



THE MIGHTY MAX

THE OFFICIAL NEWSLETTER OF THE U.S.S. MAXIMILLIAN, A STAR TREK FAN ASSOCIATION



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STAR TREK 10 PUSHED TO 2002

INTERVIEW WITH RICK BERMAN REVEALS ROMULANS TO RETURN, PATRICK STEWART, BRENT SPINER SIGN ON
WILL DATA DIE?

(Source: <http://www.startrek.com/news/news.asp?ID=113079>)

Rick Berman told a local news station last night that the Romulans — a Federation nemesis not yet featured prominently in a *Star Trek* movie — will play a major role in the tenth film of the series. He also promised a "doozy" of a villain, and disclosed that the as-yet-untitled "Star Trek: X" will not hit theaters until sometime in 2002.

Executive Producer Berman, in an interview by UPN News 13 in Los Angeles, was being pressed to reveal what "surprises" can be expected in the next film. "I can tell you nothing about the surprises. I can tell you — I wasn't planning to do this, but I will — that we will be meeting the Romulans in this movie," he said, adding with a grin, "I will say no more."

Berman was excited to report

that the writer currently working on the screenplay, John Logan (see related story here), is a bona fide *Star Trek* fan. "John, I think, knows far more about *Star Trek* than I do. He has every episode on tape." He was also excited by the direction Logan is taking the story. "We've got, in my mind, the greatest *Star Trek* villain since Khan. John was intent on creating a wonderful villain, and we've got a doozy." (He did not specify whether the villain would be a Romulan.) Berman added that there will be an element of comedy along with the drama and action. "It's going to be shocking, it's going to be exciting, and it's going to be funny," he said.

He told the news station that the film doesn't yet have a title — "Star Trek: X" will have to do for the moment" — and that it will be released sometime in 2002, rather than the Fall of 2001 as previously reported.

Berman also confirmed that Patrick Stewart (Captain Picard) and Brent Spiner (Data) have signed deals to be in the movie, and that Spiner participated, along with Berman and Logan, in crafting the story that the screenplay is based on.

He dismissed rumors that the character of Data will be killed off in this movie, saying there are no plans to do that. He added that he does not wish to give credence to Internet rumors by discussing them. "They're not even worth addressing, because so much more of it is untrue than true." He also noted that, contrary to rumor, it has not yet been decided whether the next movie will be the last one for the cast of *Star Trek: The Next Generation*. He did promise, though, "There are some very interesting surprises regarding Data in this film... but you're gonna have to wait to see the movie."

Janeway looks for Romance, may find Q again.

INTERVIEW WITH WRITER BRYAN FULLER

(Source: <http://www.startrek.com/production/voyager7/articles/120100.html>)

Question: I just wanted to know if there are any plans to do an episode in the mirror universe seen in Deep Space Nine [and TOS]?

Tasha R. Bryan Fuller: Being a fan of alternate universes and the "Mirror, Mirror" episodes, I am sad to say that there are no plans right now. Last season I was working on a story that was basically "Who's Killing the Great Voy-"

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Maximillian.org hits 8300 hits MAJOR UPDATING OCCURRING, NEW MEMBERS SECTION COMING

As the time passed from November to December, the U.S.S. Maximillian reached 8300 hits since January 2000, when the 3rd revision of the website took place. This took place just as a new wave of updating was beginning to take place. LCDR Stephenson is doing most of the updating,

which includes the episode guides for all the episodes, a shop where you can buy everything Star Trek through a partnership with Amazon.com.

As well as that there will be online shows on the internet through live365.com. Boldly Go to www.maximillian.org

The Mighty Max

Dollars and Cents

BY LCDR ERICA SHERMAN

Treasury Total = \$495.11

As agreed upon be the members \$100 will be donated to JDF at this month's meeting. Sherman out.

A Matter of Antimatter

BY LCDR ERICA SHERMAN

School's out! Yeah! No more homework for a WHOLE month! Now that that's out of my system it's time for business.

I should have time to get the Newcomer's Packet ready for distribution soon. Also should have time to get the membership cards done if I can get the pictures. Sherman out.

Greetings, Earthlings

BY CAPT SIDLEY HOWARD

Greetings earthlings, It is that time of year again. Xmas is just around the corner so most of us are very busy with work school or families. I hope everyone has a good holiday season.

On to business, since there was only one or two people interested in the D&D recruiting drive, mostly because of the bad timing, I did not pursue it anymore, but keep in mind any other future movie drives.

Fuddruckers: I did call the one up north where everyone wants to have it and it is ok to have it there we just need to set a date. However in still trying to clear up the mess with the other check I went back to the one on Main St. to talk to the Manager but it seems that manager is no longer there, however this works into our favor because the new manager is a HUGE star trek and science fiction fan and wants us to come back to his store and he said he would help us advertise and find stuff to donate to a raffle. Cool, Huh?

I also called the red cross about the cpr training and it turns out they raised the rates it comes out to about \$35 per person which really isn't that bad, and they will come to us. I you want to do this let me know. I believe that is all for now.

Until next time same trek time same trek channel Capt Squid

LT Connor did submit an article. However due to my ineptitude the disk containing his article was lost. I apologize.

MEETING NOTES

In November of 2000, The Maximillian held their November Meeting at the Karl Rd. Library. CAPT Sidley Howard opened the meeting at 5:00pm. CMDR Medina was not in attendance. CAPT Howard and LT Connor both deferred their reports, and LCDR Stephenson gave his report that the Newsletters were on time for the 2nd month in a row, and they may even be sent out on time! However, they weren't. He went on to speak about the Website, which had topped 7600 hits for the year. He spoke about the website, and all about what updates were upcoming for the website, including taping meetings and RPG Sessions. Newsletter Entries were due on December the 3rd, although most entries came in late. Also there was candy.

LCDR Sherman gave her Treasury report, which came out to around \$500 dollars.

Planned Events was the Mid-Ohio con and Indy con on the same weekend. December was the X-MAS Party. Chris Sneezed. The security Department volunteered to bring Pop and Chips. Operations will bring dessert and entertainment. Engineering volunteered utensils. CMDR Stanley volunteered to bring Greg and some darts. We discussed the New Years Party, to be held at the Casa De Critch at 7 pm. Guess the date. Open to the ship only.

Past events was the UN Festival, where we suffered a flyer lack. However we now have that covered for future events. The RPG events were covered, including the D@D Edition change, coming soon.

New Business: Lee Shamblin

MIGHTY MAX BIRTHDAYS

DECEMBER

- 25—Susan Moran
- 26—Charles Connor
- 29—Sidley Howard

STAR TREK BIRTHDAYS

DECEMBER

- 9—Michael Dorn
- 15—Garrett Wang
- 20—Nicole Deboer
- 25—Rick Berman
- 28—Nichelle Nichols

UPCOMING EVENTS

December 10th—RPG Field Trip to Dungeons and Dragons: The Movie

December 16th—U.S. S. Columbus Meeting

December 16th—RPG Session at EGGHEAD, 6pm

December 17th—RPG At Casa De Critch, 7pm

December 24th—RPG Cancelled due to Christmas

December 31st—CASA DE CRITCH MAXIMILLIAN NEW YEARS EVE PARTY, 7pm

January 13th, 2001—Next Meeting, 5pm, Whetstone

WWW.MAXIMILLIAN.ORG

Star Trek: Voyager Spoilers

NIGHTINGALE

Production Number: 256
Original Airdate: TBA
Stardate: 54274.7

Searching for dilithium in the *Delta Flyer* with Neelix and Seven of Nine, Harry Kim intercedes in a conflict between two Delta Quadrant Races. While he manages to save a Kraylor ship from destruction, its command crew has been killed and they're in need of a Captain. Having been an Ensign his entire Starfleet career, Kim is tempted by the offer and assumes command of the vessel, but soon finds himself bearing the weight of leadership in a complicated and dangerous conflict.

SHATTERED

Production Number: 257
Original Airdate: TBA
Stardate: Unknown

A temporal anomaly strikes the *U.S.S. Voyager*, hitting Chakotay point-blank and splitting different areas of the ship into different time-frames from its history. After the Doctor creates a chronoton serum to counteract the effects of the temporal bolt, Chakotay finds he is the only member of the crew that has free range of the ship. Forging alliances with crewmates from *Voyager's* past, present and future, Chakotay must find a way to set events back to normal.

LINEAGE

Production Number: 258
Original Airdate: TBA
Stardate: 54452.6

Tom Paris and B'Elanna Torres reach a crossroads in their relationship which could have long-ranging effects on both of their lives. Early in her life, B'Elanna and her father joined his family on a camping trip where something happened — something that could result in B'Elanna making an irrevocable decision against Tom's will that no amount of technology can rectify.

REPENTANCE

Production Number: 259
Original Airdate: TBA
Stardate: 54474.6

The crew of the *U.S.S. Voyager* rescue the crew and passengers aboard a critically damaged vessel transporting convicts scheduled for execution. When the Doctor and Seven of Nine make a discovery that changes the ground rules, Captain Janeway and the crew have to walk the gray area between the Prime Directive and justice, with the ship's safety hanging in the balance.

PROPHECY

Production Number: 260
Original Airdate: TBA
Stardate: 54518.2

Generations ago, a Klingon warship left familiar territory and headed off into unknown space. When the descendants of that original crew run into the *U.S.S. Voyager* in the Delta Quadrant, Captain Janeway's first concern is convincing the Klingons that the hostilities between the Federation and the Klingon Empire are long over. After that, a more intractable problem arises after the Klingon vessel is destroyed and its crew of over 200 find themselves aboard *Voyager* and perhaps living out the fulfillment of an ancient prophecy.

THE VOID

Production Number: 261
Original Airdate: TBA
Stardate: 54553.4

The crew of the *U.S.S. Voyager* find themselves and their ship stranded in a dark void with seemingly no escape, where the only proven means of survival is to prey upon weaker vessels when they first arrive. With resources dwindling, Captain Janeway must decide whether to stick to the principles that govern Starfleet or to concede that in this strange place, the ends justify the means and *Voyager* must become a predator to survive.

STAR TREK ON TNN!

The National Network (TNN) acquired the cable rights from Paramount Domestic Television to *Star Trek's* 24th Century adventures. All three *Star Trek* series set in the 24th Century (the Original Series was set in the 23rd Century) plus five of the *Star Trek* feature films will begin airing on the cable network in 2001. "Our commitment to re-brand TNN as a top-rated network includes significant investment in programming, including acquisition of hotly-bid properties like *Star Trek*," said TNN General Manager Diane Robina. "Over the years, the *Star Trek* franchise has been a nationwide popular favorite. It comes up all the time in calls from our viewers. According to our audience, there are few pop franchises that are bigger than *Star Trek*."

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agers of the Delta Quadrant?" Obviously, it was a spin on "Who's Killing the Great Chefs of Europe?" where we'd follow the crews of several alternate *Voyagers*. There was a Klingon crew with a "Mistress Jan'toch" - Captain Janeway in Klingon make-up — that was native to a universe where the Klingon Empire conquered the Federation two hundred years ago, a holographic crew that was essentially the Doctor to the infinite power, and several others. In each of these instances, some unseen force would destroy the alternate *Voyager* and its crew. Ultimately, the real Captain Janeway and her posse would discover that another alternate *Voyager* with a twisted Chakotay in command was responsible. He was from a universe where the Maquis overthrew the Starfleet crew. He had a personal vendetta against Janeway and *Voyager*, and wouldn't stop until he had snuffed each and every one of them out of existence. It was a fun, broad concept and for a brief time there seemed like a possibility that we might do it, but ultimately it never came to pass.

Q: Why can't Kathryn Janeway have one

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Mighty Max Games Section

Ah, a Star Trek game. Over the years many games based on this popular series have come and gone. Not all of these games have been award winners either. More often than not, Star Trek games seem to be a great idea in theory, but a horrible thing in practice. Oh, there have been a few exceptions down the years. Games like Star Fleet Command and the more recent Elite Force have stood out above the previous string of bad Star Trek Games. Well, now it seems as though lately the string of bad luck is ending for the ST franchise, and it definitely shows no sign of slowing down with Simon & Schuster's latest release, Star Trek: Deep Space Nine - The Fallen.

I know a lot of people who used to watch Deep Space Nine and they didn't like what they saw. I however, have always been a fan. Something about a group of people having to live together in a stationary place always piqued my interest. It's kind of reminiscent of the Mos Eisley Cantina scene in Star Wars, but it changed every week. Aside from the great cast of characters it had many good subplots written for it, and the overall plot of the show was something movies could be made out of. The Fallen does a good job of giving the storyline of DS9 a very cinematic feel, and really advances what is known about the station and its key players. Bajoran mythology is delved into on a deeper scale and all the while you get to run around solving puzzle after puzzle trying to unlock the secrets of the Pah-Wraiths.

Now you are probably asking yourself what in the heck are Pah-Wraiths. If you hadn't watched the sixth season of DS9 you may not be familiar with what's going on. As it happens, thousands of years ago there was a war between the Bajoran deities, The Prophets, and another highly advanced alien group who sought to place themselves as the objects of worship for Bajor. These supremely powerful entities were known as the Pah-Wraiths. After fighting their battle and losing, the Prophets banished the Wraiths to a prison like existence. The existence of the Wraiths is documented and their abilities are still well known. When the Wraiths were sent away three strange red orbs of their creation were thought to have gone with them. These orbs had the power to create wormholes in space. As with any artifact of extreme power, these orbs have surfaced again. In the years in which they were floating around, many different factions laid hands upon them. Bajoran to Cardassian and back and forth, over and over again they bounced. No significant research on them was possible, as there was little time in between the changing of hands. Now, with some semblance of order in the Bajoran sector of space, a search goes out at the behest of a Bajoran monk by the name of Obanak Keelen, to retrieve the powerful pieces of a lost puzzle. The Federation agrees to help in the task and this is where you come in. The crew of DS9 has always been tied closely to the politics and problems of Bajor. Orders are immediately put in place and the faithful crew of DS9 is called to task, to help Obanak.

The game starts off in three different ways. You can choose to play Lt. Commander Worf, Captain Benjamin Sisko, or Major Kira Nerys. Each character has a different place in which they start their adventure. Kira begins her mission on Bajor, which is under attack by some rebel forces. Lt. Commander Worf begins his mission inside the USS Defiant, whose hull has been breached by an alien ship. His mission is to find out what is going on inside the ship and set things right. Captain Sisko starts his mission off inside a Bajoran vessel, surrounded by hostile forces, trying to rescue all the survivors and get them aboard the Defiant. Each story is intertwined with the others and gives quite a welcome relief to the straight run, jump, shoot, kill Tomb Raider type games. The different characters definitely break up any monotony that this game might have had.

Each character has basic movement functions. You can run, jump, climb, and swim much like other 3rd person action games. You also have melee fighting maneuvers with simple fists or more elaborate weapons. When you play as Commander Worf you are given access to the Klingon Bat'Leh. Other weapons in the game include a standard phaser, a phaser rifle that is powerful in third person, and can also be used with its alternate-firing mode as a sniper rifle. Use gravitic mines to give the enemy a little bit of a shake up and finish them off with a couple quick blasts from your phaser.

Unlike many other action games The Fallen doesn't turn into a "go fetch" type game in a frustrating sense. In games like Tomb Raider or Drakan you are told to find a magical key or some sort of object to open a door to progress further on into the level. Not only that, but you are told to go find these things with only a vague impression of where they might be and what you might be facing when looking for them. In one of the coolest shows of staying faithful to Star Trek, you are given a tricorder to help you

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decent love affair?

(And I mean with a real man, not a hologram.)

Aaron M.

BF: Captain Janeway will have a romance with a real, live, flesh and blood he-man come February sweeps. Stay tuned.

Q: When you were first starting out, did you go to film school, university, or did you just get an agent?

W.S.

BF: All of the above and more, actually. I went to USC Film School and later went on to pursue a career in acting. I was writing and performing sketch comedy at various LA-based venues like "The Groundlings" and "Beachwood Canyon Review." During one of the shows I met an agent who used to represent none other than Ronald D.

Moore of TNG and DS9 fame. She sent me to a "Writing for Star Trek" seminar hosted by Ron and Brannon Braga. After the seminar, I wrote a spec script for Deep Space Nine. Once my agent submitted it through the proper channels, I was invited in to pitch and sold the story from my spec script and another story shortly after that. I had been pitching to Voyager, as well, and Brannon told me that Kes was going to be leaving the show and it might

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MIGHTY MAX BOOKS SECTION

Releasing in December!

VOY #21:

Dark Matters: Book Three of Three: Shadow of Heaven

A race against time to save two universes--in the astounding conclusion of Janeway's most fateful quest!

An imbalance of dark matter has placed two realities in jeopardy, causing the separate universes to merge and threatening the stability of both realms. To preserve reality as it is known, the crew of the *U.S.S. Voyager* must defy a cosmic conspiracy and wrestle with shadows of the darkest degree!

"Rescued" by strangers who may prove to be more dangerous than his original captors, Chakotay struggles to convince his new hosts of the danger posed by the mutated dark matter--and the killer, or killers, still hunting the villages where Tom Paris has been left behind. In their own reality, as Harry Kim loses his heart to an enigmatic visitor from the shadow universe, Captain Janeway and the rest of her crew continue their search for the hidden dark matter that could cause the entire cosmos to contract in a fatal convulsion. But whose side are the Romulans really on? And what surprising figure from *Voyager's* past holds the ultimate key to the fate of both universes?

Spock vs. Q: The Sequel: Did I Say That?

A sequel to last year's hit audio CD "Spock vs. Q".

The Ethics of Star Trek

A look at the philosophies and ethics from various episodes of "Star Trek".
Published by HarperCollins.

TNG:

I, Q (Paperback)

Q's greatest adventure... in his own words!

The enigmatic entity known as Q remains one of the great mysteries of the universe. Now actor John de Lancie, who has played Q on television for more than a decade, joins Peter David, the bestselling author of such acclaimed novels as *Q-In-Law* and *Q-Squared*, to send Q on an unforgettable cosmic odyssey told from the mischievous trickster's unique point of view.

The Maelstrom, a metaphysical whirlpool of apocalyptic proportions, is pulling all of reality into its maw, devouring time and space while bringing together people and places from throughout the universe. The Q Continuum pronounces that the end of everything has come, but Q refuses to meekly accept the end of all he has known. Defying the judgment of the Continuum, he sets out to derail doomsday--whatever the cost.

Q has been everywhere and done everything, but now he's in for a cosmic thrill ride beyond even his own astonishingly unlimited imagination. Reluctantly assisted by Captain Jean-Luc Picard, can even Q prevent the Universe As We Know It from literally going down the drain?

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on your missions. The way the tricorder was implemented has got to be one of the coolest things I have ever seen. Using a tricorder you can see in advance anything that gives off a traceable signal. If an enemy is using shields and your tricorder picks up the modulation they are operating on you can adjust your phaser to fire through the shields and kill the foe. By scanning around a room with it you can find objects that are not in your view and switches to open doors that would otherwise be hidden. If I could pick my favorite piece of technology in a game for this year, the tricorder from *The Fallen* would be my most treasured. Other neat little gadgets are also spread throughout the game. The wrist beacon can be used as an artificial source of light, while running around in those dark corridors of a downed space ship. A respirator can be picked up to allow you to breathe in toxic environments. Another staple of *Star Trek* is also well replicated in this already cool game. The communicator allows you to talk to different crewmembers of the ship and get more up to date information on what is happening around you. Also included are hypodermic needles and medkits, which allow you to heal yourself in between fights with alien forces.

The game takes place through multiple levels with you playing a level with each character before advancing to the next part of the story. One of the main problems with this is

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behoove me to come up with a few different ways to kill her off. One of my ideas was to have her evolve to the next phase of the Ocampan life cycle. That one seemed to stick. I was originally slated to write "The Gift," but there were some scheduling conflicts with Jennifer Lien and the episode had to be rushed into production. Joe Menosky took the reins and did a beautiful job. As a consolation, I was given the task of re-writing the story that would eventually become "The Raven." Based on my work on that story, I was given the teleplay and based on my work on that, I was hired as a staff writer. That's the long and the short of it.

Q: I was wondering how much input the actors have had into the scripts for this season. They mention in interviews what they'd like to see happen, but how much of this comes through onto the screen?

Kathryn W.

BF: How much we see in the script of the actor's input varies greatly. Sometimes it's none at all, sometimes it's very little, and sometimes it's quite a bit. Bob Picardo, Roxann Dawson, Robbie McNeil, Garret Wang, Tim Russ, Kate Mulgrew are all people I've talked

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the storyline can become a bit convoluted. If you don't play the game in the order of Sisko, Kira, and then Worf you might miss out on some parts or forget certain aspects of what is going on. The only way that this might have been easier to understand would have been if the game forced you to play the missions in a specific order.

At the same time I'm saying this, however, it's nice to have a choice of what order you'd like to play. If one particular mission is giving you a hard time then you can simply play another character for a break.

I can come right out and say that the visuals in this game were nothing short of stunning. I've played a lot of 3rd person style games like The Fallen and this is the first time I have felt as though I was running through the game with the character. Running under Glide on my Voodoo3 3000 the animations were so smooth and fluid I could hardly contain myself. Since The Fallen is rendered in a slightly modified Unreal Tournament engine I was unsure how it would look until I finally had it installed. After playing the first training mission I've become convinced that this is how all games of this style should look. I also want to make note of the fact that not only are the characters you play well rendered, but all the people and things you run into also look quite nice. As you continue on the game you run into different cut

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STAR TREK: MAXIMILLIAN BEYOND THE FINAL FRONTIER

CHAPTER 7: NO REGRETS

WHAT HAS COME BEFORE...

The Formos Observatory, a center for Scientific Study at the edge of the Alpha Quadrant, has been destroyed by an invading force of one. The U.S.S. Maximillian was assigned to be part of a small task force to ascertain the true intent of the object. But with hardly any effort, the object has destroyed the rest of the force, leaving the Maximillian to act as an "Observer."

Now Operations officer Critch Starblade (LCDR Chris Stephenson) has discovered a way to break through the invader's defenses, by beaming into their 'universe' and destroying the vessel before it can do any more harm. However, Critch is forbidden by Admiral Lyon to join the away team.

As the Vessel nears Gorn Territory for "A Battle", the away mission is being prepared without it's preparer...

For Critch, it seems, has plans of his own...

"Critch...CRITCH!" Rachel Naomi Lee (LT Erica Sherman) chased the android as he moved down the hall at a brisk pace. "Hold up!"

Critch Starblade slowed his pace enough to allow the Chief Engineer to catch up to him. "This isn't the time, Rachel."

"This isn't the... Critch, you just told off an Admiral!" She moved around in front of him to block his path.

"Ever consider maybe he needed to be told off?" Critch muttered, as he moved around her quickly.

"Regardless of what he needs, Critch, you're lucky he didn't throw you into the brig!"

"Maybe he should have, Rachel... Maybe he should have." Critch sighed, and stopped. "Rachel, there's going to be a battle... you should be in Engineering, not chasing me."

"...Liz told me to keep an eye on you..." Rachel referred to her betazoid co-worker, who was quite taken with the young-looking android.

"Then you tell her she needs to keep an eye on her own work... there's too much to do to worry about what happens to me... Rachel, I have to go... I will see you again, I promise." With that, Critch began jogging down the hall.

"...What was that all about?" Rachel muttered to herself, as she shook her head and headed in the opposite direction.

She was about to turn the corner when she heard voices. Discretion being the better part of valor, she stopped and listened. The voices were not coming towards her, and they belonged to CAPT S'Quid and Admiral Lyon.

Rachel was anything but an eavesdropper, but she thought for a moment and decided that she at least could find out what they were talking about.

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with at length regarding their characters or a specific story element. When I was writing "Barge of the Dead," Roxann and I had several conversations about B'Elanna's background and her state of mind and many of Roxann's suggestions made it into the script. I had a similar experience with Bob when I was writing "Flesh and Blood." And Kate was quite vocal about her dissatisfaction with Janeway sleeping with a hologram and we made a concerted effort to address her concerns, although not too well I'm afraid. I should also note that Roxann was very influential with the fifth season's "Extreme Risk" and Bob often suggests plot elements to the staff and has even gone as far as to sell the story for sixth season's "Lifeline." On the opposite side of the spectrum, Roxann and I talked at length about an element to the Klingon episode

"Prophecy." It was a great story point and something that was very close to her, but ultimately there wasn't room for it in the final story. On a smaller scale, we're often called about line changes or additions that one of the actors would like to make, and quite frequently we make those changes because they're good suggestions. But there are times where a dialog suggestion is a little loose or uncharacteristic and we have to say no. We certainly don't dismiss any suggestion out of hand and do our best to consider everything the actors have to say because

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scenes detailing more of what is going on with the story. Since the cut scenes are done in-engine, there is no sense of the gameplay being interrupted. With all the cool visuals I want to add that not only are they cool to look at, but you also get to go to really cool locations while running around the game.

Sound in the game is handled quite well. With a pleasant Star Trek-type score in the background and the realistic sound effects from phasers and miscellaneous events, such as gas mains blowing, throughout the course of the game. One of the best aspects of the sound scheme, and I can't stress this enough, is the voice acting. Not only did Collective Studios go out of its way to make the game look great, but they also went out and got a bunch of the actors from DS9 and put them into the game. In fact of all the DS9 crew the only 2 voices that aren't done by the actors who played them are those of Chief O'Brien and Captain Sisko. That isn't even that bad considering who ever they did get to fill those roles still sound very convincing to the ear.

The primary pitfalls of The Fallen aren't all that numerous and some can be corrected easily. Initially I had some problems with more

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"...I see no reason why that level of punishment is necessary." Admiral Lyon was speaking directly to the Captain.

"Admiral, maybe I'm just revealing my aggressive tendencies, but I don't care what empire you're in, you do NOT speak to a superior officer that way!"

"Captain, we all have our reasons for the way we react to things. Commander Starblade needed to blow off some steam. It won't happen again. I know him well enough to know that."

"Admiral, I'm happy that you've come all the way from Earth to let my crew get away with insubordination, but I'd appreciate it if in the future, you let me run my ship in my way."

"I'm not interfering in ship matters, Captain." Lyon walked over to a side window, and looked out at the object, it's pyramid shape glistening in the soft light, peaceful, not betraying it's deadly abilities. "This thing has affected us all in strange ways. I think some allowances should be made, especially in Critch's case..."

S'Quid shook her head. "Admiral, I know you know more than you're letting on. I need to know what that thing is, and what Critch has to do with it, and I need to know now! Any moment, we will enter Gorn Territory, and the Federation is on bad enough terms with them as it is without sheparding some menace into their space!"

Lyon shook his head. "There are some things we are not meant to know, Captain. I can honestly say I don't know what that thing is...but it's connection to Critch isn't hard to figure out."

"What could he possibly have to do with it?"

"You know his history?"

"I know that he was found floating in space about a dozen years ago, back when that thing with whether or not Androids were considered human was going on. It took them a year to figure out if they should reactivate him, and another 2 months to figure out *how* to reactivate him."

"...What is the measure of a man..." Lyon muttered.

"What?"

"Nothing Captain. Think back now, where was Critch found? Where was he reactivated? Where did he learn about the Federation and our space?"

"It was...hard to remember the name now..."

"I'll show you..." As Lyon crossed to a monitor, the announcement came over the communicator.

"Bridge to Captain. We are one minute from Gorn space..."

"I'm on my way." She turned to Lyon. "We'll pick up later."

"Yes, Captain, we will." Together, they moved quickly to the nearest turbolift, and then disappeared. Rachel was, if anything, more confused than before. She knew she should report to engineering. But somehow she knew that it was important that she find out what was happening. She hit her Communicator and spoke as she walked, back in the direction she had originally came from. "Lee to Engineering, I'll be there in a moment. I have to check on...something."

"Acknowledged." Came the call back to her, as she moved down the passageway, to the right, and to the left again until she reached her destination. Critch's Quarters, commonly known throughout the ship as the Casa De Critch, a popular meeting place for those who wished to participate in one of his fantasy swords and dragons epics on the holodeck, which usually took place around once per week.

She attempted to enter once, twice. Both times she knew the whistle would sound in his quarters, and both times there was no answer. After a minute, she shrugged, tapped the console on the wall and performed a manual override.

The doors slid open slowly, and she knew before entering that the room was empty. Yet the detective in her was awakening, and she had to enter.

(Continued from page 6)

they play an integral role in the creative process, especially in those instances when they're directing the episode.

Q: There has only been one question that has been on my mind lately when it comes to *Star Trek: Voyager*. Will Voyager have another encounter with Q?

Aaron G., New Jersey

BF: There is a distinct possibility that Q will return.

Q: Even though you can't say if Voyager will get home or not, what would you choose?

Sean F.

BF: I'm torn on that question. There's a part of me that would like to see the adventures of Captain Janeway and her intrepid crew continue in the Delta Quadrant because they're in a very unique situation. There are certain stories that couldn't be done if they were just another ship in the fleet. But on the other hand, this has been a series about a Captain struggling to get her crew home. Somehow it only seems fitting that she should accomplish that goal. But my opinion is just one among many.

Q: My question is. Has Season 7 been more challenging to write, if so, in what way?

Kristi, England

BF: The prospect of writing the final season of a show, especially when you know it's the final season, is a daunting task. You're bringing to a close the arcs of nine different characters, and a journey of a ship. In

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The Mighty Max

(Continued from page 7)

than a little bit of crashing related to my video card, and just plain windows not liking the game for some reason. After I went to the official website and downloaded a patch the crashes I encountered dropped in number. I still get the occasional blue screen of death and I couldn't for the life of me tell you why. Another thing, though it didn't greatly impact my enjoyment of the game, is the lack of a multiplayer mode. This didn't really bother me as I see this as more of a single player game. I can see how, if given some good multiplayer code, this could really be something for those online gamers out there, but overall it didn't affect how the game was played.

Normally I'm not a fan of Star Trek, and I can honestly say the only show that caught my interest and kept it for a while was DS9. I'm pleased to say that this rich cast of characters and section of the universe was brought to life so well. Next time I pick up a 3rd person action game I'm not going to be able to play it without measuring it to some extent to this title. If you are a Trek fan and haven't picked up this game yet, I don't know what is stopping you. It's an all around feast for your eyes, ears, and gaming appetite. I smell stocking stuffer.

Written By
Gamerspulse.com

She looked around for any sign of where he was, and where he might have gone, but there was nothing, nothing save a padd on the table, propped up on something. She crossed to the padd...

Ensign O'Connell finished strapping on his environmental gear and began to head towards the transporter room. He was late for this, his first big assignment, and was filled with the usual feelings of trepidation, excitement and fear. But he would do the job, Starfleet demanded no less. He wasn't late yet, but if he didn't head out soon, he would be. He left his quarters and walked down the hall, which was empty. He entered the Turbolift and rode it to the requested level, and as he exited the Lift he felt a slight pressure on his neck, and then he felt nothing at all.

Rachel Naomi Lee began to read the padd she held in her hand. It looked like standard schematics, but the design was different than anything she had read through before. Some of the words made no sense, as if they had been made up just for this design...and the parts...their dimensions didn't match. Even with someone of her engineering skill, this was beyond her comprehension, so instead of attempting to make some sense of the nonsensical, she decided to see how the parts fit together...

And then she saw it.

The parts fit together in a perfect crystal shape, a pyramid going up and a pyramid going down, joined at the hip.

Just like the thing outside.

She scanned down and noticed that the next piece of information linked to Critch's personal file. She read on and discovered the name of the place that had discovered, reactivated, and sheltered Starblade.

Formos Observatory.

She read on, and discovered things she never thought to think about her friend. How he was discovered in a wrecked ship, a ship that was unknown to the Federation, or any species that the Federation knew...

She saw the picture then, and enlarged it, and was filled with anger, and fear.

Because the picture was of the ship that Critch had originally arrived in, an archival photo taken before the object was taken to who knows where.

The ship, though in several more pieces, was identical to the ship outside the window, and she looked up at it to verify her fear.

Critch Starblade was one of those things.

And then she looked down, down at the things that had propped the padd up, and saw something else that worried her.

That the things were 2 gold pips and a black pip. Critch's rank insignia, now tossed aside...tossed aside like something that never meant anything.

And then she knew where Critch was.

Now clothed in O'Connell's environmental suit, the figure entered the transporter room. Korjac nodded to him, and muttered. "It's about time, O'Connell." The figure nodded, and moved towards his position on the transporter pad.

Rachel Naomi Lee sprinted down the hall. Having made a quick call to the transporter rooms, and the bridge, she now realized that her badge wasn't working. Too late she knew that Critch had found a way to render it useless, probably something in his quarters. So she had to do it manually, and she was closest to the Transporter room.

The figure smiled, as the Klingon head of the Rapid Response Forces said, "Engage." And Rachel Naomi Lee burst in as they faded into brilliant blue, and she yelled the figure's true name, a heartbeat too late.

"CRITCH...STOP!!!"

TO BE CONTINUED.....

(Continued from page 7)

that aspect it's more of a challenge because you want to give the audience and each of those characters the stories and moments that they deserve. And since it is the seventh season of a series that has had three sister series before it—two with seven seasons and one with three, some five hundred and seventy episodes in total—it is a challenge to do something that hasn't been done before. But certainly not impossible.

Q: Where do you get your inspiration for new stories?

Michael E., Germany
BF: It varies. Sometimes it's an image or a scene that I'll construct a story around. Other times I'll see a movie or read a book and wonder how that story would change if it were to take place in the realm of Star Trek, or how a certain Star Trek character would respond in that situation.

Sometimes it's something as simple as an article in the newspaper. But if I had to point to a single source of inspiration for myself as a writer, I would have to say *The Twilight Zone* and the works of Rod Serling.

I get very excited by the notion of reality being something tangible that can be manipulated, bent or spindled, that it isn't necessarily subject to the confines of secular science.

That truly inspires me.

SEV TREK

A CARTOON SATIRE



SEV TREK

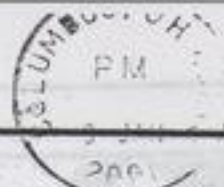
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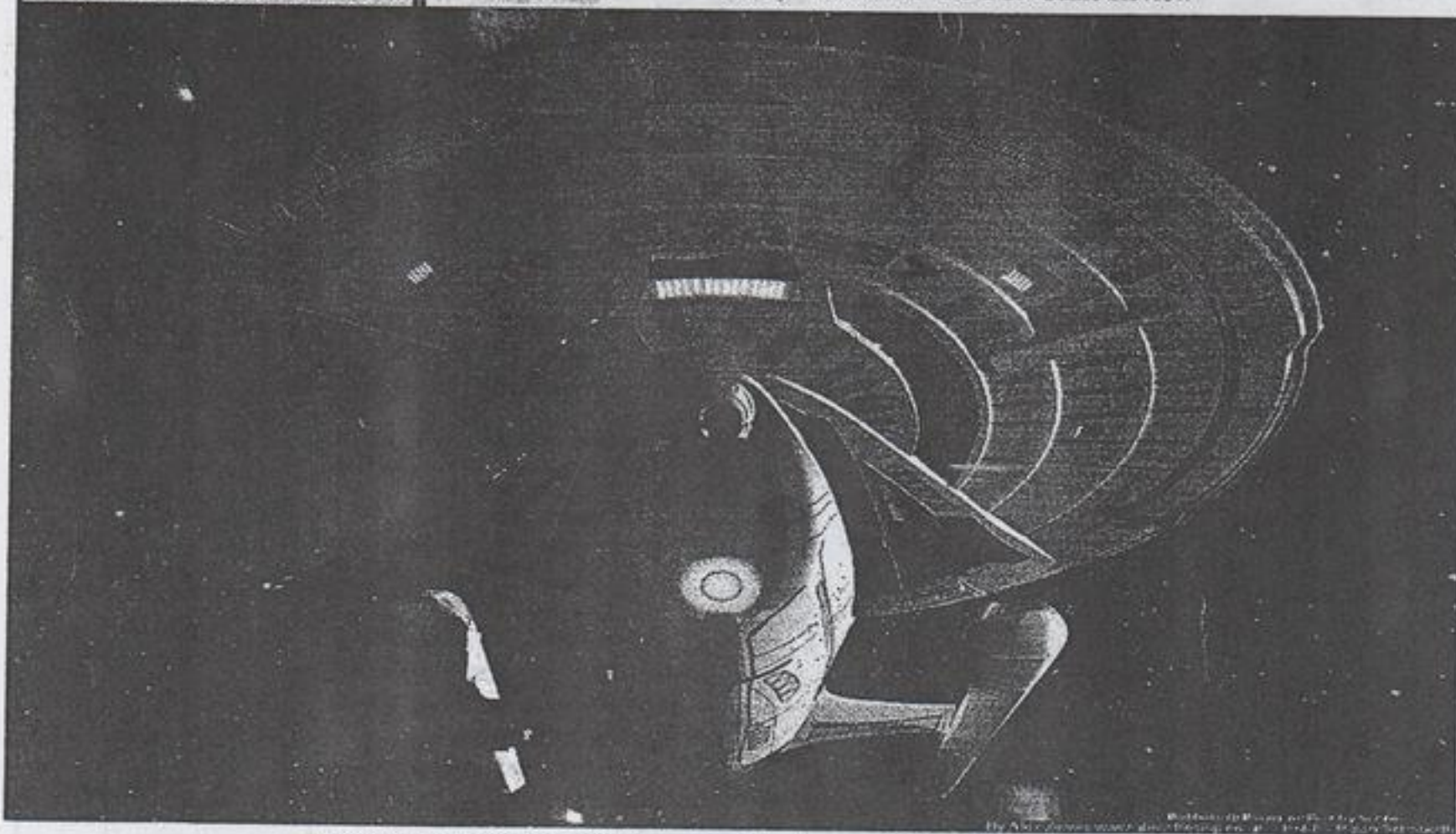


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RUSH: DATED MATERIAL

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The U.S.S. Maximillian, Boldly going into the next Millennium and beyond.