

September 2008

The PADD

Star Trek Online

Info BLOWOUT

Laria Moonmoth Returns!

Vulcan Ears
In Photoshop!

New Series
from Jerriid Billings

Hello Everyone!

I know, I know, we're a little late. There's a plethora of reasons as to why we're as late as we are, but to put it simply: I, the lead editor, came down with pneumonia which resulted in me returning to class the next week with a double workload and no feasible time to work on the PADD. Sorry about that. But the good news is, HERE IT IS! Better late than never, right? On the brighter side of things, Laria Moonmoth has finally gotten her connection from Sector 039 fixed, and we can now resume collecting transmissions about the latest gossip around the fleet from her! On top of that, fleet-wide famous editor of the Top Ten List, Jerrod Billings, demonstrates his undying devotion to all USF Publications unbiased by starting his own series called "Did You Know...?" where he'll fill us in on the little known facts and trivia of the Star Trek universe! Such great article series all start with a simple idea and an email to us at usfpadd@gmail.com and great things like this are born! So if you have an idea for a series, or even simply an editorial... maybe you have some bio images or character artwork you'd like to submit, drop us a simple email and get your fifteen minutes of fame! Not interested in any such big commitment like that? Don't worry! USF Carrissa and Dr. Mini are constantly accepting requests for their article series at their respected addresses, and if you're a student of my own Photoshop tutorials in ANY way shape or form, send us in some of your work to be included and shown off! I cannot stress enough how the PADD is COMPLETELY reliant on the support and contributions of our readers. We may be a band of editors, but it's 100% true when we say that the PADD is a publication *for simmers, by simmers*. So send us in as many ideas, articles, artwork, and contributions you can think of! Oh, and...

Stay Frosty,

Lieutenant Commander Havraha cha'AAnikh

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Star Trek News

'Star Trek XI' Mindful Of Canon

By [T'Bonz](#)

September 20, 2008 - 6:06 AM

When it came to *Star Trek XI*, being mindful of canon and avoiding making the film campy was a priority for J.J. Abrams.

As reported by BBC Radio 1, in an interview with host Chris Moyles, Abrams discussed *Star Trek* canon and why certain things are in the film or not in the film. "There are no seatbelts [on the Enterprise]," he said. "You have to honor the canon of 'Star Trek.' Where do you draw the line? There are certain things that you want to be consistent about."

Star Trek XI's Enterprise does have a toilet, according to Abrams, or more precisely, a shuttlecraft does and part of a scene refers to a character being in the bathroom. "There is a toilet in one of the shuttles, that the production designer put in," said Abrams. "It was in the script that one of the characters is actually in the restroom because he was afraid of flying. He comes out of the restroom, but you don't see it." When BBC Radio 1 host Moyles said, "He's in the wrong job," Abrams replied, "That's the point of the scene."

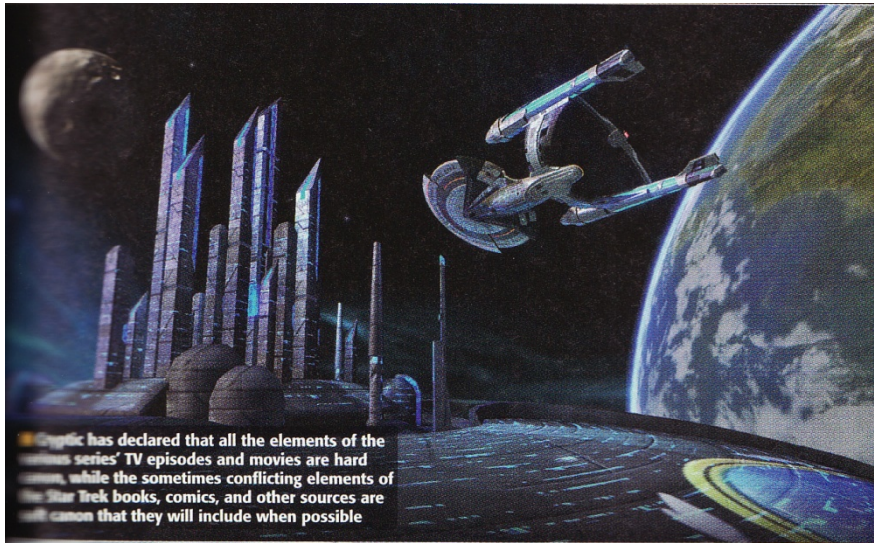
While there are known elements of the *Star Trek* world, other things are unknown and had to be created for the movie. "It is very funny because when you get into what is known, they had blueprints that they sold, but a lot of it is just hypothesis, like made up," explained Abrams. "The show itself made mistakes. The idea that there is a canon of Trek and what is honest-to-goodness Trek and what you can't change. The show itself changed its own history and revised things a lot. So clearly the approach was we want to make this thing feel real because it is so, it's so insane, the idea of these massive starships. And so the goal of doing this movie, despite it being called 'Star Trek,' despite pointy ears and the history of it and all the established fans and hundreds of hours and almost a dozen movies and all that kind of stuff, is that we actually feel like this is a new thing and this is actually legitimate."

Making a legitimate film means avoiding descending into "camp." "[Making 'Star Trek' seem real] is probably the biggest challenge, because it is by default so close to being campy," said Abrams. "Like you see 'Galaxy Quest,' which is such a great movie, and it is so, it's like a real, slightly hyper, real when you are actually on the set doing 'Star Trek,' there are these moments that are like 'Oh dear God, how do I not make this bad?' You see how you could so easily go the wrong direction and suddenly you are mocking your own world."

"There were moments where I thought 'the biggest challenge of this moment is to make it not suck,'" said Abrams. "To make it not be the version that in Ben Stiller's hands or someone, which would be hysterically funny, and yet that is not the result you want for this moment."

In answers to questions from host Moyles, Abrams said that, "We're a couple of weeks away from 'locking' the film," that there would be a "red shirt death," Kirk wears a gold shirt at some point in the movie and that "Shatner is not in it."

Star Trek Online Facts from GameInformer



Seems like every issue of the PADD, we get another few tantalizing pieces of information about the upcoming MMORPG Star Trek Online. This month, we've gotten our hands on the latest issue of Gameinformer Magazine, and within it is a truly massive article about aforementioned Star Trek game. Although we can't duplicate the article in its entirety, we can note the most interesting tidbits in bullet form.

- The game takes place 30 years after Star Trek: Nemesis
- The Star Trek Online website will be updated with information filling in the historic gaps between Nemesis and Star Trek Online
- Story elements from television series and movies will be considered "hard canon" to the game, while elements from comics and books will be considered "soft canon" and integrated into the game at the developer's discretion.
- By the start of Star Trek Online, the Kitimer Accords have dissolved: the Federation and Klingon Empire are on the brink of war.
- Players can chose to align their characters with either the United Federation of Planets as Starfleet Officers, or as warriors of the Klingon Empire.
- Both the Federation and the Klingon Empire have inducted new races: The Bajorans and Ferengi officially join the Humans, Vulcans, Andorians, and Tellarites as playable species in Federation. The Klingon Empire has expanded to include the Gorn, Orions, and Nausicaans along with the usual Klingons. Officially, the Romulans continue to pick up the pieces of their empire after civil war, while the Cardassian and Dominion forces remain unknown factors in the upcoming struggle.
- Players will be able to use Cryptic's robust character customization feature to create their own species: it is described in Gameinformer that they removed antennae from Andorians, changed the skin color to green, added reptilian eyes, spots, and pointed ears to make their own species. They then proceeded to customize that species' skill attributes and finalize them with a name. It is apparently even possible to create species that haven't been officially put into the game yet, like Romulans and Cardassians. "The idea is to make a game where, if you want to, you can always make and play that one crazy race from some random episode."
- Although many familiar races may not be playable at the launch of the game, Cryptic promises that expansions will come to the game that will add the Romulan and Cardassian empires as officially playable.

- All players will be captains of their own ships, despite their actual rank level. Beginning ensigns may start out as captains of small runabouts, with the available ships and crew sizes advancing as players increase in their actual rank levels.
- Players will be able to obtain a bridge crew of NPCs (non-playable characters), which although can be ordered by the player, are predominately controlled by the game's AI. The player and bridge crew can be wounded and taken to sickbay in battle, but as a rule they cannot be killed. Even if your ship is boarded and overrun, you and your bridge crew will survive, with the worse possible outcome being the loss of your ship. The bridge crew has been described as "the equivalent of 'pets' in other MMOs".
- Below bridge officers are the general crew that are necessary for the working of the ship. Crew are treated like resources, with individual members of teams possible to permanently die. For instance, a player may wish to obtain a good "repair team" to keep his ship in working order. As the engineering department becomes damaged, members of this team may die off over time, resulting in the "depletion" of this resource, and players will have to venture to starbases and friendly planets in an effort to find new NPCs willing to join the crew.
- Space combat will be a tactical affair more like naval combat, although some smaller vessels like Defiant classes will be faster moving but limited in power.
- Players will be able to form away teams of 5 people with up to 4 other friends. If the player doesn't have any other legitimate friends around, bridge crew will be substituted.
- On foot, "avatar" combat will be more visceral than starship combat, with phasers firing and melee combat where bat'leths is concerned. For players who wish to partake in the finer aspects of the Star Trek universe, diplomacy, crafting, trade, and mining will all play a part in the game's galactic economy.
- Existing worlds like the planet Vulcan and other popular locations like Deep Space 9 will be heavily customized by Cryptic's in house developers, while other locations and planets will be procedurally, dynamically generated by Cryptic's game engine in the number of thousands. In other words, there will be thousands of super-massive worlds to explore and new ones created all the time, to insure that players will be able to explore strange new worlds and hidden, secret locations that may never have been seen by other players.
- Quests will be more than simple orders to bring back "10 ferengi ears". According to the developers, each "quest" will be treated like an actual episode of Star Trek, generated via a pattern discovered in 96% of all Star Trek episodes. The article illustrates one "episode" as an example: "Star Fleet contacts you with a request to deliver a Vulcan ambassador to his race's religious monastery of P'jem. Once there, a small fleet of Klingon ships attacks, warning that P'jem has been infiltrated by Species 8472, the dangerous race first seen in Star Trek Voyager. Fearing the threat this race represents, the Klingons intend to cleanse the planet, an action you must now prevent. The initial space battle eventually goes planetside since you must deliver the ambassador to his destination as Klingon forces continue their attack in closer quarters. After a hard fought victory, Star Fleet contacts you to relay that they've found the actual body of the Vulcan ambassador. Realizing the man you accompanied is an imposter, you track him down and he reveals his identity as a disguised member of Species 8472, then flees to a Klingon ship. You give pursuit, and finally destroy the ship, but as the episode ends a number of curious threads remain unresolved as to how this alien race managed to breach Star Fleet and what their intentions are." Simmers of the USF will be very comfortable with this level of intelligent story design.



- Players will be able to combine the forces of their ships into "fleets", which will essentially be the equivalent of the "guilds" found in other MMOs. Fleets will be able to build their own starbases, which will act as "social hubs". According to the developers, only the Fleets will be able to pool their resources together to build the absolute top end ship classes.
- Galactic wide events will also take place in the game which will not only allow, but practically REQUIRE, players from all over the galaxy to converge on locations and help out in defeating the attacking enemy. The events will range from things like Borg Cube fleets entering the sector, to the Doomsday Machine (from the original series), or even the return of V'Ger from the original movie.



- Players will be able to participate in PvP (player versus player) combat in the form of the ongoing conflict between the United Federation of Planets and the Klingon Empire, either in starships or on the ground. Players who don't want to directly confront other players and possibly get their butt whipped, can instead help out their faction by completing missions and convincing unaligned worlds to join their faction, which will benefit your faction with additional resources, technologies, and the ability to choose members of that race for your crew.
- Star Trek Online is being developed first and foremost for the PC (it's unclear if it will be for any specific operating system, although Windows will be a safe bet). Cryptic Studios is also fervently attempting to bring the game to consoles, noting that they're currently running a version of the game for Xbox 360 using both a keyboard and mouse and a standard Xbox controller. However, Cryptic admits that although both Microsoft and Sony want to see MMORPGs on their consoles, it's up to them how they ultimately want to implement that.

Star Trek Online is a massively multiplayer online role playing game in development for PC by Cryptic Studios, and is planned for release before the end of 2009. Visit startrekonline.com for more information, purchase the latest issue of GameInformer Magazine for the full article (including tons of pretty pictures!), and keep reading the PADD for all the major updates on Star Trek Online news!

Help Star Trek dream come true

By Fiona McPherson

Published: 19 September, 2008

http://www.northern-scot.co.uk/news/printpage.php/aid/6325/Help_Star_Trek_dream_come_true.html

CAPTAIN'S Log: star date September 2008 and crew are needed for a special inter-galactic mission to help a star-struck youngster boldly go in his dreams where no boy has gone before.

A charity which helps make wishes come true for special children is hoping volunteers will sign up at warp speed to give Star Trek fan Grant Alderton (11) an out-of-this-world bedroom experience.

The Speyside youngster – who "died" twice after being born prematurely – spends much of his time in his room but it is fairly plain and boring and his family would love it to be as amazing as the flight deck of starship USS Enterprise.

They are being helped in their quest by the charity Dreamz 4U after mum Vicki and husband Leigh met up with founder Jim Michie at the RAF Leuchars airshow in Fife last weekend.

Mrs Alderton was asked if she knew of any youngsters who had a wish the charity might be able to help fulfil, and she immediately thought of Grant.

"I have a mad passion for Tornados so we went down to the airshow. I saw the stall and gave a donation and we just got chatting. I told Jimmy about my son and he said he wanted to help," she said.

Grant was born eight weeks premature on November 3, 1996, after Mrs Alderton developed health problems. He stopped breathing twice in his first six hours of life and doctors feared the worst, but Grant proved to be a real fighter and he was finally allowed home on Boxing Day.

Mrs Alderton said: "It was the best Christmas present we could have hoped for."

Grant was diagnosed the following year as having cerebral palsy and relies on a wheelchair. He is partially sighted and has autism spectrum disorder, but despite his health problems his family describe the Speyside High School pupil as a very happy boy – and happiest when he is watching the popular TV show 'Star Trek: The Next Generation'.

They nominated Grant for an extreme bedroom make-over, one that they hope will leave those featured on TV in the shade. Mrs Alderton is hoping his plain room can be transformed with themed artwork, mobiles and lights to create a more exciting sensory experience.

"Grant likes being in his own space and if someone was able just to make his bedroom nice for him, it would be fantastic," she said.

This is not the first time Dreamz 4U has stepped in to wave its magic wand in Moray. The charity arranged in April for two rugby stars to come to Milne's Primary School in Fochabers to meet brothers Michael, Gordon and Kevin Lawtie, and the boys were also mascots at a top game at Murrayfield.



Star Trek fan Grant Alderton (11) is being helped by the charity Dreamz 4U to give his bedroom an out of this world make-over to the delight of brother Kieran and parents Vicki and Leigh. Bob Bruce (NS)

Mr Michie, who goes by the nickname Jim the Pig, said that since Dreamz 4U was launched 15 months ago, it has helped 154 kids from around the country, from setting up meetings with their sporting heroes and pop stars, to plans for one lad from Arbroath to be James Bond for the day, complete with a tuxedo and sports car.

The charity relies on donations and goodwill and the children at Milne's are among those who have raised money for it. Mr Michie is appealing for anyone who might be able to help with Grant's bedroom make-over, from tradesmen to artists, to get in touch with him. To volunteer to help make the youngster's dream come true, contact Mr Michie on 0781 502 2421 or email jimthepig@blueyonder.co.uk.

The website www.dreamz4u.org highlights the work of the charity which helps bring a smile to the faces of children who are battling a range of health problems such as severe epilepsy, cancer and cerebral palsy.

Former 'Star Trek' Scribe Bryan Fuller Calls For Franchise's Return To TV

Published by Jennifer Vineyard on Wednesday, September 17, 2008 at 4:04 pm.

<http://moviesblog.mtv.com/2008/09/17/former-star-trek-scribe-bryan-fuller-calls-for-franchises-return-to-tv/>

Usually, the "Star Trek" movies are borne out of the television shows — not the other way around. "Star Trek"'s I through VI were with the original cast, then there was a spate of "Next Gen" films, (though never anything with "DS9," "Voyager," or "Enterprise").



But now that J.J. Abrams is rebooting "Star Trek" to back when the original crew of the Enterprise were young, it's the first time in eleven films that there wasn't a corresponding TV series. Former "Star Trek" scribe and "Pushing Daisies" creator Bryan Fuller says that means it's ripe time for "Star Trek" to hit the small screen once again.

"I would love to do another 'Star Trek' series," Fuller said. "One where you could go back to the spirit and color of the original 'Star Trek,' because somehow, it got cold over the years. I love 'Next Generation,' but it's a little cooler and calmer than the ones from the '60s, which were so dynamic and passionate."

Fuller is such a fan that the way he got into the biz was by ditching a day job — where he lied and said his grandmother had just died — so that he could get a chance to write a script for "Deep Space Nine" (he also ended up writing for "Voyager"). "'Deep Space Nine' was the best of the modern ones," Fuller said, "because it was so emotionally complicated. 'Enterprise' was the most sterile of all of them, when it should have been the most fun."

Fuller says he would want to break the mold and have more fun with the series — you wouldn't have to be on the same ship or have the same characters as the original 'Star Trek,' but you could be in the same timeline and universe. From what Fuller's seen so far of J.J. Abrams' version, he's impressed — "boy oh boy!" he gushed about the costumes — but he thinks Kirk, Spock, and McCoy should stay in the movies for now.

"'Star Trek' has to recreate itself," Fuller said. "Otherwise, all the characters start to feel the same. You always have a captain, a doctor, a security officer, and you have the same arguments based on those perspectives. It starts to feel too familiar. So all those paradigms where it takes place on a starship have to be shaken up."

Star Trek Comics

From our favorite Comic creator... David Reddick, with Rod & Berry, and Trek Life.

P.S. this is not meant as an infringement on CBS or Paramount or anyone else...we (the fans) just like the comics and are not pleased that Star Trek.COM is not showing them anymore.

ROD & BARRY - Episode 29: Darth Barry

BY David Reddick



The Trek Life

by David Reddick



STARTREK.COM

USF Movie Review

With Fleet Captain Rylan J Hirsch and Lieutenant Commander Havraha
cha'AAnikh



Good Morning, Afternoon or Evening movie fans! We're back for another issue of the USF Movie Review! If you'd like to contribute please send us an email at USFPADD@gmail.com with "Movie Review" in the subject. Lights! Sound! Action!

FltCptRJHirsch: Welcome one and all and welcome to another great movie review. Once again, Havraha and I are your hosts to some of the movies

that aired this month. So Hav, what did you have time to see?

Havraha: Believe it or not I saw a plethora of OLD films, really, and only one actual movie that's come out this month. I also played Star Wars: The Force Unleashed, which we can review as well.

Havraha: But this month in actual new movies, I saw Burn After Reading.

FltCptRJHirsch: How was that, the poster looked interesting.

Havraha: It's a movie by the two brothers (their names escape me) who were responsible for the recent film "No Country For Old Men" you may have heard rave reviews for.

Havraha (7:16:02 PM): Effectively, it's their take on a "comedy", but it's worth noting it's a "dark" comedy, and... much like No Country for Old Men, it's kind of slow and drawn out.

Havraha (7:16:57 PM): The movie's designed to drag out and make you feel sorry for this band of characters at first, but as situation leads into situation it's slowly revealed how "stupid" these characters actually are. As the movie's catchphrase states, "Intelligence is Relative".

FltCptRJHirsch: LOL, sounds like something that I wouldn't have any patience for.

Havraha: There will be a couple of chuckles here and there, but the big punch line of the film is its rather EXTREMELY abrupt ending.

Havraha: By the time of the ending, you're slapping your knees laughing, but that, on top of only a handful of chuckles, was really it. It felt like the entire movie was one, big, drawn out joke. Which...

was good. I mean it was well crafted, that's how it was supposed to be, but it's not the kind of comedy that's going to appeal to everyone.

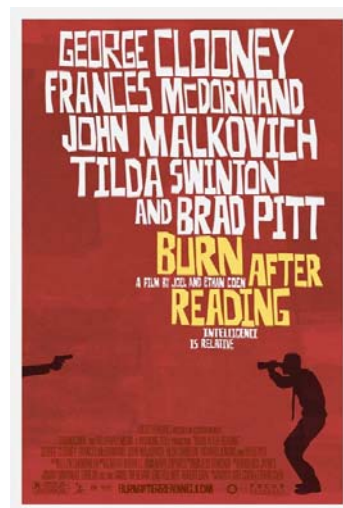
FltCptRJHirsch: Sounds like you're approving of giving it a thumbs up?

Havraha: And even those who enjoy "dark" comedies will walk away from Burn After Reading content, but wondering "well, that was kind of light on laughs". It spent more time setting up the joke than making you laugh about it.

Havraha: Once again George Clooney is ... well ... George Clooney, like he is in every role, and Brad Pitt feels like the only character truly "alive" in the film.

Havraha: So, yes, a thumbs up, but it's definitely a onetime see film.

FltCptRJHirsch: ::Nods:: Speaking of seeing films one time... I went and saw House Bunnies.





FltCptRJHirsch: or House Bunny

Havraha: House... Bunny.

Havraha (7:22:19 PM): ?

FltCptRJHirsch: Yeah, it's definitely on the Epic Movie, Scary Movie scale. Although it tried to redeem itself with Tom Hanks kid.

Havraha: Tom Hanks has a kid?

Havraha: Lol. Sorry. Continue.

Havraha: What's the plot of this movie?

FltCptRJHirsch: Like your movie there were a few places where you could chuckle, and some all out laughing... yeah haven't you ever seen Orange County.

Havraha: Sounds familiar.

FltCptRJHirsch: Plot is girl is in the adoption network and never gets adopted. However, when she turns 18, ends up getting a gig at the Playboy Mansion although she never has been a centerfold.

Havraha: HUUUUHHH...

FltCptRJHirsch: New girl comes in, is jealous, and fakes Heff kicking the girl out.

FltCptRJHirsch: Girl finds new home with sorority girls that are about to lose their house because they don't have a house mom. In addition they need to add 20 new members to their house.

Havraha (7:26:48 PM): Oye.

FltCptRJHirsch: So now a house mom she shows them the ropes of the "high life" and ends up falling in love with Hanks's character, who is a director for an old folks home.

FltCptRJHirsch: Needless to say... girl finds love, girl loses love, and girl gets love back.

FltCptRJHirsch: in addition the house stays as they throw a rocking party, and get members.

Havraha: So, better movie than it sounds?

Havraha: LOL

FltCptRJHirsch: it's funny, it's retarded, it's good for forgetting a 777 decline on the stock market LOL.



FltCptRJHirsch: It's a go see it at matinee prices only once.

Havraha: Hmm. Alright. Well should I review old movies I've seen this month?

FltCptRJHirsch: Go ahead and review one of them.

Havraha: Well, I saw Pumpkinhead.

FltCptRJHirsch: oh lord!

FltCptRJHirsch: What prompted you to see a campy 90's horror movie.

Havraha: Pumpkinhead is an old horror film from the late 80s, and it's considered a classic amongst horror film enthusiasts.

Havraha: Ahh... friends, blockbuster, you know.

FltCptRJHirsch: Well go ahead... I guess tis the season and all ::gags::

Havraha: Anyways, it was a foray into some monster design.... and I have to say it has one of the most legitimately frightening monsters in a movie.

FltCptRJHirsch: You have got to be kidding... I think Jason on Friday the 13th or even Mike Meyers on Halloween were far scarier than a

trumped up puppet. Hell even the Alien, alien was scarier.

Havraha: The plot of of Pumpkinhead is that a shopkeeper named Ed Harley and his weakling, feeble son are minding the shop one day when a bunch of biking kids from the city accidentally run

this kid over. When Harley's kid dies later, Ed Harley calls upon an old which to resurrect the demon Vengeance to ... you know ... get vengeance on these city slickin' kids.

Havraha: Vengeance is buried in a Pumpkin patch, hence the folklorish name the locals give him, "Pumpkinhead".

Havraha: Anyways, what makes Pumpkinhead frightening is that ... you can't kill him. He's a demon.

FltCptRJHirsch: MMmhm

Havraha: So once you're "marked", you have to effectively run for your life. Because Pumpkinhead won't stop chasing you until your dead. And if anyone helps you, they're dead too. And he'll not only kill you, he'll torture you first, and play with you, because he's an evil demon. So he's legitimately scary once you put yourself in these kid's shoes. Of course the "Alien" may be scarier for different reasons, like suspense and what not, but for a monster concept, Pumpkinhead is clearcut, simple, and classic. They just don't make monsters like this anymore.

Havraha: It's an excellent, however simple, movie. Telling you anymore would only



be spoilers, though.

Havraha: Thumbs up, I say.

Havraha: So have you seen anything else?

FltCptRJHirsch: I went and saw Igor.

Havraha: Yeah, I think we reviewed that last month, didn't we?

Havraha: No, I'm wrong.

FltCptRJHirsch: It was an interesting film. I kind of got the sense that it was trying to be like a nightmare before christmas where the main character is trying to be more than what he's simply slated out being... which is an Igor.

Havraha: I saw previews for that.

FltCptRJHirsch: So evil mad scientist takes his invention... wrecks havoc, and Igor saves the day.

Havraha: Right..

Havraha: And Igors are a race in this film, right?

FltCptRJHirsch: Yeah, even have Igor school.

Havraha: And this Igor creates life somehow?

FltCptRJHirsch: yap.

FltCptRJHirsch: Being an evil scientist is like being the cream of the crop... etc..

Havraha: Hmmm. John Cusack voiced him, eh? I like Cusack.

FltCptRJHirsch: ::Nods:: yeah.



Havraha: So thumbs up?

FltCptRJHirsch: Anywho... take the kids... I don't know if they'd be interested but I heard some of them in the theater laughing. Yeah, it wasn't bad, just nothing impressive.

Havraha: Hmmm.

Havraha: Well, finally, you and I both played the Wii version of Star Wars: The Force Unleashed. Congrats on finally getting a wii, by the way. And you also read the book!

Havraha: What'd you think of the Wii version of the game?

FltCptRJHirsch: I partially read the book... didn't get through it all yet. But from what I have read and played it follows through much like the game. And thank you... it was a painful purchase.

Havraha: And for those who don't know, the plot of The Force Unleashed it that, shortly after the end of Episode 3, Darth Vader, carrying out Order 66, travels to kill off a surviving Jedi knight and

recovers his son, who he proceeds to take as a secret apprentice to ultimately overthrow the emperor.

Havraha: But for the duration of the story and game, you're Vader's lackey, proving yourself by carrying out Order 66 and assassinating the remaining Jedi.

FltCptRJHirsch: Now mind you...there are flaws... first of all... Jedi weren't supposed to have children, since marrying and having children would show attachment, but I digress.

Havraha: Yes, but with the fall of the order some of them probably decided to bend some rules

FltCptRJHirsch: Possible LOL

Havraha: The fact that he's the son of two Jedi was an easy way to explain why he's SO ridiculously powerful with the force.

FltCptRJHirsch: So what did you think, since you're the gamer.

Havraha: Game wise, technically, the title was insufficient. I mean it looks "adequate", but it's not pushing the Wii's graphical hardware at all, and that's because it was reusing assets from the Playstation 2 version of the game. By de facto, that means muddy textures that aren't crisp, low polygon counts on many characters which makes them look blocky, and a whole mess of other issues. On the bright side, the Wii is utilized for some prettier lighting and special effects, particularly with how space warps in a blue haze while the force is in use. The game also runs in 480p (enhanced definition, slightly better than basic television's 480i resolution), and it also runs in wide screen mode for those high definition TVs out there.

Havraha: Control wise, however, is a whole other story.

Havraha: It has probably some of the best controls in any adventure game I've ever played. You use the wii remote like a light saber, swinging it in the direction you want to swing your sword, chaining combos together... and then there's the force push move which you literally "push" with the controller to execute. You can pick people up, press the A button and swing the remote in a throwing manner to "throw" your lightsaber at them ... and while holding people in the air, you can swing downward with the nunchuck and slam them down into the ground, all like you're actually doing these force motions and actually sword fighting.

Havraha: It feels VERY Jedi-ish and it's almost entirely worth buying the game to play, I think.

FltCptRJHirsch: Well I have to say that the controls are killing my wrists.

Havraha: They'll toughen up. You're new to gaming. Use your arms, not just your wrist!

Havraha: LOL

FltCptRJHirsch: I do have to say that it was a little freaky to go into the Jedi Temple and be hearing whispering voices.



Havraha: Yeah, very atmospheric at times. But if you want the story, you'll be getting the "cliffnoted" version in the Wii game. For beautiful graphics and cinematics, you'll want to get the Xbox 360 or Playstation 3 version of the game. And for the full story, just buy the book.

FltCptRJHirsch: I've played many of the Jedi games on the computer, and I do have to say this is as enjoyable, if it doesn't last nearly as long.

FltCptRJHirsch: But just because it doesn't last as long doesn't mean you're not happy to be done with it.

FltCptRJHirsch: Cause I was like thank heaven when I finished it.

Havraha: LOL

Havraha: That's how I was too.

FltCptRJHirsch: So I guess that's a thumbs up for us both?

Havraha: It FEELS like you do a lot. And for reader's interest, the game will take you about 6 hours to play through, not trying to collect all the goodies hidden within each level.

Havraha: Indeed, 2 thumbs up.

Havraha: The actors were very well casted.

FltCptRJHirsch: Hey the girl has a british accent how can you find fault with that LOL

Havraha: Of particular note was Darth Vader, who FEELS like Darth Vader through and through despite the fact that it's actually not James Earl Jones. You just CAN'T tell the difference, the guy is soooo good with the tone and Vader's syntax, even his elitist accent he has...

Havraha: He felt like a true "cameo" appearance of a real movie actor, despite the fact that it wasn't actually the movie actor at all.

Havraha: Which is a huge accomplishment.

FItCptRJHirsch: Agreed

Havraha: Also worth noting is that the Emperor was voiced by the same actor who played the Secret Apprentice, believe it or not.

Havraha: I was blown away when I found that out.

FItCptRJHirsch: really weird

Havraha: So top notch acting as well.

Havraha: Two thumbs up indeed.

Havraha: Do you have anything else worth noting?

Havraha: Review wise?

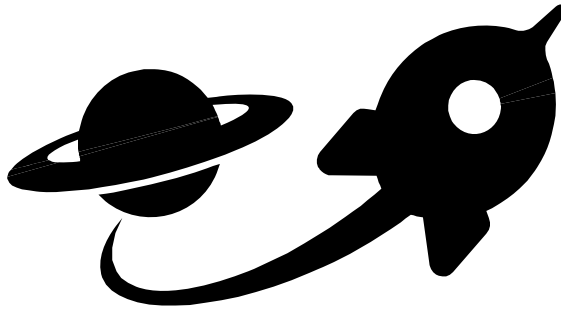
FItCptRJHirsch: Nope, nothing else that comes to mind.

Havraha: So I guess that does it for this USF Movie Review. Hopefully next month we can have even more movies. Also next month, the Clone Wars TV series starts, so expect me to give my two cents on that.

FItCptRJHirsch: Until then, don't forget the butter on the popcorn, and enjoy the movies!

Havraha: LOL

Live from Sector 039 in Saturn's Rings



This is Laria Moonmoth, life from sector 039, Saturn's Rings and have I got the dish for you. **There are rumors floating around that the men on OPX are rather stunning and are putting out a calander for the hunks on Bersallis III!** We haven't been able to confirm this rumor but from what we have seen of the layouts, it promises to be a calendar worth checking into.

Not only does OPX have its share of the suave, but **it appears that the notorious and flirtatious Max Androcoliss has been seen in the fleet again!** From his whirlwind tour of Starbase Nigala to the Potemkin, he has left a wake of broken hearts from Earth to the stars. I only hope that the ladies that have fallen prey to this man of mystery can pick themselves up and find someone a little more predictable.

But never fear, Gentlemen, I have it on good authority that there are some rather lovely ladies floating around the fleet as well. One of which **is a retired admiral who has been seen haunting the fleet recently.** It is always wonderful when the MiW's allow the retirees to come out of hiding and say hello. I'm wondering if Admiral Hanson has unlocked her TC or lost her whip to allow so many retirees to come to surface.

In all this delectable parade of lovely ladies and hunky men, **I have decided to put out the call for nominations from around the fleet for the hunkiest hunk and the most bodacious babe to be found!** You may not nominate yourself but you can send pics to crewmates and have them nominate you and you must sent in a pic. (This is all IC of course) And our judging panel will select finalists from all the entries for final voting by our devoted readers. You can send the images to LariaMoonmoth@yahoo.com Good luck to all you wonderful and lovely people out there.

This is Laria Moonmoth, saying, no matter how good you think you are, I'll catch you with your pants down. Signing off from Sector 039, Saturn's Rings!

Did You Know...?

By Commander Jerrod P. Billings

The most dedicated Trekkies know the names of every episode of every series. They know the exact date they aired, as well as the stardate in which each and every episode takes place. They know important historical dates in the Trek universe, such as the date of First Contact, or the date the USS Enterprise-C was destroyed. But I bet there are a few things about Star Trek that even THEY didn't know. For example.....

Tim Russ has portrayed six different characters in the Star Trek universe, including the role for which we know him best, Lieutenant Commander Tuvok. He made his first appearance on the TNG episode "Starship Mine" as Devor, a member of the Maquis. He made two guest appearances on DS9 as T'Pol in "Invasive Procedures" and his counterpart from the mirror universe in "Through the Looking Glass". And who can forget his role in Star Trek Generations, or his portrayal of himself as "Tulak" in the humorous Voyager episode "Author, Author"? But Tim Russ also has a credit to his name that not many people know about - A credit to a movie that probably every single Trekkie has seen dozens and dozens of times.

Spaceballs.

I'm serious! Watch the movie again. I swear, he's there. You're probably all sitting there, right now, with your elbow on the table, scratching your chin trying to put your finger on exactly where in the movie he could possibly be, because it's been awhile since you've seen the movie last. But when I tell you what character he plays, I guarantee you'll laugh for a week.

There's a scene in the movie where Dark Helmet and Colonel Sandurz are ordered to "comb the desert" of the Sands of Vega. After shouting at Sandurz with his microphone, he shouts down into the desert to ask his minions with big gigantic combs if they have found anything yet. Tim Russ is the third minion, who shouts back with one of the best lines in the whole movie: "We ain't found SH**!"

Tell me that is not ironic.

And of course, because I've said this, every single one of you are going to dig out your copy of Spaceballs and watch it again, just to see if I am right. When you do, make sure you're snuggled up tight in your Spaceballs: The Blanket, eating Spaceballs: The Popcorn. And when you reach this scene, you can punch Spaceballs: The Pause Button to confirm that this person is, in fact, Tim Russ.

Enjoy the show, and may the Schwartz be with you!

Spaceballs: The End

TEMPORAL LEAP

Innovative Education of the 29th Century

presents

"A Covert Look at 24th Century Technology"

by Wilhelmina Sternenschnuppe

A universal welcome to all my loyal readers! One again, I'm ready and rearing to take you all on an adventure into the past. My last interview with Professor Robb Clemens generated quite a buzz, including a request for an interview with a *little* known officer who has a rather obscure past. In view of this first time request and my realization that this has happened far too seldom... namely NEVER, I have also written "A Letter from the Author", which will be published in this issue of the PADD. Please, take the time to read it!

As always, I will answer a couple of reader's questions that our latest article produced. 1) No, I do not know of the top of my head the recipe for the Nova Burritos. However, if you look into past issues of the PADD, you might very well find it. I have been told it was a rather sought after item in the 24th century. Refer to the Federation Holonet database, look under publications, and even perhaps cooking recipes. I'm sure you will find it, or perhaps let one of the many friendly customer service representatives from the Holonet help you in your quest. 2) Yes, Robb Clemens IS human, but has telepathic abilities. For further explanations of this phenomena, watch his life story as part of the PEA documentary series *Making a Universal Impact*. You may also find information on human telepathic abilities in such series as *Beyond Average*, *The Science Behind Unusual Abilities*, and other related series or articles.

Now it's time to make another temporal leap into our past... or perhaps it includes our present and future as well this time. Due to circumstances beyond my control, I had to postpone my trip to see Fleet Captain Brent. In substitution, as I have already mentioned above, I was authorized to grant the request we recently received. Buckle down and enjoy another ride back to the 24th century!

Part IV - Lewis Little

Admittedly, the request to visit with Lieutenant, Junior Grade, Lewis Little came as quite a surprise, and at first I was more than apprehensive to make such a costly trip to see an officer I have never even heard of in the history books, but it turned out to be quite intriguing and eye opening. By the end of the interview, I had to say this was very well one of the most puzzling personages I have ever met in my time as a researcher and journalist. But why talk too much about my own astonishment as events unfolded, let me take you right in the middle of the happenings, as I arrive on the USS Hermes.



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My first surprise came, when I took the leap to arrive in Lewis Little's quarters. Under normal circumstances the Temporal Mechanics division has been able to place me quite precisely where I wanted to be. However, this time, I find myself not at the entrance of the Lieutenant's quarters, but right in his bedroom... or at least someone's bedroom.

As I look around, still rather confused, I can see no one is there and realize that it looks like someone might have miscalculated. I quickly walk to the door leading to the living area and peer into the room, hoping to find Lewis there, but being careful so as not to startle him by leaping out of his bedroom.

At that very moment, a male's voice calls out from behind me, coming from the bathroom, "Captain? Is that you?" I have to admit, it startled me quite a bit, and at the same moment, I figure it wouldn't be so good for him to come out and see me in his bedroom. I quickly and quietly step into the living area and call out "Hello" from there, just in time, for the Lieutenant comes walking out of the bathroom, looking like he just finished shaving.

Lt. Jg. Lewis Little: You're not the Captain? Identify yourself...

Dr. Wilhelmina Sternenschnuppe: Greetings. I'm Wilhelmina Sternenschnuppe.

My disarming smile seems to have appeased him, as he takes my hand and shakes it.

Lewis: And exactly what are you doing here, more to the point. How did you bypass the... my lockouts?

Dr. Mini: May we sit down. I will explain that to you.

Lewis offers me a chair and I gladly take it, hoping to further diffuse the slightly uneasy situation. As he notices the camera sphere, I briefly explain to him that I am from the future, what the device does, and the nature of my visit. He still looks a little skeptical about how I even got into his quarters, but he continues the conversation.

Lewis: Ah, I see. So you're not a quack but moreover a very nice lady. - So, why me?

Dr. Mini: Because you, Mr. Little, are apparently in possession of a device that allows you to jump in time.

Lewis: I have no idea what you are talking about, Miss Sternenschuppe.

Dr. Mini: Oh, come now... I told you I'm from the future. I do know things people in this time are not aware of.

Lewis: Are you sure it's not just a bad contact you have?

Dr. Mini: I'm quite sure. - There is a great great great great great grandson of yours that has written multiple papers on temporal mechanics, and he mentioned this device several times.... including a Lieutenant, Junior Grade, Lewis Little.

Lewis: Oh dear... Well, are you totally sure you want to do this?

Dr. Mini: I would like to know about the device you are using, yes.

Lewis: Very well. What I tell you does not leave this room until you are back in the correct century. Understood?

Dr. Mini: That is completely understood. - What I'll tell you, will not leave this room either...

With that, Lewis stands up and walks over to a console and taps a few drochronomical codes into his computer terminal. He points to a holographic display that to my knowledge officers in this time period should not have. It certainly piques my interest and I follow him to have a better look.

Lewis: Well, first up. This room is not truly aboard the Hermes as you can see...

Dr. Mini: Interesting...

Lewis: As I am sure you will no doubt see, this room is just off the bow of the Hermes. Any suggestions as to why?

Dr. Mini: I'm not sure... but that would explain my miscalculations on the leap... uhm... I mean, would you explain?

Lewis: Ah, so you're stumbled. - Well... this is why....

He suddenly activates something that I can hear locks the doors. From what I can tell, it seems to be nonstandard Starfleet protocols. Then, he deactivates what the console calls a "Chameleon Circuit", and points me to newer consoles, popping up out of the floor as if from nowhere. I can't keep my excitement in, as my eyes probably grow as big as saucer. I feel like a child in the candy store.

Dr. Mini: Fascinating.... - Where are we?

Lewis: This is the TARDIS, Doctor... Time And Relative Dimensions In Space.



Dr. Mini: The TARDIS.... it's the device your grandson was talking about?

Lewis: It's highly possible... I use something called a Chameleon Circuit to disguise it from the crew... I just hope there's no ECS going to happen today...

Dr. Mini: No what?

Lewis: Exploding Console Syndrome... Tends to happen when it hasn't been used for a while. Kinda like a 21st century car battery fizzing out the acid.

Dr. Mini: Oh my... - Yes, I see your point.

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Dr. Mini: So, tell me, how does this thing work?

Lewis: Well, to be totally truthful. It works on it's own. She has a brain.

Dr. Mini: She? - Why are technical devices that men possess always female?

Lewis: Because this truly is a she... At least, she always led me to believe so.

Dr. Mini: I see. But you have no control over... her?

Lewis: I have control, I tell her where we're going and what we're doing.

Dr. Mini: So, you can direct her, but you do not know how the technology functions?

Lewis: No one ever did... She wasn't made as most would have you believe... She was born and incorporated with the majority of this technology.

Dr. Mini: That is amazing. Hmm.... I was under the impression that you had developed the technology. - But nevertheless, you're using it. So, where exactly does she come from, or do you not know that either?

Lewis: I know that! She came where I came from... From the Mountains of Solace and Solitude.

Dr. Mini: And that is... where?

Lewis: If you truly are from the future, surely you have heard tell of Gallifrey?

Dr. Mini: Oh, yes.... I have.... matter of fact, I believe PEA did a documentary on that... but I thought those were myths....

Lewis: Myths are founded by legends which are founded by truth, Doctor... But, alas poor Gallifrey was lost...



Dr. Mini: You're getting more and more interesting, Mr. Little. Perhaps I should recommend for PEA to produce a part on your life story.

Lewis: I'm not too sure they would like that... After all, Gallifrey is Time Locked.

Dr. Mini: Hmm....

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Dr. Mini: So, how long have you and TARDIS been together?

Lewis: For as long as I can remember... Must be a little over 125 millennia.

I think at that moment I actually forgot to breath. I cough a few times to regain my composure. Was he serious?? His facial expression seemed to indicate that he was dead serious. I can't help but shake my head, as I'm trying to wrap my mind around that information. I definitely got myself into a big temporal mess here. For a split second, my thoughts go to a Professor Little I know of in the future, but I put the thought aside.

Dr. Mini: Uhm... alright... - So, why are you two together? I mean, what is your purpose for being together?

Lewis: It's not like I chose her, if that's what you mean. She chose me...

Dr. Mini: But why? For what reason?

Lewis: Well, when I was 12 years young and I looked into the Abyss, all I could think of was running. SO I did, right in to the hall of TARDIS's. Every other one was delivered the day before, but they weren't there. So I got this one. And a treasure she's been ever since... Other than ECS.

Dr. Mini: And so, why do you travel in time? Do you have a mission?

Lewis: No mission. I travel to see the time and everything in it. Much like you would go on vacation. - Oh, but you wouldn't believe the amount of running there is.

Dr. Mini: Hmm... Somehow I'm beginning to imagine... - So, how do you communicate with her?

Lewis: Oh, there's ways. One I like more than others...

Dr. Mini: Ahem.... ok, I won't ask. - Any particular adventure you liked the best?

Lewis: Oh, only the ones I don't remember.

Dr. Mini: Yes... aren't those always the best...

Lewis: They can be...

Dr. Mini: Well... I thought now that I have access to temporal technology as well, you might be able to give me a tip on a specific place and time that might be interesting to visit.

Lewis: Hmm. - Well, whatever you do, don't go to the Rhinopolis, and DO go the Big Bang. Oh, fantastic.

Dr. Mini: Well, I haven't thought of that. Perhaps someone will grant me some vacation time and I can explore, but right now, I'm afraid the Institute of Temporal Mechanics will only allow me to use this technology for educational purposes. - Maybe we need to find out where the TARDIS is in the 29th century. Sure would make things easier...

Lewis: They think you're here, in the 24th century, with me, correct?

Dr. Mini: Yes.

Lewis: Pick a date and turn off your camera. Nothing incriminating.

Dr. Mini: Oh... no no no.... I couldn't....

Lewis: Go ahead.

As he begins pushing buttons, I walk over and lay my hand on his arm, trying to stop whatever he's up to.

Dr. Mini: It's alright, Mr. Little, I will get there in time. Unfortunately, my time is up here.

Lewis: Well, er... Once the process is started... And besides, I can return you to the exact time and place you left.

Dr. Mini: But the sphere has a build in device that controls the temporal shift and keeps time no matter where I go. These leaps are very precisely timed and if I don't get back in time... well....

Lewis: Well, do me a favour before you go, and open the door. - Tell me, what do you think of the Big Bang, Doctor?

As I open the door, I'm almost blow away by the stunning sight and just stare out into space. Lewis says something about taking a still image and having to head back in 30 seconds, but my wonderment keeps me riveted in place. Finally, I'm able to pull myself lose and close the door.

Dr. Mini: That was very sweet of you.... but you shouldn't have.

Lewis: Well, you had never seen it. And we're back where we were, and we've only lost, ooh, about a second.

Dr. Mini: Well, not according to my device... it's blinking... It's time for me to go.

I'm pointing him to the camera sphere, but don't bother explaining to him that this is the first trip of mine on a timer. After my last visit with Professor Clemens, the Institute had found it wise to limit my time traveling because I had wanted to stay to associate with the Professor a bit longer, and that would have been to costly.

Dr. Mini: It was very nice to meet you... shall I tell your grandson hello for you?

Lewis: No, best not... Temporal Science is a tricky thing. - And here's something just for you. I won't bother signing it, it would mess up the start of the Milky way.

With that, Lewis hands me a picture. One that shows me standing at the threshold of the TARDIS with the Big Bang behind me. I bid him good bye and disappear in a flash of light, as the sphere is set to erase Lewis' memory. However...

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After appearing back in the temporal control room at the Institute of Temporal Mechanics and thanking the technicians and the lead scientists, I make my way to the main PEA building, where my office is located. When I step into my office, I'm startled by a person sitting in my chair. I had not expected visitors.

Dr. Mini: Who are you?

Person: I believe you already know that...

As the man stands and puts down the flimsy of the Federation News Service, I realize he looks like an older version of Lewis.

Dr. Mini: Professor Little?

Professor Little: Got it in one. Tell me, how was your trip today... Never mind. - I sent you a copy of my thesis last year. You never responded.

Dr. Mini: My trip? How did you....?

Professor Little: Your trips are widely renowned, young lady...

Dr. Mini: Oh, yes, of course, the program.... - I did read your thesis and it was suggested to me to visit your ancestor in the past to get more information on the time traveling device.... since nobody can ever get a hold of you.

Professor Little: They can. All they have to do is whistle.

Dr. Mini: But.... how did you know I was visiting Lewis today...? PEA doesn't make our schedule publicly known.

Professor Little: Actually, I have known for centuries, Doctor...

At this point realization suddenly sets in.... of course....

Dr. Mini: Lewis?

Lewis: How long has it been?

Dr. Mini: Just a few minutes... for me.

Lewis: And a very long time for me. Almost four lifetimes and still you look just as you did then.

Dr. Mini: Wow... this is incredible.

I'm completely astonished. This is a paradox, and yet somehow it all begins making sense to me. I hook my arm into his.

Dr. Mini: So.... how about lunch and we can chat a bit more. I have the feeling where you are the TARDIS isn't far...

Lewis: Just inside the bathroom actually. - Lunch sounds good. Where do you want to go? I know this planet a few moons away in the 21st century...

Dr. Mini: Sounds delightful.

Lewis nods in agreement and leads me into the men's restroom, to the very last cubicle. And before I know it, we are gone....

So much for the memory erasing device. I have since decided to talk with the scientists at the Institute again, hoping that they will find some way of getting this thing working properly. It appears to me that more often than not in my travels, it has not done what it was created to do... erase people's memories!

Of course, I have to keep in mind that I have visited some of the more difficult subjects first. Falco Fogarty seems to have had a recording device in his bionic arm that was not affected by the flash, Cam Sanantonio's crystalline brain was resistant to the effects of the device, and now Lewis Little... who's species seems to be completely immune to it. Hopefully, by the time of my next trip, the problem will be fixed. Though, I'm not very worried about it not working on Fleet Captain Brent, due to him being just a regular human, no bionic implants, no crystalline brain, nothing out of the ordinary... just your common Starfleet Captain.

If you wish to acquire a full-length holorecording of today's interview, please go to the Federation Holonet under the subject *Temporal Leap* in the Federation Public Education Agency database, serial number 7854449-004.

DON'T MISS MY NEXT ARTICLE, in which I interview **Jonas Brent** on the USS Lexington, where he serves as CO with the rank of Fleet Captain at the time of my visit. FOR SURE THIS TIME!!

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

A Letter from the Author

by Wilhelmina Sternenschuppe

After concluding with my fourth article of the *Temporal Leap* series and receiving for the first time a request to interview a specific member of the United Space Federation sims that was not on my list, I decided it was time to sit down and write this letter to all of you.

I'm not sure how thoroughly you read my articles and in particular the footnote that is included with each one, but I felt it was necessary to point you all to that note. If you read it carefully, you will notice that I'm extending an invitation to anyone in the USF to request an interview for themselves or another person that they feel has some sort of technology to contribute that others in this simming organization might want to read about. And that invitation is for real. I would like all of your input on writing these articles. I would love to have people give me suggestions as to who to interview, who might have some interesting tidbit of technology to share, who has invented something that you might not find on Memory Alpha or Beta.

When I contemplated writing the articles in this series, my prime focus was to find a fun way showcase those in the USF that have used their imagination to make up technology... ships, shuttles, weapons, armor, scientific devices, etc. ...anything that springs from your own imagination, and encourage others to make up such things themselves in their stories and logs. Now, granted, my last interview was about technology that came from another Sci-Fi series and was incorporated into a USF sim. That is not usually what I focus on, but it proved to be interesting to me to see how it had been incorporated, and as you noticed, I tried to keep the article focused on the device not so much the story of it or the time traveler.

However, what I'm really looking for is original work. I know for certain that we have very inventive and imaginative minds in the USF, some making up technology that goes well beyond my understanding, and I would like to bring out all those inventions. I'm just as certain that many of you would like to read about other's inventions and be inspired. Again, that is my prime reason for these articles... to incite you all to use your imagination and make up things, particularly in the field of technology! Therefore, I encourage all of you to send in your requests for interviews to usfpadd@gmail.com, with the subject line "Temporal Leap Interview Request".

I'm sure there is an abundance of inventions I have never even heard of, and leaving me to my own devices to find those that have created them might end up with me overlooking some of the most profound ones. So, please, don't be shy about suggestions for interviews, even if you feel the invention was nothing groundbreaking. We all want to hear about it... and BE INSPIRED!!

USF Cookbook

By Ret. Fleet Captain Robb Clemens



Greetings to one and all, I welcome you to another adventure of culinary sharing. Please remember that this is the USF Cookbook and that everyone is

encouraged to submit their favorite recipe's regardless of rank. There is no generalized theme, and there is definitely no stylized food type that we're looking for, just the wholesome goodness that you call home cooking. Let the cooking begin!

Here is another of the original recipes from the USF Cookbook V1.0. This time we feature something, yummy, gooey, and ooo yeah... chocolate. For those that are not hosts... USF Shodan is known as the Brownie Queen... we all quite literally are under her control when the brownies come out. LOL. Some even resort to stealing the brownies from the newly inducted Commanders. VIVA LE RESISTANCE!!! Bon Appetito!

LaZana's Brownies (Da Brownie's)

1 c Semi Sweet Chocolate
(reserve 1/4 cup and fine chop, set aside)
1/4 c Butter-unsalted
1/2 c sugar, granulated
2 T sugar, brown, dark
2 ea Eggs, large
1t Vanilla Extract
3/4 c Flour, all purpose
dash salt
1c nuts, chopped (walnuts, hazlenuts, pecans, etc...--optional)

Melt chocolate chips and butter in a 1-quart

saucepan over low heat. Stir until melted. Remove from heat.

Stir in sugars until blended. Then stir in eggs, one at a time, beating well after each addition. Stir in vanilla.

Sift, then stir in flour and salt just moistened. Stir in 3/4 cup of the nuts and the remaining 1/4 c of the chopped chocolate. Spread in pre-greased pan. Sprinkle remaining nuts on top.

Place pan on a baking sheet and bake in a preheated oven set at 350 degrees for 35 to 38 minutes or until top is set and brownie begins to pull away from sides of pan. (Remember baking times can go earlier or later depending upon your individual oven) Slide pan off baking sheet onto a wire rack to cool. Wait to cut until brownies completely cool in pan (about 2 hours).

Oh yeah... that is sooo... sooo... going to be made at my house hold. I can't even think straight... I wonder if there is such a thing as death by chocolate. Well, when you have something sweet you should have something hot and savory to go with it before hand. And Captain Maeve of the House of Korath, from the SOG, definitely knows spicey! Here's a Klingon salsa that is sure to warm up your blood.

Mango-Tomatillo Salsa

4 cloves garlic
1 tablespoon fresh cilantro, snipped
1 tablespoon fresh mint, snipped
1 jalapeno pepper, seeded and minced
1 small onion (about 1/2 cup, chopped)
6 tomatillos
1 ripe mango, peeled and cubed (I prefer to use a champagne mango, but any sort will do)
salt, if desired

Chop all ingredients and mix together. Feel free to use your food processor, just keep a close watch on the salsa so you don't end up with puree

instead of salsa. Add salt to taste. Enjoy as a topping for eggs, fish, chicken or simply as a garnish for your favorite chips.

Makes about 2 cups of salsa.

NOTE: If you don't have fresh cilantro or mint handy, you can substitute a lesser amount of dried herbs. Consult the label for the recommended amount. You can also use all cilantro or all mint, if you prefer.

As Emril would say... oh yeah baby. You know I think Maeve's salsa would go great with this next recipe... From Dr. Amira Starr of the Ares, we have an oooohhh so yummy appetizer, that I can only imagine being served hot and yummy and oh so good. So can you say it with me... yeah baby.

Cornmeal Pancakes

1 Cup yellow (blue, or white) cornmeal
1 Tbsp flour
1 tsp baking soda
1 tsp of salt
2 cups buttermilk
2 eggs seperated
oil
10 oz. frozen corn
red pepper preserves
2-3 creen onions finely sliced
sour cream

Sift the dry ingredients into a bowl, adding any course meal that remanis in the strainer. Mix the egg yolks and buttermilk together and gradually beat in the dry ingredients. Cover and leave stand for at least 15 minutes. Whisk the egg whites until stiff but not dry and fold into the cornmeal mixture. Lightly grease a pan with the oil and drop in about 2 Tbsp of batter. Sprinkle with the corn and allow to cook until the underside is golden brown. Turn the pancakes and cook the second side until golden. Continue with the remaining batter and corn. Keep the cooked pancakes warm. To serve, place three pancakes on warm side plate. add a spoonful of sour cream topped with the red pepper preserves to each and sprinkle the top with the green onions.

Cooking time: 3-4 mins per pancake Serves 4

Lastly we close out with a dish that Vice Admiral Ahrele of the Darmok says is a request from her family at home. It sounds great!

Open-Faced Steak, Pear, and Gorgonzola Sandwiches

Cooking spray
1 pound flank steak, trimmed
1/2 teaspoon salt
1/2 teaspoon freshly ground black pepper
1 cup thinly sliced red onion, separated into rings (about 1/2 onion)
2 small Bartlett pears
3 tablespoons bottled lemon juice, divided
2 tablespoons white wine vinegar
1 tablespoon water
1 teaspoon olive oil
1 teaspoon bottled minced garlic
6 cups prewashed gourmet salad greens
1/4 cup (1 ounce) crumbled Gorgonzola cheese
6 (2.8-ounce) Mediterranean-style white flatbread (such as Toufayan)

Heat a large cast-iron skillet over medium-high heat. Coat pan with cooking spray. Sprinkle both sides of steak with salt and pepper. Add steak to pan; cook 6 minutes. Turn steak; add onion to pan. Lightly coat onion with cooking spray. Cook steak an additional 6 minutes or until desired degree of doneness, stirring onion frequently. Transfer steak to a cutting board. Cook onion for an additional 2 minutes or until tender and lightly browned. Remove pan from heat.

Core pears; cut into thin slices. Place pears in a large bowl. Drizzle pears with 2 tablespoons lemon juice; toss well to coat. Combine remaining 1 tablespoon lemon juice, vinegar, water, olive oil, and garlic in a small bowl; stir well with a whisk. Add salad greens and cheese to pear mixture. Drizzle with oil mixture; toss to coat. Cut steak diagonally into thin slices. Top each flatbread with about 7 slices (about 2 ounces) steak and about 1 1/3 cups salad mixture.

Yield: 6 servings

USF Photoshop Tutorials

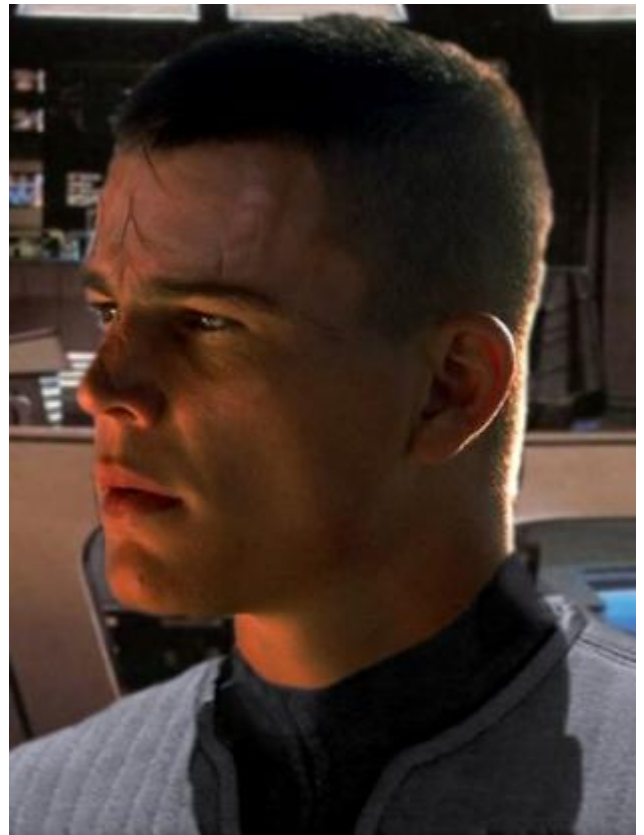
Part IV: Vulcan Ears

By Lieutenant Commander Havraha cha'AAnikh

Greetings, my pupils. Once again, welcome to one more addition of USF Photoshop Tutorials. For all of you loyal readers, I think it's important to note how much I appreciate you all reading along and participating with my tutorial series. Needless to say, it's a pain to write, manipulate, and assemble all of this, and I can't express how happy it makes me when I get IMs and images emailed to me of people putting things to use and/or asking how to do new things. I can't get enough of that! So that being said, I want to showcase a little work from a reader.

What we have here is a Human/Klingon officer photoshopped by Rylan J. Hirsch. Obviously the usual layering of character on top of background and uniform on top of character took place, which was very well executed. What's absolutely fascinating to note is that Rylan was able to conceive a method to slightly add ridges to this officer on his own. As I predicted, he's demonstrating that you guys are already going out of your way to experiment with the programs and truly create your own bio images. Now, what Rylan wasn't comfortable doing here was making this officer, who is also part Vulcan, have Vulcan ears. And rightly so – Vulcan ears are possibly the single most requested photo manipulation in all of star trek fandom, and it's easy to get picky with how they look.

It's because of this request for help that I decided to bite the bullet. I'm going ahead and finally making a Photoshop tutorial about manipulating those coveted Vulcan ears, and there are several ways to achieve them. And since we're on the subject, we might as well touch upon the different ways to address those pointed eyebrows as well.



Preparing the Image: Meet the Healing Tools

Vulcans are the hardest Star Trek aliens to "cast" roles for, specifically because it's hard to pass an actor or actress off as a Vulcan when they're smiling for the camera. That being said, often times it's even harder to do thanks to the Vulcans particular cleanliness. Things like tattoos are almost certainly off limits as far as Vulcans go... and even things as simple as earrings may just not seem to "fit" with your Vulcan. But should that keep you from using the image you want to use? No. Photoshop has a number of tools designed to repair dust and scratches in old photos or even skin blemishes and wrinkles in fresher images, and we can use these tools to remove things like tattoos and earrings so we can use our images for our Vulcan character.



Here I've chose a rather glamorous looking woman, particularly for her classy look and relatively stoic face along with her angular features. She's actually an actress named Adrienne Wilkinson if you're interested, but that's really beside the point. First and foremost, I'm not so certain if a Vulcan would be wearing pearl earrings, so I'm going to use some of our healing tools to get rid of that pearl. By pressing the **hotkey J** on my keyboard, I can start cycling through the various healing tools I have at my disposal (of course, you can always find them stacked to the left in the tool bar). Being the case that this pearl is relatively small and round, my first inclination was to use the **Spot Healing Brush Tool** which automatically samples the textures and tones around whatever you paint to fill it in. Unfortunately, due to the proximity to hair in this image, her ear suddenly started taking on the texture of hair as well. I quickly realized that was the wrong tool for the job.

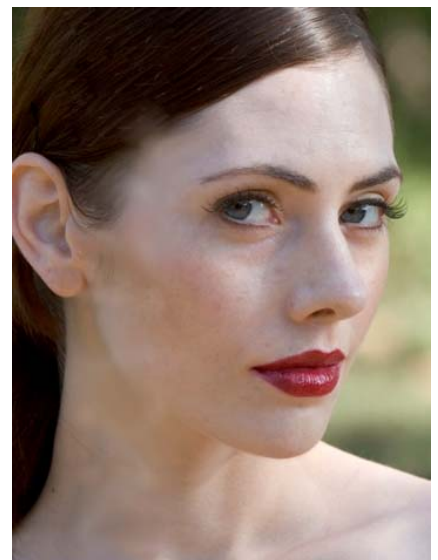


Therefor, I pressed **ALT + CTRL + Z** to **Step Backward**, which can also be accessed by going to **Edit > Step Backward** at the top menu. Photoshop records the history of what you've done in your document up to a certain point, so by Stepping Backwards you can continually undo multiple steps in a row, in contrast to simply going to **Edit > Undo** or pressing **CTRL + Z**, which will only undo your last step.



With that done, I proceeded to search through my healing tools until I found, simply, the **Healing Brush Tool**. Different from the "Spot" Healing Brush Tool, the Healing Brush Tool requires you to specify what tones and textures you want to replace by manually selecting an area on the photo as opposed to automatically sampling this information like the Spot Healing Brush Tool does. It's a bit more difficult to use, however – **with the Healing Brush Tool selected, hold down ALT on your keyboard**: your pointer should become a circle with a plus over it. This is indicating that you're about to set your "sample point", or where your textures and tones will be selected from. Now, click on a

location of her skin that has good texture and tone. After doing so, release ALT and proceed to paint over the pearl. Photoshop will take the tone and texture from your sample area and place it over the place you painted, cleverly hiding the pearl with not only paint, but blended skin tone and texture as well.



Vulcan Ears – The Liquify Tool

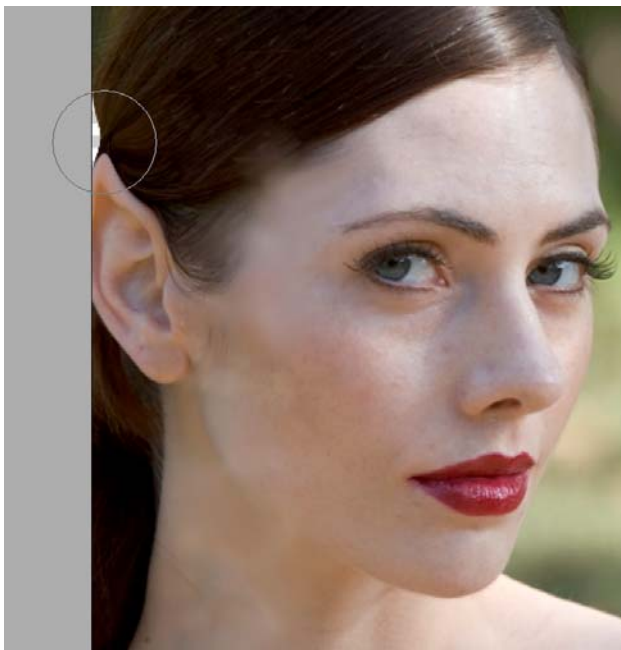
If you're worried over whether you actually need any kind of artistic talent to pull off Vulcan ears, you needn't fear. Photoshop users will have access to a certain tool that ought to make their life easier. This is called the Liquify Tool, and as it sounds, this tool is primarily used to distort images to make them look like liquid. Now that might not sound very useful to people like us trying to make Vulcan ears, but believe it or not there are a few options within Liquify that can make ears like that possible.

First, begin by duplicating your image by clicking on the layer in the layers panel and dragging it down to the New Layer icon at the bottom of the layers panel window, like we've done thousands of times before. If you want to simplify things, you can always just right click on that layer and select "duplicate layer". We're doing this because, after using the liquify tool, the image is permanently distorted unless you step backwards. So by duplicating the image's layer, we'll be distorting the top layer and still have a copy of the original image hidden underneath. Are you set? Good.

Now, the Liquify Tool is very processor intensive, so if you're using a weaker computer do not be surprised if your computer chugs, slows, if Photoshop goes unresponsive, or even if your computer crashes. The tool simply isn't for everyone, and it's smart to save your work before playing with it.

Go to **Filter > Liquify** up at the top menu, or press the hotkey **SHIFT + CTRL + X**. A new window will pop up – this is the Liquify Tool, with plenty of subtools involved as well. There's so much going on that I implore you to explore and play around with the Liquify Tool a bit to get comfortable with the different things it can do, keeping in mind not to move around the options on the right too much considering they're very sensitive and hard to adjust back into the position you like.

I used the magnifying glass to zoom in on my photo once. Then, with a rather large brush (size 67 for me), a brush density set to 50, my brush pressure set to 10 and my brush rate set to 80 all on the right hand side of the window, I then turned to the tools and selected the **Pucker Tool**. Besides having a funny name, the pucker tool distorts by squeezing things together. With that set, I proceed to place my large brush over the top part of her ear and click on my mouse once at a time. As it puckered her ear tighter, I proceeded to move upwards while puckering, creating a point to her ear. I moved right a little bit as well to give it a nice curve. Here's what it looked like in the Liquify Tool



Window –

In this instance, the pucker tool worked out VERY well, and I would probably stop here and not try any other technique if this were a serious image, but in the interest of showing you every possible way to make Vulcan ears in Photoshop, I'll continue on with the tutorial. You'll also note here that the pucker tool has distorted a bit of her hair, revealing the checkered "transparent" backdrop underneath. Generally this would be something to worry over, but I anticipate that the "original image" layer underneath this duplicated layer we made earlier would make such a distortion unnoticeable.

Since I'm going to continue with the tutorial, I'm going to pick the **Reconstruction Tool** from the left and paint over my pointed ear again – this is effectively the undo tool, and will start "undistorting" the shape as I

paint. Now, let's look at some other ways.

With the Liquify Tool window still open, pick the **Push Forward Tool** from the left. This tool does exactly what it sounds like – it distorts by “pushing” pixels around in the direction you move the mouse while you hold left click down. It requires more fine tuning than the Pucker Tool needs, and certainly a lot more clicking, but what it allows you to do is literally push any part of the ear around and into the shape you want it to be. I started out with the same brush settings before, a brush size of 67, and pushed the top of the ear upwards until I extended it. However, the tip was still very rounded, so I reduced my brush size to 43 and further pushed the ear around, making a sharper point with it. I continued to reduce the size of my brush to get a finer and finer point to her ear. This was the result – The greater control allowed by the Push Forward Tool allowed me to make a much finer and well controlled point to the ear than I could muster using the Pucker Tool. Once again, there's a little transparency showing, but that won't be an issue thanks to the image beneath the layer.



Vulcan Ears – Painting

The final method to making Vulcan ears I'm going to show you is a method “I” enjoy using. It's a very “advanced” method, and I put it that way because it does require a LOT more work to pull off than the Liquify tool needs. In this case, what I'm doing is literally “painting” the ear into a Vulcan ear using paints, the paint brush, and the smudge tool. I use a wacom tablet to help me apply the color where I need to, so obviously this technique may be a bit beyond what some of you can do, and if you're not familiar with some artsier ideas like lighting and shade and how they relate to color, maybe this will just seem ridiculously impractical to you, but I'll show you how I do it anyway.

90% of what we see is what we expect to see. That's just a little wisdom I've picked up in my days of being an artist – fooling the eye is easier than it may appear, and that's all because the brain will help out the illusion if it wants to see a certain result. Therefore, when I'm painting Vulcan ears, all I really need to worry about is whether I have correctly selected 3 tones – a midtone, a highlight, and a shadow. With those three colors “selected” off the ear that's already there, I can paint and smudge them together, smoothing the blend and extending the ear to a point. The brain, seeing that the colors match and the anatomy of what's been painted is fairly sound, will pretty much easily accept that this is “supposed” to be that way, and I create a very successful illusion by using paint alone.

Essentially, I use the **Color Picker Tool** to select different tones of color off the ear itself, and then use the **Brush Tool** to paint with those colors on a new transparent layer to add a point to the ear. From there, I use the **Smudge Tool with a soft brush** to blend the tones together, along with the eraser to harden some edges. Here's my process --



Once again, the result of how a little bit of extra hardware and technique can fool the mind so easily.

Vulcan Eyebrows – Paint

Of course, a Vulcan isn't a Vulcan without a severe point to her eyebrows. If you're feeling lazy or simply want to get it "done", using paint is a surefire way to achieve that end. It may not look as good, and under close scrutiny it will fall flat on its face, but it can work for a quick job. Once again, this is thanks to that 90% rule previously discussed.

Use the **Color Picker Tool** to select a skin tone close to her eyebrows and then use the **Brush Tool** to paint over the outer edge of the brow, the part that begins to slope downward. Then, use the



Smudge Tool to carefully blend the colors back into the skin. If you're doing this on a new transparent layer, you may run into problems of smudging some color away and revealing some of the hair underneath, so be careful.

Once that's done, use that same color picker tool to pick the color of her brows, and then use the brush tool to paint the brow continuing on up on the original trajectory, making it thinner as you go until you eventually come to a point.

This works, and certainly a little better when the images are shrunk

down to this size, but upon close scrutiny anyone will be able to see that the eyebrows lack definition: there's no individual hairs to the second half of the brow. So how do you do some of that high quality pointed brows?

Vulcan Eyebrows – Advanced Tools

Remember those Healing Tools we discussed earlier? We're going to revisit them now – using the healing tools will let us cover up the brows she has and replace them with textured tone of skin. We COULD use the Healing Brush Tool again, and hold ALT down as we sample tone, but you won't be learning anything new by doing that. So instead, we're going to use a different healing tool.



Select the **Patch Tool** from the stack of healing tools. The Patch Tool does exactly what it sounds like it does – you'll patch areas of an image you don't like with an area you do, and Photoshop will make it seamlessly blend well. With the Patch Tool selected, make sure a layer with your character is highlighted (and not a predominately transparent layer), and then start selecting out a portion of her skin above her brow. After you complete the selection, your selection will take on the form of a dotted line (we call it a marquee), which you can proceed to then grab and drag it over that second, "dipping" part of her brow. Drop it there, and Photoshop will patch that skin over her brow, making it seamless.



Now, it's time to add those eyebrows. Press **hotkey S** to scroll through the stamp tools until you find the **Clone Stamp Tool**. Like the Healing Brush Tool, the Clone Stamp Tool

samples an area by setting a sample source by holding ALT and clicking on an area of the photo. However, instead of "healing" the area you paint, the brush begins copying the image directly from the point the source was set. By setting the sample source to the eyebrow, we can begin to "paint" more of the eyebrows hairs up in that pointed trajectory. We'll need to resample the source several times, because if we keep painting without resampling, we may move off the eyebrow all together



and start painting skin again. With a little time and a lot of holding down ALT and clicking, though, we can get the following -- Something tells me you all are just ready and rearing to go in there and make your own Vulcan, aren't you? There's so many different ways to do it that you're bound to find one that works out in your favor!

With the amount of fun I had with Rylan's work, I want to encourage all of you to send in the work you've been doing in Photoshop to usfpadd@gmail.com ... I'll include it in the article and talk about it whether it has anything to do with the topic or not! I cannot put into words how much fun it is to see you guys making stuff and helping you out! I mean, helping you out is seriously fun! I wouldn't have spent 4 hours making this tutorial if it wasn't!

Once again, you've survived another rigorous and arduous USF Photoshop Tutorial! Stay tuned for next month, loyal pupils!