

# USF PADD

Featured Sim:

## USS Eclipse



### Donning the Vulcan Ears

How a meeting with Leonard  
Nimoy changed a simmer's life

# From the Editor

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Greetings, everyone!

13! Yes. A number that some people would have you believe is oh-so-bad. For me it's a milestone. Because this is the 13<sup>th</sup> issue of the USF PADD under my editorship. Yes. Believe it or not, I've already surpassed one year of PADD-mastering. Ha! Where has the time gone...

And on I forge with my endeavor to feature every active sim in the USF (which should keep me busy for another year, LOL). This month's featured sim is the *USS Eclipse*. Aside from a heavily-accented, current Commanding Officer, this sim also boast having been created by the famous Captain Shodan, the "Brownie Queen" of USF.

We also have one of those rare, but sought after, personal insight articles in this issue. Rare, because not everyone wants to expose their personal life. Sought after, because it's just so much fun getting to know your fellow simmers in more detail. This month, Lieutenant Ian Kail is letting us in on what role Vulcans play/played in his life.

On top of that, we have a very interesting news section again. Check out the holo-desk! It's pretty cool. And of course, other "new" things are continuing after their debut last issue, like our crazy advice columnist, Quill, the amazing recipes by our new cookbook chef, N'Tazzia, and the fun adventures of the "Prime Defective" comic.

I'm sure you'll enjoy each and every feature the correspondents and contributors put their work into. Everybody always does such a wonderful job. I can't thank them enough. It's been great fun to put it all together again.

Live long and... read!

*Lorí*

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## **Wanted: Ads**

**Consider advertising for your Sim in 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](mailto:usfpadd@sector001.com)

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**On the cover:** USS Titan, Luna Class, Startrek Online; Background graphics by Captain Loriaarra

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# Briefings



## Memorable Quotes

Yes, Data is hairless but I am not. And we are both anatomically correct.

– Brent Spiner

"Random chance seems to have operated in our favor."

"In plain, non-Vulcan English, we've been lucky."

"I believe I said that, Doctor."

– Spock and Leonard McCoy, TOS: "The Doomsday Machine"

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## Intelligence Report

by Lieutenant Commander Solik

### Are We Getting Closer to the 24<sup>th</sup> Century Than We Thought?

Several months ago, Microsoft announced they were going to try for a patent for holographic technology, and it seems they've done it, in just four short months. Using their revolutionary Kinect device, originally developed for the Xbox 360 gaming console, Microsoft has developed a "holodesk," so not quite a holodeck, but what's one letter compared to the technological advancement? It allows you to interact with simulated objects as if they were real. Now, if only a simulated pencil could write on real paper, we'd never have to worry about sharpening, tips breaking or running out of the eraser!

It's "simming" on a whole new level:

- <http://www.geekwire.com/2011/microsoft-holodesk-project-takes-closer-star-trek>
- A different article discussing just how close we are to 24<sup>th</sup> century technology:  
<http://www.treknews.net/2011/10/17/star-trek-tech-is-just-around-the-corner-infographic/>

### Siri versus "The Computer"

On October 4<sup>th</sup>, Apple announced the newest iPhone, the 4S. Although externally identical to the iPhone 4 released in June 2010, the 4S is home to a plethora of new internal hardware, such as the latest processor created by Apple, and even more RAM. In addition to the hardware, the 4S is the only iPhone capable of running the Siri app. Siri is like your own personal assistant. You could ask it something such as, "What will the weather be like this weekend?" It uses the onboard Weather app, provided by Yahoo!, to find out and then will respond to your query in its own voice. It's not exactly Majel Barrett in the sense that you could say, "Locate Captain Picard," but it's a start.

Yes, it is Siri-ously that awesome:

- <http://www.treknews.net/2011/10/05/siri-apple-star-trek-ai-iphone/>

## Artificial Intelligence and the Social Network

At Syracuse University, Professor Anthony Rotolo teaches a course titled "*Star Trek* and the Information Age." The latest discussion in class talks about artificial intelligence such as the M-5 computer and how it would be to be assimilated by the Borg. If you have cybernetic connections running through your mind, you'd be your own little data network, and be able to receive status updates from your friends on Facebook. At that point, who needs an iPhone, Blackberry or Android device? I think I'll stick with my iPhone. I'm sort of attached to this thing called individuality.

To Borg, or Not to Borg:

- <http://www.startrek.com/article/trek-class-blog-the-case-for-assimilation>

## Sitting down with "Spock"

Zachary Quinto has been in the news somewhat lately, as he recently announced that he is homosexual. First of all, kudos to him! It's not easy being in the media and having something like that on your shoulders all the time.

In his interview with *StarTrek.com*, Quinto discusses his reasoning for "coming out" and some of his other current projects, including *American Horror Story*, the as-of-yet unnamed sequel to JJ Abrams' *Star Trek* and *Margin Call*.

Keep an eye out for Zachary:

- <http://www.startrek.com/article/zachary-quinto-interview-part-1>
- <http://www.startrek.com/article/zachary-quinto-interview-part-2>

## Calling all Comic Enthusiasts!

Remember when the crews of *Star Trek* and *The Next Generation* crossed over with Marvel's X-Men? ([Star TreX](#) and [Second Contact](#)) Well now, DC Comics has their shot with our futuristic legacy. Announcing the first in a series of six, the *Star Trek/Legion of Superheroes* crossover will detail the Legion's adventures as they find themselves in the 22<sup>nd</sup> century, rather than their usual setting in the 31<sup>st</sup>. These comics will become available monthly, so keep your eyes peeled!

Whose crazy idea was time travel into an alternate universe?

- <http://www.startrek.com/article/trek-and-legion-of-superheroes-team-up>
- 

## Event Calendar

(upcoming *Star Trek* and *Star Trek* related conventions)

**June 1, 2011-January 1, 2012** – [Star Trek: The Exhibition](#) – Kennedy Space Center, Merritt Island, Florida, USA

**October 28, 2011-May 28, 2012** – *Star Trek: The Exhibition* - Saint Louis Science Center , St. Louis, Missouri, USA

**November 2, 2011** – *Star Trek: Live* – Frankfort, Illinois, USA

**November 4, 2011** – *Star Trek: Live* – Elizabethtown, Kentucky, USA

**November 10-13, 2011** – *Star Trek: Live* – Woodlands, Texas, USA

**November 15, 2011** – *Star Trek: Live* – Albuquerque, New Mexico, USA



**November 17, 2011** – *Star Trek: Live* – Gilbert, Arizona, USA

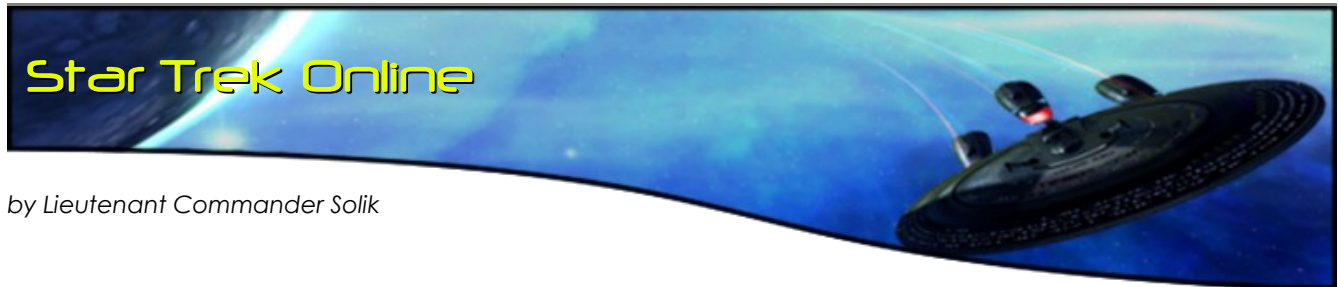
**November 18, 2011** – *Star Trek: Live* – Chandler, Arizona, USA

**November 20-22, 2011** – *Star Trek: Live* – Mesa, Arizona, USA

**January 27-29, 2012** – Official *Star Trek* Convention - Hyatt Regency San Francisco Airport, Burlingame, California, USA

For details on official *Star Trek* conventions, visit [www.creationent.com](http://www.creationent.com).

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by Lieutenant Commander Solik

The *STO* community is all atwitter with the imminent arrival of the Free-to-Play (F2P) gaming model, announced in August. While Cryptic has been hard at work getting ready for that, they've not forgotten about everyone's needs. As there have only been a couple of content releases to the live servers, there does not appear there is much to discuss this month, but hopefully that will change at the release of F2P!

## Follow the Latinum Brick Road

Stephen D'Angelo, the new Executive Producer of *Star Trek Online*, discusses in his blog series, "*The Path to F2P*," the upcoming changes to the game. Some of the things that have been discussed quite often, and also by former Executive Producer Dan Stahl, are the changes to the currency format, mission updates, new playable starships, the mission journal, the MUCH-anticipated Duty Officer system, changes to the Klingon Defense Force faction, and SO much more! You can check out the table of contents to the blog [here](#).

## Thunder and Lightning

You know those "new playable starships" I mentioned above? Well, Cryptic has released two more this month, in their series of refits from existing starships. Introducing the *Thunderchild*-class, for Federation players, and *Koro'tinga*-class, for Klingon players! The *Thunderchild* is a refit design of the *Akira*-class that gained popularity during the Dominion War and the Battle of Sector 001. It comes equipped with a unique universal console, "*Phaser Turret Point Defense System*." (Say that ten times fast!) The "*P.T.P.D.S.*" can be equipped on any Federation escort vessel in any slot, and engages a turret weapon, which are unique in the sense that they have a 360-degree firing arc, which will lock onto small targets, such as mines, heavy torpedoes and small crafts, leaving you to handle the big guys.



The *Koro't'inga* is a refit of the famed *K't'inga*-class, first seen in *The Motion Picture* and onward throughout the 24<sup>th</sup> century. The *Koro't'inga* boasts a new defense system, activated by the universal console, "*Magnetometric Generator*." This console allows the ship to knock back, damage and disable ships with a powerful Magnetometric Overload from its deflector dish. The "*Magnetometric Generator*" can be equipped on any Battle Cruiser, Flight Deck Cruiser or Carrier vessel, in any console slot.



These starship refits are each available for 800 Cryptic Points. (\$10 USD)



(image used from [www.StarTrekOnline.com](http://www.StarTrekOnline.com))

Don't forget to send me info on your Foundry missions! Share them with the public and get recognized! Shoot me an email at [Solik@sector001.com](mailto:Solik@sector001.com)!

### Current Foundry Missions published by USF Members

#### Federation Missions

- "To Helna and Back"
  - **Description:** A missing officer ... a dead star system ... and a dire threat! Will saving one of your own be the only hope for saving the Federation? Ensign Helna, a valued crew member, has been abducted while on shore leave! How far will you go to rescue one of your own?
  - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - **Current Average Rating:** 4.1/5 (out of 1580 ratings)
- "Rema Donna"
  - **Description:** A Romulan mining facility needs help fending off a Gorn attack force! Is this your chance to make peace between the Romulans and the Federation, or will ghosts from the past get in the way?  
(This is a sequel to the Cryptic mission "*Divide et Impera*" and the Romulan Featured Episode arc.)
  - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - **Current Average Rating:** 4.2/5 (out of 1059 ratings)
- "Animations with Helna"
  - **Description:** A harmless experiment threatens the safety of a starship, and it's up to your crew to save the day. While being treated to some awesome animations!  
(This mission is made to showcase the animations available to choose within the

Foundry. It does have an excellent story too, however! Many elements of the story will make more sense if you've played "To Helna and Back", another Foundry mission.)

- **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
- **Current Average Rating:** 4.0/5 (out of 367 ratings)

#### Klingon Missions

- "Time the Enemy"
  - **Description:** On a routine mission to expand the Klingon Empire's influence, how will your crew perform when it stumbles upon a new threat?
  - **Author:** Captain Havraha cha'AAnikh (in-game handle: @Havraha)
  - **Current Average Rating:** 3.9/5 (out of 1324 ratings)

Your playing the mission can help raise those ratings! What are you waiting for?!

## C-STORE SPOTLIGHT

### The "Ladies of Trek" Uniforms 240 Cryptic Points each (\$3 USD)

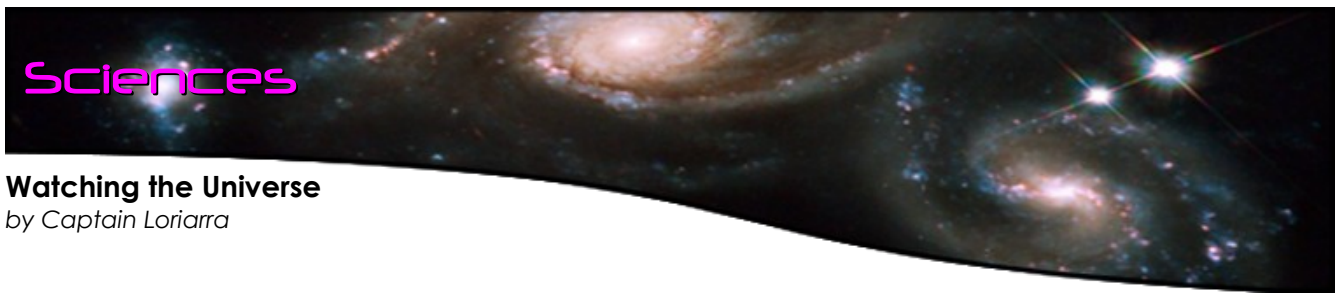


Okay, you got me. It's not an *actual* bundle pack from Cryptic. They're just so similar that I felt like throwing them all together, and it shows that the developers put plenty of work into them. The uniform for T'Pol reflects her Starfleet commission during *Enterprise*'s fourth season. Deanna Troi's outfit is the catsuit she would occasionally wear, before Captain Edward Jellico ordered her to wear the standard Starfleet uniform in the sixth season of *The Next Generation*. Seven of Nine's outfit is the catsuit she wore initially, shortly after she joined *Voyager*'s crew in the fourth season, before switching to her more colorful wardrobe.

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## Watching the Universe

by Captain Lorianra

### No More Meltdown

There is such a thing as meltdown-proof nuclear reactors? Beats me, cause I don't understand how a nuke works in the first place. But after reading about the disaster the meltdown caused in Japan after the earthquake and tsunami, I found this little article about a pebble-bed reactor in one of the National Geographic magazines very interesting. It has pictures! Something that helps me personally to understand difficult subjects better. Yes, like a child... Reminds me of a bubble gum machine. Ha!

Cool it:

- <http://ngm.nationalgeographic.com/2011/10/visions-now-next#/next>
- <http://ngm.nationalgeographic.com/2011/10/visions-now-next#/next/1>

### It's a Child, Not a Squirrel!

This experience, written by the doctor that performed the surgery, just highlights to me that all you parents out there better make sure you know what you children stick in their mouths. You'd think if a squirrel can eat it, your child could? Wrong! I mean, I can remember my brother swallowing coins and they passed through his system. But apparently, this is different. All you medical students out there, pay attention! And parents, don't let you child get so hungry it'll look for alternatives.

Oak-ay:

- <http://discovermagazine.com/2011/oct/08-vital-signs-far-from-okay>
- [http://discovermagazine.com/2011/oct/08-vital-signs-far-from-okay/article\\_view?b\\_start:int=1&-C=](http://discovermagazine.com/2011/oct/08-vital-signs-far-from-okay/article_view?b_start:int=1&-C=)

### Security Matters

Yes, well... I know this isn't necessarily a "science" article, but it pertains to technology and I just found it to be highly interesting. Can you guess how many times I inspected my ATM machine after reading this? Haha. Yes, you guessed it. Every time! I was stunned. Really? They can do this? Who makes those things? I'd doubt you can order them from a retail catalog. But this is seriously interesting, especially coming to find out that the US is sooo far behind safety measures, it's not even funny!

Cards and other security things:

- <http://www.consumerreports.org/cro/magazine-archive/2011/june/money/credit-card-fraud/overview/index.htm>
- <http://www.consumerreports.org/cro/magazine-archive/2011/june/money/how-to-protect-yourself/security-protection/index.htm> (click on the "at home", "your electronics", and "personal finances" links to get more info)

## Astro(l/n)o(g/m)y

I picked up an old (2004) "Astronomy" magazine at the library and found this interesting article on astrology, written by an astronomer. Now, I admit, I used to be interested in astrology once in a blue moon, but long given up the hocus pocus. Since it was about stars and how different astronomers and astrologers look at them and use them, I felt though it was not "news", the article was still quite entertaining. (Unfortunately, I couldn't find a link for it online at [astronomy.com](http://astronomy.com), but some other site had the article, so that's what you'll get.)

Fact or fiction:

- <http://www.sillybeliefs.com/astrology-1.html>

## Hot Stuff

From the color of its flame, through spontaneous combustion, to the ripped-open chest of a sacrificial victim... here are 20 things you might have not know about fire! You know, aside from passing gas and holding a lighter to your butt when doing it. Oh, you never did that? Hmmm...

Not a thing:

- <http://discovermagazine.com/2011/oct/20-things-you-didnt-know-about-fire>

## ISS Experiment

No, I'm not talking about a mirror universe starship. The ISS, or International Space Station, is in the midst of a contest for which NASA and Space Adventures have teamed up. Are you between the ages of 14 and 18? Or do you just want to see what things people come up with to test? Well, then this should prove interesting to any home-made-science-geek. And nosy onlookers, too. The contest accepts submissions from October 11 - December 7, 2011.

Want to know more:

- [http://www.nasa.gov/mission\\_pages/station/research/news/YouTube.html](http://www.nasa.gov/mission_pages/station/research/news/YouTube.html)
- <http://www.youtube.com/SpaceLab>

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# USS AGAMEMNON



Looking for:  
Science  
Medical  
Engineering  
Security/Tactical

Tuesdays @ 10:30 ET  
USF Webchat - <http://chat.sector001.com>

Email:  
[Czajka@sector001.com](mailto:Czajka@sector001.com)  
[Simon.A.Trent@gmail.com](mailto:Simon.A.Trent@gmail.com)

# USF Features

all information collected by

Lieutenant Commander Solik, Cadet Malachi Styles, and First Lieutenant Leyva Torosi

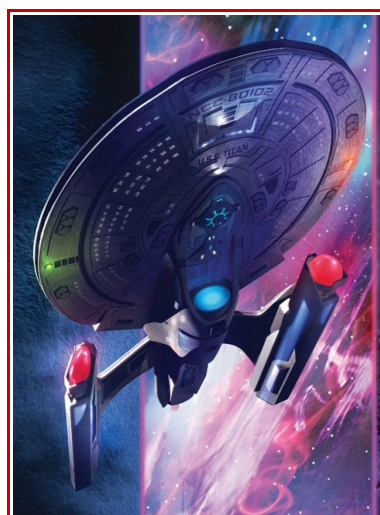
## USS Eclipse

Thursdays 11:00 pm ET, AOL/AIM chatroom "Synchronous Orbit"  
([http://my.montana.net/jimmyanddebby/USS\\_Eclipse.htm](http://my.montana.net/jimmyanddebby/USS_Eclipse.htm))

## Sim Universe

In-Character (IC) and In-Universe Information

Ship Specs	
Class	Luna
Type	Long-range Exploration Vessel
Length	450 meters
Width	205 meters
Beam	80 meters
Cruise Speed	Warp 6
Max Speed	Warp 9.6
Crew Capacity	350 (officers and enlisted)



## Mission

The *USS Eclipse*, NCC-80121, is a Luna-class exploration vessel traversing all over Federation space, seeking out new life and new civilizations, and managing to have a good time in the midst of it all.

(*About the Luna Class:* The Luna-class was designed by Dr. Xin Ra-Havreii, of Utopia Planitia Fleet Yards, and initially conceived for scientific exploration of the Gamma Quadrant following the discovery of the Bajoran wormhole.)

## Starring

### Crew:

- |                              |   |
|------------------------------|---|
| 🚢 Commanding Officer         | - Fleet Captain <a href="#">Tia Ryan</a> , Human        |
| 🚢 Executive Officer          | - Commander <a href="#">Scott Marshall</a> , Human      |
| 🚢 Second Officer             | - First Lieutenant <a href="#">Malia Avatis</a> , Human |
| 🚢 Operations/Helm            | - Lieutenant J.G. Amber Briggs, Klingon/Betaz./Hum.     |
| 🚢 Chief of Security/Tactical | - First Lieutenant <a href="#">Savek</a> , Vulcan       |

🦋 Assistant Chief of Security/Tactical	-	Lieutenant J.G. <a href="#">Charlie Sheridan</a> , Chameloid
🦋 Medical Officer	-	Lieutenant J.G. <a href="#">B'layna Jarke</a> , Djydean
🦋 Chief Engineer	-	Lieutenant <a href="#">Samantha Sidle</a> , Human
🦋 Chief Science Officer	-	First Lieutenant <a href="#">Malia Avatis</a> , Human
🦋 Assistant Chief Science Officer	-	First Lieutenant <a href="#">Xian Kalmaku</a> , Human

### **Fleet Representative:**

🦋 Fleet Captain [Crelak](#), Klicktic

## **Crew Introductions**

### **🦋 Fleet Captain Tia Ryan:**

"Me name be Tia Sloan Ryan." *(pauses and smiles)* "Ryan-Marshall. I be packin' much more pow'r than me four foot eleven and one-half inch frame t'would be appearin' ta possess. I be hailin' from the emerald isle of Ireland an' have red hair an' green eyes characteristic ta many Irish. I been d'scribed as spunky, spirit'd, connivin' and loyal near ta a fault.

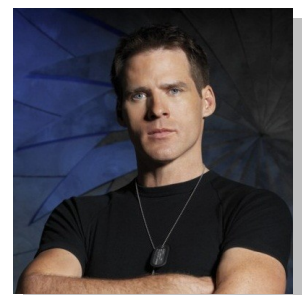
"Me bonny lad be Commander Marshall; he be both me Executive Officer, me wedded husband an' father ta me darlin' four year old twins, Colin Todd an' Samantha Grace. Since b'com'in' a wife nie six years ago an' a mother sum four years back, life been soft'ten'in' me a wee bit." *(grins mischievously)* "I be now askin' the quest'shuns b'fore shootin' me phaser.

"Me command style be direct. I nae be a'fraid ta be askin' the hard quest'shuns, nor do I be a'fraid ta apply sum pressure ta bend the rules a wee bit when the sit'ua'shun at hand be callin' for me ta do so."



### **🦋 Commander Scott Marshall:**

"My name is Scott Marshall. I'm currently the XO of the USS Eclipse, and have been since before I was promoted to Commander six years ago. I was assigned to the Eclipse straight out of the Academy as an Ensign, and I've been here ever since. I first met my wife, Tia, the day I was assigned to this ship, and we've been married now for almost 5 years. We have 2 children, Colin and Samantha, who just turned three." *(a small smile appears on his normally somber face)* "I never thought that being a father would be so much work, and so rewarding." *(pauses a moment before straightening in his chair and continuing)* "I really like being the XO. It means I get to do all the fun stuff while the Captain minds the ship. It's been tough on both of us sometimes, moreso since the twins came along, but we make it work every day."



### **🦋 Lieutenant J.G. Charlie Sheridan:**

"Hey, do I really gotta sit down and talk like there's no one here? What's the point of this? All right.

"Okay. You and the rest of the crew know me as Charlie Sheridan. To one delicious B'Layna Jarke, I am C-Bear. To the arsehole Admiral Duquene I'm Agent Malhavoc. To any of my family, if I actually have one, I'm Benaducheo. Yes, that's me, a ... thing of many names. Chameloid, SFI. I'll say



it often and loudly so long as it keeps those leeches away.

"My girl, the sweetling Ms. Jarke, my betrothed, my life. She's the reason I live, I swear to you. If she weren't on the Eclipse, I can't say I'd give a rat's fart. I shouldn't say that, because it's not true. Despite my grumbings, I do what's necessary to keep order, and I do it damn well. Secretly, I'm itching for some excitement, a good undercover. But, the crew goes where the ship goes, right. Ah, well."

### **Lieutenant Samantha Sidle:**

*(The Chief Engineer was late. A usual state for her as she had picked up on her best friend's bad habit of getting wrapped up in her work. She did finally show though, absently tucking a strand of flyaway brown hair back into her normally neat braid.)*

"I'm so sorry, we lost an EPS conduit on Deck 3 and I was closest." *(smiles at the camera, a hint of nervousness and shyness evident in her face)* "I'm Samantha Sidle, but everyone calls me Sam. The Captain made me Chief Engineer about a year ago, but I was doing this job a while before that." *(thinks for a moment)* "Interesting about me?" *(shrugs)* "I do my job well I think. I don't get a lot of complaints about things breaking, so I guess I'm keeping everything up and running. It's a great ship, I don't normally have to do much. Except for the shuttles. I don't know how she does it, but Captain Ryan loves to send my shuttles on missions that they end up broken. Or shot. Or eaten by giant space creatures!" *(abruptly stops and takes several deep breaths)* "Anyway, I'm late for my daily engineering meeting. Bye!"

### **First Lieutenant Malia Avatis:**

"Hi! I'm First Lieutenant Malia Avatis, Chief of Science on board the USS Eclipse. Why do I have a steak in my hand? Oh! No, this is Tank. He's a walking steak we discovered on one of our missions during a dignitary dinner. My Assistant Chief and I snagged a f .... Oh right. Me? Well, xenobiology is my specialty. I worked with a research group on Judari III. Fascinating place! The variation in wildlife was just amaz .... Oh. Well, what else do you want to know? We've had quite a few fun adventures. There was this one time we discovered a fantastic Insectoid species. You can look it up. Their Ambassador is Zie. Amazing creatures, surviving an apocalypse like that. You should see the data we collected! Here, I have the PADD here. What? Oh, of course I keep most of my data with me. Who knows when I'll need it next?"

### **First Lieutenant Xian Kalmaku:**

"Hey! I'm Xian, resident old fart of the Eclipse. I started my Starfleet career as a nurse, but got into some pretty amazing experiments with an Andorian friend and somehow that morphed into Science. I was the chief for a while, but my sister turned up missing from the Darmok and I about went nuts! I'd already lost my mom, you see, and my sister and I are like this.

"Malia's a good friend, and I'm fine with her going on all the away missions, because then I get to stay on the Eclipse and play with all the specimens she brings back. That's the fun part of Science. I get my fair share of crumudgery from my students. They like to say they can't do things, when I know they can! They just have to believe in themselves. Oh, yeah. I teach taekwon do, wushu and tai chi. I was planetary champion back in my day, before my hair was cut. Yeah, the bob is funky, but there's meaning behind every little thing. Much love."



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# Behind the Scenes

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

## Tia Ryan's Player

interview conducted by Fst. Lt. Torosi

**How did you come up with your character concept? Is she based on you, another real person or is she totally your own original creation?**

Tia is my own original creation. She was my second character; I created her in response to an OL friend's invitation to come sim with his character on a ship in another league-at the time we were both simmers in the USF league as well. Actually that was my 'good' Tia character. I eventually brought her to the USF and simmed on Outpost Cousteau.

A second Tia Sloan Ryan was created when I was asked to command a ship in another league. This second Tia came to be known as my 'bad' Tia. Both Tia's had differing backstories and widely differing base personalities - as evidenced by the labels I came to adopt, 'good' / 'bad'. Tia Sloan Ryan-Marshall is a blending of the two characters, again with a different backstory. I created the Eclipse Tia when Captain Clark Savage asked me to come to Eclipse to be his Executive Officer.

**That's a great creation story! Do you infuse your own personality into your character? How?**

I think all role players tend to infuse parts of themselves into their characters regardless of the character's species/personality/backstory, etc., myself included. I come through more in Tia's personal life than in her professional life. Eclipse Tia is perhaps the closest to my RL self of my three Tia's. "Bad" Tia lived on the edge and was much more fearless than the real me ever was. "Good" Tia was quite a bit more innocent and naive at the beginning than I had been in my youth.

How? I'm not entirely sure. Occasionally, I'll read a personal log for a character and it will hit me that the emotions expressed in the log and the reactions to another while joint logging seem to be a response to something going on in my personal life. Years ago I realized after-the-fact that I had been processing grief (in the months following my mother's death) in a series of logs and joint logs that had my character going through crisis and emotional upheaval.

**How long have you been a USF host and what has been your biggest challenge as a CO?**

[Since] '2004-'2005--somewhere in there Tia came to Eclipse as a First Lieutenant as Acting Executive Officer. She was moved up in rank during the first year to Captain, taking command of Eclipse when IRL issues caused Captain Savage to have to leave the sim.

My biggest challenge was inappropriateness on the part of a individual roleplayer. The first instance involved unsolicited sexual content by the offender to one of my crew in an IM just after a



### Player OOC Stats

**How long have you been with the USF?** Sixteen years; I started role playing in the USF in '94-'95.

**What brought you to the USF?** An online friend, who I had met randomly in a chat room, told me about the USF and Star Trek character role playing with which he was involved. Although doubtful that I would be able to role play with any degree of quality, my desire to spend more time online with my friend prompted me to give it a go. I loved role playing from the get-go and I've been in the USF ever since, longer than the friend who lead me there in the beginning.

**How long have you been on the Eclipse sim with this character?** Six, going on seven, years ago, Captain Clark Savage asked me to bring Tia to the Eclipse as his XO.

**How long have you been simming/role-playing altogether?** Sixteen years—I started in the USF (see #1).

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

**What is your favorite:**

**Star Trek series?** TOS

**Star Trek movie?** "Wrath of Khan"

sim. HC was quick to act, totally supportive of my horrified crewmember and myself in that I was ejecting the role player from Eclipse. That role player became the first to be banned by the USF.

Another instance of inappropriateness involved a selfish role player whose character had some rather unique abilities. The role player was constantly using his/her command of Trek knowledge to prove how much he/she knew--IC and OOC -- it was so irritating that after the role player's first sim with us -- I had three senior officers complain and nearly quit on me. No matter how nicely or how often I spoke to the guy about his irritating sim style and general approach to the crew -- the role player just didn't seem to get it. I worked with the role player with the better part of six months with no real change. This was 2-3 years ago now; the role player eventually left the sim of his own accord.

Typically if selfishness or immaturity or inexperience are problems for a new crew member -- those things work themselves out. The Eclipse crew has always been very accommodating and easy for new crew members to bond with.

**Wow! You really have had some major challenges on your watch! How long does it take to put together a new storyline for the Eclipse and is there a specific process you use to generate ideas?**

I don't have a specific process. For most plots, I do come to the keyboard with a general plan--first contact, gaseous anomaly, answering distress call, medical emergency. I don't always flesh out all the details. I love to throw out a plot string and see what comes of it. I like giving my crew nearly complete freedom--should an action on a crew member need some 'correction' or 'reining in'--that's where the CO actions come into play.

We have had plots that go on for much longer than I had perhaps thought the plot would take. It's not unusual for us to have a 'spin-off' of the main plot for a sim or two -- then go back to the original plotline. My focus is on having fun during the sim--for my crew to want to arrive at their keyboards on a Thursday night confident that they'll have fun. As for the 'elegance' of the plot itself --that's not really important to me. To me, the CO's job is to come up the idea (plot) and that's about it -- the rest is for the crew to do (role play).

**Do you find that the work you do as a CO provides more or less satisfaction than just playing a crew member and how so?**

I can't quantify and compare the two roles CO vs. crewmember so easily. I really do get quite a bit out of satisfaction being a CO--I really like being the director-the one whose primary job is to ensure the crew is having fun. My CO style often puts Tia on the side of the real action --so I can pay real close attention to the crew actions, call the sim actions and generally keep the plot flowing.

I also love to be the actress/crewmember. There's a freedom in being the actress, who responds to the director. I currently sim in two other sims as a crewmember, so I get the best of both worlds.

**Let's turn the tables. Tell us which USF Player would you most like to interview and why?**

Commodore Ray Packard. I've known him forever OL... he's a stitch.... simmed a counselor on the *Federation* with him some years back. I also know that getting a 'serious' answer out of him might be darn near impossible! Thus - a challenge for me! Ray's been the USF nearly forever. If not Ray, then Admiral Caitlin.

**What Star Trek actor(s) would you most like to be stuck in an elevator with for an hour and what would you talk with them about during your confinement?**

Leonard Nimoy. Spock has always been and ever will be THE MAN. I'd ask him all about TOS production - the times--- and just his whole Star Trek experience. Throw Shatner in there, too -- I'd love to listen to them tell stories about the TOS days -- behind the scenes kind of stuff.

## Scott Marshall's Player

interview conducted by Lt. Cmdr. Solik

**What sort of inspiration did you use to create Scott? I find most people have some sort of background in mind they like to start with when designing a character.**

He was the second character I created for a USF sim, and I wanted to go with something a little more basic. My first character had been overly ambitious in terms of temperament and standing in the *Star Trek* universe for me, so I wanted to try out something lower key. As a standard human, Scott gave me that opportunity.

I saw him mostly the best qualities of me, along with a small dose of Ben Browder's character Cameron Mitchell from *Stargate SG-1* along with a couple of other characters from various TV shows. With Scott I went with something easy that I could build my RP chops on.

**Yes, I'm quite familiar with Stargate. (smiles) And it looks like you even went so far as to having Scott's parents also owning a ranch?**

I did, but that was not completely based on Mitchell. I was more familiar with Browder's John Crichton from *Farscape* that his SG-1 character at the time.

**So it only makes sense, since Crichton was an astronaut.**

**Quite funny. I love Farscape. So, what sort of things do you draw upon for sim plots? Any other television shows, or just a lot of established Trek?**

Sometimes it'll be something lifted from a *Trek* episode or one of the books. Other times it'll be something from another series like *SG-1*, *Farscape*, or any of the other sci-fi shows I've watched. I try to make the plots original, with only elements from another source rather than copying it verbatim.

The key with my plots is that they don't work at all unless the crew really gets involved. I don't plan out every step. I prefer to have a general framework that I can fiddle with as the crew reacts.

**I'm finding that's a recurring theme amongst hosts. Must work well.**

It makes our jobs easier and less frustrating when the crew goes off on a tangent. (smiles)

**Indeed. So, from what I've seen, you've been on the Eclipse since you began with Scott. I take it you've enjoyed your time on the sim all through Scott's "career"?**

I have. It's been fun to watch him grow as a person as I've improved as a simmer. It's also been enjoyable to continue the relationship with Scott's wife, Tia, who also happens to be the Captain. They met in Quark's on DS9 my first night with the *Eclipse* and it developed from there.



### Player OOC Stats

**How long have you been with the USF?** 9 years

**What brought you to the USF?** A friend recruited me.

**How long have you been on the Eclipse sim with this character?** I started Scott here in April of 2005 as an Ensign, and stayed with the ship ever since.

**How long have you been simming/role-playing altogether?** My friend who got me into the USF got me into role-playing, so almost 10 years.

**What other genres of role-playing do you do?** When I was still in college I would do D&D, Star Wars RPG, and a few other d20-based RPGs. Haven't done much of that since.

**What is your favorite:**

**Star Trek series?** That's a tough one. There are great episodes from all the series; do I have to choose?

**Star Trek movie?** Tie between *Star Trek VI: The Undiscovered Country* and the new *Star Trek* movie by JJ Abrams.

**Star Trek game?** *Star Trek: Armada* and *Armada 2* were pretty dang cool back in the day.

**Star Trek book?** Again, too many to choose from, so I don't have a specific answer; the Q series was pretty amusing.

**That actually leads me to my final question. How does that relationship work, since Tia is the Captain? A Captain should not get involved with their crew, let alone the First Officer.**

When they first met, I was an Ensign assigned to OPS and she was a First Lieutenant and CMO.

By the time they were involved, they had both been promoted. They do their best to keep it professional while on the bridge and on duty, and for the most part it work. They always have the twins to go home to. Scott and Tia have twins, a boy Colin and a girl Samantha, who are almost 3. It keeps them sane and gives them something to come home to.

**LOL. I bet.**

It's an adventure sometimes. But they make it work every day.

**Indeed. Well, I appreciate you taking the time to talk with me, and the insight to your character.**

It was my pleasure.

## Xian Kalmaku's and Charlie Sheridan's Player

*interview conducted by Cadet Styles*

**First question: I see you have two different characters. Why two?**

I like to fill in holes. If we're missing an Ops person, I'll jump in with a character and sometimes they just stick.

I kept Xian despite already having a Science officer because she goes back to the late 90s on the Eclipse. Kind of a nostalgia thing.


**So, Xian was your first?**

Yes. She was originally an NPC of Jar'Tan Haven's. He let me play her after my original character on the Eclipse made a dramatic exit. I believe I started playing her in 1998.

**Nice! What is it about Sheridan that made you want to develop him into a regular character?**

I had an idea for a long term thing with him, being SFI and a chameloid. Fleet Captain Ryan-Marshall has given Starfleet plenty of reason to have her watched, and I thought Charlie fit the bill. And he caught the eye of B'Layna Jarke, they hit it off and I couldn't not play him.

**(chuckles) What difficulties do you find, playing two characters, if any?**

	<b>Player OOC Stats</b>
<b>How long have you been with the USF?</b> I've been with the USF for almost 14 years. (Same mun as Cersei Naal and Tytian Mallister from the Aldrin and Arianwyn Amunrra from OPX. Yes, I get around.)	
<b>What brought you to the USF?</b> Will Dakor in 1996. I went to high school with him.	
<b>How long have you been on the Eclipse sim with this character?</b> YEARS. I started on the Eclipse in 1998. I've been off and on, but been pretty constant.	
<b>How long have you been simming/role-playing altogether?</b> 14 years on and off. I also played in AOL's infamous Ten Forward Lounge while it was big. I was sad to see it go. Perhaps we should try something like that again ...	
<b>What other genres of role-playing do you do?</b> Dungeons and Dragons, World of Darkness. Tried one sim with USFers set in a DnD type of world, but it didn't last. That made me sad. I absolutely LOVE DnD.	
<b>What is your favorite:</b> <b>Star Trek series?</b> TNG is my favorite series, as I never really watched any others. I caught it in syndication after school. <b>Star Trek movie?</b> I really enjoyed the latest Star Trek movie and I think it would be awesome if we had a sim that explored the alternate universe created by JJ Abrahms.	

I've been playing multiple characters for so long that I have it pretty much down pat. I keep the colors and fonts different so that I know who is who. I'm almost to the point where I could go three characters to challenge myself.

**Have you ever slipped? Put the words in the other's mouth so to say?**

Oh, sure. It's bound to happen every now and again. If things are quick paced and both your characters are interacting, you're trying to be quick and ... whoops!

**(chuckles) Other than their genders, what would you say is the biggest difference between the two characters?**

Their personalities. Xian is an upbeat Science nerd. She always has a smile and a tune quietly sung. She's involved with the crew and her work. Charlie is laid back, indifferent and moody. He tends to keep to himself and to B'Layna (his fiance). He's still very dedicated to his duty, but finds it hard to be serious about it all the time.

**Nice. Finally.... It's apparent you've been simming for some time. Has the whole simming atmosphere changed and do you think there is a continued future to this?**

(whistles) There's a bomb.

I don't believe the atmosphere in general has changed. We're still a group of Trek fans that enjoy roleplaying and writing together. I've seen some subtle changes ... the content has matured. Way back, we had simmers of all ages. Now that the popularity has waned and new recruits are actually older, we've been able to write storylines that deal with content that would have been frowned upon in the past.

There is a future for the USF. The desire for Trekkies to gather and have fun will never go away completely. We still have plenty of exciting plots on the Eclipse! (end shameless plug)

**I really want to thank you for taking the time. It's been a pleasure to talk with you.**

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# USS Eclipse - Beginnings

by Captain Loriaarra

In early March of 1998 the *USS Eclipse* sim began its journey to the imaginary stars. It was created by [Captain Eileen Shodan](#), renown in the United Space Federation for her most delicious brownies.

She no longer is a host now, but her brownies' fame has not died (just ask some of the old-timers). Rumor even has it that, as the one who has the monopoly on brownies in the USF, if anyone else makes a batch of brownies, Shodan knows about it and comes out of "hiding."

Luckily, I did not have to bake any brownies, Vice Admiral Anders did that for me (though I don't know if anybody ate them). But in the end, it was with the help of several other long-time USFers that I was able to track down the famous brownie-baking Captain. And she was so kind to answer a host of questions, even a couple of silly ones.

Join me as I interview Captain Shodan about her creation, her character, and a few other interesting subjects.

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**You mentioned to me that the USF wanted to expand and therefore created the *USS Eclipse* sim. I take it there was a lot of membership growth still going on back then for the organization? Or was the wish to expand more connected to wanting to explore a different setting?**

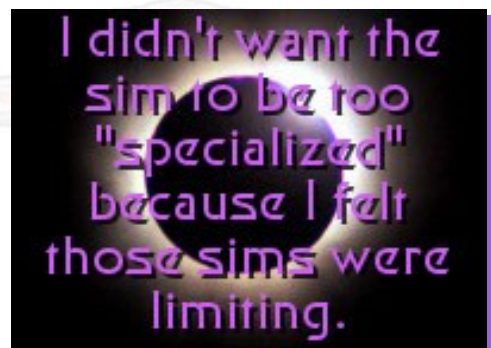
It was growth. ST-TNG was still on, DS9 was on, and I think this was before Voyager came on. So Star Trek was really popular then, and sims were full. The sim I started on (the Potemkin under Rachel, who was a great CO), we never had less than 15 people show up. Every department had at least two to four people in it (even medical!).

**High Command commissioned you to be the CO of the *Eclipse*, correct? Why did they choose you? Did you volunteer for it?**

I did not ask to be a CO. Rachel wanted me to be a CO. She told HC about my simming skills (and also my personality, for I am very easy to get along with, I didn't insist on having my own way, I was friendly, I took things in stride, I didn't become upset over things - or if I did become upset, I didn't tell others and I certainly didn't try to ruin a sim because of it), and my exuberance. Back then, I loved the writing and simming. I encouraged other people to join the USF, and I also encouraged my fellow simmers.

**Did you actually create the whole setting for the sim by yourself? What ship it would be? What missions you would run? Where it would be traveling? Or did you have help?**

I always ask for help! (ha ha) They gave me scenarios, and I chose. I didn't care what ship it was (as far as "specs") - I was content to let someone else choose that (probably Putty). [Ed. The first *USS Eclipse* was a modified Sovereign Class] I didn't want the sim to be too "specialized" because I felt those sims were limiting.

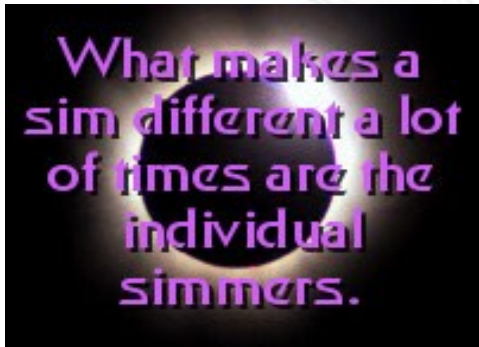


**So, in the end, why did you choose the specific setting that you did? Was it reminiscent of one**

**of the series, or perhaps a spin off on one of them?**

I think the TNG setting is the most enjoyable and the easiest to use for simming. Not everybody watched DS9 or Voyager, or if they did, they didn't like them as well as TNG. So in my opinion, a TNG-type sim was going to be the easiest for the greatest amount of people.

**Was there anything special/different about the Eclipse sim compared to the ones the USF already had? If so, what?**



Well, what makes a sim different a lot of times are the individual simmers. We didn't have the different setting, but I had a wide variety of simmers. I had a "special needs" boy join my sim, and he simmed for a year or two with me until he got tired of it.

I liked that my sim was available for just anybody to join. There are always those tac/sec guys who just want shoot-em-up sims, but most of my crew wanted other stuff, not just shoot the phasers-type simming (although I had my share of those). I had simmers who were only TNG fans; I had simmers who liked a variety of sci-fi shows (like I do).

**So, why was the name "Eclipse" chosen? Did you choose it?**

I chose the name *Eclipse* because I liked the name, and it was somewhat "astronomical" in nature. I originally wanted the name "Corona" until I found out it was a beer. I couldn't lead a ship named for beer. I just could not!

**(chuckles) After the sim's premier, was the crew mostly already existing USFers, or did you get a lot of new recruits right off?**

Both! The USF was getting several new recruits every week, and a few people joined my sim when it first started so that I'd have a few already seasoned officers.

**What was the most difficult part about the creation of this sim? And what was the most fun part?**

To me, coming up with unique sim plots all of the time is the most difficult part. I loved having other people submit sim ideas to me. The most fun part is getting to know people and having a good time, enjoying the company of other people who love Star Trek as much as I do.

**If you can remember, how long were you CO of the Eclipse? And who took over after you?**

Honestly, I can't remember. I remember that I quit because I was starting to get migraines a lot, and looking at a computer screen was miserable. Fortunately, I haven't had a migraine in years. I think another woman took over. I know I wanted a woman because I was always pro-promoting women in this male-dominated world.



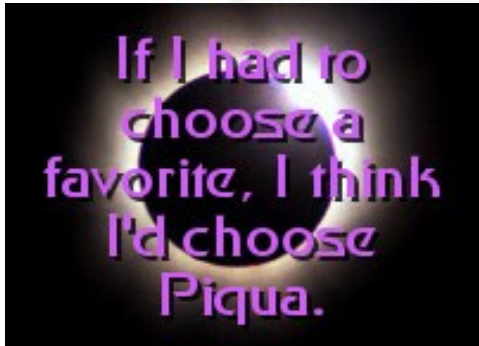
**Are there any memories you're especially fond of in connection with the Eclipse sim? Any anecdotes you'd like to share with us? Plot that you might have enjoyed best?**

I have a memory like a sieve, unfortunately (I blame my children for that).

**Well, at least no bad memories either. (winks) So, was Shodan your first character in USF?**

Shodan was my first character, yes. She was a Trill (joined, of course, for what's the use of a Trill character that isn't joined?). A lot of people thought that the Shodan character's first name was my real-life first name, but they were all wrong. Her first name was not my first name. I did name her after a relative, though.

**I've been told you played many other characters throughout your time with USF. Which one would you say is your favorite? And why?**



They're all my favorite! Shodan was versatile, a joined Trill (although somewhat loosely modeled after Dax, of course, who was the most famous Trek Trill). I also had Piqua, the changeling, who had several incarnations, and even Lucy Van Pelt (but no one caught on to the humor in that, even though I said that Lucy had a little annoying brother named Linus). I had two other Klingon characters that I played, and they were a lot of fun, also - I think they've both died, but of course, this being Star Trek, they could come back to life. There's also my current character, who is in her second (no, third) incarnation.

If I had to choose a favorite, I think I'd choose Piqua. She could get away with being silly while at the same time being responsible.

**Do you miss the sim?**

Some, but I still sim (I just won't host any more). I prefer to stay an Ensign. Right now, to me, it's a lot more fun playing a know-nothing Ensign than playing a responsible officer.

**(nods) Ok, now... I was duped into asking the next two questions. I claim no responsibility for whatever happens. (grins) Who is your favorite USF Admiral?**

Ray and Rolly, but I don't know their ranks ... and yes, Anders OF COURSE!!!!!! who, I'm absolutely certainly sure, was Admiral (I have no idea who the "current" Admirals are, so I can't choose among the current ones). I think Diana was an Admiral maybe ??? (although she had so many sim characters that I can't remember which one of hers was an admiral) - she was always terrific to sim with. Rachel was also wonderful to sim with.

**(smirks) What's the secret ingredient in your brownies?**  
LOVE!!!!

**LOL, nice. Alright, Captain Shodan, is there anything else you'd like to add?**

I did want to say that one of the best things about simming was "meeting" (on-line, not in real life) such wonderful people as Ray and Rolly, who are two of the nicest and funniest people in the world, and we are fortunate to have had them in the USF. We still have Ray, fortunately. Unfortunately, Rolly has left simming (as have too many terrific people).

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# Personal Insight



## Donning the Vulcan Ears



by Captain Lorianra

As a devoted and hard-working father and simmer, the player behind Lieutenant Ian Kail, Chief of Science of the *USS Excelsior*, is keeping himself busy with life and career. A long-time Star Trek fan, he has always had a special fondness for Vulcans.

Imagine his excitement a few years back, when he actually had a surprise encounter with Leonard Nimoy, the actor that portrays his favorite Star Trek character Spock. That encounter changed his life in a big way.

Join me as I have a chat with him about that monumental event and we explore how his life has shaped up since then, what's most important to him in his life right now, and what his future goals are.



**Not every person on the planet can say that "Spock", or Leonard Nimoy, had a very direct and personal influence on their lives. When and how did you even meet him?**

I first meet Mr. Nimoy a few years ago at a convention. That was the start of it all. I literally ran into him. He was polite, although it was my fault. I apologized profusely. I was late, missed his forum and almost mowed him over. What a way to meet, right?

Anyway, he was very kind, soft spoken, and took about 20 minutes out of his busy life to talk to me. We talked about films, photography, the world of art. That was the first time I met him. And that was the spark that set things in motion for me.

**So, apparently you were already a Star Trek fan then, considering you were at a convention. (smirks) And yes, what a way to meet! So, what exactly did this initial meeting set in motion for you?**

Hmm.. *(grins)* Well, it got me to thinking about something he said. Direct quote: "Why are you wasting your talent? Get out there and learn all you can about acting, directing, film. Breathe it in." That is when it hit me. The acting bug!

Several months later I found myself enrolled in a film school.

**Film school? Interesting. Meaning, you were learning how to be an actor?**

Yes. It's funny, too. My first acting class was with a man that had worked for Mr. Nimoy on several occasion and he ended up as my instructor in the 'Meisner Technique.'

**I have no idea what that is.**

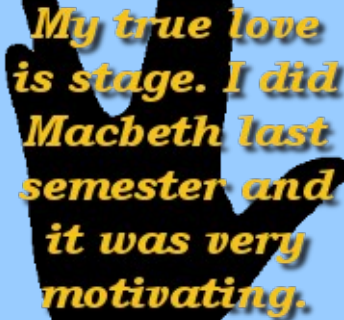
***"Get out there  
and learn all  
you can  
about acting,  
directing,  
film. Breathe  
it in."***



Meisner technique is an acting technique developed by the American theater practitioner Sanford Meisner. It is to help the actor be more organic in scenes. I hope that helped. *(grins)*

**Some.** *(laughs)* I suppose it takes too long to really explain in detail, and you're not here to give acting classes.

It is complicated.



***My true love  
is stage. I did  
Macbeth last  
semester and  
it was very  
motivating.***

**So then, did you actually make a success out of acting? And have we seen you in any movies?**

Well, I have made a good living from it so far. I was 'Larry Crowne', walk-on extra in a Tom Hanks film with Julia Roberts. I was recently cast as an extra in MIB III, filmed here in New York. I have done little parts here and there. My true love is stage. I did Macbeth (I played MacDuff, had to learn to use a 15th century broad sword) last semester and it was very motivating.

**Wow. Should I ask for you autograph now? I might have to pay for it later.** *(winks)* So, I understand while you were in acting classes, you ran into Mister Nimoy again, right? What happened there?

Yes. I did. It was brief. But enlightening. He more or less gave us a pep talk. It was uplifting to us. Being an actor or student actor is not an easy road to take. He told us to stay focused and never give up. Keep pushing, even if that audition didn't pan out, keep trying.

**Did he remember your run-in with him in the past?**

*(laughs)* Yes. I was surprised. He passed me in the hall after Q&A with some of the students. He took a double take, walked back over to me, and looked me right in the face. "I know you. The kid that wants to be a Vulcan." He winked and chuckled. It was amazing that he remembered me. We talked a while and he shook my hand, gave me a hug, and told me never stop believing in my dreams.

**Awesome. That reminds me of a saying I like... "The truly great never overlook the small in any way."** *(grins)* And I didn't know you wanted to be a Vulcan.

Well, it was kind of a personal joke I guess. And he remembered it. I had told him my biggest thrill would be to play a Vulcan in a new Star Trek film.

**Nice. I can see that. Maybe it'll happen some day. Heh. So now, you did continue with acting and making a living that way, but currently you're also enrolled in another school, right?**

Yes. I am currently a Motion Picture / Film Student, attending a film school for film directing.

**You want to eventually become a director?**

That is my goal.

**What kind of films would you like to direct?**



***My biggest  
thrill would  
be to play a  
Vulcan in a  
new Star  
Trek film.***



Science fiction, Film Noir, action horror. *(grins)*

Really? ... I'm not much with the horror movies. *(shudders)* Science fiction I love.

Is becoming a director actually a bigger dream than acting? Did it evolve from becoming an actor, or was that your ultimate goal from the start?



**Making your own film and seeing it produced to the screen ... would be the ultimate achievement.**

It evolved from acting. I guess I wanted to be on both sides of the camera. Get my feet wet so to say. I love acting, but the appeal of making your own film and seeing it produced to the screen I think would be the ultimate achievement.

I would imagine so. Now, in all your years of being involved in the film industry in various ways, I'm sure you've met many famous people. Who, besides Nimoy, stands out in your mind, as far as either actors, directors, and the likes? And why?

Will Smith, Tommy Lee Jones, Diane Baker (Silence of the Lambs), Tom Hanks, Julia Roberts. And I have even met Zackary Quinto, the new Spock. Wonderful guy by the way.

Why? Their personalities. The down-home attitude that they gave when speaking to them. They didn't look at you as some pee-on off the street. They respected you and really took the time to listen to you; the fan. So that is something in each of the people I mentioned that really stood out.

Well, with all of this going on for you, it's pretty amazing to me that you still take time to sim and obviously enjoy it. *(smiles)* When exactly did you get into simming? I assume before you went into acting, right? And does your training in acting help with simming, or vise versa?

Wow, a long time ago, in a Galaxy far ,far away... *(chuckles)* No, really I believe I joined the USF in '98 maybe '99. Had to a take a few breaks here and there, but I managed to always come back home. This was of course way before I got into acting.

*(smiles)* The last question...hmm.. I would most definitely say it does!

**In what ways?**

Keeps my mind sharp. Gives me ideas for scripts for movies and really helps me in my writing classes for school. Yes, I have to do writing as well as practice directing. *(laughs)* The interaction with the other simmers help me along in my creativity, too.

Glad we can be of service. *(winks)* Well, your life seems really busy, from where I'm standing. *(smirks)* What would you say grounds you the most? Keeps you real? Cause I think, from all I know about you, you are a pretty grounded guy.

*(smiles)* My boys. They keep me grounded to what's most important in life. And thank you.

Even when Kevin, "the super hero streak", runs through the house looking for evil guys?

*(falls over laughing)* Hey, that's what he does. That's his thing. Always out to get the bad guys.



**My boys. They keep me grounded to what's most important in life.**

**He has his father's flair for the dramatic. (winks)**

Speaking of bad, evil guys. Kevin was running around the house today with my Star Trek prop phaser and his little "Does this shirt make me look Vulcan?" t-shirt on, trying to search and destroy Nero. I was cracking up. He was talking like Kirk.

**Wow... Sounds like both of your boys are trying to grow pointed ears, hm? (chuckles) I heard the older one is doing a great job at that already.**

(laughs) Yeah, you could say that. The oldest is Joseph, and he is quite fascinated with simming.

**May I ask if you passed on any of "Spock's" words of wisdom to them, or what sort of advice do you give them about life?**

*I have passed on  
"Spock's" words  
of wisdom.  
... plus I throw in  
a little of my own  
about kindness  
and respecting  
others.*

Yes, I have passed on "Spock's" words of wisdom. I think it's good advice, plus I throw in a little of my own about kindness and respecting others. Things parents need to instill in their children that form them into who they will eventually become.

**Well, that's good advice for any pointed-eared offspring. (winks)**

LOL! That they are. (eyes them both) I'm being stared at.

**Uh oh... They know you're talking about them.**

Yes, I know they know.

**Then we better wrap up. (grins) Keep that phaser out of Kevin's hands!**

Kevin is a trip. He just tapped his chest. "Security needed in dad's room."

**ROFL! Before you end up in the brig, is there anything else you'd like to share with our readers?**

Live long and Prosper. \ / Those are words that have special meaning to me.

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# Comics & Humor

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## USF "Ad-lib"

*Off-the-Cuff Excerpts from USF Sims*

Time-appropriate game update:

**CommanderBones:** ::plays with her PADD and sips tea::  
**CommanderTrellis:** (Angry Birds, Doc? :-) )  
**CommanderBones:** (yup, lol)  
**CommanderTrellis:** (Being the 24th century it's probably Angry Klingon Warbirds. :-P )  
**CommanderBones:** (yeah, lol)  
**LtCmdrDire:** (I'd play it)

- *who wouldn't?; might be an idea to pitch to the developers, hm? (OOC chatter during a USS Excelsior sim)*

Channeling Han Solo:

**FstLt\_Jyran\_Tev:** We could, but it'd still be dangerous.  
**CaptainTashal:** Yes... ::ponders, feeling torn, not sure what's best::  
**FstLt\_Jyran\_Tev:** Just to be clear, I never said it wasn't possible. We'd still take some damage no matter what.  
**LtCmdrLobren:** (Dangerous, huh? And the odds are against us?)  
**CaptainTashal:** ::nods at Tev::  
**CommanderTrellis:** (Never tell me the odds!)  
**CaptainTashal:** (LOL, just how Lob likes it)

- *I think Commander Trellis ended up in the wrong universe; then again, that saying is just so universal it would fit anywhere (USS Excelsior sim)*

Abandon ship:

**CaptainTashal:** ::to Tev:: Lt., you and I will handle the ship. ::takes a deep breath:: Do you want to fly or handle the tractoring?  
**LtCmdrLobren:** (Oh crap!)  
**LtCmdrDire:** (The cap's at the wheel.. hang onto your seats)  
**FstLt\_Jyran\_Tev:** I'll take the tractor, sir.  
**LtCmdrLobren:** (Whatever ya do, no texting and driving)  
**CommanderTrellis:** (Engineering will be the safest place now. LOL)  
**LtCmdrDire:** (Eng is always the safest place. :-P )

- *my male crew thinks they are soooo funny, har har; I've had years of experience flying starships that are not made to do so into turbulent planetary atmospheres, ha! (USS Excelsior sim)*

### Perspective:

**AdmRohnok:** ::the Scimitars swoop in, and take up strategic positions, weapons locked::  
**LtCmdrLobren:** Cap'n. The Roms have weapons locked on us.  
**CaptainTAshal:** Figures. ::stands:: Helm bring us to full stop.  
**Ensign\_Sorel:** Aye. Full stop. :: slides fingers across nav control panel:: Full stop, Captain.  
**LtCmdrLobren:** If ya want a tactical analysis, sir... We don't stand a chance.  
**Ensign\_Sorel:** ::powers down some controls as ship makes adjustment::  
**CaptainTAshal:** ::looks to the screen:: On screen.  
**LtCmdrLobren:** :: taps putting the Rom ships onscreen::  
**CaptainTAshal:** ::nods to Lobren:: I think that is pretty clear.  
**CommanderTrellis:** ::whispers to the Captain:: They look smaller on a tac console.

- affixes a safety warning sticker to the tactical console, "objects on display are bigger than they appear" (during an encounter with Romulans, USS Excelsior sim)

### Secret squirrel stuff:

**Julio\_Mancuso:** ::looks to Bones:: Fine, I'm part of a secret organization and assigned to destroy a starship and save the Federation once again.  
**CommanderBones:** ::looks back to Julio:: really?  
**CommanderBones:** ::rolls eyes and goes to the other ear::  
**LtCmdrDire:** ::rolls his eyes:: Yes, all Ensigns take part in something of that nature.  
**Julio\_Mancuso:** Yes really, and I'm not an Ensign.  
**Julio\_Mancuso:** I only play one on TV.  
**CommanderBones:** ::stops again:: seriously?

- for a moment I thought we were in the "Galaxy Quest" movie; Julio's pretty brave lying to the Doc while she's snipping on his ears (USS Excelsior sim)

### A Word from the Editor:

While I don't mind entertaining you all with excerpts from the *Excelsior* sim, I know for a fact that there is other funny stuff going on in sims around the USF. As it is right now, some non-USF readers might get the idea that all other sims are completely serious. Or worse, they could think I'm so egotistical that I only want my own sim's funnies displayed. Either is far from the truth!

Unfortunately, I don't have the time to search through other sims' chat logs to find the goodies. So, please, do me the favor and don't hold back submitting those humorous treasures! Even if you can only hand me one a month. It would make this section so much more fun. :-)

- Lori

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

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## Prime Defective

I've decided that I didn't like how small I was having to make the comics. So while I will make the comics in a wide format, I will change them up to a tall format for the PADD. We'll see how this goes.

Also, Chris has taken over the inking process. The second one here is his first time doing a comic completely on the computer (he used to draw them by hand then scan them for me to ink). He'll get used to it.

Thanks!

David

Comic  
003



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Comic  
004



Artist: Chris | Author/Editing: David





## "The Ferengi's Ear"

I was a little surprised to see women asking for Ferengi advice in my column this month. My initial reaction was to refuse their questions and charge them triple the fee for even daring to ask, but my cost-benefit analysis suggested that I'd lose a lot of customers that way.

"New customers are like razor-toothed gree worms," says the 203rd Rule of Acquisition, "They can be succulent, but sometimes they bite back." So instead, I've decided to accept letters from all genders of all races as a sign of good faith.

Enjoy.

**1.) I recently lost a decent chunk of change on the Dabo tables, and I don't want to tell my wife where I lost it. How do I break it to her that I lost our life's savings and not get a slap in the face?**

The 94th Rule of Acquisition states, "Females and Finances don't mix." They don't understand our need to explore a good opportunity. That's why I follow one of Gint's coffee smudged rules: "A good lie is easier to believe than the truth." Rough yourself up a little, put on a sad face and tell her you got mugged (Unless, of course, you've already used that line. You sound like a man who has done this often). And if that doesn't work, just remember Rule 229: "Latinum lasts longer than lust."

**2.) I have a date with this really cute guy in Engineering next week. Any suggestions on what a smart, tall brunette should wear to impress him the most?**

That's a tricky question to ask a Ferengi. If you were on my planet, I'd tell you to wear nothing at all. Our women don't wear clothes, after all. Unfortunately for me, you're not on my planet, so I'll advise you instead to follow the 47th Rule of Acquisition: "Never trust a man wearing a better suit than your own."

**3.) Can women ever be satisfied?**

Of course they can! But like the 19th Rule of Acquisition says, "Satisfaction is not guaranteed."

Keep sending me your questions! Just don't forget Rule #208: "Sometimes the only thing more dangerous than a question is the answer."

*Chief Squill*

(Note: Image of Quark property of CBS | Paramount Studios.)

**Need some advice?** Use the [feedback](#) link (select "The Ferengi's Ear") or e-mail your questions and/or comments directly to [CaptJerridB@aol.com](mailto:CaptJerridB@aol.com).

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## Garlicky Artichoke Stuffing

### INGREDIENTS:

2 14 1/2 oz cans of artichoke hearts, in water or brine  
2 cups Progresso Italian-Style breadcrumbs  
1 cup grated Parmesan or Parmesan-Romano Cheese  
1 Tbsp dried Italian seasoning  
1/2 tsp cayenne pepper  
1 boiled egg  
1 small onion  
4 cloves garlic cloves  
4 Tbsp fat-free Italian salad dressing  
4 Tbsp olive oil  
Artichoke liquid  
Additional breadcrumbs for rolling  
Olive-Oil PAM Spray

### PREPARATION:

- (1) Drain canned artichokes well reserving the can "juice"/liquid. (Give them a little squeeze with your CLEAN hands to remove excess!) Then, hand chop the artichoke hearts until they are fairly coarsely chopped. If you prefer a softer, more uniform texture, pulse them in the blender until smoother, but not pureed. (Ideally the chopped 'chokes should still have some semblance of "artichoke" and not be a mushy blob.)
- (2) Mince (chop) the onion, the garlic and the boiled eggs as finely as possible. Do NOT blend any of these – just use your trusty knife to do the trick!
- (3) Add the minced onion, garlic and eggs along with the cheese and breadcrumbs to the chopped artichokes then add in the dried Italian seasoning and cayenne pepper. Mix well with your hands.

**STOP HERE:** What you do next depends upon which recipe you want to make. The specifics are slightly different for each one.

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## Garlicky Artichoke Balls

### INGREDIENTS:

One recipe of Garlicky Artichoke Stuffing as above and then proceed as follows below.

### PREPARATION:

- (1) One tablespoon at a time begin to add the fat free Italian salad dressing and olive oil alternating the two. Mix one 1 Tbsp of each and then make a "test" ball to gauge the mixture's ability to hold its shape. If it is still crumbly, add the next Tbsp of each and test again. Repeat until the balls are firm enough to stay round and soft and moist throughout.
  - (NOTE: You may not need all 8 tablespoons of the dressing and oil. Add only the amount of dressing/olive oil needed to get mixture to the desired texture. If mixture for some reason is still too crumbly to form balls after all the dressing and oil is added, use small amounts of the reserved can liquid as needed.)

- (2) Once the right consistency for the stuffing is achieved roll it into bite sized balls about the size of tip of your thumb (Approximately 1/2 Tbsp of mix). This recipe makes approximately 72 balls. Roll gently in a little extra Italian-Style breadcrumbs and lightly spray once with Olive Oil PAM cooking spray. Refrigerate overnight.
- (3) These balls do not need to be baked and are delicious eaten cold or room temperature. If you prefer your artichoke balls heated, or lightly browned, put them in batches on a sheet pan sprayed with Olive Oil PAM and place them in a 350 degree oven for 5-7 minutes taking care not to burn. (From lightly browned to burned and ruined happens very fast be careful!)
- (4) Serve with fancy toothpicks and a smile!

*(All seasonings and spices can be adjusted to your taste. These are fairly garlicky as the name says!)*

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## Stuffed Artichokes

### INGREDIENTS:

One recipe of the Garlicky Artichoke Stuffing as above.

### PLUS:

Two Large "Globe" or similar artichokes

½ cup additional olive oil

Lemon juice

Salt

**DELETE:** Italian Salad Dressing

### PREPARATION:

Follow the recipe for the Garlicky Artichoke Stuffing until it says "STOP", then follow these directions from here:

- (1) VERY slowly begin adding olive oil to the stuffing mixture until it sticks together somewhat but is still crumbly. If it is still very dry, use spoonfuls of the reserved can "juice" to get to a sticky but crumbly consistency. Set aside. Optionally, you can also use some of the Italian salad dressing to get the right texture but it is usually not needed.
- (2) Now comes the fun part! Rinse the artichokes thoroughly. Prepare them placing on a cutting board and slicing across the top to remove the pointed edges of the longest leaves (usually the middle of the artichoke). Just take off enough to get rid of the spiky parts of those center leaves. With kitchen shears slice the points off the rest of the leaves if you so choose. You can leave them spiky if you like or are kinda lazy. Rinse artichokes again under cold water and open up the leaves a little with your hands as you are washing them. Do not pull apart, just gently put some space between the leaves. Reach inside and pull out the tightly packed middle section of leaves. You may need to work a knife down there but what you are doing is taking out the center to make a nice receptacle for the stuffing AND most importantly, to clean out the fuzzy "choke" part of the artichoke. Scoop out ALL of the little hairs with a spoon – gently remove them so as to leave the delicious heart underneath for eating! Rinse again to make sure all those nasty fibers are gone gone gone. If there is a stem sticking out on the underside of the artichoke, slice it off near the bottom of the artichoke so that it can sit up in a pot to cook.
- (3) What you will be left with should be a few rings of artichoke leaves around the outside and a nice bowl-like opening in the center. Squeeze lemon juice over the cut edges to prevent them from turning brown. (If they do, meh, they will still taste terrific just not look as pretty!)
- (4) Now, place about 2/3 cup of the stuffing mixture into the center opening leaving it loosely packed. Fill the centers of both artichokes this way with stuffing. Then using a tablespoon, slide spoonfuls of down the insides of some or all of the leaves. (They have a slightly rounded shape

that lends themselves well to placing the stuffing on them. Make sure you portion out the stuffing so that you get about the same amount of stuffed leaves on each artichoke, not all of the leaves absolutely have to be stuffed. (I usually don't stuff the small leaves on the very outside ring – they can still be “eaten” if not stuffed.)

- (5) Once stuffed, put the artichokes in a pot/saucepan that ideally has just enough room for them to stand up and touch each other. You don't want them falling over while steaming. If you only have a pot that is too large and the artichokes could roll around, improvise, perhaps stand a sturdy glass or mug in the pot to take up space so the artichokes stay upright. Pour water into the pot to about ¼ to 1/3 the way up the sides of the artichokes. Do not cover or pour water on the stuffed artichokes themselves. (You don't want the stuffing underwater either so adjust accordingly). Sprinkle the water with some salt and add about 2 Tbsp olive oil to the water. Cover the pot and steam the artichokes on medium heat – with the water just above a simmer) for about 45 minutes to an hour. (It varies depending upon the age of the artichokes themselves – some will take longer.)
- (6) If the water should begin to run out, add some additional, don't let the pot get dry! You may have to add water several times so keep a close watch on the pot.
- (7) Now to test them. Open your pot and quickly grab a leaf near the outer ring and yank it upward. If it releases and slides out easily, it's ready. Preferably get a leaf with stuffing so you can tell how it tastes.
- (8) Should the stuffing be too dry, pour the remaining olive oil over the tops of the artichokes and cover and steam for another 5 minutes or until they are done. If the leaf does not release easily when pull upward, cook some more until they do.
- (9) Remove gently with tongs letting any water drain away then place in a bowl and allow to sit about 10 minutes to cool a little before eating. Alternately, you can store covered in the refrigerator and eat them cold later on or reheat in a 350 degree oven until just warm. (You don't want to dry them out.)

*Mangia!*

### **How to Eat an Artichoke!**

Strange food that it is, only two parts of the artichoke are edible. When you pull leaves up and away from the rest of vegetable, place the “bottom” end into your mouth. Just the edges of bottom of the leaf can be eaten so slide your teeth down over the leaf to get the stuffing and then gently rake your teeth over the bottom edge to remove the tasty edible part. (You'll get the idea after one or two leaves, the rest of the leaf is tough and fibery.) Then check for any stuffing bits you missed then discard. (It's nice to have a separate bowl for “used” leaves.) Use a fork to eat the interior section of stuffing after eating around the entire artichoke.

Once you have pulled off all the leaves and eating all the stuffing, you will be left with a small cup like green part. This is the “heart” of the artichoke and many people's favorite. You can lightly season it with salt and pepper then dip in olive oil or just eat it plain, it should be soft and creamy in texture.

Next month I will give you the recipe for a main dish called “Braciolo” to use with the same stuffing mix! You'll be in Italian heaven!

*Taz*

**Like to share a favorite recipe? Don't be shy. We loved to hear about food.** Use the [feedback](#) link (select “USF PADD”) to submit recipes and food-related articles.

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