammar and spelling will be a factor in consideration) to determine 1st, 2nd, and 3rd place winners for each of the two categories between March 22-27, 2011
- winners will be announced in the April issue of the USF PADD
- winning entries will be marked with an award plaque graphic for 1st, 2nd, and 3rd place submissions in both categories on the contest message boards
- each winner's core account will receive a special recognition graphic, indicating their respective places for this contest; this graphic will display in the "USF File" tab of their character's stats page

USF Features

all information collected by

Lieutenant J.G. Knomik Brott, Commander Loriarra, Kayshl, Lieutenant Commander Solik, Cadet Malachi Styles, First Lieutenant Levya Torosi

Starfleet Academy

Saturdays 10:00 pm ET, AOL/AIM chatroom "Sector 001"

Sim Universe

In-Character (IC) and In-Universe Information

Facility Stats	
Location	San Francisco, Earth
Campus Size	1,480 acres (6.0 km²)
Buildings	247 (lecture halls, recreational and training facilities, offices and dorms)
Faculty Members	3,095 (academic and administrative)
Students	9,368 (all housed on campus)



Objective

Have you ever wondered how it all begins? What came first, the chicken or the egg? Some interesting questions to ask. Though, while scientist are still pondering over that chicken and egg thing, there is a definite beginning to Starfleet. The beginning is the Starfleet Academy.

All prospective Starfleet Officers have to attend either full or partial years for graduation before they are placed in a Starfleet posting on a ship, station, or other facility. Serving in Starfleet isn't just about knowledge, it's also about camaraderie, teamwork, ingenuity and survival. Some of these traits may be learned or enhanced through time in the Academy, others are ingrained into each cadet's mind day in and day out, with the goal to prepare them for the "great unknown".

Young, old... Human, Klingon, or Lagier... no age, gender or race is prohibited from attending, providing they pass the entrance exam, placement tests, and background checks.

Starring

Faculty Members:

 ♠ Dean/Commanding Officer
 Captain Rosanna Severine, Trill/Betazoid

 ♠ Provost/Executive Officer
 Commander Rhea Janseen, Human

 ♠ Engineering Instructor
 First Lieutenant Tebok tr'Khev, Romulan

 ♠ Security Instructor
 Mazzir* Juro Murosai'ny, Lagier (NPC)

AChaplain - Lieutenant (Reverend) Judas Watkins, Vulcan/Human

(* Mazzir is a Lagiers military rank equivalent to a General.)

Students:

Cadet (Junior) <u>Thaddeus Other</u>, Human - Engineering Major/Operations Minor

ACadet (Sophom.) Aoko Oneida'ny, Lagier (NPC) - Engineering Major ACadet (Freshman) Rahyu Ezllen'ny, Lagier - Engineering Major Engineering Major - Engineering Major

ACadet (Sophomore) <u>Hermia Malfoi</u>, Human - Medical Major ACadet (Freshman) <u>T'Kara</u>, Vulcan - Medical Major

Cadet (Sophomore) Daniel Jona, Betazoid - Medical Major/Science-Engineering Minor

Cadet (Freshman) Dexlona Tetra, Betazoid (NPC)- Medical Major/Botany Minor

Cadet (Senior) Malachi Styles, Hum./Beta./Card. - Science Major/Engineering Minor

Cadet (Freshman) Tiger Sheme, Catonian
Science Major

▲ Cadet (Freshman)Nell Allenneseph, Human-Science Major/Security Minor▲ Cadet (Freshman)Teraza, Vulcan (NPC)-Science Major (Astrobiology)

ACadet (Freshman) Jayna Forrester, Human - Security Major/Operations-Eng. Minor

ACadet (Freshman) <u>Ailana Darz</u>, Zabrian - Undecided

Civilians/Guests:

Captain Quinn Quigley, Q - Former Dean and student

Quint Quigely, Q - Former student and twin brother of Quinn

Remus Lupin, Hologram - Property of Tebok tr'Khev

Fleet Representative:

AFleet Captain Brian Edin, Human

Crew Introductions

🛕 Captain Rosanna Severine:

(Rosanna places her tea mug back down on her desk.)

"It's too bad you weren't able to make it to Earth, but I do appreciate you accepting a video conference interview. It's hard to find time to spare these days. "Why? Well, as you know I am the Dean of the Academy. That position has a lot of time constraints and responsibilities to it. Our winter term started a couple

a lot of time constraints and responsibilities to it. Our winter term started a couple months ago, and we are right in the thick of our core studies and tests. These cadets keep me on my toes. I wouldn't have it any other way. We are shaping the



future of the Federation through these cadets. We must nurture that knowledge and work ethic.

"If you ever have a chance to visit Earth, just come by my office. I am sure I can arrange a tour for you. I think you'd be impressed with our facilities, faculty, and students. They are so much better to appreciate in person."

🔔 Commander Rhea Janseen:

(Looks at the monitor with that "I have so many better things to do" look, then her gaze softens.)

"Hello. I am Commander Rhea Janseen. I am the Provost and Operations instructor at the academy. A lot of the cadets will undoubtedly say that I am too tough on them..." (smiles)

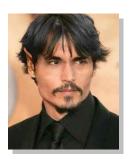
"I don't care. In that respect, I have the same feelings as a certain Romulan who teaches at the academy. He knows that once you get out in space, you'd damn well better know what you're doing or it's going to be somebody's a..... behind. So, if you can't cut it in my class, maybe you should take up botany or something.



"Need anything else? I didn't think so." (walks off and yells at a cadet for goofing off)

First Lieutenant Tebok tr'Khev:

"I am First Lieutenant Tebok ir-Mirek tr'Khev. First Lieutenant – there are many who seem to forget my last promotion. I am Chief of Engineering at Starfleet Academy." (The Romulan glowers, pauses a moment, glowers some more.) "That is all you need to know."



Mazzir Juro Murosai'ny:

"I am Juro Murosai'ny. I am a Mazzir within the Subterranean Defense Force, but I've long since retired from active duty. Now, I train the latest of the soldiers of the Nom Military Academy, or at least I did. I was ordered to the Starfleet Academy on Earth to be directly in charge of all the Lagier solders who have been shipped hear to 'learn' from the Starfleeters.

"If you sense that I have apprehension in my voice, its because I do. All I've ever learned from Starfleet is how to let distractions into my life, and its not a positive lesson for our soldiers if you ask me. Nonetheless, I follow my orders with hopes of helping our people retain some of the familiarity of home in how I teach."



Lieutenant Judas Watkins:

"Sorry I'm late – you know how things are. When it rains it pours. The replicator starts shooting communion wafers at anyone who passes it, the Curate and Tebok start glowering at each other again and then threatening to kill each other ... again, and then someone by 'mistake'..." (Judas made the quotes gesture with his hands.) "...takes your five pound bag of Skittles from the priest's cabinet in the sacristy! Again!

"But you now have my undivided atten NO CURATE YOU MAY NOT USE A FLAME THROWER DURING PENTECOST!! Excuse me...."

(Judas returned a few minutes later looking a little flustered.) "I run a Kindergarten..." (He paused a moment to look out the window.) "You know maybe we should go outside to do this?

"So anyway, my name is Judas Irenaeus Watkins but just call me Judas. I am half Vulcan – my



mother is a Vulcan. I am a full lieutenant and an Episcopal Priest – I am one of the chaplain's here at the Academy and I am also the Rector at St. Luke's. St. Luke's Episcopal Church is the church used by any Christian cadets and staff at the Academy so it seemed easier to have me in both places. Not that I use St. Luke's for any Academy functions or anything – I keep both separate!

"I joined Starfleet during the Dominion War – when they were really short on people. I had just been ordained but I took a leave of absence and signed up for Starfleet. They told me I could be a chaplain and even get the rank of Lieutenant but I wanted to fight! I wanted to protect the Federation from the Dominion so I signed up for security but after the war I took the necessary classes and became a chaplain. It isn't easy you know – becoming a chaplain. You have to spend a year at the Academy studying interspecies religion and stuff like that.

"Did you know most Starfleet Chaplains are Episcopalian? Yeah. And most Christians are Episcopalian and that I was the first nonhuman to ever be ordained in any Christian denomination. Klingons are really big into Christianity – apparently they killed all their gods but then here is Jesus who defeated death. A god worthy of worship!

"I like hamsters. I have a hamster named Matthias who likes to get out of his cage and run through the church scaring people. They think he is a mouse but he's a hamster. Tebok keeps threatening to eat him! And he says I am crazy!

"Anyway, I guess I better get back before they burn the church down... and no I am not joking!!!!"

Cadet Thaddeus Other:

(Looks a bit nervous in front of the monitor.)

"Hello. I.... I am Thad Other, thir...third year cadet. I am an... an engineering major, and ops..... ops minor. I have al...always been an engineer.

"Ever s...since I was a sm...small boy, I was taking things apart and p...putting them back together. And more t..times than not..." (smiles) "They would w...work better. I am also proud t...to say that I am madly in love w... with the most beautiful cadet on campus... Hermia Malfoi.

"I... I guess that's about it. See ya around. (waves)



Cadet Aoko Oneida'ny:

"A'logn Kata! I'm Aoko, and I'm an engineer here at Starfleet Academy. Although engineering is a passion of mine passed down by my father, my mother also taught me how to be a properly spiritual individual. I like to think that the gods and titans find me appeasingly pious.

"You look tense, however. Are you worried that I'll shock you? Most people are... they underestimate the amount of control we have over our own bodies. I could show you if you like? I'm a master in nine different kinds of channel-opening massages, and a near master in four more!

"Oh, not right now? Well, you know where to find me if you change your mind!"





🔔 Cadets Rahyu Ezllen'ny and Zivy Ezllen'os:

Rahyu: "A recorder! Allow me! I am Rahyu Ezllen'ny, and I am the world's foremost expert in electrical engineering! I can take apart a phaser, remodulate the power supply, and reassemble it in under ten seconds, and I can..."

Zivy: "Rahyu, stop."

Rahyu: "What?"

Zivy: "Stop! You sound like an ophass! Hello, I'm Zivy Ezllen'os, and yes, my twin brother and I are very good at electrical engineering. While the conflict on Nom continues, my brother and I are staying here on Earth for our safety."

Rahyu: "Not that we need it or anything, though. I have an idea of how to combine a mixed beam of phaser and polaron energy into a weapon! With a



weapon like that, the Subterranean Defense Force could easily push back the..."

Zivy: "Rahyu! She's an interviewer, not a documentary film maker! Excuse us."



Cadet Hermia Malfoi:

"I can't believe it is already time to talk to you. I've been so busy with classes and our Lunar Colony assignments. I hope I didn't keep you waiting.

"Good, I'm glad you weren't waiting too long. My name is Hermia Lucienna Malfoi. Most people call me Hermia, and my boyfriend calls me Mia. The nickname just seemed to stick, and I love to hear him say it." (Hermia sighs softly before she gets back on track.) "Sorry about that. He's been busy with engineering assignments, and I haven't seen him much lately. So, my mind wandered a bit." (She blushes.)

"I'm in the medical training program, and I really love it. I like helping people, and there are so many new advances that I learn about every day. The field of medicine is constantly changing with each new discovery made. Besides, there are all of the new species that I get a chance to look at. Wow, is all I can say.

"Did you know that we have the first Lagiers in Starfleet? Oh yes, you will definitely be surprised when you see them. Now, we have a Felinoid from Catonia as well! Another first. So exciting.

"Although I do worry about what the future could hold for me at the Academy and later in Starfleet, I am happy where I am now. Being away from my controlling and domineering family is another plus. Maybe I'll take a 5 or 6 year program instead of 4?" (She chuckles.) "Then again, maybe I'll graduate earlier so that I can be posted with my hope to be husband once he graduates. You never know."



Cadet T'Kara:

(Enters the room and sits perfectly straight and stares into the camera, void of expression.)

"Evening, I am Doctor T'Kara, My species is Vulcan, I have worked many years on Vulcan as a Medical Doctor, and have come to the Academy to broaden my Medical experience and give aid to a wider range of species. On Vulcan I worked with mainly children. The decision to join Starfleet was logical. It will provide me with the opportunity to treat individuals of varying ages and races, which is the logical next step of my medical career.



"No, I am not the first Vulcan of my family to join Starfleet. My Mother joined Starfleet many years ago. She is currently serving as the second in command of the USS Independence."

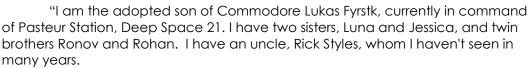
(Pauses shortly, and raises a brow.) "I did not set out to 'follow in my mother's footsteps', and it would be illogical for my mother to be 'proud'. We are Vulcan. However, she understands my decision to join Starfleet and agrees with my logic."

(Gives a slight nod.) "Good Evening." (Stands, leaves room as mechanically as she entered.)



🔪 Cadet Malachi Styles:

"Greetings. My name is Malachi Styles. I am the ..." (pauses a moment and looks down, then looks back at the monitor, his eyes a bit softer) "I am the first-born child to April Styles-Fyrstk, who recently lost her life protecting the station she was Commander of.





"I am studying to be a Science Officer at the Academy. My initial wish was to return to the USS Eagle, where I spent three point one years before enrolling at the Academy, but now that my father no longer commands it, I suppose I will go wherever Starfleet assigns me."

Cadet Tiger Sheme:

"Hello, my name is Tiger Sheme. I am currently a 1st year cadet trying to learn everything in science.

"You haven't seen anyone like me before, have you? I am a felinoid, my species is called Catonians from the planet Catonia. We are new to the Federation. I came to Starfleet Academy because I want to learn what I can because of an event that I experienced when I was young. A child from the stars found my planet and saved my life. Her name is Heiwa Neko."



Cadet Nell Allenneseph:

"Excuse me, why is that camera in my face? An interview; when did this happen? I do not remember scheduling for this. Is this necessary? Fine, but we have to do it on the go or I will be late for my next class.

"I am Nell Allenneseph, you pronounce that A-len-sef. Currently I am a Plebe cadet. Yes, I just started here at the Academy this semester if that is what you were wondering. If you are asking what my fields of study are then; I am majoring in science, as well as a minor in security. Yes, these are my hands, what do you think they are? They are cybernetic replacements; let's just say I was involved in an accident which resulted in the destruction of both forearms and below.



"Why am I at the Academy, and not off doing something else? Well, frankly, I had a rough past. By joining Starfleet I am hoping... correction, I will, make something of myself. Now if you will excuse me, this is my class and I need to leave."

Cadet Ailana Darz:

"Hello! My name is Ailana Darz, I'm a Zabrian. You may not know what a Zabrian is, our species is nowhere in this sector of space, although I have actually never seen a Zabrian...well I mean outside my family that is. I was born on Betazed, so perhaps I am more a Betazoid than a Zabrian, although physiologically I'm not a Betazoid at all. My family crash landed on Betazed before I was born, so it has become the only home I've known. My parents are still very traditionally Zabrian though. So I did grow up with the same sort of training, education, and traditions as a Zabrian back on Zabria. My sister and I were allowed to attend a school on Betazed, that was pretty fun...Oh I'm sorry am I talking too fast? I tend to do that.



"Why did I decide to come to the Academy? Oh, are you kidding me? Who wouldn't want to be a part of Starfleet? Explore the universe and discover the undiscovered? I didn't want to spend the rest of my life on Betazed without experiencing space and the unknown first! Oh! Don't get me wrong, I love Betazed, and the people there....but I wanted to meet new people, new races, and see new places! And Starfleet is perfect for that. My sister, Addy Darz, she's the Chief Medical Officer on the USS Independence. She's already seen so many amazing things and met so many amazing peoples, I couldn't help but envy her adventures. But don't think I came here to copy my sister, no, that's not it at all. I am my own person and I am going to make something of myself that is apart from Addy's legacy! Oh, sorry I'm rambling again, aren't I?

"What am I majoring in? Oh I have no idea. There's so many wonderful things that Starfleet offers, I just can't decide. I am deciding between a few different ones, but I don't really know for sure so I can't really give you a definite answer. I figure that's good though. Sometimes I think people who have their mind set on one thing may miss out on something else that they may enjoy just because they didn't have their mind open to something new, you know? I'm not like that though, I like to experience everything and make my decisions based on what I find I like!

"Oh! No more questions, huh? Alright well that was quite fun! We should do it again sometime!"



Behind the Scenes

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

Rosanna Severine's Player

interview conducted by Kayshl

Tell me a bit about your character, and why you choose SIMing for the Academy.

I am currently the Dean of the Academy and a Captain. Although my Trill spots show off that side of my heritage, I am also half Betazoid. I won't be reading anyone's minds, and thankfully no one can read mine either. It's a curse and a perk, I suppose. I really do enjoy my job in an OOC and IC manner. I have had a soft spot for the Academy since the early days of the Academy's creation when I had a regular long-term character on it.

So is this the same character you started with in 1996?

No. My first character on the Federation was Beth, a ship's counselor. My second character is probably the most well known, Ariell, who is also the twin sister of the Darmok's CO. My Academy character's name was Tasha MacNeill and later Tasha Soryuden when she married another cadet.

Being a more traditional ship-based SIMer myself, I am new to the personality and uniqueness of The Academy. I am curious what the Academy vs. other ship assignments offered that appealed to you most when you first joined?

Although in some ways it is limited because you don't tend to leave the planet a lot, we do have holodecks that can simulate anything. What draws me though, is all the possibilities. Oftentimes people think the whole class-test-lecture life would be boring, it isn't and it doesn't have to be. The time in between classes has a lot of excellent opportunities for creative writing and role playing. You can essentially have whole sim plots be going on in logs that happen simultaneously to the regular sims or as a part of them, too. I think the Academy has a lot more opportunity for writing because you have enough

Player OOC Stats



How long have you been with the USF? I originally joined the USF in March of 1996. I took a break for about 5-6 years between 2002 or 2003 and 2008. Then, I returned in 2008.

What brought you to the USF?

At the time I was still finishing intensive chemotherapy treatments, and I needed an outlet to take my mind off of what was going on. I'd been searching AOL and randomly chatting to people when I couldn't sleep. I was in one of the Star Trek chat rooms on AOL when the USF was mentioned by USFAnders. I checked it out and joined the USS Federation under Captain Knight with my first character, a ship's counselor.

How long have you been on the Academy sim with this character? Since my appointment as XO of the Academy in September of 2008.

How long have you been simming/role-playing altogether? Almost 15 years ... since 1996. The USF was my first formal simulation group. I had dabbled a lot in creative writing before that.

What other genres of role-playing do you do?

I have played Final Fantasy XI, World of Warcraft, DragonRealms and Haelrahv. I know a lot of people won't consider FFXI and WoW as role playing situations, but I played the characters in an RP fashion and not just leveling. My interactions within those games had a lot of basis in role playing, and I came up with actual backgrounds for each of them.

What is your favorite:

Star Trek series? I swear my parents bottle fed me Trek from the day I was born. TNG has the warmest place in my heart followed by VOY, TOS, ENT and then DS9.

Star Trek movie? I love character interactions and that goes for movies and shows, too. "Insurrection" is a favorite because of Riker and Troi. But my ultimate favorite is probably Star Trek IV: The Voyage Home.

Star Trek book? I loved the TOS book "Ishmael". It combined the show "Here Comes the Brides" with The Original Series. One of my memories from reading it is that my father went through first and blacked out all the curse words in it before I was allowed to read it. Of course "Imzadi" and "Imzadi 2" by Peter David are at the top of my Trek re-reading list.

When I was in the Academy as Tasha, we had many simmers who wrote logs in the cafes, diners, study halls, holodecks, exercising, training, etc. The list goes on and on. They didn't have to be told every little thing they could do. They thought about a university-type city and setting, and they came up with ideas on their own. Most people were quite active in the sims and writing back then. I've seen it happen off and on now too when people latch on to an idea or plot. As a CO running a sim like this, I'd like to think they have a lot more freedom for their own thoughts. We certainly have an interesting mix of cultures.

It seems to me like it is a very different entity from the SIMming I am use to on starships. Do you find there to be quite a bit of continuity between characters moving from The Academy to a ship assignment, or do you find most Academy SIMmers create new characters?

Some have gone to a ship after they graduated, but most end up creating other characters on other sims long before they graduate. The ranking structure wasn't quite the same for most of the time because we were considered a specialty sim before. If you think about playing the same character on a sim for 4 real years ... they'd be pretty high up in rank. So, after 4 years of playing, it doesn't make sense for them to be "stuck" at an Ensign rank on a ship sim.

No, that is definitely understandable. Experience builds up faster for the SIMmer than it does for the character they're building.

For the most part yes. With the ranking approvals as they are now, I can move them a little faster if they meet all the requirements. Most people aren't interested in the ranking structure. They just want each year to be their time in. Like I said, they make other characters in the USF, or they had another character when they started the Academy.

Well, It sounds to me you have quite a fondness for creative writing, and I see now how that could be almost therapeutic. If you don't mind me asking, was there something about role-playing that helped you cope when you were in chemotherapy treatments, or was it merely a random meld between your background as a Trekkie and a plethora of free time at a computer?

Believe it or not, originally it was just being able to have contact with other people I could talk to about like minded items. I always enjoyed writing in school. So after I joined, and I found some good friends, we just exploded writing wise. I don't even want to admit what some of those logs looked like back then. Now, the styles are so much better.

Public service announcement: Joining USF helps improve creative writing skills. I think you'd make a great sponsor!

It really is! I was an adult when I joined, but we wrote logs like we simmed. Now, the majority do their logs and stories up in the more formal way. I've seen some pretty terrible writing over time, and I've seen that same person blossom into an awesome writer.

I am also ecstatic to see another MMORPG'er. Our kind is few and far between. It's nice to see someone has stepped forth to merge the gap between traditional RP'ers and MMORPG'ers. So I have to ask that time-honored questions: Which came first, the MMO-based RPG or the Chat-based RPG?

You have to add in there too the card/dice based RPG and paper and pencil based RPG. I had looked at them to see if they were possible for me before I found other avenues. I think that an RP'er will keep going or keep trying things out until they find their most comfortable place to stay. Hopefully that means a lot of people will stay in the USF.

I love a well-rounded RPG'er. So have you tried your well-versed hand at the new Star Trek Online (STO) game?

Oddly enough I JUST downloaded it three days ago, and I created my first character. I've had a lot of people bugging me about it. No guarantees on how much I'll play, but I'm testing the game out to see what it has, finally.

Excellent. Well, if I may add my own shameless advertising, I am a STO lifetime member and as a representative of the STO USF Fleet, I would LOVE to invite you to join us in game, if you care to do so. In the end regardless of your future with STO, I am happy to hear you are a lifetime member of USF.

I have taken my breaks at times, but I guess I just couldn't leave it all together. It was too much a part of my life for so long. I've touched base with some people that came back to the USF that I never thought I'd see again in recent days. So, yeah ... card-carrying life member.

Rhea Janseen's Player

interview conducted by Commander Loriarra

From what I've read about Rhea, she's this short little lady with a big attitude. Do you feel making her tough as nails on the cadets is an important quality of a SFA instructor?

I felt the need for an instructor to emphasize the need for conviction to duty would be a good addition to the staff.

But she has her soft side, doesn't she?

She does, indeed. A lot of that came out when the *Sutherland* was propelled into the alternate future and she saw her two sons as young men in a universe where the Federation had been all but obliterated.

Oh wow. So the proud mother came out in her?



Player OOC Stats

How long have you been with the USF? Three and a half years.

What brought you to the USF?

A friend. Plus, I liked the look of the group.

How long have you been on the Academy sim with this character? I believe it is almost two and a half years.

How long have you been simming/role-playing altogether? (Just smiles.)

What other genres of role-playing do you do? No others.

What is your favorite:

Star Trek movie? First Contact, but I really love all Trek.

Oh, absolutely. It also confirmed in her, the need for all Starfleet officers to be dilligent and "mentally awake" while doing their jobs.

She sounds like a very diligent instructor, almost motherly at times, but still staying tough enough to not spoil the cadets in a wrong way. Does this sort of combination of kind and yet tough stem from any personal experience in your own life with instructing young people, or are you just simply trying to play this character in a way you feel fits her position best?

Personally, I have never experienced such an instructor. I am in a position, myself, of instructing young people, but am not quite as abrasive as Rhea. Though I can be tough on them when they are

wrong, especially the ones I view as leaders. I believe they should adhere to certain values even more than the non-leaders do.

I felt Rhea would be an interesting addition to the academy just because she is so stern, but does have a soft side, even though they rarely see it.

Ah yes. That is a very true about having high values for those who want to be leaders or will become such. I suppose all Starfleet officers should be in some form or shape, especially those that reach out for command posts. How have the cadets on the SFA sim responded to Rhea so far?

They have responded just as I hoped they would. Some dislike her, some are just plain afraid of her, but that is because they have only seen the one side of her.

In character, of course, I hope.

I hope so, as well.

There was another aspect of Rhea I've read in her biography that I found very interesting. You mention her marital problems, specifically her husband's infidelity. I don't think I've ever read anything quite like it in a bio. Perhaps someone cheating and then the couple breaking up, but Rhea and her husband reconciled eventually. Did you feel that needed to be part of her background because it would shape her in a certain way?

Yes. I felt it would all provide insight to Rhea. Her loyalties, her struggles with personal life and career, etc.

Well, it certainly give her a feel of realism as a character, in my opinion. Especially considering that some may think in the future, in a more "enlightened" age, such strong bonds between a man and woman might not be necessary, so why fuss over a little side stepping, you know. I think I once read that the Federation had this 5 year marriage policy and after that you could split or renew that. All in an effort of making marriage not seem such a "burdensome" or permanent commitment, I suppose.

Yes. I read that as well. I actually didn't like that.

Finally, I would like to know, how do you like being on the SFA sim? Are there any specific aspects of the sim setting you enjoy most?

I definitely enjoy being a part of the SFA sim. From Rhea's aspect, I enjoy the interaction with the cadets (whether positive or negative on their part). It is very challenging to try an come off as a proper mentor figure.... to meld the tough exterior with a compassionate instructor.

That is so very very true. Thanks for your time.

You're most welcome.

Tebok tr'Khev's and Judas Watkins' Player

interview conducted by Cadet Styles

In a world of Starfleet officers, and future Starfleet officers, why a Romulan at the Academy?

At Starfleet. I love Romulans and I love writing that culture shock of a Romulan in the Federation. It can lead to a lot of humor and a chance to do a lot of creative writing. For example, Romulan running into slinky or Romulan run in with Christians.

There is a lot more creative options when putting two different things together. Sort of like friending Tebok with Judas or Tebok with Remus.

So.... When you created Tebok, did you think of the conflict of a Romulan training Starfleet officers?

When I created Tebok I had no clue he was going to end up in Starfleet. I had no idea Tebok was going to be such a major character. Tebok was created because of a mistake. Delon,



Player OOC Stats

How long have you been with the USF? About 10 years.

What brought you to the USF? A friend suggested I join the Academy.

How long have you been on the Academy sim with these character? Since before hurricane Katrina, almost 6 years with Tebok.

How long have you been simming/role-playing altogether? Ten to twelve years.

What other genres of role-playing do you do? Just Star Trek, and in fact, just the Academy.

What is your favorite:

Star Trek series? Deep Space 9

Star Trek movie? A toss between Star Trek: First Contact and Star Trek IV.

Star Trek game? Birth of the Federation **Star Trek book?** The Star Trek: Destiny series.

whom I was writing a log series with a while back between her character Delon and my previous Academy character - Cadet Aerv Stuart. Delon had mentioned that the Delon character has two brothers early on but later forgot so I started playing the second brother.

I created Tebok on a whim. I gave him the name Tebok because it was the first name that popped into my head. I actually had him in mind as comic relief. He was originally going to be the eccentric uncle to Cadet Aerv Stuart. He simply crew from that. And grew. And grew.

And how did he come to the Academy, then?

I started to like the character. And when Cadet Aerv Stuart returned to the Federation I had Tebok go with him. Delon was also spending less time online and I wanted an excuse to roleplay as Tebok. He was developing into a very interesting and unique character. Tebok is one of my favorites. He is the culmination of learning from my mistakes in other characters. He and Judas. They are not "Mary Sue-ish" and feel well developed and interesting people.

I am afraid I do not know what you mean by "Mary Sue-ish."

"A **Mary Sue** (sometimes just **Sue**), in fanfiction, is a fictional character with overly idealized and hackneyed mannerisms, lacking noteworthy flaws, and primarily functioning as a wish-fulfillment fantasy for the author or reader. Perhaps the single underlying feature of all characters described as "Mary Sues" is that they are too ostentatious for the audience's taste, or that the author seems to favor the character too highly."

I see. Did you have any difficulties with the other characters of the Academy when you brought Tebok in?

Not initially. I guess people are used to Romulans popping up in Starfleet sims. At some point

there was some minor trouble. We had a new dean, before the present dean, and she wanted to get rid of the teacher positions. There were also some frustrations at several points.

During the period of Dr. Clemens, after hurricane Katrina and when she lost her home I for a while helped run the sim. I was acting CO. At times I was the only officer there. I thought I would be permanently promoted to XO since I was doing the job but the Fleet has rules about who are made Lt. Commanders. It never happened.

I wrote a lot back then. I was frustrated and angry. I felt I deserved the XO spot. Though I have more or less gotten over it my writing really has not picked up. I am also very very busy what with school and getting started in the ordination to the priesthood process.

Finally, do you still enjoy simming the SFA? if so, why?

Being a part of SFA has never really been an issue for me -- except regarding Tebok's promotion to Lt. Commander. I enjoy Starfleet Academy. I had brief attempts at joining other sims but never stuck. I like the idea of simming at Starfleet Academy. But an Academy sim is not common. So it isn't the Fleet that matters to me - it's this specific sim.

Thaddeus Other's Player

interview conducted by Commander Loriarra

Alright, I happen to know that there is an interesting story behind Thad's last name "Other", and the creation of that character. How did that come about?

Well... the dean, at the time, Dean Quigley, needed an extra cadet and he initially started calling him "Cadet Other".... which is a good non-committal NPC. He did not count on me taking it further as I did.

But you ended up making him a fullfledged cadet and even gave him some interesting personality traits. Why did you choose to make him stutter?

When I watch others sim, they make their characters as perfect or as powerful as possible. Giving them the best traits the Trek universe (and then some) has to provide. I thought it would be

Player OOC Stats

How long have you been with the USF?
I've been with USF for almost four years.

What brought you to the USF?

A friend had told me about the Academy Sim, so I decided to join.

How long have you been on the Academy sim with this character? This will be my third year.

How long have you been simming/role-playing altogether? Quite a few years.

What other genres of role-playing do you do? I have done some fantasy role-playing, but nothing except Trek now.

What is your favorite: Star Trek series? Star Trek movie? Star Trek game? Star Trek book? I don't have a favorite.

interesting to see one with a certain disability. And as minor as stuttering can seem, to those who are "blessed" with it, it is very difficult to deal with.

Though, he has this little thing about singing, right? And when he plays his guitar and sings, he does not stutter?

Correct. For whatever reason, Thad has no difficulties performing (both playing and singing)

when he gets his guitar in hand. His skill with the guitar has been a real boost to his self-esteem since he was a boy.

Nice. Is it difficult for you to write out this speech impediment in sim and keep up with the flow of the sim?

Yes, it is. There are times I start to type out a whole thought, or statement, and then I have to go back and remember to put in the stammering.

So, overall in the time you have been with the SFA sim, has there been more positive or even funny experiences because of the character's "handicap" or negative ones?

Hmm... good question. I cannot think of a stand-out experience either way, other than it was the current dean, and her reaction to the way I was playing Thad that spurred me on and made me want to develop him as this character he is.

Ah. I was going to ask you if you had any special memories, but I can understand why that might not be so. Tell me though, is there anything specific you like about this sim compared to others?

This sim is actually more challenging. It is more difficult for the dean, because it is supposed to be about the academy and not always about some space adventure. It is a challenge to make the sim as fun as possible, on the cadet level as well, so everyone wants to come back.

So, I do enjoy that challenge, and developing new "officers" for Starfleet.

Last question. Would you recommend to all simmers to try out playing a character with challenges like those of Thad?

Not all, no. I have seen some simmers that really do not have that much imagination. I was told, before, that the Academy sim was originally created for more advanced simmers (which is kinda funny), but I now see it. I would recommend it more for people who are very into their characters as I am.

That sounds like a challenge. Thanks for the great insight.

Rahyu and Zivy Ezllen's Player

interview conducted by Lieutenant J.G. Brott

I read a little bit about your species, the Lagiers, created for your characters. Why not go with a familiar species?

Oh man, I'm always making original aliens, and one thing I had an interest in was making an "electrical" species. That's where the original idea came from. Like an electric eel.

Would they not have trouble in a few locations like engineering?

Zivy, Rahyu, and Aoko are all engineers. They actually excel at it, because they have a natural affinity for electrical engineering. They even have gloves that they use, along with their electrical ability, to affect magnetic fields and help them with various tasks.

From the background on their home planet of Nom, I read of the Great Debacle. Sounds like would be a lot of resentment toward



Player OOC Stats

How long have you been with the USF? About 8 or 9 years.

What brought you to the USF?

Google search for "Romulan Names".

How long have you been on the Academy sim with these characters? Just a few months with Zivy and Rahyu, but I have played Juro off and on for longer than that, and I had another Lagier character before that, Okuyan Nucen'os.

How long have you been simming/role-playing altogether? Same amount of time I've been with USF.

What other genres of role-playing do you do? Only MMORPGs, like STO and Champions Online.

What is your favorite:

Star Trek series? The Original Series

Star Trek movie? Star Trek VI: The Undiscovered

Country

Star Trek game? Star Trek Online (STO)

the Federation. However your engineers are in Starfleet. What made them join?

Well that's the funny thing; Rahyu and Zivy are actually just there because they need to be kept safe from an ongoing conflict between the Lagiers and an opressive species. For the most part, the Lagiers are in the Academy as a kind of officer exchange program between Starfleet and the Subterranean Defense Force (SDF).

Do you play all of the characters at the same time at Academy? I've played four Andorians at the same time over a few sims.

Several of the Lagiers, Okuyan and Hlaoa, have gone home because of the conflict. Aoko and Juro are like NPCs, so the only ones I actively play in sim are Zivy and Rahyu, the brother and sister pair.

What distinctive species or societal traits do you give them that makes them different from the more familiar races?

The big thing that makes them different is that they're electrical. They can, on accident practically, kill someone if they're not careful (and they have done before), so it's a dangerous thing all around. But their culture is unusual too, in the fact that it exists under martial law. The Subterranean Defense Order (SDO) came into power shortly after The Great Debacle made a vast majority of the surface of their planet uninhabitable, causing most of the population to live underground. The SDO rules with an iron fist, a decidedly totalitarian regime that consists of a short temper and even shorter list of enemies, but what makes Lagiers interesting is that they like it this way.

Sounds like the Lagieran government does not meet Federation entry standards.

Living underneath a decimated world in cramped spaces in chaos is something none of them want to see again. The totalitarian order of the SDO provides a well-defined sense of right and wrong. Moral ambiguity doesn't exist, and practically every Lagier likes it this way. It's structure, through every corner of what would otherwise have been a chaotic struggle for survival. There's appreciation there for the hardness that has to come to achieve great things in that kind of circumstance.

The death by electrocution matter did not get them thrown out?

Nope! Mainly because they, Okuyan and Hlaoa, resuscitated that cadet! He's Malachi Styles, and he's still alive and well on the sim.

Does the crew keep their distance?

Malachi does! But for the most part no, the only Lagier they're really afraid of is Juro, and that's because he has a tendency to try to use more ... Nom Military Academy teaching methods. It usually involves a stick.

The pictures you created for the species looks a bit like Medusa, at least at first glance. No relation I presume?

They're not gorgons, no. But some do act as if they're afraid they might be killed just by looking at a Lagier!

Since you are an experienced simmer, how do you bring them down to a non-command level of play?

Lagiers screw up! A lot! They're simply not built for this kind of environment, to interact with these people. They're just as afraid of hurting others as others are of being hurt by them, and they seem to fumble and wreck most of what they do in the process of just getting by. So it's easy to not be in a command situation when you're approaching them from a "disaster waiting to happen" perspective.

One last question. For our readers wanting something more than the cookie cutter Vulcan or Human, what advice can you give?

I find there are two big rules that make it work. The first is, think about a hook, a gimmick. Klingons are warriors, Vulcans are stoic, Bajorans are spiritual -- what thing is it about your new species that will make them immediately understandable and interesting? For Lagiers, it's that they're electric.

Secondly, think of your alien not as what you'd like it to be, but what it really is. We all know that in reality, the chances of aliens being humanoid is slim to none, so we naturally want to start out "improving" on Star Trek with some wild invention we haven't seen before. But that's not what Star Trek is. In reality, a Star Trek alien is a person with a prosthetic and makeup. That's what ultimately makes them relatable as characters — it was makes us be frightened, aroused, sympathetic to things that aren't supposed to be like us.

So the closer you can make your alien design to something that could be made by an FX shop and put in front of a camera, the more successful it will be as a Star Trek species.

Hermia Malfoi's Player

interview conducted by First Lieutenant Torosi

Thank you for taking the time to be interviewed. Let me start by asking where did you get the inspiration for the character of Hermia?

Well, when I visited the Academy I noticed that some of the characters had some "Harry Potter" named NPCs. Hermione happens to be a favorite of mine, and I can't help but like my Malfoy bad boys. So, I went with Hermia, a similar name, and Malfoi which is the French spelling. I've sort of patterned her looks (very white/light blonde hair) after them too. Seems silly since this is a Trek thing, but I liked the name even if I didn't have a likeness for the characters as well.

Naw, it's our world and we get to create it!

Thanks. I figure that as long as I keep her actions in the context of the Trek world, it should be okay no matter what I've named her.

NO PICTURE

Player OOC Stats

How long have you been with the USF? A long time.

What brought you to the USF?

Heard about it in a chatroom.

How long have you been on the Academy sim with this character? A couple of years. I had to join after I saw this really nice guy named Thad Other simming here. We hit it off.

How long have you been simming/role-playing altogether? Quite a while.

What other genres of role-playing do you do? Sometimes I role-play in fantasy settings as well.

What is your favorite:

Star Trek series? Star Trek: The Next Generation Star Trek movie? Star Trek IV: The Voyage Home Star Trek book? "Imzadi" by Peter David

What aspect of Hermia is the most interesting or most exciting to roleplay?

Hmmm ... Well, I've always loved Medical, and it is fun being a cadet. You get to do a lot of things that aren't all "duty on a starship". I love character interactions the most and writing. Even if I don't do as much as I'd like, I still love reading and writing logs by myself or with others. Relationships are some of the best aspects of that. Like the one my character has with Thad Other.

That brings me to my next question. The Academy Sim has a lot of players, how do you keep up with all of the side plots and storylines that are going around at any given time.

Well, I've been simming a long time. Plus, although the sims move "faster" than others I've seen, they aren't so fast that I can't keep up reading everything. A lot of times you end up focusing on a couple aspects for a sim, but our CO always sends out the chat log. So, you can go back and reread anything if you miss it. Each of the characters are so funny and fun in their own ways, that you try to do all you can to keep up.

I'm going to go off in a totally different direction now. Being that you are an experienced simmer, have you found any real-life benefits to simming and can you give us an example?

One benefit was being more involved in the Star Trek world actually led to some good contacts at conventions that I was able to use. Another benefit has actually been the improvement of my writing style and creative processes. And because of the USF I ended up learning HTML and Web Page building from scratch because I wanted to do them ... that helped me later to make my own pages for business.

Wow, that is very cool!

Thanks. That doesn't even count the fact that I've made some good friends over the years.

I'm a Kirk gal myself and I'm always curious which Captain is the favorite of other Trekkers. Which of the Star Trek Captains (out of Kirk, Picard, Sisko, Janeway and Archer) is your favorite and what makes them your pick?

Hmmm ... that is hard. It is a toss up between Picard and Janeway. I must admit my thoughts on Kirk got a little skewed after I met Shatner in person. It makes it harder to like the character now. I think Picard and Janeway are both strong explorers, and they had a depth to them that I always liked. Even though they were strong, they still had their own failings that they weren't too afraid to admit if they were wrong. I think Archer is probably the most approachable out of all of them, but I didn't get a chance to watch as much of Enterprise as I'd like. Sisko ... didn't really like him that much.

Interesting answer, thank you. If we were lucky enough to learn that there was going to be a new Star Trek TV series, in what direction would you like to see them to go with it?

I would like to see something more along the lines of TNG ... exploration ... character development ... good storylines.

Well that went very quickly! Let's end up on a light-hearted note since we are doing this interview on Valentines Day. Which Star Trek couple is your favorite and why?

Riker and Troi. I don't even have to take a second to answer that one. I always thought they were a perfect match, soul mates. Something about them struck me from the very first time that they saw each other on the Enterprise. "Do you remember what I taught you Imzadi? Can you still sense my thoughts?" Were Troi's first words to Riker, and you could just see the emotion in his face trying not to choke.

Malachi Style's Player

interview conducted by Commander Loriarra

Human/Betazoid/Cardassian mixture... I have to admit when I first read that about Malachi, "noob" was the word that popped into my mind. It seems not only far fetched but reminds me strongly of what explorers first thought of a Platypus when discovering it... sort of a Frankensteinish conglomeration. But I know you're not a noob, so what's the story with Mal?

Well, first off, Malachi is not (initially) my creation. He is the offspring of sim character April Styles (later April Styles-Fyrstk) created by the late Amy Jay. She passed away in 2006 (I believe) so, you can blame all that on her. I picked up on this character while she was still alive, and kept him going in her memory.

Ahh. I do recall reading the posts on her memorial. She had been involved with USF for many years. It's nice that you honor that memory.



Player OOC Stats

How long have you been with the USF? I have been with USF 3.66 years.

What brought you to the USF?

I had a friend simming with the Academy. I wanted to bring this character into the Academy, so I joined.

How long have you been on the Academy sim with this character? See the first question.

How long have you been simming/role-playing altogether? Much longer than I should admit.

What other genres of role-playing do you do? This is the only role-playing I presently do.

What is your favorite: Star Trek series? Star Trek movie? Star Trek game? Star Trek book?
I do not have any favorite. I am just a Star Trek junkie.

Now, Mal doesn't look Cardassian at all, so are there just trace genes in him, or how does that work? If he has true Cardassian blood in him, does that affect his temper in any way?

I've never really explored that side of him. For the most part, he is pretty even tempered. In fact, at times, he may take a more passive approach than an angry, aggressive one. So most of the Cardassian traits were genetically altered by the scientist responsible for his birth.

Oh, I see. I suppose if nothing else it gives some background for possible future story lines.

Exactly. There was a quick little plot where the scientist had visited the Academy for a special exhibit opening and actually made contact with Malachi. I haven't gone any further with that, though, as other things have come up to keep life interesting.

One of which I understand is a romantic relationship for Mal. Another the death of his mother. Do the two have a connection?

No. They just happened to have occured around the same time.

Ah. I'm curious, I know you decided to instigate the death of his mother (the character April) after you had carried her legacy on for quite a few years after Amy Jay passed away. What made you finally decide to take that step, hard as I can imagine it was, to end the character?

I was discussing the character with another of Amy's closer online friends. She had thought it was time to let April go. As you indicated, it was a hard decision, but ultimately the right one.

Yeah... not easy. I have to say I admire your loyalty to Amy as a friend and carrying on that character for as long as you hve in memory of her.

One thing Amy truly loved, other than her real-life son, and that was simming.

That is what I've heard from others. So, despite Mal initially not being your creation, you certainly have grown into him and made him a very warm and approachable character. You've actually played him in SFA for almost 4 years now, and he's a Senior about ready to graduate. What will come for Mal after the Academy? Have you given it any thought?

I have bandied that around a bit, in my mind. I (of course) will remain with SFA with another cadet creation, but I may look into moving Mal to one of the other sims I am involved with. He certainly is an interesting character.

Yeah, definitely something to think about with a character one likes playing. I've never liked parting with characters, and they keep continue living on in the back of my mind somewhere out there in the Star Trek galaxy.

Exactly.

Last question. I know you actually had brought Mal into USF from another sim group, in which you are active as well. Do you believe that interactions like this with other sim groups is something that should be looked into more? It seems most groups like to stay within themselves and not have anything to do story-wise with other groups. What are your thoughts on that?

Well, as I have (more than with just SFA) done more cross-overs, you can see that I feel it's a beneficial thing. I believe all simmers have some great ideas no matter what group they're in, and it's fun to do something like the cross-overs. And I did two different cross-overs with Nigala.

Yes, I remember you also participate in the Fleet-wide plot about the Hobus star explosion with the sim that you're commanding, despite that is was a USF plot and your sim is not part of the USF.

With the Hobus, that was definitely something that should have affected sim groups all over. I know I met with opposition in the other sim group, even on my own ship, but.... their minds were changed.

Not unusual, as I know it was an issue for some COs within USF, who ended up not accepting that event into their sim's time line.

Yeah, I sorta forced the Dean of the Academy's hand on that issue. - You know, I am a goofball with continuity. Because of such, in my other sim I would never touch on ship names that are active in the USF, unless we are interacting with them. Does that make sense?

I think that shows that you look at all of us as being in the same universe, not in this sim group or that one, and that's great.

Indeed, I do.

Awesome! Sounds like there might be more future cross-over group interactions possible. It's certainly nice to see, in my opinion.

I hope so. I do enjoy it.

Tiger Sheme's Player

interview conducted by Commander Loriarra

So, I understand you made up an original species for this character before joining SFA. What inspired you to do so? And why a feline?

Well, I went AWOL for four months, lost internet, and I needed a good reason to be away from my three ships I was posted on. And I love cats.

So what does that have to do with making up the Sheme character?

Um... well, at the time, I only had three characters and they all went AWOL from their respective posts at the same time. I thought it would be a good idea to let the Captains know what was going on by writing a story ("Sheme Joins Starfleet" on the 'USS Independence Lounge' message board). I also wanted to do a log series that was purely original, no lookalikes so far.

Almost 5 years.

Player OOC Stats

How long have you been with the USF?

What brought you to the USF? A friend.

How long have you been on the Academy sim with this character? About 4 months.

How long have you been simming/role-playing altogether? About 10 years.

What other genres of role-playing do you do? BRPG, Byond Role Playing Group; some chatroom games.

What is your favorite: **Star Trek series?** Deep Space 9

Star Trek movie? Star Trek: Nemesis

And by writing this you tied all characters together then?

Yes.

Do you do that often with your characters, having their lives interwoven outside the sims they play in?

Only on these three. Dawn (USS Lexington) was created after this story was posted.

What is it you enjoy most about your feline character?

I can be a cat, and I love being a cat.

I noticed in your quick stats section that you haven't been with the SFA sim for very long. How do you enjoy it thus far?

It has its challenges, but I have made friends.

Is there any particular aspect of the sim you like a lot? Perhaps better than in any other sim?

Um... it doesn't go into mirror universes. I get so confused on those plots.

Yeah, that can get a little confusing at times. Well, thank you very much for talking to me.

T'Kara's and Ailana Darz's Player

interview conducted by Commander Loriarra

From what I know, Ailana is the sister of Adrenna Darz, who serves on the USS Independence and was your first character. I assume Ailana is mentioned in Adrenna's biography. Did you plan on making Ailana a character standing on her own from the beginning, or how did that come about?

Yes. When I first decided to join the USF I checked out different sims and I was already sold on the idea of being on the ship in the delta quadrant so I knew I wanted to join the Indy, but when I observed the Academy sim, I really enjoyed the simmers and the storyline there as well, so I planned out a way so that I could join both sims. I started with the Indy with Adrenna, but I always knew that I was going to add her sister into the mix and have her join the Academy.

Heh. I don't think a lot of people plan things like that out from the beginning. A lot of times that comes about incidentally. Kind of gives me the impression that you are a very organized and focused individual.



Player OOC Stats

How long have you been with the USF? Since July 2009.

What brought you to the USF?

My mother has been involved with the USF for several years now. After hearing all the fun she's been having, I couldn't help but want to join all the fun myself!

How long have you been on the Academy sim with this character? Since April 2010 with Ailana, and August 2010 with T'Kara.

How long have you been simming/role-playing altogether? Since July 2009.

What other genres of role-playing do you do?

I have characters in two other USF sims. Before the USF I had not done any simming of any form, and now the USF is the only simming I do. I really enjoy it though.

What is your favorite:

Star Trek series? Voyager, with TNG a close second. **Star Trek movie?** Star Trek IV, all the TNG movies, and Star Trek 2009

Star Trek book? I enjoy reading any star trek book. I especially like the voyager novels. Christie Golden is my favorite author for the Star Trek books.

Sometimes. I enjoy writing and I really like the USF format of real time sims supplemented with logs, it gives me a chance to let my creative side flourish. I like creating stories, and I love developing my characters. When I get an idea in my head, I tend to go all out with it, otherwise it will just fester in my mind until I deal with it.

I can see that. I've noticed you spent some time on fleshing out the sibling relationship and interaction on many occasions. Is that something that comes from real life experience?

Well I do have a sister in real life and I am quite close to her, so I know how sisters act around each other. Some aspects of the Darz sisters' relationship is based on my own relationship with my sister, yes.

I think we all bring a lot of our own experiences into our characters, even if we have their life's path take different turns than our own.

Now, not too long ago, you added a second character to your repertoire for the Academy. Interestingly enough, she is the totally opposite of Ailana. Ailana is talkative and social, T'Kara is... well, typical Vulcan, rather observe than speak. Is that something you did on purpose?

Well, adding T'Kara had nothing to do with Ailana. My real life mother has been simming for years and her main character is based off of her life and her family is based off her real life family including the children she's had and some of the things that have happened to her children (marriages, sickness, etc). I thought it would be neat if I started playing the daughter that corresponded to me and my life. So, the simmer behind T'Kara's mother is my real life mother. I recieved permission to run with the character and brought her to the Academy.

But I do have fun playing completely different roles and I like the interaction between Ailana and TKara. I am meaning to have thier relationship sort of flourish into something similar to Kirk and Spock. They compliment each other.

That sounds like an interesting prospect.

Would you say you regard your real life mother as a role model when it comes to simming and character interaction? She's been a big influence on you with Star Trek, hasn't she?

Oh yes, I like to say that I was born and raised a trekkie! It's fun when we can share our stories of simming with each other.

I can imagine. Making it a family affair. That's pretty cool.

So, it seems both Adrenna and Ailana have a fondness for medical. If you could be living in their universe, is that something you'd pursue, too?

T'Kara is also a doctor. Yes I have a fondness for the medical aspects of things. I am actually considering a medical career in real life. Although, if I was in the Star Trek universe I'd get to play with fun gadgets like medical tricorders and hyposprays and dermal regenerators! I wouldn't mind that at all!

I think we all would love to play with some future gadgetry.

Finally... we all want to know the scoop on Ailana and Mal. Let's hear it!

Well, I suppose you'll just have to read the logs!

Aw, come now. You are such a tease. What a way to entice people to read SFA logs. Hehe. Thanks a lot for you time, though.

Anytime!

Nell Allenneseph's Player

interview conducted by First Lieutenant Torosi

Thank you for agreeing to this interview. Can you tell us what inspired you to create a character for the Starfleet Academy Sim?

Well I suppose it mainly was because of a sudden shift in time, which I do hope I will be able to work around. But other than that I just wanted something new, a new experience.

Nell as a character is quite new and she seems to be somewhat of an enigma since you haven't posted a full biography of her yet. Please demystify her a little by sharing with us some of what you feel makes her unique and a little of her background.

Indeed I have not posted a full biography, should get to work on that when I have the time. Anyways, Nell... I have not exactly worked out a



Player OOC Stats

How long have you been with the USF?Approximately four and a half years.

What brought you to the USF?

Someone I knew.

How long have you been on the Academy sim with this character? A little over two months.

How long have you been simming/role-playing altogether? Since about 2006-07.

What other genres of role-playing do you do? None.

What is your favorite:

Star Trek series? TOS and Enterprise **Star Trek movie?** Star Trek 2009, I suppose.

full background. I have been tossing ideas back and forth. My first and strongest impression was that she was going to be an orphan, that never knew her parents. While she grew up at the orphanage, there was going to be a care taker who saw what her full capabilities were. But Nell would blow it off, and eventually try to do life on her own. But in the end, after a few minor details of perhaps criminal activities, she would return or be brought back to the orphanage where she would see it herself about her true gifts.

One twist I tossed into the mixing pot, would have to be her cybernetic forearms and hands. At this moment I have not really thought about how she received them, nor what caused her to lose both hands and forearms. I believe that covers her in a broad explanation.

That's a great little "teaser" about your character. Can you tell us which aspects of your personality, if any, do you share with Nell and which aspects of her personality are nothing like you?

Well I share a little bit of myself into each character. But over time, that personality will shift. Right now, she is a bit kept to herself. Not wanting to really interact with anyone, more of trying to be extremely formal and serious. Keeping her personal background, away from everyone else. Right now, I suppose you could say that she is all work and no play. All of those personality traits are like myself, just depends on the situation that I am in, or my current mood.

Do you expect to see different types of plots in Starfleet Academy sim that you wouldn't see in a more traditional ship-based sim, and what kind of storylines are of the most interest to you?

Indeed I do expect to see different types of plots in the Academy sim, I am not for sure yet which of the storylines that I will enjoy more. Considering that I might be changing majors and minors several times before I get settled down into one spot. I suppose I should have placed her as undecided, but I did not do that. But that is fine, because with how the Academy is set up you are able to change that even if you believed that you have chosen the area of study that you like.

Has Star Trek in general, and simming specifically, affected your life in any way?

Hmm... that is a hard one. I suppose it has, in little ways. Allowing me to write, when I feel like it. On the other hand, it has aided me by being a stress reliever. When I am having a hard week or day, depending on when I have a sim, it allows me to relax and enjoy that at the very least for a hour.

Yes, I can understand that...simming helps me relax and forget about life for an hour! Here's the last question for you. If you could step into the Star Trek universe and live there, what era would you choose to enter and what do you see yourself doing there?

Oh... that is very hard. I do not really know, but if I was able to do that. I do believe I would rather join into one of my sims instead. That being the USS Roddenberry, as the position of what my character does: Chief Medical Officer and Counselor.

Excellent! That does sound like it would be fun.



Starfleet Academy - Beginnings

by Lieutenant Commander Solik

Starfleet Academy, the birthplace of all Starfleet officers heading out into the wilderness; the final frontier. While officers must go through at least four years of training at the Academy in *Star Trek*, simmers in the United Space Federation (USF) can be placed directly onto a ship, station or outpost, and are not required to attend Starfleet Academy.

Despite that, a Starfleet Academy (SFA) sim does exist in the USF, though it has always been structured slightly different than most other sims. Known for its innovative storylines, mostly regarding Earth and the surrounding area, SFA offers a creative setting for those who wish to concentrate on character development, through in-sim events and logs written between sims, as opposed to the desire to increase in rank.

While we* were unable to speak with the creator of the Academy sim, Commodore Trinity da Vinci, or the successive Commanding Officers (Captain Sorik, Captain Mason Mannix, and Commodore Keiri Clemens), we had the privilege to sit down with three current members of USF, who also happened to be students at the Academy while it was still in its infancy.

(* Commander Loriarra assisted in gathering the interview information)

(Note: <u>Quinn Quigley</u> was a student, then <u>Commander Officer</u>, of the <u>Starfleet Academy</u> sim, and is also known as Commodore <u>Robb Clemens</u>. <u>Tasha McNeill</u> was a <u>student member of the sim and is the</u> current Commanding Officer, known as Captain <u>Rosanna Severine</u>. <u>Quint Quigley</u> was a former <u>student</u> of <u>SFA</u> and is also known as Commodore <u>Shane Booker</u>.)

1) Looking back: Do you have any memories from the early days of SFA that stick out in your mind?

Tasha McNeill: The characters and storylines stick out in my mind. Some of them specific ones, but mainly in general that it really felt like a team and group setting. Out of sim and classroom activities were quite popular, and the Academy felt like a community ... not just a place you went to sim on sim day. You lived the life in recreational activities, tests, field trips, love, friends, etc etc. No one thought twice about writing logs about studying in their dorm and such and such dropping by. That's what I remember, and that's what I miss.

Solik: That sounds like a lot of fun.

Tasha: It was. People were online because they wanted to chat ... and oftentimes it would lead to IC logs. You didn't feel like you had to be online to do a duty. You wanted to be online for IM's because it was fun for the Academy. I don't like just being online to have the name on. I always happily meet people for JL's though. If I knew that things would be like they were, I would be online more spontaneously.

Quint Quigley: A group of us got together and created a mischievous group of Cadets. There was my character's twin brother Quinn, a pair of cousins and one other player. We had a lot of fun playing together. With and "against" the Dean and Provost of the Academy at the time.

Quinn Quigley: The prominent one is when Mannix (the Dean at the time) had the dorm rooms burned down.

Solik: Wow!

Quinn: It was an exercise in fire control.

Solik: And no one controlled it?

Quinn: Well we tried. The result of that was that we stayed at the Dean's House and raided the liquor cabinet.

"the Academy Felt like a community... not just a place you went to sim"

Solik: Nice!

Quint: I claim lack of memory. Yep. Don't remember.

Lori: You guys were Q, why get into the liquor cabinet? Did it affect you? Or did you just give it out to the others to cause problems?

Quinn: I don't think we ever logged about it effecting the twins... just the Gerb. Probably Tommy, too.

Lori: So, you guys were the mayhem creators.

Quint: Oh yeah. The brat pack, for sure.

Lori: Is that why you made the characters in the first place?

Quinn: We were two of many.

Quint: Like I said before, five of us. By our powers combined, he was Captain Chaos! But we didn't just join the Academy with the other three to come on and form a clique of rebels. It just happened.

Quinn: Booker and I were discussing going to the Academy. I think the both of us had shown up one night and we were impressed with Mason Mannix. But we didn't want to do just ordinary characters. So the Q twins were created... and two weeks later the Q kid showed up on Voyager. [Ed. Q characters are allowed only at the discretion of the sim's CO.]

Quint: Well, it was a bit longer than two weeks. But yeah, we were the first spawn of DeLancie's Q.

Lori: I feel for Mannix.

Quinn: He loved it.

Quint: Well, he loved it when the sim was over and we left.

Lori: I can only imagine.

Quinn: There was also the Holo-Torah and Holo-Mannix programs that were created for general havoc.

Solik: Havoc... of course.

Lori: So, why did you guys leave the sim eventually?

Quinn: The twins graduated. And the sim was quite full by that time.

Solik: Have you ever looked in, hung around, and seen things going on now that are highly reminiscent of your days?

Quinn: I guess I can't say that I do remember anything that is like it was back in the old days. I helped create the Great Space Race when Keiri was around, and we did that a few times, but I'm not sure if Rose is still continuing that.

Solik: I believe I saw some logs by Cadet Styles about it last year. So that's good that at least something you began is still ongoing.

Quinn: Yeah, it's nice.

Quint: Oh I've visited for sure. The current Dean is a friend, so I love to pop in on her when I can. And it brings the memories back each time.

2) <u>Sim structure:</u> Has SFA always been a specialty sim? How was the sim run back in the days of you being a cadet?

Tasha McNeill: Yes. In fact when it was created it was more specialty than it is now. We didn't take regular applications from the site in the beginning. So pretty much everyone either had a character elsewhere in the USF, or they were friends with someone who knew they were mature enough about simming to handle it. It was based as much on the writing in between sims as it was the actual sims itself. In fact a lot of people had entire plotlines happen in the in between that ended up affecting the regular sims. It was quite interactive and character developing.

Solik: Wow. I find it hard to believe that could actually be done today, seeing that real life often takes its toll.

Tasha: Aye. People had busy lives back then too, but the dedication level was different. We were all determined to keep writing, and most of us loved it. You could find several people JL'ing on any given night in IM's and chat rooms.

Quint Quigley: As far as I know, one of the intentions for the sim was to allow experienced simmers to really dig into character development, whether it be in sim or through logs. The Academy has always been a Log writing power house.

Solik: Ah yes, it's nary a time you'll see the Core homepage without at least one SFA log.

Quinn Quigley: It was up until the point that I took over with this character. Then we started drawing from the membership pool.

Lori: Now, I thought specialty sim meant only existing USF members were allowed to join?

Quinn: You had to be Lieutenant and higher to join the Academy, just like it is for SOG (Special Operations Group).

Lori: Hmm. I'm certain that First Lieutenant Tebok tr'Khev joined the sim without being on any other sim during the time Keiri Clemens was the Dean. Matter of fact, he advanced within the SFA sim to his current rank.

Quinn: I don't know any more. Anyways, if that was the case with Tebok, then that's the only one I know... and who knows why she made an exception for him.

Lori: So, from what I understand you had some sort of point system to advance back when you were students?

Quinn: Apparently so, although I don't remember.

Lori: Hm. I was going to say, with all the trouble you and Quint made, I'm wondering if you ever did advance.

Quint: I don't think there was, other than logs. We did have to do other things, like run a sim, right? And our characters had to do a tour on another sim.

Lori: Oh yeah? Poor CO there.

Quinn: Yes, writing the logs, which was just natural back then. And we had to pull off the caper, or Academy prank.

Lori: For graduation?

Quinn: Yes, it was a requirement.

"The Academy has always been a Log writing power house."

Lori: That's funny. Anyways, so why did you choose to not continue the specialty sim status, Quinn?

Quinn: Just like I told Solik before, we didn't have people coming in, the sim was very low in numbers.

3) Returning as Dean: During your time as CO, do you feel that you have any expectations to live up to from your hosts from back then? Is the style of sim mostly as it was back then? And if so, do you try to keep it that way, being the CO and having been a member back then?

Tasha McNeill: I don't know if it is an expectation to live up to the hosts from before, but I do know that I find myself trying to live up to the memories of before. It is a different group and a whole lot of different personalities. I have to remind myself that it will never be the same, but I will always hope that it will still be just as much fun in it's own way. I like seeing people active and especially interactive.

I have tried to help it point in that direction under the current leadership as well. Sim day is sim day, but I like to leave it open so that there is plenty of time in between sims where interaction and other plots can be worked through in logs. I also try to let the cadets be creative. I create a guideline, or basic idea, for the plot and then I adjust it as people come up with things in the sim. Many times I've redone the sim several times and ways before the end because of ideas.

Quinn Quigley: No, my main goal was to make sure that people had as much fun as I had while I was playing my cadet character.

Lori: (played a Lagier cadet while Quinn was Dean) As a Dean, Quinn was great, always knew what was going on, with being Q and all. Bad for the trouble makers.

Quinn: You guys stirred trouble.

Lori: We did not. Only had Hlaoa have a crush on Quinn for a while.

Quinn: Oh please. I guess you forgot why you had to wear those suits and gloves then.

Lori: Suits? Ohhh. Ok, fine then. That was my idea.

Quinn: No, it wasn't.

Lori: I mean the whole "killing" Mal idea. Yeah yeah... the suits were yours, saving our (Hlaoa and Okuyan) butts from being kicked out.

Solik: Seems like the traditions of old certainly hold true to this day... Cadets getting in trouble, and the CO swoops in to save the day! Well, something's gotta stay the same!

We'd like to especially thank Captain Severine and Commodores Clemens and Booker for taking the time to share with us their experiences as students in the Starfleet Academy sim, giving us enough insights to draw on, connecting the past to the present. Let's just hope Temporal Investigations doesn't catch onto that.

[back to table of contents]

Coming next Month:

USF HIGH COMMAND

Get to know the 7 members.

The Way I See Things

by Cadet Malachi Styles

Greetings. I am the player of Malachi Styles on the Starfleet Academy sim, and a couple other characters around the USF. I was asked if I would do an article on my situation. "What situation?" you might ask. Well... I am legally blind.

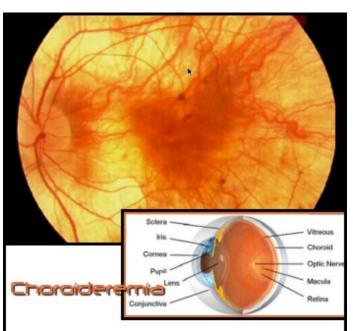
My vision problems stem from a degenerative disease, called <u>Choroideremia</u>. It effects the retina and how the light reflects off of it. I have been forced to quit driving, and even my job that I worked at for twenty years put me out on disability because of it.

Now. I am not relating this to you to have anyone feel sorry for me. Despite this disability, I am still a very fortunate person. I am a real life scoutmaster with my son's former troop, and because of help from the parents and scouts, I can still function in this very rewarding capacity.

You might also wonder how this effects my simming. That is really what this article is about. The things I must do to be able to sim.

One of the first things I must do is make certain I can read what is going on. If I were to use the newer versions of AIM, simming would be totally impossible for me. The fonts are way too small. Fortunately, I have found Pidgin, which allows me to use a default font for most of the messages coming in, and I can easily read them. The most important thing for me is contrast. Using a dark color font on a light background is optimum for me to easily read what is going on. Those who like to use the lighter colored fonts really drive me crazy.

Another tool, I use, is called Magnifying Glass Pro. This program actually puts a magnifying glass on the screen which is moved around with the mouse. In some programs, like Notepad and Microsoft Word, the magnified part will stay with what is being typed. This program also helps me in reading the lighter fonts, but slows me up in following the action in a sim. So, for those of you on the Academy sim, or on the Excelsior sim (where I



Choroideremia (CHM) is a rare inherited disorder that causes progressive loss of vision due to degeneration of the choroid and retina. It occurs almost exclusively in males. In childhood, night blindness is the most common first symptom. As the disease progresses, there is loss of vision, frequently starting as an irregular ring that gradually expands both in toward central vision and out toward the extreme periphery.

The actual vision loss is caused by degeneration of several layers of cells that are essential to sight. These layers, which line the inside of the back of the eye, are called the choroid, the retinal pigment epithelium (RPE), and the retina. The choroid is a network of blood vessels located between the retina and the sclera, the "white of the eye." Choroidal vessels provide oxygen and nutrients to both the RPE and the retina's photoreceptor cells.

The RPE directly beneath the retina, supports the function of photoreceptor cells. Photoreceptors convert light into the electrical impulses that transfer messages to the brain where "seeing" actually occurs. In the early stages of Choroideremia, the choroid and the retinal pigment epithelium initially deteriorate. Eventually, photoreceptor cells also degenerate. As a result, vision is lost.

(information taken from Wikipedia.com)

play First Lt. Lobren) and on *Nigala* (Cadet Maxx Hirsch), if I don't respond right away to something, this is why. Yes, I do miss things at times.

Also, because of this wonderful disease passed on to me by my mother, I cannot do games like *Star Trek Online*. This really kills me, because in a younger year I loved things like that. Unfortunately, I cannot focus on pictures as quickly as one would need to to play such games, and the actual pictures themselves are too dark for me, but that could also be an older computer problem.

At any rate, that is me. I do fear the day that I will not be able to work at the computer and sim because I truly do love this. I have met a lot of really nice and cool people since I have been simming and even more since I have joined the USF.

If you ever have any questions, feel free to ask me. My AIM SN is MalachiStyles, and I don't mind the questions. If you can understand what I am going through, then maybe you might be a little more understanding if I run into you (literally) at the mall or something. (smiles)

Log Writing: Methods of Exposition

by Commander Loriarra

It can be difficult to make logs enticing for those outside your sim to read. This is especially difficult when they directly relate to an ongoing plot, since most people will not go into the sim chat log and read it all to find out what you're talking about. I have found it helps others follow along and enjoy your logs when you make references to things that have happened in-sim in the log itself.

As we've touched on in another article, the conveying of information in stories is called exposition. To solve our aforementioned problem and keep non-crew readers abreast of the whole situation, two specific methods of exposition could be used, either 1) "information dump" or 2) "incluing". Both are used in fiction writing, and most often in the science fiction or fantasy genres.

■ Today's lesson will focus on what "information dump" and "incluing" are and how to make the best use of either method.

Information dump

Information dump is the lengthy exposition of information, like for example "the villain speech", where the foe reiterates the situation and what he/she is going to do about it. Using a similar technique, information dump for logs can be done most easily in dialogue, as in one person talking to another about events in the live sim and basically summarizing the happenings, or a character doing a monologue or soliloguy verbally or in thought about what happened.

Be careful about using this form of exposition in narrative logs, though, since too much of it can bog down the log with too much information and not enough action. It's something that's more fitting for recorded type PLs and DLs, and especially interesting when it brings out the character's personality by including his/her opinions or analysis of the situation.

However, since doing a monologue for a recorded type log is a pretty basic style that most of us know how to do, let's just go ahead and take a look at how information dump could be done in a narrative log.

Example:

This is an excerpt from a log I just recently wrote. The setting is: Commander Loriarra is in Admiral LeBlanc's office for a debriefing about the USS Federation's last mission, which admittedly didn't go so well for them.

He let his hand slide over his face and come to rest on his chin. "Let me get this straight. You encounter a Klingon, who apparently had been fleeing from a group of ships... with a small shuttle. He miraculously escaped their grasped due to the assistance of one of our own ships, the USS Essex. And they, miraculously, come away with their lives, even though there were seven... SEVEN Klingon ships battling against them." He held up his hand to stop Lori from speaking when she opened her mouth.

"I understand the USS Magnum came to their assistance, but still." He steepled his fingers and touched them to his chin. "Then, this Klingon informs you that he is actually a Federation spy... a Starfleet Intelligence officer, no less. You, of course, have that confirmed by your CMO, and then by me." He motioned with one hand. "In the

meantime, you simply confine him to quarters. Not the brig."
"But..."

"Ah!" LaBlanc sat up straight and once again held his hand up to stop her. "This whole time you never thought it was strange that he had not been shot down by the Klingons before reaching the Essex? How did a little shuttle outrun seven ships? Why did the Klingons not prevail against the Essex? A mere Intrepid class starship against seven Klingon vessels. That must be some record." He looked pointedly at Lori.

She clenched her jaw.

He sank back into the chair. "Oblivious of all these strange coincidences, you allow him access to the computer system to cripple your ship, manage to let him escape with top secret information about Federation activities in connection with the Klingon-Romulan situation, defense preparations, intelligence on the Romulan fleet, and the like... AND have him picked up by a cloaked Klingon ship that just happens to be able to sneak around your brand spanking new cloak detector until it was time to beam him aboard and warp off." He sighed. "Is that about right?"

Information dump worked in this log, and didn't bog it down, because LeBlanc was making a mockery of Lori. He was basically doing the "villain speech", though not an enemy of hers per se, running all the mistakes she had made by her again. In doing so, he reiterated the whole plot story line. But like I mentioned earlier, doing such a thing in a narrative log is not easy and has to be cleverly thought out.

Incluing

Incluing is achieved when the reader is very subtly exposed to background information, in other words "clued in" to the world the author is building without them being aware of it. This can be done through dialogue in which, for example, important tidbits of information from the sim might be mentioned. It can also be done by revealing background details of the situation or place the character finds him/herself in during the log. Incluing should only make use of small details, such as the offhand mention of strange things as if they are normal for that world/place.

For example: "The doors parted with a hiss" gives the idea of how the doors open in most Starfleet facilities. But what if they opened a different way? What if they "dilated" or "rose"? It would immediately signal to the reader that this story is not taking place on a Starfleet ship or facility, although it is only a very small detail.

If you don't inclue a non-crew reader to the change of locations or surroundings, they, not knowing what took place in sim, might think the characters are still on their ship/station and perhaps get confused by the rest of the log or end up without a clue what's really happening in the overall plot line of the sim. Incluing is an eloquent way to help them to grasp changes in the story that they might have not observed themselves, without having to weight down the story with a lot of lengthy exposition.

Let's see how I, in another recent log of mine, used a bit of incluing to let the reader know where this takes place. First, let's look at the excerpt from the log without the clues.

Example:

"You've done our people a great service," the gravelly voice interrupted his meditation. "I'm certain the information will lead us to victory."

His eyes slowly opened. He didn't turn. "I'm glad you're satisfied. Does that mean I can see my wife and son again?" he replied evenly, though with a tinge of bitterness in his voice.

The man stepped to his side, knelt on the floor, and laid a knife onto the table. "Your honor is returned to you."

Surprisingly swift for his size, he grabbed the weapon and put it to his companion's throat, just so that the sharp blade pushed into the skin enough to draw a little bit of blood. "What do you know of honor?!" he snarled.

Despite there being some obvious words used like "meditation", "victory", and "honor" that could bring up certain species in the reader's mind, it's not entirely clear who these people are. To make it a bit clearer, I added some more clues, which are marked in bold in the same excerpt rewritten.

How to inclue:

"You've done our people a great service," the gravelly voice interrupted his meditation. "I'm certain the information will lead us to victory."

His eyes slowly opened. He didn't turn **but only stared into the flame on the table before him**. "I'm glad you're satisfied. Does that mean I can see my wife and son again?" he replied evenly, though with a tinge of bitterness in his voice.

The man stepped to his side, knelt on the floor, and laid a **dagger** onto the table. "Your honor is returned to you."

Surprisingly swift for his size, he grabbed the weapon and put it to his companion's throat, just so that the sharp **edge of the curved** blade pushed into the skin enough to draw a little bit of blood. "What do you know of honor, **Morak**?" he snarled.

Nowhere in here do you see me do any lengthy explaining about who they are or where they are. But the surroundings are described through actions that involve them. Specific details, like the dagger and the person's name, lend the surroundings a very distinct flavor. Any Star Trek fan will quickly get the idea that we're talking about a Klingon setting here, which I actually completely confirm by the use of the word "Bloodwine" further into the log (a part not shown here).

As you can see, literary techniques such as "information dump" and "incluing" can be very helpful in keeping the story clearly in front of a non-crew reader's eyes. Incluing in particular can most certainly be used to set up plots or subplots for your sim members only, without any thought about affecting non-crew members. It's also a fun way to let your crew guess a little bit about the new plot (or about your subplot, for non-hosts), but at the same time give them enough information to help them picture the setting.

Try these methods out! It's a lot of fun to find ways in which a character rant can be used to spill information, or how little details that can be included as hints to new surroundings or past sim happenings can help the reader to picture the whole story. I encourage you to make a conscious effort to use both techniques and dazzle your readers a little with your intriguing logs.

Comics & Humor

USF "Ad-lib"

Off-the-Cuff Excerpts from USF Sims

Romulans are a hoot:

USFBrianaSantori: ::looks like she is thinking:: Let's go someplace fun. Forget the Bajoran system. **LtCmdrSTrent:** *turns his head* But Captain, we have been ordered to the Bajoran system, and no other communications have come in to counter those...

Air of Din: ::thinks for a moment:: I like that idea actually. We should patrol the Romulan neutral zone. The Romulan side that is.

USFBrianaSantori: Good idea Air! Head for the Romulan neutral zone, Trent!

- someone's looking for a special kind of "fun" on the USS Agamemnon

Fateful turbolift ride:

USFDiell: ::breathing getting labored:: **USFDiell:** ::eyes darting back and forth::

USFDiell: Why is this... room getting so.... small?

Jonny Dash: :::Not paying too much attention::: I feel it too. It could be the fates have determined we should be together.

USFDiell: ::breathing harder and harder, tugging on her collar again:: **USFDiell:** ::slowly sliding down the wall, looking around anxiously::

Jonny Dash: :::Notices her tugging at her collar::: Right here? In the turbolift?

 during a USS Ares sim, and why you should not have a "one track mind" guy with you when you're suffocating

Blushing...:

Air of Din: ::begins to bioluminesce a deep red::

LtCmdrSTrent: *raises an eyebrow slightly...* Lieutenant, I was not aware that you were able to manifest that color.

Air of Din: I can manifest any color and then some you probably couldn't see as well in the other spectrums. What does it matter?

Amira Starr: ((You got the hots??))

...or manifestation of hot flashes, or perhaps other biological urges? (USS Agamemnon sim)

Substance "abuse":

USFHavraha: M: ::both Hav and T'Kiel hear clanking. The two slowly walk over to he pantry in the kitchen ... and push open the door::

USFHavraha: M: ::Eco is sitting in he floor of the pantry, covered in a white substance, shaking the jar over her head::

USFDiell: (LOL, we have no crack) **USFHavraha: M:** ::blinks:: Eco?

USFHavraha: M: Eco > ::stops abruptly, stares at them both::

USFHavraha: M: T'Kiel > ... what is that?

USFHavraha: M: Eco > ::blinks:: frosting?

USFHavraha: M: Eco > ::blinks:: Have you guys seen my hand? ::holds up her arm, missing it::

 USS Ares sim, in a misty (M) orange environment where all crew members had low energy levels, the resident Android came up with an unorthodox way to power up

Bombed out:

Malia Avatis: ::smiles at him with the full force of her blonde bombshell charm:: Doctor.

Dr Xian Kalmaku: Doctor Kol ... Where is your partner in crime?

Doctor Kol: Partner in crime? ::antennae move slowly back and forth, seeing Xian::

Malia Avatis: ::smile fades just a little when he doesn't even look her way::

Doctor Kol: Who cares about him? ::moves closer to Xian, gently pushing Malia out of the way:: We only need the two of us.

 blonde isn't all that it's cut out to be any more, as Miss Avatis had to find out during a USS Eclipse sim

Poetic mayhem:

USFDiell: ::turns to Hav:: You have to go.

USFDiell: Take... take Lhidan with you. And Dash. **USFHavraha:** ::stumbles over to Diell:: Understood. **RydekkLhidan:** No! No! My Deltan beauty needs me!

USFDiell: (LOL)

USFDiell: (What drugs did you give him, Swan?) **USFHavraha:** ::stares at Rydekk, huffs:: Quit it.

LtKatherineSwan: ((heart stimulant and breathing stimulant))

USFDiell: Let's do this.

RydekkLhidan: ::being dragged away by some random person that will probably die in 5 minutes:: NO!

NO! DIELL!

USFDiell: I'll stay here with Swan to monitor you guys.

JonnyDashV: That works. That way, I'm GUARANTEED to wake up to a beautiful woman.

USFDiell: ::grabs Ryd by the sleeve::

USFDiell: Lhidan, Hav, Dash, onto a bio bed. Now.

Jonny Dash V: ::: Hops onto a bed, giving her that smile::: Yes, ma'am.

RydekkLhidan: Oh, what light through yonder porthole breaks. It is the sheen, off my lovely Deltan's

head.

spontaneous Incendari poetry during a crisis situation on the USS Ares

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



Comics

Redneck Engineers...

by First Lieutenant Fred Fogarty



... still buy bumper stickers, despite the lack of bumpers in space.

Fred Fogarty

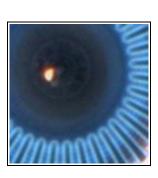
Cuess What?

Round Things - Can you guess what they are?

1)



2)



3)



(Answers can be found on the bottom of the PADD.)

Did you know...

- that the circle has been regarded as the perfect geometrical shape since antiquity, and has been use in architecture and religious traditions by many ancient cultures?
- that <u>Giotto di Bondone drew a circle</u> so perfect that it seemed as though it was drawn using a compass?
- that there exists a World Freehand Circle Drawing Championship?

[back to table of contents]

USF COMMUNICATOR

Top Ten List – the funniest thing to hit the USF EVER!

Special Features – Fleet info – Sim summaries

Trek Trivia – Cartoons – Little known facts

Trek Birthdays – do you know when Dr. Bashir was born?

IF YOU ARE NOT A SUBSCRIBER THEN YOU ARE MISSING ALL THE FUN!

To subscribe, click here: http://core.sector001.com/cgi-bin/account-subscriptions.cgi

Craphic Tutorials









Drawing a Reptilian

by Lieutenant Falco Fogarty

I always had a fascination with the Gorn, but they haven't been featured a lot in Star Trek overall. So, when I was asked to guest at a sim one time and make up my own species, I took the opportunity to come up with my own reptilians, calling them the Elite'Persians, for which I am showin a step-by-step drawing guide here.

A word of advice, though, you should really not use this as a beginning guide to drawing. Learn how to draw a regular human before attempting to implement what you see here. Everything I show can be applied to a human(oid) body afterwards. This is just a guide to drawing a reptilian head onto a body. (I am not a professional, still merely a student myself.)

Elite'Persian Head (Side View)

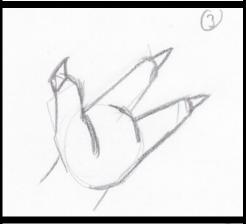
Drawing a head from the side is the easiest angle for most people, mainly because a lot of people have problems with symmetry. So it's nice to get a side view down before trying a 3/4 angle shot, or even a front view.

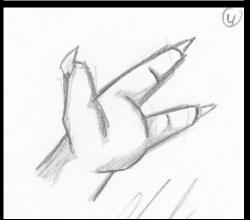
- (1) You start off with a basic circle, and sketch out your guide lines, or a "skeletal" for your finished drawing. With a reptilian skull, you want to go at least twice the height for the length. Also, reptiles have teeth. They bite! So be sure to make the top portion of the skull thicker, at least twice as thick as the bottom jaws, because that is part of the power behind their bite.
- **(2)** Now you begin the first stage of detailing. Just sketch out where you want the mouth, the eyes, and any other markers for starters. You should normally keep all lines very thin and feint, so they will be easier to erase if needed. (In order to make clear what I've done, though, I went ahead and darkened a few lines more than I would normally do.)
- (3) Eyes. Mouth. Both done. Now, for the Elite'Persians I had to go ahead and add more details because they wear armor on their faces, covering most of it. You'll notice I made the armor sit on the head by having it go a little past his skull, and a bit over his bottom jaw.
- **(4)** Finishing touches. Get rid of the guidelines and darken the ones you want to keep. Maybe add some shading or scales.

If it seems this comes easy to me, let me tell you, I took some time and studied a few reptilian humanoid drawings, including Dragonborn from Dungeons and Dragons, and Star









Trek TOS and Enterprise Gorn. I looked at skeletons of T-Rex's, raptors, even komodo dragons and iguanas. Information is key to making a life-like original design.

Simple Reptilian Hands

I personally have problems with human hands, even though I have two good ones to look at and study. The Elite'Persians actually have 4 digits, but 3 is the lowest you can go using this simple technique. So I'm illustrating drawing a 3-digit hand.

- (1) To begin: the almighty circle. The use of other standard shapes is seen greatly here. The thumb and fingers are rectangles, simple geometrical guidelines. We're not trying any angles here as well, just taking it simple and slow.
- (2) Start getting the feel of where the palm would be, refining the fingers, and finding out where the thumb would end.
- (3) Here some details have already being added. Claws! Reptiles would be in trouble if they had to just use their teeth. Claws NEVER look right from a frontal angle. (Let me mention this again: everything I'm showing you is not perfect!) Angles give a drawing life, but in order to know how a face looks like at an angle you have to know how it looks from the side, same with hands. Try to imagine how the hand would look if you were able to peel it off the page and move it around in a 3D space.
- **(4)** Final touches, erasing the guidelines and darkening. Don't forget shading! It makes a flat image stick out.

The last part of my article gives me a chance to attack... (UH!) I mean, discuss (yes... that seems less evil) someone else's art or design. What I think is wrong, what I think is right. You may or may not agree with my opinion, of course.

I actually designed my reptilian species long before STO was released. Eventually, a fellow simmer brought to my attention how the Gorn looked like in STO. That's when my hatred for that design started.

(<u>A note on the name "Da Wolf":</u> For an online game I played, my screenname was Chris with the Japanese symbol for wolf. Over time, a few of my online buddies began calling me "Chris da Wolf" because of the symbol. I liked it, and so now I use that nickname as sort of an artist name.)









STO vs "Da Wolf"



On the left side of my drawing (top right) you will see a copy I did of how a Gorn character currently looks in STO (top image on left). On the right I drew out what I believe would make a better version of a Gorn.

For starters, lets get this out of the way immediately, the spikes! Or what I refer to as the "Mohawk Spikes" on the STO Gorn are bad. I won't hold back on that. It's my least favorite thing of all on this design. Alright, under the desk with the dust.

The teeth are a bit extreme, unkempt and overgrown. Dentist... quickly! You don't need to show every tooth to get across it has teeth. One or two near the snout where some species have longer "fangs" would be enough. (Yes, I know the difference between a tooth and fang; a fang is hollow to allow poisonous toxins into a bite. I'm mainly pointing out that some teeth might look longer.)

Onto the skull itself: It's too dog-like in appearance. I realize the TOS Gorn had a huge brow ridge (second image on left), but lets be honest, they had like... 5 bucks to make that mask, and gloves, and feet. No reason to base all of our CGIs off of it. *Enterprise* had the right idea, make it more sleek, and raptor like (third image on left), but they made the eye ridges too extreme there as well and the eyes too big and cartoony. They at least tried, though.

I find using an eyebrow ridge and cheekbones is way too extreme in the STO Gorn design. Reptiles are mostly smooth creatures, shape wise. (I know scales don't feel smooth, they hurt.) They also have a huge cavity in the skull where the eyes are. The fact that their eyes aren't connected is amazing.

My version of a Gorn is simpler. No extreme teeth, no Mohawk, slight eyebrow ridging, but overall a more sleeker, agile look befitting a reptilian species.

But wait! There is a light at the end of the tunnel.

Apparently, STO is working on a new Gorn design (bottom image on left). I like this design very much, to the point where I wish it would come out much much sooner. Some would say the scaling is a bit extreme. But scales are just armor in a sense. So, if you look at them as armor plating, like some dinosaurs had, I have to say, it's a really well thought out design.

Cossip & Advice

"The Tattler"

The Official Cossip Column of the *USF PADD*

by Captain Alejandra Montoya-Mancuso and Captain Rosanna Severine

Each issue of "The Tattler" depends on your submissions and what other news is out there wagging tongues and burning ears. Thank you to those anonymous and revealed submissions this month.

(NOTE: This issue features rumored facts and/or fiction from the USS Excelsior, SOG, USS Federation, USS Eclipse, USS Ares, USS Independence and Starfleet Academy! Don't see your sim's goodies listed below? We'd be happy for you to contact us. I'm trying to visit different sims each month, but that isn't always possible.)

News reports filtered in from around Starfleet. They would all be waiting on Rosanna's desk when she returned from the cadet duty rotation on the Lunar Colony training site.

USS Excelsior - Submitted Anonymously

"After a long delay involving the murder of the groom-to-be's mother -- Counselor N'Tazzia and Lt. jg Peter McMillian were married in a simple ceremony by Admiral Styre. First Lieutenant Zarian Lobren was the Best Man and Commander Stacey Harris served as Maid of Honor."

Later on last month, the Excelsior came across an adrift ship. A vessel that should have had a compliment of nearly 90 people only read little more than a baker's dozen in lifesigns. Some of the 'living" crew were able to be saved, but some still died after being beamed to the Excelsior. What is so strange about the incident? Only 40 other bodies were tagged to be retrieved for burial. The rest of the crew was completely missing!

SOG (Special Operations Group) - USFGossipGirl

"This is the USF's Gossip Girl reporting from outside the SOG headquarters in ****." A sigh is heard before the voice continues. "Currently the SOG is *** at the *** where ** and *** are trying to ***." A louder sigh of exasperation is heard. "What the heck? You meant I can't even say ****** is going to **** if they don't ****?" A loud scream is quickly silenced and the comm link goes dead.

(Guess it's best to leave the SOG alone. {winks})

USS Federation - Nurse Nashota

"Commander Loriarra was close to getting her rank stripped by an Admiral that was not happy she had been outmaneuvered by what seems to have been a double agent. She let a Federation spy from the Klingon Empire pull one over on her and actually take secret information from the Fed's computer back to the Klingons. I'm sure she needed lots of comforting from Doctor Voss after that." A snicker is heard.

"That 'Klingon' was also making eyes at the Vulcan/Klingon Security officer on the bridge, from what I've heard. He was playing the whole field!

"One piece of good news, the Captain's wife and unborn child are recovering well. They have to stay at Starbase 173 while we head out on another mission ... from which we might not return." Sighs again. "I dunno why else we're under red alert."

USS Eclipse - USFGossipGirl

A Starfleet beacon hovering near the *Eclipse* started to beep incessantly before sending its data. As the data is being read one has to wonder when wormholes became pink. Well, the one that

the *Eclipse* went through was pink, and boy did it have some fun consequences. Males and females all over the place were chasing after others on board, and not necessarily the ones they should be. Inner cameras show that the CO's husband was macking on someone other than his wife ... or maybe she was kissing him ... either way, someone would be in trouble if it was found out. At least they put up a warning beacon after the *Eclipse* emerged on this side of the galaxy again.

USS Ares - Submitted Anonymously (by two sources)

"Everything's a haze. Literally. I'm unsure what was going on yet, but we all almost died. I heard that Commander Diell was flirting with the Captain over the comm and his 'secret' lover, T'Kiel, overheard it and wasn't pleased." The voice on the recording lowered to a whisper. "I've also heard from someone that they heard Lieutenant Lhidan recite poetry to Diell in sickbay. I'm not sure if I can believe that, since it was supposedly in that other reality... like a dream, you know."

Another source confirmed that Lt. Rydekk Lhidan was heard reciting poetry to Diell in sickbay. Apparently some orange mist from a nearby nebula was infecting the crew to make them sick. Rydekk hallucinates when ill. So his "delusional" behavior around Diell is at least explainable. It will just be a matter of anyone believing him.

USS Independence - Severa Foster

All documentation from a new Ensign aboard the *Independence* leads us to believe that the *Indy* crew might end up suffering from a few isolation syndromes. They have a new extended mission to map the uncharted portions of the Delta Quadrant. They have the authorization to make treaties with races they come across, and Starfleet has ordered the *Indy* to go through developmental procedures to make it self-sufficient and self-replenishing for as long as possible. One can only hope that this test works out and that the *Indy* crew doesn't end up stranded in the middle of the Delta quadrant with no food.

Starfleet Academy - Rosanna Severine

The cadets are off planet for a month long test at the Lunar Colony set up and testing grounds. Given only the bare minimum, they needed to make the colony viable and sustaining. That seems pretty straight forward, but there have been some hiccups along the way. One was that all the cadets had to share a large bay as their quarters. There was one bay for the male cadets, one for the female cadets, and one for all the staff. Unfortunately the staff found out that the Romulan Head of Engineering snores worse than a Klingon with a cold. Hardly any of the staff got much sleep until separate quarters were able to be built.

During a Moonwalk exercise one of the Lagier sister/brother team came across an acidic substance that tried to eat through the environmental suit. Quick thinking by Thad Other kept the situation from becoming deadly, but it was scary for the cadets.

Thankfully some of the people that could cause altercations on a more personal level ended up remaining on Earth. That doesn't mean that before the Sutherland left for the moon, there weren't problems. It is still unclear why Juro Murosai'ny was chasing Tyrrill down some campus corridors or why the Dean ended up in sickbay with signs of electrical shock. Well, it's unclear to most people except those who were there to know, but they aren't telling anyone.

Have any gossip to pass along? Please use the <u>feedback</u> link (select "The Tattler") or email <u>rosanna.padd@gmail.com</u> or <u>usfmontoya@aol.com</u>.





"ASK Y"
by Commander James Yosay

Question 1: "Dear Y, I've always wondered about sexuality and procreation in Star Trek. Species 8472, for example, suppose to have 7 genders. How the heck is that suppose to work?"

Simple. When there is a will, there is a way. Never doubt the male hormones and the capability they give the male gender. All the men have to do find the right way to charm the women, and then BAM! It happens.

Let me make one correction. To date, we have only discovered 5 genders, or sexes. Now that is not to say there may be more. Unfortunately, we do not yet know enough about them to understand how this all works out in matters of reproduction. We do know however, that some of their courting procedures are similar to our own.

In regards to general sexuality and procreation.. (smiles) Well it is one of the strongest mental suggestions out there, and instinct in some creatures. In humans though, it is a behavior, not instinct, as is commonly misunderstood. Reproduction and general sexuality for most species is something that is enjoyed and provides the most meaning in life. It wasn't until my beloved Vixee conceived our first child together that I fully understood it all. Now, with 2 more little ones on the way, I can't see how I have lived without children in my life.

Question 2: "My anti grav suit makes me feel claustrophobic, that's why I hate going into zero G environments. What can I do about that?"

You, my friend, have a serious problem here. I would strongly suggest visiting with your Doctor or even consult a Counselor as soon as possible. There is NO EXCUSE for not enjoying zero G environments. I am willing to bet you that you just have not found the right suit for you. There is a broad selection of suits out there; it's just a matter of finding the right one.

Question 3: "Dear Yosay, I recently was in a relationship with a woman I really liked. Everything was going so well and then she seemed to just close the door on me and told me to never call her again. Why are women like this, and what can I do to feel better?"

(sighs) My friend, I know very much how badly this hurts. With having been in several relationships in my time, and charming my way into quite a few ladies lives, I've had more than my fair share of doors slammed on me, and thwaps to the head. In fact, I get thwaps to the head when I don't think I deserve it! The ladies of the Federation just like thwapping for some reason! It's just in a female's nature to let you in ever so carefully and to build up your trust and confidence, and then to shatter it all, them walking away with their head held high and a smug grin on their face. Women are more evil than the Borg! (big sigh)

In all fairness, it's usually the women who get their hearts hurt more than we men. Heartache is a fact of life. It will happen to all of us. The first few times seem to affect us the most, but after awhile

one gets used to it and is eventually able to shrug it off and move on with life quicker. Take comfort in knowing that you are among billions out there who have gone thru this and that there is a light at the end of the tunnel. May I also suggest that you carry a phaser with you so that you may stun (note that I said STUN) the gal the next time she tries to break your heart. It works very well at taming women, children, and kittens.

Question 4: "I am having all kinds of problems connecting to AIM and staying in the chat room for my sim. Do you have any suggestions?"

YES! This is a very common problem and it only seems to be getting worse. AIM/AOL has been one of the most unstable platforms for instant messaging and chat rooms since as far back as I can remember. You are much better off using MSN or Yahooie as an instant message program. As for sim rooms, I strongly suggest to ALL HOSTS OUT THERE (HINT HINT) to consider moving your sim over to the core [Ed. the webchat rooms are actually channels provided by mibbit.com]. We currently have 4 or 5 sims that have their own chat rooms there (chat.sector001.com) and for the most part it tends to be trouble free, plus there are lots of goodies and options available there.

Please talk to Vice Admiral Anders for further information, or visit that strange dude who is always in the main chat room... what's his name? Nelix? Felix? Oh yeah! Solik. Either one of them will be happy to give you a demonstration and all the poop on why the webchat rooms are a better idea than AO-HELL.

Cheers for now,

Yosay

Need some advice? Use the <u>feedback</u> link (select "Ask Y") or e-mail your questions and/or comments to <u>USFJamesYosay@amail.com</u>.

USF Cookbook

Tamale Pie

Ingredients

½ lb. ground meat (beef, pork, or turkey)

1/4 cup of onions, chopped

1 ½ cup of corn kernels, frozen

1 - 10 oz. can of chili

1 pkg. corn bread/muffin mix (milk and eggs if needed)

½ cup shredded cheddar

Preparation

- (1) Brown ground meat and onions in a pan
- (2) Add corn and let cook for another few minutes to make sure the corn isn't frozen any more
- (3) Remove from heat and mix it all with the chili, and put mixture in a caserole dish
- (4) Prepare the corn bread/muffin mix according to instructions on the package
- (5) Preheat oven according to instructions on the package as well
- (6) Add cheddar cheese to corn bread mixture, fold under
- (7) Spread the corn bread mixture over the meat evenly
- (8) Bake according to instructions on the corn bread/muffin package

Warp-9 Cake

(quickest non-replicated cake in the galaxy)

Ingredients

1 cup margarine

1 cup sugar

5 eggs

2 ½ cups flour

1 tbsp. baking powder

1 tsp vanilla

3/4 cup almond pieces (chopped)

1/4 cup sugar and cinnamon mix

1/4 cup margarine (for topping)

Preparation

- (1) Mix margarine, sugar and eggs in a bowl until creamy.
- (2) Add flour and baking powder, fold under until moist.
- (3) Spread cake mix onto a flat baking sheet.
- (4) Distribute almonds on top of the mixture evenly.
- (5) Sprinkle with the sugar and cinnamon mix, and distribute little dollops of margarine all over.
- (6) Bake at 350° F for 15-20 minutes, until lightly golden brown.
- (7) Cut into pieces immediately after removing from the oven.

Like to share a favorite recipe? Don't be shy. We loved to hear about food. Use the <u>feedback</u> link (select "USF PADD") to submit recipes and food-related articles.

Staff & Contributors

Editor-in-Chief: Commander Loriarra

Staff

Creative Advisors: Vice Admiral Jonathan Anders, Commodore Shane Booker, Captain Havraha cha'AAnikh, Captain William Styles

Graphics Artists: Commander Loriarra, Lieutenant Commander Solik

Proofreaders: Fleet Captain Crelak, Kayshl, Lieutenant Commander Solik, Captain William Styles, Rear Admiral John Styre, First Lieutenant Leyva Torosi

Contributors for this Issue

Lieutenant J.G. Knomik Brott, Lieutenant Falco Fogarty, First Lieutenant Fred Fogarty, Commander Loriarra, Kayshl, Captain Rosanna Severine, Lieutenant Commander Solik, Cadet Malachi Styles, First Lieutenant Leyva Torosi, Commander James Yosay

(All names are listed in alphabetical order for their respective sections.)

[back to top]
[back to table of contents]

"Guess What" Answers: 1) TOS series tricorder part (see picture), 2) USS Kelvin deflector dish (see image), 3) Master Chief Petty Officer 2nd Class rank insignia (see graphic)

www.padd.sector001.com | © (March 2011), United Space Federation