



THE MIGHTY MAX

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



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September 2000

FREE TO PAID MEMBERS

Science Fiction Founders Summit Kicks off ADMIRAL ROD HAMMOND BEGINS ANNUAL CHARITY CONVENTION

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The Mighty Max is the monthly Newsletter of the U.S.S. Maximillian NCC-74997 Star Trek Fan association. This is a fan publication.

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Submit articles to: critch@maximillian.org
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Admiral Hammond, Founder and Commanding Officer of the U.S.S. Lynx NCC-4600, is one of the prominent figures in independent fandom. Having been involved in various avenues of science fiction fandom for the last 25 years, from the U.S.S. Tecumseh in 1975, to one of his current positions as CEO of MultiMedia Convention Management, a company ADM. Hammond developed to assist fan based organizations, corporations, municipalities and charity groups to develop and operate events since 1995.

ADM. Hammond has personally worked with a substantial number of Star Trek celebrities in his capacity as on-site Media Relations Manager/Consultant for over 150 conventions. Some of the more memorable moments at events include working with Leonard Nimoy, Deforest Kelly, and Majel Barrett-Roddenberry to name a few.

I was fortunate enough to inter-

view ADM. Hammond about the Sci-Fi Founders Summit 2000, which has, in one form or another, been in the planning stages over that last several years. The idea for a Summit based event began a number of months ago, during a bipartisan meeting of Sci-Fi fans. The subject of a fan based event, which would avoid the expense of a celebrity guest, and have fans as the main focus was discussed. During his presentation at the meeting, ADM. Hammond was directly questioned by one of his staff members if he was going to have such an event, to which he responded "Yes." Now the Sci-Fi Summit moves forward to celebrate fandom, for the fans, run by the fans and with a charitable cause at its center.

The first charity sponsored by the Summit will be the family of Roxanne Brandenburg. Roxanne was a young girl with as great a love for Star Trek as any of us, who died of complications related to Cystic Fibrosis. People

with CF suffer from chronic lung problems, require frequent hospitalization and continuous use of medications. Life expectancy for these patients used to be 13 years, now with early detection and new medical treatments that has increased to just under 30 years. Unfortunately, Roxanne suffered severe setbacks which ultimately lead to her death after an experimental lung lobe transplant from two different living donors. Roxanne boldly went where no man had gone before in her pioneering effort.

The Summit is not the first event which was to assist Roxanne and her family. The initial event scheduled for Roxanne was Rox-Con, this event was pre-empted when the Oklahoma City bombing took precedence in the minds of the American public. Subsequent events for Roxanne were canceled when her health was too fragile to travel. She was to be the Guest of Honor on a Sci-Fi Cruise event developed by

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Maximillian.org tops 5000 hits since January MAX.ORG ALSO ENTERS THIRD YEAR

The Official Maximillian Website, www.maximillian.org, has topped 5200 hits in the last 8 months.

LCDR Chris Stephenson, founder of Project Cybermax, hit number 5000 himself after noticing the counter at 4999.

"It's a pretty big

deal, considering we used to only get about 50 in a year if we were lucky." Stephenson had to say.

Max.org has gone through many changes recently, and PO3 Colin Brunton is executing many of them, as head designer for the project.

Andromeda: Gene Roddenberry's legacy continues NEW SHOW STARS KEVIN 'HERCULES' SORBO

From the Cinescape Oct '00 Tv Special Issue
Written by "S.H."

Sometimes it can be hard to watch a new TV show. You don't want to commit yourself to characters who could be banished to limbo any day by the whim of some Nielsen-worshipping net-

work exec.

But there'll be no such worries with the highly anticipated sci-fi series *Andromeda*, which premieres in syndication this October. The series already has a guaranteed run of at least two seasons thanks to a commitment from production

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The Mighty Max

Greetings Earthlings By CAPT Sidley Howard

As you may see I am not here at the meeting this month, Manny and myself are in Raleigh, N.C. attending a convention with SPOCK.

I hope you guys have a good time at the crew game tonight. We are waiting on a new check from Fuddruckers because they gave our check to the wrong club, how this happened I don't know, how they cashed it I don't know but I'll try to get it during my temporary stop over in Sept. We have started up our food collection again for the needy, please bring in a can of food or a small donation every meeting. We are also going to adopt a

needy family for the holidays so please dig deep into your pockets to give to these causes, even a quarter will help. I am going to participate in a food collection drive with the Klingon Battles-tation Scorpion, I encourage each of you to do the same. It is not ship to ship it is team to team, if you have any questions about it please ask me it is for a good cause. Hope you all have a good month see you in October.

until next time
same trek time
same trek channel
Capt Sidley Howard
ps FARSCAPE ROCKS

Medical Report BY CMO NATHAN COBOUGH

Hello, there are going to be some major changes for the CMO. As many of you know, I have been attempting to make some decisions regarding the future of the CMO's office. It has been a very difficult process for me to get everything in order. Believe me, it has not been very easy. I will be going to process myself for the United States Marines on August 27th and the 28th. If I pass the initial screening and physical I will be shipping out in the month of December.

I made this decision with the careful consideration of what would happen if I chose this life. I know many people in my family probably my friends too would wonder how I came to this decision. It has taken me a long time to make this choice. However, I feel that this is something I need to do for myself. As to the office of the CMO, I have every intention of taking the responsibilities that came with the position more seriously. I know there are some who feel that I have been shirking my duty on the requirements of my position. For this I am sorry.

I have every intention to keep up with my reports if I am indeed accepted into the U.S. Marines. Whatever inconvenience this may cause for the ship insofar as my attendance, I deeply regret. I have been and ever shall be the CMO for the Max. I did not make this decision lightly. I took into consideration all those who have given me input regarding the military.

Admiral, I appreciate all the info you have given over the course of the past few years. I feel that I need to tell you and the ship, you are the closest friends that I have. The rapport that I have established with the crew over the years is very important to me as a member of this crew.

MIGHTY MAX BIRTHDAYS

SEPTEMBER

- 9—Jaethelle Miller-Green
- 14—Manny Medina
- 17—Jacky Roach

OCTOBER

- 20—Paula Dunn
- 23—Critch
- 30—Eric Kulas

Security Report BY LCDR TERRY MCPHERSON

Greetings, fellow crewmembers. This month in the Security Department, Hi Rob. Hi Matt. Hi Greg. Star Trek Voyager: Elite Force will be released for the PC September 20, 2000. This is a first person shooter of the highest caliber. (.44) For those of you that will be picking it up, I have uncovered some secrets about the game. First, to activate 'cheat codes', hit the ~ key

to bring up the console in game, then type in "sv_cheats 1" Then type in one of the following:
noclip=fly mode: Go anywhere, through walls, whatever. Undying=999 Health/Armor
God=Invincibility.
This is all from the Security Department this month. As always, Live Long and Prosper. LCDR Tamak "Terry McPherson" Out.

STAR TREK BIRTHDAYS

SEPTEMBER

- 9—Jeffery Combs (Weyoun)
- 11—Roxann Dawson (B'Lanna Torres)
- 14—Walter Koenig (Chekov)
- 23—Rosalind Chao (Keiko O'Brien)

OCTOBER

- 2—Avery Brooks
- 15—Mark Lenard
- 23—Ira Steven Behr (Executive Producer DS9)
- 27—Robert Picardo (E.M.H.)

Dollars and Cents BY LT ERICA SHERMAN

Treasury Total = \$360.08

Withdrawals went to the rights for the website's domain name for the next two years. Deposits came from three new members.

**IMPORTANT NOTE REGARDING FADM
ROBERT S. LYON
DUE TO PERSONAL ISSUES, FADM LYON
WILL BE TAKING A HIATUS FOR A FEW
MONTHS FROM THE SHIP.**

WWW.MAXIMILLIAN.ORG

The Mighty Max Books Section

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ELITE FORCE sneak around taking out nodes, disabling force fields, and quickly getting your hands on an Infinity Modulating weapon designed by Seven of Nine that turns Borg enemies into used car parts in a matter of seconds, while bending energy streams out in eye-popping fashion. The level design is impeccable, just as with other Raven shooters, and the puzzles are kept simple but fun. Once you've finished your mission and hopped out of Borg land, you'll see where the fun really begins. Ever since I saw LeVar Burton give a sneak peek of the Next Generation set, I've always wanted to walk around the decks of a Star Trek vessel, hear the hum, build a naked waterslide park in the holodeck... the usual fantasies. Finally, you'll get your chance to do just that -- though not so much with the waterslide. Between missions you'll usually have to head to mission briefings, check out new equipment, chat with characters from the show in the lounge, and what's best, take part in mini-missions like stopping a warp core breach, or fixing shuttle problems, all of which just happen to take you through Jeffrey tubes, down sparkling hallways, and through all the hall-

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KLINGON ACADEMY

tile. While the steering isn't so great, the individual station controls are pretty sweet. Your engineer will handle power allocation and repairs, two of the most critical functions on the ship. The helmsman will handle warps although I found it's almost impossible to rely on him to steer the ship for you. You've also got a comms officer, a science officer, weapons officer, security officer, etc. Each of these stations serves a vital role. There's even an option for you to man the separate stations individually although I found that the level of control at the station interface was more than I needed. You're the captain; you're supposed to stay on the bridge anyway. As a consequence of the ponderous steering of the ships, you're bound to run into someone every now and then. This to me is the best and worst thing about the game. It's fantastic that the collision modeling is so severe. One of my main complaints against the other space games to come out recently is the lack of a believable collision system. In Klingon Academy you can totally destroy your ship with

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UPCOMING NOVELS SEPTEMBER 2000

NEW FRONTIER: EXCALIBUR: RENAISSANCE

Who has survived the destruction of the Starship *Excalibur*? When the *U.S.S. Excalibur* was suddenly and mercilessly destroyed, Starfleet lost one of its finest starships. But the crew members of the *Excalibur* lost their captain... and their home. Now, in mourning for their ship and Captain Mackenzie Calhoun, First Officer Elizabeth Shelby and the rest of the crew await their new assignments. For Lieutenant Soleta, that means a painful reunion with her Romulan father, while Zak Kebron and Mark McHenry are sent undercover to investigate a series of mysterious alien abductions on a low-tech world. Going their separate ways throughout the Alpha Quadrant, the *Excalibur's* survivors must face diverse challenges and dangers on their own. The ship is history, but the adventure continues...

THE NEXT GENERATION: THE GENESIS WAVE

An awesome weapon from the past returns to menace a new generation! "As a matter of cosmic history, it has always been easier to destroy than to create."

-- Spock, *Star Trek II: The Wrath of Khan*.

Intended to create life from nothingness, the Genesis Device had the potential to become a weapon of awe-inspiring destructiveness, capable of rearranging matter and life energy on a planetary scale. After the cataclysmic explosion of the Genesis Planet, and the Klingon Empire's attempt to steal the top-secret technology for its own military purposes, Starfleet wisely decided to destroy all data and records on Project Genesis, hoping to bury its deadly secrets forever.

Nearly a century later, all that remains of Genesis is the knowledge stored in the mind of an elderly, almost-forgotten scientist named Dr. Carol Marcus. But Dr. Marcus has gone missing, and a menace from bygone days has come rushing back with a vengeance.

Sweeping across the Alpha Quadrant at a terrifying speed, a mysterious wave of energy is wiping out populations of entire planets, rearranging matter on a molecular level to create bizarre new landscapes and life-forms. The Starship *Enterprise*, commanded by Captain Jean-Luc Picard, is the first Starfleet vessel to discover the threat, but Picard and his crew are not the only ones in danger. Billions of living beings and hundreds of inhabited planets lie in the path of the mutagenic wave, which is expanding outward as it traverses the cosmos. Earth and the Romulan Empire face total obliteration.

To discover the origin of the wave, Picard and his crew must probe the long-buried mysteries of the past. But even if he can uncover the shocking history of the Genesis Wave, is there any way to save the future from its unleashed fury?

"THE GENESIS WAVE, Book One" is the beginning of an apocalyptic two-part adventure that will pit the desperate crew of the Starship *Enterprise* against a disaster of galactic proportions.

COMING IN OCTOBER: RIHANSU BOOK 3: SWORDHUNT ALIENS AND ARTIFACTS

SEV TREK

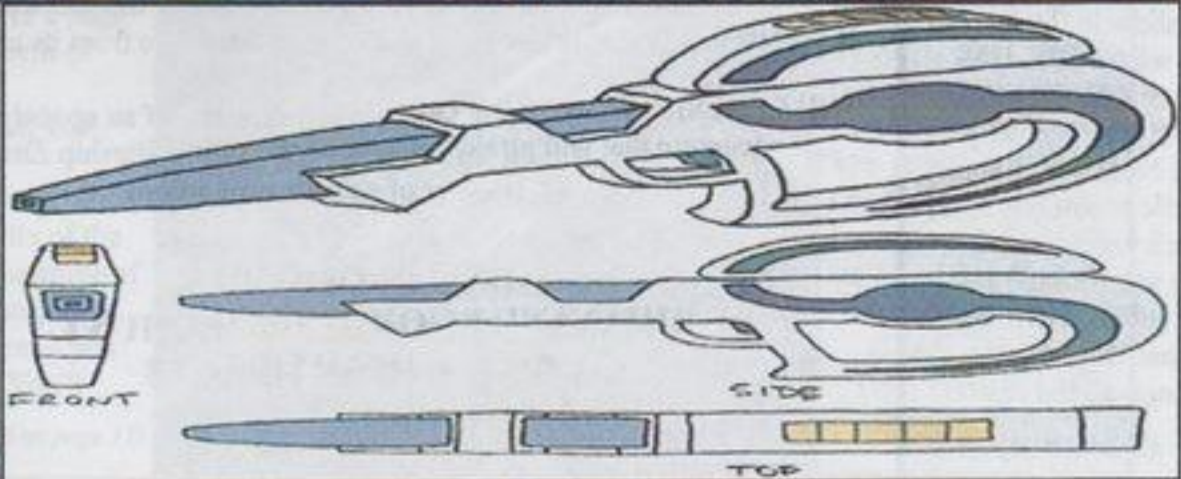


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Features cartoon parodies of Sci-fi shows and movies such as Star Trek, Star Wars, The X-Files, Buffy, Babylon 5, Stargate and more. Visit to read the hundreds of comic strips available online for free!



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TREK PUTT ONE

WITNESS THE FIRST EVER CHARITY STAR TREK PUTT-PUTT TOURNAMENT, THIS SEPTEMBER 30TH, 2000, AT 10:00 AM AT THE REFUGEE ROAD PUTT-PUTT GOLF COURSE! WITH OVER 30 SHIPS FROM ALL OVER OHIO INVITED, INCLUDING DELEGATES FROM THE KLINGONS AND THE MARQUIS, THE TIME LORDS AND THE FEDERATION, THIS EVENT IS GUARENTEED TO GIVE OUT OVER \$200 DOLLARS FOR OHIO CHARITIES, AND THE MORE PEOPLE THAT SHOW UP, THE MORE THAT WILL BE GIVEN!

FOR EXAMPLE, IF 10-40 PEOPLE SHOW UP, \$250 WILL BE DONATED, BUT IF WE BREAK THE 40 MARK, \$350 WILL BE DONATED, AND ANOTHER \$100 WILL BE ADDED FOR EVERY 15 ON TOP OF THAT!

IN ADDITION, THERE WILL BE TROPHIES AND RIBBONS AND CERTIFICATES GIVEN OUT FOR DIFFERENT CATEGORIES, AND THE SHIP WITH THE MOST WINS AT THE END OF THE DAY WILL WALK AWAY WITH \$100 DOLLARS FOR THEIR CHOSEN CHARITY. 2ND PLACE WILL RECIEVE AT LEAST \$50, AND SO ON.

ADMISSION WILL BE \$5.00, WITH A PORTION OF EVERY ENTRY DONATED TO THE CHARITY POT, SO WHAT IS THERE TO LOSE? AFTER THE 2 ROUNDS OF GOLF AND A SPECIAL BEST BALL STYLE TOURNAMENT (\$1 EXTRA), WE WILL ADJOURN TO A LOCAL EATERY TO GET FED, AND THEN THERE WILL BE AN AWAY MISSION TO COMFEST 2000, THE SCIENCE FICTION BOOK CONVENTION (COMFEST AND EATERY NOT INCLUDED IN ENTRY FEE)

- \$200 DOLLARS TO LOCAL CHARITIES
- DOZENS OF FAN ORGANAIZATIONS INVITED
- THE MORE THAT COME, THE MORE WE GIVE!
- VISIT WWW.MAXIMILLIAN.ORG/TREKPUTT FOR DIRECTIONS

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ELITE FORCE

ways you've ever wanted to run around. As we've mentioned before, you'll not only see your favorite characters from the show, but you'll get their voices as well, as they give you instructions, check on your well being, or in the case of Tuvok, chide you for being a general loser. Bad ensign! Very bad ensign!

After the Borg skirmish (which has its own surprise, one I'm not going to spoil for you), you'll find yourself in a classic Voyager dilemma. An enemy ship has (gasp!) suddenly appeared out of nowhere and attacked your ship. Janeway, once again tossing the Federation rulebook out of the airlock, blows the offending ship to high heaven, with one little glitch -- its explosion has warped you to an unknown section of space, in what seems to be a massive space junkyard. Once you head to the equipment room, it's time to head off on your first mission -- find out why the hell you've been sucked into the junkyard, and how you're going to get yourself off. As a member of the Elite Force, it's your job to make sure that Janeway's commands, and Tuvok's orders are followed closely.

In the first real mission of the game, you'll be exploring an alien ship to access their information database in the search of more information. It's supposed to be an easy mission, but being that you *are* an ensign, and you *are* on Star Trek, things suddenly turn sour for you and your phaser-packing pals. Of course, this gives you a great opportunity to test out your new weapons, and check out the beautifully curved alien environments that the Quake III engine can offer. The Scavenger Rifle, taken from some Klingon foes, acts as a useful machine gun weapon, with an energy grenade to provide some extra punch. Your rifle delivers a nice punch with its regular fire, but incinerates your enemies neatly with its energy-sapping alternate fire. Fortunately, the aliens have conveniently placed health and energy banks at key location with which to better blast them -- you've got to love the twisted world of shooter logic.

The next mission has you sneaking around a Klingon vessel, crouching around in the darkness trying to avoid Klingon detection while taking out the stray enemy without alerting nearby attackers. The level to level variety is impressive, especially when combined with the mini-missions that spice up the game between the major levels. And we haven't even mentioned the completely optional holodeck mission, which give you a 3D, interactive shooting gallery with which to test out your new weapons. So far I've been able to take out gunslingers in the wild west, and trade phaser blasts with armored enemies in a medieval castle, and I'm still impressed that someone went through the extra effort just to toss these fantasy levels in on top of the already-impressive standard missions. But that's what geek love will bring, when you've got the right franchise to get your geek on.

It's got to be hard to go from making one of the goriest games ever to making a near-bloodless title in a universe that shuns unnecessary violence, but so far it seems to have worked. Clever plot tricks keep you from technically breaking any of the prime directives, without turning the game into a 3D version of Myst, set in space. You won't feel cheated when you shoot someone in the face (not that I, uh, shoot anyone in the facial region of course), but if mommy comes in to check up on how homework's coming, you won't get the belt, either -- at least for gaming anyway.

The build that we've got feels very polished, other than some pathing glitches, and it looks on target for a release next month. So start reading your fan fiction, start getting your desktop ready, and stop your chatting to get ready for some Federation action in September.

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KLINGON ACADEMY

one or two thoughtless collisions. The realism of it is very satisfying.

But the frequency of it happening is far too high. Ships will often come at you head on in a total disregard of their own survival. I can understand this from a nearly beaten opponent. This type of last-ditch effort is expected. But for a fully healthy ship to suddenly decide to ram you is a little silly. This problem is made worse by the fact that the match speed command only matches a target's current speed. It doesn't readjust itself when the target speeds up or slows down. You will often rear-end another ship as a result. I don't know, maybe I'm just a bad driver.

Perhaps we're all too used to thinking in terms of Wing Commander, but there's a real scale issue here as well. It's very hard to tell how big the ships are -- especially when they're in the vicinity of a planet. And the planets seem kind of on the smallish side. I don't know how big these ships are supposed to be in real-life-fiction-whatever but they seem too big next to the planets.

As good as the graphics are, they could be better. Obviously you can say that about just about any game, but Klingon Academy's graphics are actually a little distracting. The ship models are all right but the textures are just convincing enough to give you the right impression. The occasional texture-clipping problem makes it all that much worse. The models for planets and asteroids are composed of too few polygons to really give the impression of something round as well. The weapon and damage effects are well handled and the little parts that come flying off the ships when you hit them are really cool. I also like that you can blow off huge sections of the ships (although the sub targeting option seems not to work so well).

I have to say that the full-motion video sequences in this game are really spectacular. It's not like there's a lot of action happening on the screen but the quality of the image is better than just about any we've seen recently.

The fact that Christopher Plummer does all the mission briefings makes it that much better.

The sequences with Chris are very useful in getting the player into the Klingon mindset. I'm not one of these folks who rushed right out and bought a copy of *Hamlet in Klingon* or anything. In fact, I think people who read Shakespeare in Klingon have "issues." But the Klingons as a race have a very distinct character and philosophy. They're very warlike and proud and that certainly comes across in the little per talks Christopher Plummer gives you before each mission. Better still, each mission is named after a line from Shakespeare. And you all know how the Klingons love Shakespeare, right?

The actual content of the missions is pretty satisfying. You'll need not only race around the universe and kill things. You'll also need to run escort missions, do a little

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KLINGON ACADEMY

spying and make it home in time for Tok'favh. Don't ask. Mr. Plummer might even call you into his office and ask you to do a special favor for him. No, not that kind of favor. You'll get drawn into the political infighting and subterfuge that's going on in the Klingon Empire at this time in its history.

Once you get the briefing, you hop in your ship and take off. The little load screen gives you a few pointers and reminds you of some of the more important key commands. You don't get to pick your ship or outfit your crew or anything. Like the real military, what they give you is what you have to work with. Occasionally you'll be entrusted with some new technology but for the most part, you'll be battling your enemies in pretty standard ships.

The missions will change on the fly as well, so you'd better be prepared. The missions aren't dynamic in the sense of changing every time you play them. For the most part, any events in a given mission are bound to repeat themselves no matter how many times you play it. But the mission will change from what you were told in the briefing. Luckily your commanders keep you up to date on changes in your mission objectives.

The main problem is that the missions are ass-hard. Now I'm not one to complain about a game being a challenge. I totally expect a game to challenge me and I'm unhappy when it doesn't. But in this case, the missions are almost entirely fought from a position of disadvantage. You're always outnumbered and the tendency of the other ship captains to ram your ship at full speed had me throwing my joystick right at the back of Trent's head. It helps a little that your Klingon ships can cloak, but once the battle is joined, you'll be fighting for your life.

The multiplayer side of the game is pretty fun. You can set up battles between up to 16 players with as many teams. And it's not just limited to Klingons and Federation either. You can choose to fight aboard the ships of the Romulan and Gorn empires as well. There are even a few other types of ships for other races in the game. Multiplay is handled either as a kill limit or time limit affair in any of several arenas. I was a little surprised that your comm. menu won't let you send messages to your allies, but it's not the worst thing ever.

Klingon Academy has two things going for it. First off is the whole Star Trek thing. I admit that I did enjoy this game on this level. Not being a big fan of the show and all I expected not to get caught up in the whole Klingon thing, but the mission briefings and the ship models really reinforce the Star Trek idea. The second thing going for this game is its atypical character. There aren't too many capital ship games out there and those of us who love space drama have had to content ourselves with action on a much smaller scale. There's something undeniably exciting about gigantic ships battling it out just above the surface of a gas giant...like Vincent Lopez for instance.



Jacky's Drawing of the Month.

The Mighty Max Action Wear Catalog



Striped Two Color Action Wear Tee
As wore by
LCDR Terry McPherson
Colors Available: Red, Green, Orange, Royal Blue, Gold, Purple
Medium to XL-\$31.41
XXL-\$34.16
XXXL \$36.48



Solid Color Action Wear Tee
As wore by
LT Erica Sherman
And **LT Charles Connor**
Colors Available: Red, Green, Orange, Royal Blue, Gold, Purple
Medium to XL-\$19.56
XXL-\$21.04 XXXL-\$22.63



U.S.S. Maximillian Hat
as wore by **LCDR Chris Stephenson**

Wool \$13.22
Mesh/Twill \$10.58



U.S.S. Maximillian Jacket
As wore by **LCDR Chris Stephenson**
S/M/L/XL-\$55.25
XXL-\$57.90
XXXL-\$60.54
\$6.00 and up for Rank Insignia
First Name on Chest-\$3.70
Any Name above Left Pocket \$4.23

Contact Athletic Perfection 875-3400
Or Terry McPherson 875-4524

STAR TREK X MOVIE UPDATES

Cinescape is reporting that Patrick Stewart (Jean-Luc Picard) recently appeared on BBC Radio 1 in the UK, talking about the status of the tenth Star Trek film. Stewart said, "It's not being given the go ahead as yet by the studio. I would be part of it and it's shaping up very nicely. [...] Until the script is finalised we shan't know for certain what it's going to turn out like. It could change before next March."

Stephen LaRoche at Jam! Showbiz has written a report about a recent convention appearance by Jonathan Frakes (William T. Riker), at the Canadian National Science Fiction Expo. During his appearance, Frakes apparently spoke

rather positively about the tenth Star Trek film and his involvement in it. "There will always be a Star Trek movie. [And] it better be better than the last one," said Frakes.

Besides confirming (again) that he would be appearing in Trek X, Frakes also talked about the rumours that suggested he would be directing 'Total Recall 2'. Though he was indeed attached to the project, there was no script, and Arnold Schwarzenegger apparently wasn't interested in it.

Finally, on Trek 10 Richard Arnold confirmed the earlier reports about John Logan being the film's screenwriter, and that it will most likely be released around Thanksgiving 2001.

SYNDICATION SCHEDULE FOR STAR TREK: VOYAGER

Week Fifty-Three
 9/11/00 Parturition
 9/12/00 Persistence of Vision
 9/13/00 Tattoo
 9/14/00 Cold Fire
 9/15/00 Maneuvers

Week Fifty-Four
 9/18/00 Resistance
 9/19/00 Prototype
 9/20/00 Death Wish
 9/21/00 Alliances
 9/22/00 Threshold

Week Fifty-Five
 (partially unconfirmed)
 9/25/00 Meld
 9/26/00 Dreadnought
 9/27/00 Lifesigns
 9/28/00 Deadlock
 9/29/00 ???
 (unknown)

Star Trek: Voyager Spoilers

StarTrek.com, the official Star Trek web site, has been updated with some new official info for 'Flesh and Blood', this year's big November telefilm. First of all, here is their synopsis of the episode:

The U.S.S. Voyager answers a distress call from a Hirogen training facility, only to find a holographic environment littered with Hirogen corpses. The holographic technology given to the Hirogen by Captain Janeway for hunting training has been modified to the point where the prey have become the hunters. The holograms have not only become self-aware, but are essentially a new race, seeking refuge from "organic" slavery and brutality. Seeking to liberate one of "their own," the holograms kidnap the Doctor, who soon finds himself torn between his loyalties to Voyager and his holographic brethren.

The list of characters posted at the site also shows the Hirogen focus of this episode:

- Alpha-Hirogen
- Beta-Hirogen
- Donik
- Iden
- Hirogen One
- Hirogen Two
- Hirogen Three
- Kejal
- Weiss

No actor info is yet known for these characters. The story of 'Flesh and Blood, Part One' was written by Jack Monaco and Bryan Fuller & Raf Green, while Fuller also wrote the screenplay. Mike Vejar is directing the episode.

Björn Kluger at SF-Radio.de has posted a short report on Expo-Trek, the German Star Trek convention that took place in Hannover this weekend. Star Trek guests in attendance included Nicole de-Boer (Ezri Dax), Robert Picardo (the Holodoc), George Takei (Sulu) and Ethan Phillips (Neelix), the last of which provided some interesting new info on how Voyager would end.

According to Phillips, the ship will now definitely be coming home, something that will be happening during one of the final episodes, though not in the actual finale. The reason Voyager won't be getting home in the final episode is that the producers wanted to use a few episodes to show the reactions back home, which presumably will also include storylines dealing with the former Maquis crew members, the Holodoc and Seven of Nine.

Craig Kilborn: Can we talk Star Trek? That's what's important.

Kate Mulgrew: Yes. Of Course.

CK: That's what's important. It's the final season.

KM: Captain Janeway is a Democrat. You know that, don't you?

[Audience reacts, laughter]

KM: Am I pushing this a little too much? Alright, forget it.

CK: This is the final season. How do you want your character to say goodbye?

KM: I can tell you exactly. Now, I may stand alone in this, and I'm sure it's going to be controversial. I think it should be poignant.

CK: Is she in a voting booth?

KM: She's in a voting booth for somebody else.

KM: I think it should be stunning. Unpredictable. Heartbreaking.

The Mighty Max

THE GREAT BIRD FLYS ON WITH "ANDROMEDA"

CONTINUED FROM FRONT PAGE



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partner/distributor Tribune Entertainment.

Why is Tribune so confident? Just check out the picture above. The ultra-long locks and leather pants might be gone, but yes, that's Kevin Sorbo, star of the long-running favorite *Hercules: The Legendary Journeys*. And Sorbo hasn't chosen just any series for his return to weekly television: *Andromeda's* full name is *Gene Roddenberry's Andromeda*. Like *Earth: Final Conflict* before it, *Andromeda* is based on a concept dreamed up by the beloved creator of *Star Trek*.

"Tribune basically struck a deal with the Roddenberry estate to gain access to a lot of unproduced material Gene had developed. They looked through the material and saw the potential for two different shows, one based on a starship, one based on a planet," explains *Andromeda* co-executive producer Robert Hewitt Wolfe. "At the same time, Kevin was getting done with *Hercules* and they approached him and asked if he would be interested in one of these shows. He's a *Star Trek* fan, so he thought it would be a cool thing to do."

Only one question remained: Which show would Sorbo star in—The one set on a spaceship or the one on a planet? Tribune hired Wolfe, a former *Deep Space Nine* writer producer, to develop the space-based idea, called *Phoenix Rising*. Meanwhile, another team worked on the planet bound concept, called *Andromeda*. When the time came to choose, Sorbo and Tribune decided to go with Wolfe's series—as long as it had the other show's name.

"I think in some ways I had the easier assignment because it's a starship show. I could see the appeal for Kevin," Wolfe says. "He really liked it, and off we went."

In the series, Sorbo plays Dylan Hunt, captain of the starship *Andromeda Ascendant*. Hunt serves the

Commonwealth, a Federation-like government that keeps the peace in three galaxies. But after Hunt goes into stasis for three centuries, he awakens to find that the commonwealth has been destroyed. In its stead, chaos rules. In true Capt. Kirk, man-of-Action style, Hunt refuses to accept this new reality. He recruits a crew of alien misfits and sets out to restore the Commonwealth, no matter what the cost.

"Comparisons to *Star Trek* are going to be natural. They're both shows with Gene's name on them and they're both set on starships," Wolfe Acknowledges. "But we want to create a unique universe that will really excite people so when these comparisons come, they're flattering comparisons. We want people to say, 'This is a cool show. We remember what came before, but this is a nice place to be now.'"—S.H.

DISPATCHES FROM ANDROMEDA

In this week's Dispatch from *Andromeda*, SPACE.com's Don Lipper speaks with Jim Finn, the show's visual effects supervisor about the recently released pictures of the series' title ship, the *Andromeda Ascendant*.

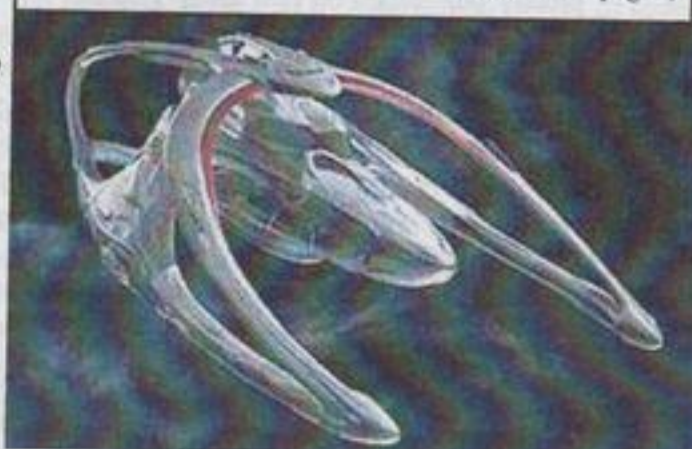
SPACE.com: What's your role on *Andromeda*?

Jim Finn: In addition to the FX, we also handle all of the graphics that play on the ships. We've become a very integral part of the show. This is really the first attempt to tell a lot of the story with the graphics, so I have a staff of animators that create all of the graphics that play back on the ship.

We also design and create all of the visual effects for the show, the space scenes, the *Andromeda* holograms, any of the compositing or the nitty gritty effects in the show.

SPACE.com: Did you design the look of the ships?

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SUMMIT

ADM. Hammond known as SeaCon. The ship could not possibly sail without the Guest of Honor, so it was rescheduled for a future time when Roxanne could be in attendance. The rescheduled SeaCon was merely weeks from occurring, when to the shock of the SeaCon Staff, they turned on the news one day to see the very ship the event was scheduled to take place on, burning in the ocean. Needless to say, these roadblocks were trying for everyone involved, and the passing of Roxanne was a sad-sadening blow, but ADM. Hammond and his Staff refused to let these obstacles get in the way of helping the Brandenbergs. Their focus turned to the creation of the Roxanne Brandenburg Science Fiction Fandom Award, known as the Brandenburg Award for short, to be given this first year to Roxanne's family on her behalf, and on subsequent years to a person who showed the same bravery, impact and spirit as that of Roxanne.

The main difference between the Summit and other Sci-Fi con-

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The Mighty Max

Star Trek Maximillian Beyond The Final Frontier Chapter Six Part One: Nearing the Edge

What has come before...

An Observatory has been destroyed by an object yet unknown to the Federation, and it has began a long journey to the heart of the Alpha Quadrant. The U.S.S. Maximillian, weary from a trying mission in the Menkare Expanse, and with an untested Captain, is the sole survivor of a small task force organized to halt the invasion, and has been charged with accompanying the ship to it's final destination, which now appears to be deep in Gorn space, following a small probe launched shortly before it's owner was destroyed...

"Unacceptable."

"Sir?"

Admiral Robert S. Lyon sat back in his chair and considered the situation. One of the few five star Admirals that actually got involved in the actual starship duties, Lyon had taken this particular assignment very seriously, possibly due to his ship being involved.

Though there were many Captains throughout the history of the U.S.S. Maximillian, and almost as many class changes, due to untimely ends and upgrades, Lyon still considered the "Mighty Max" his own, and it was fairly well known that where-ever the Maximillian was, Lyon would be nearby, at least in spirit. Though other ships may have had more credit, such as the vaunted U.S.S. Enterprise, whose feats were deemed so legendary that a special lettering system had been created just for her, the Maximillian just seemed to 'click' with all who had been a member of her crew.

Lyon shook off these thoughts of things past as he focused on the young-looking humanoid that stood before him. Critch Starblade, so named for the science officer that discovered him about a decade prior, was an android, so advanced in his construction and molding that he dwarfed any prior technological construction known of. He also was a friend of FADM Lyon, and that was one of the factors that weighed on the the decision that Lyon now had to make. He narrowed his brow as he glanced at the PADD, then looked at Starblade.

"Unacceptable. I cannot allow one of the Federation's most valuable members to go off on a suicide mission."

"I do not believe it to be a suicide mission, sir."

"I've went over your data, Commander. It is an interesting idea, but considering the state of their technology, and the swiftness of the destruction of the other escorts...what chance is there of success? We would not know where the points to disable are!"

"It is an acceptable risk, Admiral."

"Explain."

"The More you overtake the plumbing, the easier it is to stop up the drain."

"Commander?" Lyon wore a puzzled expression.

"While we have ample evidence of their advanced technology in their weapons and communications, there is no evidence of their technology inside the ship, and it is feasible that there is a central area powering and controlling the invader, and it is assured that they would be susceptible to a surprise attack."

"Commander, at this point we have been unable to communicate with or otherwise affect this thing in any way. Our weapons seem to have no effect, if what happened to the escorts is any indication, and we cannot even detect them. Why are you sure you can change this?"

"Because I can. This thing comes from another dimension, one unknown to us until now, and as a byproduct of this operates on a separate resonance frequency than us. To someone of my knowledge, it is quite simple to reconfigure a transporter as well as a few weapons to be able to beam aboard and do what needs done. However, reconfiguring larger systems, such as sensors or large scale weapons systems, would most assuredly take more time that we have available to us, even considering our recent detour."

"...And you're certain this will work?"

"Most certain, Admiral."

Lyon appeared lost in thought for some time, mulling over the possibilities of this new option...which

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ventions is that there will be no paid guests, no dealers and no panels. (i.e. nobody's chasing the dollar) Instead, there will be workshops, which are more hands-on than the standard format at most conventions, and the event is invitation only. The convention will remain closed to the general public, as ADM. Hammond believes that those who are invited will really want to be there. The Summit will be a celebration of fandom. The fans are the guests, and it will remain that way as an invitation only event to control its natural expansion.

The entrance fee for the Summit is \$40. The fee will be the same no matter if you come for one day or all three. There will be a special dinner (and that is included in the \$40 admission), Role Playing Games run by the Maximillian's own CMDR Stanley and LT. Connor, an Anime/Sci-Fi room, a Summit game show unlike any others, and much more.

The advantage of getting a hotel room at the Summer/Amerisuites in Columbus, Ohio where the event is being held October 6, 7 & 8, is that if you want to drink, you will not

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appeared now to be the only option left to them. He tapped his communicator. "Captain Septaric."

The voice of the untested Klingon Captain filled the room. "Yes, Admiral?"

"How long until we enter Gorn Space?"

"30 Minutes, Sir."

"Thanks." He looked at Lieutenant Commander Starblade again, as the android began to speak.

"It should be noted, sir, that the object's weapon would do sufficient damage to whatever it comes across."

"Commander...meet me at Stellar Cartography, and get the command staff there with you." Lyon stood and hurriedly walked out as LCDR Starblade tapped his communicator. "Command staff members, Command Staff members, meet myself and Admiral Lyon at Stellar Cartography immediately..."

WHAT WILL HAPPEN NEXT?

VISIT WWW.MAXIMILLIAN.ORG FOR PART TWO OF CHAPTER SIX: "NEARING THE EDGE"!

MORE NEWSLETTER ENTRIES

Executive Officer's Report

BY CMDR MANNY MEDINA

Greetings shipmates, the captain will return on Thursday, September 7. I will pick her up at 5:30pm. We will then depart the next day for the Slanted Fedora convention in Raleigh N.C. 9/08/00 through 9/10/00. The main guest will be Leonard Nimoy. Also appearing is Andrew Robinson (Garak), Alexander Siddig (Bashir), and Jeremy Bullock (Boba Fett). I'm sorry not to be at the September meeting but I know that everything will go okay. I wish you all the best. See you next meeting.

CDR Manny Medina

Manny Medina

Executive Officer

A Matter of Antimatter

BY LT ERICA SHERMAN

The CROP Walk is on Sunday, October 15. I would like to have a couple of members walk. The rest on you then can then sponsor them.

The boat outing to Alum Creek State Park last month was a flop. Chris was the only one to come. A couple of ideas. The American Red Cross is having a blood drive at the Upper Arlington Public Library. They are in need of donors. I'll have more information at the meeting. Also, I am making a "Newcomer's Packet" for everyone. It will include pages to keep track of promotion points, community service hours, recruiting drives, convention service and attendance, award and rank requirements, and promotion point values. This will allow everyone to keep track of what they have earned more easily. That's all for this month. Sherman out.

**NEWS
NOVELS
PICTURES**

**BOLDLY GOING WHERE
NO WEBSITE HAS GONE BEFORE
WWW.MAXIMILLIAN.ORG**

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be served unless you are staying on site.

This rule will be enforced for the safety of all. Not to mention that there will be programming running late into the night, and for the those who stay the cost is only \$65 per night for a spacious room with a wet bar and free hot and cold breakfast in the morning until 10:00 AM.

It should be noted that the Interim Vice-Chairman of the event is the Maximillian's Founding Admiral, FADM. Robert S. Lyon. He received a special appointment to the position by ADM. Hammond, and holds the rank of Vice Admiral with the Summit. He is the Chief Operations Officer, and the Staff of the U.S.S. Lynx have nothing but praise for our Admiral. The Admirals have been gracious enough to invite members of the crew of the Maximillian to the Summit, and for the gesture, they deserve our thanks. Seating is limited at this invitation only event, so be sure to get your registration and entry fee in ASAP as registration will be closed after September 16th. I suggest you attend.

*The Science Fiction
Founders Summit
October 6, 7, 8, 2000
Sumner/Amerisuites
Dublin, Ohio
\$40.00*

TREK STUFF FROM AUGUST

Patrick Stewart, 60, married his girlfriend of six years, Wendy Neuss, 39, August 25th. The couple met while Wendy was a production assistant on 'Next Generation'. Brent Spiner acted as Stewart's best man in this, Stewart's second marriage and Neuss's first.

This is a saga rarely told, aye, rarely even whispered in the great halls of the Klingon Empire. The story has become a fairy tale told to Klingon children who will not behave. "You must act with honor," their mothers say, "or the Tribbles will get you!"

'Tis a sad tale, not one of glory but of treachery and vengeance and the decimation of nigh half the population of Klingon. You see, at one time, there were two races of Klingons: those with ridged heads and those without. The non-ridged Klingons held the upper hand in the Empire. It was they who ran the government, traveled space, and fought glorious battles. The ridged Klingons, with the exception only of the heroic Kahless and a few of his of his courageous kind, were relegated to the status of peasants and farmers, with no hope for glory, honor, or advancement.

Then came the fateful meeting of a Klingon ship with the Federation ship Enterprise on the deep space outpost Space Station K-7. The Klingons only wanted a well-deserved shore leave, a time to relax, drink and tell glorious tales. But the Enterprise was there before them, as was, unbeknownst to all, the creature that would become the scourge of the Klingon Empire: the Tribble. Captain Kirk, well-known and detested by all Klingons, allowed only a few men at a time to come down to the station, but even that turned out to be too many. From the moment the first Klingons entered the station's bar for a

well-deserved libation, disaster reared its ugly head in the form of a tiny, furry creature that screamed in pure hatred as soon as a Klingon came near. Had the Klingon captain been wiser, he would have taken his ship and crew as fast and far from the station as possible, but alas the man was more revered for his skill in battle than his brains. He never suspected the terrible blow that the diabolical Kirk would soon deal to the Empire.

For, as Kirk and his crew soon realized, the Tribbles multiplied at an alarming rate and devoured everything they could find. One Tribble became twenty, twenty became two hundred, two hundred became two thousand—all in the space of a few short hours. The detestable humans liked these furry creatures, but the sheer number of Tribbles aboard the Enterprise became more than even a mealy-hearted human could bear. Kirk, whose name is sung with hatred even to this day, ordered his fiendish engineer, Lt. Commander Scott, to rid the ship of the pests. The honorable thing to do would have been to beam the tiny menaces out into space, but Scott had another plan: he beamed them aboard the Klingon ship just before they jumped to warp.

Suddenly the ship was filled with millions of angry, voracious Tribbles. They tiny beasts quickly went through the ship's food supply. Despite every man's best efforts to kill every Tribble he saw, the Tribbles soon turned on the Klingons themselves. Some races claim that Tribbles had no teeth, but this was a lie. The horrible creatures, like a wave of screaming fur, overran the valiant crew, stripping them flesh and bone until only their battle armor remained. The brave Klingons fought, aye, fought long and hard with bat'leth, disruptor and dag-

ger, but the Tribbles numbers were far too great. The captain, once again showing bad judgement, sent off a distress call, but it was too late. Long before the first rescuers arrived the only things left alive onboard were millions of bloodthirsty Tribbles. The captains of the rescue ships showed far better judgement than that of the captain of the ill-fated ship: after losing most of the first away team they blew the ship to atoms. Unfortunately the Tribbles, having tasted Klingon blood and full of revenge for those of their numbers who had been killed in the great battle for the ship, slipped into the transport beams and secreted themselves in the systems of the rescue ships. As the months passed, the Tribbles, by ones and twos, slipped into the transporters each time a Klingon beamed to another ship. Soon every ship in the fleet had Tribbles hidden deep in their systems, breeding and biding their time. When their numbers were great enough, they came out of hiding, overwhelming the startled Klingon crews. The crews fought bravely, but as with the first ship, it was for naught. The Tribbles had won the day.

Back on the Klingon homeworld, the government was in a state of disarray. All of their ships and fiercest warriors had been destroyed by the vermin scourge. The ridged Klingons, seeing their opportunity to reverse their long servitude to the unridged, seized the government and, taking new ships out of the shipyards, proceeded to seek out and destroy every Tribble infested ship. They then took the fight to every place that Tribbles could be found, often fighting hand-to-hand with the detestable furballs. The ridged Klingons, showing far better judgement than their predecessors, won the day again and

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JF: We designed most of the ships, the Andromeda itself was a very collaborative venture between the production designer, the facilities that were building them and ourselves when we finally started animating them. You can draw a beautiful picture of a spaceship, but as soon as you build it and you turn it around, you start to see not the flaws in the drawing, but the angles of the ship that you wouldn't normally see, when you're flying around it.

It took four months to build the Andromeda, start to finish.

SPACE.com: And you built it all in CG?

JF: It's all CG, we have no models. We have no practical effects at all. All of the spaceships, the two starships of the show, the Andromeda and the Eureka Maru are completely CG. And the Eureka Maru has a character of its own as well, it's sort of the opposing character.

SPACE.com: Could you talk about the evolution of the Andromeda design, what was the first concept and how did it evolve into its final

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The Mighty Max

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again. Many glorious battles were fought and many songs sung to the great victories that were won. Aye, and many a barrel of blood-wine was breached in celebration of the ridged Klingons' triumph over the Tribbles. At last they found the Tribble homeworld and decimated the entire race-but that glorious battle is a story for another time.

The few non-ridged Klingons who were not killed in the takeover of the government fled to the hills. A few intermarried with the ridged Klingons, hoping that their children and grandchildren might regain some of their former glory, but most died out. Few speak of the time when the ridged Klingons were not in charge of the Empire. The annals were rewritten to hide the fact that non-ridged Klingons ever existed, for they brought shame upon the Empire by allowing themselves to be so grievously deceived and destroyed by a wily human and a billion fuzzballs.

Now the story is told and known to all. The ridged Klingons have brought the Empire to even greater glory than their predecessors, and have fought many a great and glorious battle, winning them their rightful place in Stovokor: a place where only a few non-ridged Klingons dwell. The honor of Klingons everywhere is intact and the Tribble scourge has been eradicated forever. Long live the Klingon Empire!

Space.com is reporting that at this year's World Science Fiction Convention, taking place in Chicago, 'Galaxy Quest' was presented with a Hugo award for Best Dramatic Presentation. The film managed to beat several high-profile movies, including 'The Matrix', 'Being John Malkovich' and 'The Sixth Sense'.

This was the first time in several years that the recipients of the Best Dramatic Presentation

award were actually there in person. "To be acknowledged by this community is so gratifying," said Gordon at the event. "The script was written as a valentine to the fans, because they are so unappreciated."

Richard Gordon was a co-writer of the popular movie, which went on to gross over \$60 million nationwide.

Activision has announced that 'Star Trek: Invasion', the very first Trek game for Sony's Playstation, is being made available at retail stores throughout the country this week. The game has a suggested retail price of \$39.95, or for \$39.99 at Amazon.com. 'Invasion' places gamers in control of the Federation's prototype single-pilot ships, in which they have to defend the Federation against alien threats and uncover the mystery that has opened a rift in the Beta Quadrant. The player is guided by Lt. Commander Worf, of course voiced by Michael Dorn. More can be found in the official press release.

In addition, Interplay has announced that their real-time strategy game 'Star Trek: New Worlds' is now also available at retail, but they don't mention a recommended retail price (Amazon.com has it for \$39.95). The PC version is out now, the Sega Dreamcast version will be out on the 5th of October. As previously reported, New Worlds offers ground combat using almost all new vehicles, including the Federation Phaser Tank, the Klingon Mobile Disruptor Battery and the Dragon-Wraith Class Romulan Cloaking Tank, as mentioned in the official press release.

About a month ago, when Academy of Television Arts & Sciences announced the list of nominations for this year's Emmy awards, Voyager's prospects were

looking very well. With over seven nominations, including two for the 'Special Visual Effects' category, the show was the genre show with the most nominations. Sadly, now that the Academy has announced the winners in teh Creative Arts categories, it turns out Voyager lost out in all six of the categories in which it was nominated, as you can see in the list below:

'Outstanding Costumes for a Series'

'Muse' lost to the Providence episode 'Syd in Wonderland'

'Outstanding Hairstyling for a Series'

'Dragon's Teeth' lost to 'Saturday Night Live' host Alan Cumming.

'Outstanding Makeup for a Series'

'Ashes to Ashes' lost to the X-Files episode 'Theef'.

'Outstanding Music Composition for a Series'

'Spirit Folk' lost the Xena episode 'Fallen Angel'

'Outstanding Sound Editing for a Series'

'Equinox, Part Two' lost to the Third Watch episode 'Welcome to Camelot'

'Outstanding Special Visual Effects for a Series'

'Life Line' (which many fans expected to be the eventual winner) and 'The Haunting of Deck Twelve' lost to the X-Files episode 'First Person Shooter'

A full list of the actual Trek production staff members who were nominated for these Emmys can be found in this news article at the official Star Trek site from a few months ago. Hopefully they'll have more luck next year.

Little bit of bonus Maximilian news here: Liz Ewen, one of our canadian members, waved and said "Hi". Um. That's it. Flip the page. I Mean it... grrrrrrrrrrr....

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expression?

JF: We wanted something that was . . . because the theory was that technical advancement was so far ahead that building a spaceship was second nature, there was no problem building the ships or it didn't matter how big they were because they had slipstream drives that could take any size craft anywhere.

But the society was also very articulate, very well educated, very artistic, so the ships had to have a very graceful, very beautiful look. So each ship was individual, maybe the battle cruisers were the same design but they all had their own specific look, their own make-up, their own paint job.

So the skin of the ship had to be very graceful and beautiful. We wanted something completely different. It wasn't gonna be like anything before. It didn't have a bridge deck, it didn't have a big set of windows, or engines at the back that smoked and brimstone came out of.

So we pretty much had our free range with the actual de-

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The Mighty Max DVD Section

Star Trek 2: The Wrath of Kahn review courtesy DVDFILE.COM

"Ah, Kirk, my old friend... do you know the old Klingon proverb that says revenge is a dish that is best served cold? It is very cold... in space."

All right... I can't tell you how excited I am to have **Star Trek II** on DVD at last. This is film is, by all accounts, the best of the entire series. It's as good as **Star Trek** gets, and for anyone who thinks science fiction isn't capable of compelling drama, let them watch this film and recant.

Star Trek II: The Wrath of Khan is a clever follow up to one of the original series' best episodes, **Space Seed** (which is also on DVD). In that episode, the Enterprise found an old ship adrift in deep space, full of genetically engineered supermen in suspended animation. It turned out that they were Warlords who almost destroyed the Earth during its Third World War back in the 1990s. They eventually fled the planet to avoid persecution for their crimes. Their leader was Khan Noonien Singh (Ricardo Montalban), and when Captain Kirk and his crew attempted to revive and rescue them, Khan led his men in an attempt to hijack the Enterprise in a bid to conquer the galaxy. But Kirk and Spock managed to foil the effort, and banished Khan and his people a planet called Ceti Alpha V, figuring that at least they could make a life there without harming others.

But such was not the case. Six months after Kahn and his people were left there, a

neighboring planet exploded and changed the climate of Ceti Alpha V, rendering it a wasteland. 15 years pass, and Khan and his people have barely managed to survive. Now he wants revenge against the man he holds responsible - Admiral James T. Kirk. And when the Starship USS Reliant arrives to survey the planet, not realizing that it's Ceti Alpha V, Khan suddenly has the means to extract his vengeance. But the stakes get even higher. Kirk and company are taking the Enterprise on a training cruise, with a batch of Starfleet Academy cadets aboard instead of an experienced crew, so they're badly undermanned. And it turns out that the Reliant was involved in the testing of an experimental device, code-named Genesis, which has unthinkable power to create or destroy. Now that power that is about to fall into Khan's hands, and Kirk and Spock may have to pay the dearest price to stop him.

If there's one important thing to know about drama and conflict, it's that great heroes require great villains. And there has been no better villain, in any incarnation of **Star Trek**, than Khan. Engineered for super intelligence and strength, he's almost impossible to beat. As played by Ricardo Montalban, he's brooding, sly, witty and extremely dangerous. Whatever else you think of Montalban ("Ah yes, Tatoo..."), he's simply amazing here. And William Shatner gives what I think is his best performance in this film as Kirk, matching Khan round for round, and blow for blow.

Nicholas Meyer's direction is perfect, keeping the action

moving with great style and infusing the film with a dark, dangerous atmosphere. This isn't **Star Trek: The Next Generation**, where Starship bridges look like living rooms - this Enterprise is steeped in classic naval tradition, and feels like a ship capable of making peace or war. Hey - it's a tough galaxy. Screenwriter Jack Sowards adds a great measure of dramatic flair and style, with lots of classic literature references in the dialogue. And the musical score by James Horner, who would eventually go on to score **Titanic**, **Braveheart** and **Apollo 13**, is absolutely thrilling. This is rousing stuff.

On DVD, this film looks better than I've ever seen it before at home, in very nice anamorphic widescreen video. It isn't reference quality - owing to the age of the film, no doubt, it does look a bit soft at times and there's plenty of grain visible. There's also a noticeable amount of edge enhancement used. But the colors are vibrant and accurate, and the black levels are excellent. I was also pleased to see very little dust and scratches in the image - this is surprisingly clean looking. I don't know if this was a new print, or if it was digitally cleaned after the transfer or both, but it looks very nice. I'm completely happy with the video.

The Dolby Digital 5.1 audio is also good, although it's not quite as good as some of the more recent **Trek** DVDs have been. The mix is rich in bass, but you won't find quite as many nifty surround sound gimmicks as you might expect. On the other hand, dialogue is clear and when the action

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sign of the ship, but we also wanted something that, because it's so big - the ship is over a mile long - it has to look big on a television screen. Which is very difficult to do. And if you just have a big massive bulk in the frame, you can't see anything around it. So the ship was designed to be able to see around it, to see through it, so that you could see pieces of the ship and still see the background. We had to see star systems and we had to see action happening in the background, we could have the ship in the shot, it would still appear to be very large and we could see the action happening behind it. So we started with some rough drawings, we had some designers come in, we had the production designer, Ken Rable, working on it. The basic shape from the conception pretty much stayed the same. The skinning and the texturing changed dramatically from the initial concept that looked probably a little bit too warlike for what we wanted. We wanted basically a ship that keeps the peace.

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The Mighty Max Games Section

Star Trek: Voyager
ELITE FORCE

KLINGON
ACADEMY

(Continued from page 9)



PREVIEW COURTESY IGN.COM

Can Raven do no wrong when it comes to shooters? First they manage to put a plot and some polished gameplay in what first looked like yet another shooter with the violence turned up to 11 (Soldier of Fortune), and now it looks like they've managed to make a great game out of the Star Trek license, and Voyager no less. We finally got our hands on a build of the game, and I've been playing it more feverishly than a sweaty Trekkie trying to figure out Spock's Tribble calculation formula. Which is to say that I'm enjoying it so much that I can feel my Trek-loving past beginning to peek out through the cracks in my hardened, bitter, "who's Natasha Yar" exterior.

What Raven has done in Elite Force is provide you with what you've always wanted in a Star Trek game, and something that gamers had given up on ever seeing in a ST licensed product — immersive fun. While there have been other Star Trek titles that have emulated the space combat experience well, such as Starfleet Command, none have successfully married great action with a storyline that really captures the essence of what makes (or made, depending on who you ask) Star Trek great. This time around, you get your geek fix with a full helping of technical jargon and "real" locations from Voyager, without sacrificing any of the fun of an action shooter. And Raven takes a page from Half-Life, mixing a bulky episode's worth of storyline in with the gameplay, using FMV, cutscenes, and in-game dialogue to really pull you into the Star Trek universe.

Raven's gaming clairvoyance starts the moment you begin playing by putting you off in the middle of the action, on a reconnaissance mission to rescue some of your fellow crew members who've been captured by the Borg. No giant expository sequences here — you want the Borg, and you won't have to wait. You'll

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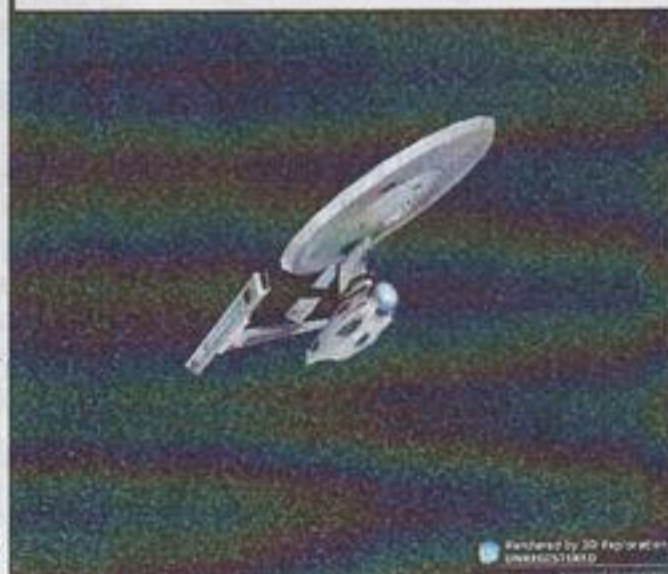
REVIEW COURTESY IGN.COM

Another day, another Star Trek game. Sometimes that's how we feel around here. We haven't done any official studies yet, but I'm willing to bet that Star Trek as a franchise has spawned more games than any other property out there. As a reviewer, you've got to get past whatever feelings you have about the show, good or bad, and get at the actual game itself. And you thought this job was easy... I approached Klingon Academy as a game, *not* as a vehicle for the Star Trek attitude. I like the idea of capital ships fighting for control of empty space. Klingon Academy definitely has that epic feel to it, with lots of gigantic ships twisting and turning around each other in an effort to destroy one another. But to be honest, after playing through the game, I kind of got enthusiastic about the Star Trek aspects. Don't get me wrong, I'm not surgically altering my ears or building a motorized wheelchair with a cardboard box covering it or anything, but I think the game is better *because* of the license.

For some people, the most important thing about this game will be the Star Trek license. For the rest of us, it all boils down to ship control. If the ships aren't any fun to fly, then not all the Birds of Prey in the world can save it. Fortunately, the ship interface is pretty well designed. I prefer using the joystick to control the ship, but you can just as easily use the keyboard or the mouse to steer yourself around. Since you're in command of a capital ship, it's a little different than playing StarLancer or Tachyon. These ships are sluggish and slow and you won't be getting into any dog-fights here.

I also found the ship controls to be pretty versa-

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heats up, you'll definitely hear those rear speakers. This is also a very nicely atmospheric sound mix, and you'll hear that difference from scene to scene, and location to location. Better still, Horner's score has never sounded this good in my living room. Once again, I'm very happy.

As expected, this disc only really disappoints in one area, which is in the extras included. All you get is a theatrical trailer, of average quality. It's one I haven't seen in years though, and it's pretty cool. I do hope that Paramount at some point revisits this film (and all the Trek films) with a DVD special edition. I've got a VHS, off-air recording of this film, as shown on ABC more than a decade ago, and there's some cool extra and extended scenes that I'd love to see in DVD quality. In talking with the studio, I think there IS reason to hope that this might happen in the next few years. In any case, I'm pretty thrilled with this disc as is.

STAR TREK II
THE WRATH OF
KHAN—\$24.99