

THE MIGHTY MAX

The Mighty Max
The Official Newsletter of the USS MAXIMILLIAN, A Star Trek Fan Association

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Free to paid members



www.maximillian.org

Check it out it is up and running, and is being updated on a regular basis

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TALAXIAN COOK OFF



The Second Annual USS COLUMBUS Talaxian cook off was held at the Karl Rd Library on June 15. The categories again

but only one entry each in the



main dish and side dish category. The overall winner this year was Darlene Harper and



this year were: appetizers, side dish, main dish, and dessert. There were several entries in the dessert category and two in the appetizer category,

her RISA dream dessert (it was delicious). Yours truly attempted a complete theme from my Ferengi restaurant T.G.N.I.F. (Thank Grand Nagus It's Ferengi).



Origins 2002 was held last weekend here in downtown Columbus. All the usual vendors were there plus a few other new and crea-



Julie Catlin Brown, Marjorie Monahan all from B5, Kenny Baker from Star Wars, Bill Blair from Star Trek, and John Rheys Davies from Indiana Jones and Lord of the Rings (Gimli). Marvel HeroClix is one the biggest and best games out now, look for there new Mech Warrior version coming soon. Star Trek RPG on page 2. A new LOTR RPG is coming soon



tive game companies. Some media guests that were present were Jason Carter, Richard Biggs, from Decipher.



Admiralty Board

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Morris

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(INGENMAX)
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Dunn

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CDR Manny Medina

Editor

CAPT Sidley Howard

The Mighty Max is the monthly Newsletter of the USS MAXIMILIAN NCC-74997 Star Trek Fan Association. This is a fan publication.

Submissions to the Mighty Max are due on the 1st of every month.

Send submissions to squidtrek@msn.com or

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CMR Manny Medina Treasurer's Report

Treasurers Report

As of July 12, 2002

General fund	\$488.10
Rob's Fund	282.50
JDF Fund	45.00
UN Fund	14.00
Balance	829.60
Deposit	24.00
sub-Total	853.60
Expenses	58.55
New Balance	\$795.05

Deposit

Memberships	24.00
Total	24.00

Expenses	
News Letter	32.05
Ribbon Supplies	26.50
Total	58.55
General fund	\$453.55
Rob's Fund	282.50
JDF Fund	45.00
UN Fund	14.00
New Balance	\$795.05

STAR TREK RPG

Narrator's Guide

The second installment in the new *Star Trek* RPG provides Games Masters with everything needed to establish and run a "series" of roleplaying episodes set in the *Star Trek* universe. The 254-page hard-cover Narrator's Guide, matching the Player's Guide in format, covers episode-building, the Coda rules system for resolving player actions, starship operations and combat rules, plus information on creating your own alien characters, creatures, and worlds.

The Narrator's Guide is now shipping to local retail stores, the Decipher store, and the Star Trek Fan Club store.



Patch



The patches are here and are for sale. We are selling them for \$7 each. This amount covers the actual cost of the patch plus tax plus a small donation. Please get yours soon and encourage others to purchase some as well.

Renewals

August
Robin Goldblum
September
Terry McPherson
Marcus Owens
Barbara Owens

These people need to check with Manny to make sure we have a record of your payment.

Charles Connor
John Chubb
Sidley Howard
Nathan Cobaugh
Mike & Erica Stanley
Cynthia & Ben Ayers
Robin Kulas & family

Your input is needed folks I want to know what you like and dislike about the newsletter. Here is why, if you don't say anything it is going to stay very similar to the way it is now (unless I get a divine inspiration to add stuff here and there), and I want to make sure you get what you want to see and read.

WEB LINKS

www.maximillian.org
www.starbase1.com
www.sfedora.com
www.scifi.com
www.startrek.com
www.trekweb.com
www.trektoday.com
www.treknation.com
www.ds9promenade.com
www.fanmedia.com
www.decipher.com
www.siscom.net/~mmeece/trekdirectory
http://excelsior.iftcommand.com
www.desktopstarships.com
www.stinsv.com

BIRTHDAYS

JUL 02	Brock Peters
JUL 13	Patrick Stewart
JUL 16	Camille Saviola
JUL 26	Nana Visitor
JUL 29	Wil Wheaton
JUL 29	David Warner
JULY 13	Erica Stanley
AUG 5	John Chubb
AUG 5	Sarah Moran
AUG 15	Cynthia Ayers



Hailing Frequencies Open
CAPT Charles Connor

Greetings maxers well Another month has gone by and getting closer to nemesis countdown. Well i went and saw the Lilo And Stitch me movie. I was expecting to be a decent movie and turned out to be and excellent movie the best one Diseny has put out to date. It has all the elements that makea agreat movie. I hope that George L. sees how a really good movie can be made. I certainly enjoyed this film and highly recommend it. Looks like we will have the car wash and the maxiolympics too. hope to see everyone there.

Capt Charles Connor



Declassified Dementia
 Mike Stanley

Declassified Dementia

Greetings fellow acolytes of the Divine Order of our Holy Cause... wait... wrong newsletter, never mind. Howdy! It's nice to be back where I can sit here and proselytize to the masses once again. If only we were a Mirror Universe club, then I could use this article to lay out the propaganda for how I intend to use the Ministry of Intelligence to achieve global domination, but alas all I can do is tell you about more tame stuff :-). So let me begin my tenure as Chief of Intelligence by giving you the following tidbits of Trekdom: If you have a computer, go to startrek.com. Why? You ask. Simple! Only there can you see the most beautiful teaser/trailer for a Star Trek film, ever made (unless you want to go shell out some bucks at the theater to try and see it on the big screen). Enjoy this trailer, for my minions have been giving me mixed reports on the quality of the film itself. Only time will tell.

On another note, filming has begun on the second season of Enterprise. There is a synopsis of the season premiere available at trekweb.com for all of you spoiler junkies out there. All I will say for now is that it should definitely prove to be interesting.

On the gaming front, Decipher, Inc. (who now publishes the Official Trek Fan Club magazine) has released the newest incarnation of the Star Trek Roleplaying Game. I'm happy to say that this is the easiest Trek RPG system ever published, and the first to allow one to explore the entire Trek universe (not just the Starfleet perspective) by using just the main rulebooks. It covers all of the first four Trek series in detail, and also includes some information for playing during the Enterprise era. If you'd like to get more detailed Enterprise gaming material, go purchase the limited edition set of the rulebooks in about a month or so, a limited (i.e. collectible) Enterprise sourcebook will be included in that pack. Admiral Dunn has just informed me that the voices in my head require my immediate attention, so that's all for now, see you next month.

Commander Mike Stanley,
 Chief of Intelligence/Adjutant to His Holiness,
 the Deputy Commissioner/Inspector General/
 Blob-o-Fun



In Theory...
 Erica Stanley

In Theory...

Hi, everyone. First, I'd like to say how nice it is, being back on the ship and getting involved. Now that I've taken up the mantel of Chief Science Officer, I thought it would be a good idea to start including articles relating to scientific topics that may be of interest to the membership. For instance, I found this article on Space.com and I found it quite interesting. I hope you enjoy it as well.
 -Erica-

Flood on Mars Carved Instant Grand Canyon, Researchers Say

By Paul Recer
 Associated Press
 posted: 01:20 pm ET
 21 June 2002

WASHINGTON (AP) — Water roaring out of an over-filled lake carved an instant Grand Canyon — a valley more than mile (1.6 kilometers) deep — on the surface of Mars some 3.5 billion years ago, according to a new analysis of pictures taken by spacecraft. Researchers at the National Air and Space Museum said the flood of water originated from a huge lake — large enough to flood both Texas and California — that overflowed into a nearby impact crater. When that crater filled up, said geologist Ross Irwin, the water eroded away a ridge-like barrier and was sent rampaging across a plain. Within a short time, a deep and wide gully called Ma'adim Vallis was carved from the Martian surface. "Imagine more than five times the volume of water in the Great Lakes being released in a single flood and you'll have a sense of the scale of this event," said Irwin, the first author of a study appearing in the journal Science. The force and volume of the water was enough to carve a valley 6,900 feet (2,070 meters) deep and 550 miles (885 kilometers) long within a matter of months, he said. Irwin said the study presents more evidence that Mars, now a cold, dusty place with water existing only as buried ice, was once wetter and warmer. He said some researchers have estimated that up to 40 percent of the Martian surface could have been covered with water, although that estimate will take more research to confirm. The water is thought to have come from precipitation — rain or snow — from a warm atmosphere. Mars now has only a very thin atmosphere. Irwin said a detailed analysis of pictures from the Mars Global Surveyor show the planet once had a lake that covered more than 424,000 square miles (1.1 million square kilometers) and was more than 3,600 feet (1,080 meters) deep. This lake spilled into and filled up a nearby, 300-mile-wide (500-kilometer) impact crater. A ridge on the edge of the crater gave way, suddenly releasing the flood that carved Ma'adim Vallis, said Irwin. Unlike Arizona's Grand Canyon, which was carved over millions of years by the Colorado River, Ma'adim Vallis was made "within a matter of months, certainly less than a year," said Irwin. The Martian valley has a broad riverbed on its floor, miles (kilometers) in width, in contrast to the relatively narrow riverbed on the floor of the Grand Canyon. If Mars was once so wet, where did all the water go? Irwin said nobody knows for sure, but theories suggest that some of the water was chemically split into its constituent parts, hydrogen and oxygen. The hydrogen could then have escaped to space. The oxygen stayed on Mars, rusting iron minerals and giving the planet its reddish color. Based on recent studies, at least some of the water was frozen and remains on Mars as sort of a permafrost underlying the planet's polar regions.

- 0600-0700 Beginning of rotation/ship secure
- 0700-0800 Systems check on Weapons/efficiency 100%
- 0800-0830 Staff meeting/going over night rotations reports
- 0830-0900 Accessing logs on each deck/no complaints
- 0900-1000 Brig secure/1 cell occupied(see notes)
- 1000-1200 All stations reporting in/routine operations
- 1200-1300 Lunch
- 1300-1600 Bridge Duty(the usual captain's and xo's 'make it so')
- 1600-1700 1st/2nd rotation rollover/minor domestic disputes
- 1700-1730 Dept. Personnel Conduct Review/Beginning of 2nd rotation
- 1730-1830 Staff Debriefing(Brain Picking) End of Daily/Weekly/Monthly Report

Department Notes-

Pinky and the Brain occupy cell 3.
 Brain has attempted to pass Pinky off as a tribble.
 Unfortunately Brain forgot to consider that Tribbles do not eat cheese.
 Ships containment systems isolated him in a confinement beam.
 After reviewing the logs the ship assumed he was a rat.
 Pinky has been returned to cell 3.



Musings From The Puddle Resurrected

Konnichi Wa

07-08-02

Hello

Here I am with another article. I have been very busy trying to organize a Nova Roma event and have nothing to write about. Sorry, I suck. Just call me Loser Blob.

So, I decided to combine my article with Toby's Tidbits.

Well, Hi all...Toby here!

As some of you are probably unaware, Blobbin is my pet Ersedorian. I have been a member of the Max since about '96 when I decided to live in Blobbin's quarters. Since that time I have had many adventures...none of which you are worthy to hear without paying a fair price. Please look for my memoirs on a bookshelf near you soon:
Tales of the Gold Kitty.

Tales of the Gold Kitty chronicles my adventures when I flew a Grumman Goose in the Pacific back before the war. I went on a series of different escapades while based out of Torabora, which was under French rule at the time...but I digress.

I hope you all have a fun time and talk to you next month.

Much paw and fur to you all.

Me, Blobbin, again...As you may have noticed, the persona article has not started yet...my bad. I promise it will start next month.

What Better Way To Say I Love You, Than With A Gift Of A Blobbin



CRITCH'S CORNER; THE RETURN

Critch Starblade AKA
Chris Stephenson

STAR TREK MAXIMILLIAN BEYOND THE FINAL FRONTIER

(Note, this story was originally written in January of 2000, and all personas, including Rob's, are intact as of that date.)

EXTRANORMAL OCCURANCES
STARDATE 53000.0

If you were to lay out a flat map of the Alpha Quadrant, formatting a Three-Dimensional Space into a Two-Dimensional area, then at the leftmost edge of explored space you would find the Archer Observatory. A smaller version of the standard Federation starbase, Formos housed an eclectic mix of cultures, from standard humans on up to the stranger lifeforms, such as the Gorn and the Anticans. Surprisingly, everything had worked out. There were no large disagreements, and there was peace among the many. The Observatory itself functioned as a makeshift listening post primarily, but at times over its long history, it held a number of interesting experiments, many overseen by high-ranking officials in the Federation. But lately, the rush for technology had slowed, and the new center for research was found in Sector 001, where the Pathfinder project was well underway. And at this moment, while many of his officers were celebrating the new year, Admiral Richard Clemson was thinking about how much he would rather be on Earth, contributing something to the cause, instead of just holding down the fort here. Once you got past all the Regulations and by-the-book Nonsense that had made his job all the harder, overseeing the Archer experiments was easy. Sure, he'd had his share of close calls, many of which had vaporized large chunks of the station itself, but that was one of the unfortunate side-effects of working with untested forms of energy. The Archer Experiments had largely coincided with the Pathfinder project, mainly dealing with energies with potentially dangerous consequences should something go wrong. That was why the Observatory was placed so far away from most populated sectors and known space. Less Questions to answer if something goes wrong. Admiral Clemson sighed as he stared at the stars. You just never knew how much you'd miss SKY when you came out this far, he thought to himself. What he wouldn't give for a blue tint to his surroundings, a sun or two in the sky, and a cloud going about its business, flowing by in the endlessness of the atmosphere. He counted the days in his head until his Tour at Archer would end, and he could return to his office at Starfleet Headquarters on Earth. He closed his eyes and imagined the sound of the ocean, the feel of the air blowing against his face. Oh sure, he could sign up for time in the one functioning holodeck that they had, but it just wasn't the same as the real thing. He cursed Admiral Lyon in his head. He didn't care how many stars he had, Lyon was wrong to send him, or any other Admiral out here when there was no good reason for it, at least that he could see himself. If he wanted this place 'overseen' so bad, then let him do it himself, but as for Admiral Richard Carter Clemson, he had more important things to do! As he thought, a voice came over the intercom. "Admiral Clemson?" "Go Ahead" He said gruffly. "Sir. We have a situation down here." "I'm on my way, Clemson out." He sighed. A bunch of Commanders and Captains on this dump and they still got nervous when an Admiral was around. Had to have him look over every little thing. Oh well, at least it would make the time pass. He whistled "I've left my heart in San Francisco" as he walked out of the room. "The War Room", as it was referred to throughout the observatory, was in actuality nothing more than a viewscreen and a few stations, the standard ones, such as Sensors, Communications, and so on. It was here that Clemson entered, walked down the steps, and sat in his chair. He sighed heavily, then turned to the Commander at the Sensors station. "What is this about, Commander?" "Visual", the Commander spoke, and the viewscreen erupted into the sight of space. A dense cloud of gas hovered just to the right of the screen, its reddish hue extending

its light onto the Observatory. The Commander spoke again. "About 15 minutes ago we started registering a gravimetric swirl, but when we went to take a look at it, nothing was there. I ordered regular checks of the area, and just now, we saw this." He turned to the screen. "Magnify quadrant b-53." The view suddenly zoomed in, and it became clear that something was not quite right at work. There was a swirling mass of blue energy, and in the center of it lay nothing. A blackness. Admiral Clemson glanced at the Commander. "What is that?" "Unknown, we've scanned it, thrown a probe at it, even hailed the damn thing. All we know is that it is completely flat, and has no discernible mass or density. I can't even tell you what kind of energy that is." Clemson rubbed his chin. "Does it pose a threat?" "The probe should arrive in a few minutes, we should know more then." The Admiral sat back. "Put the probe on screen, Commander." He thought for a second, then tapped his communicator. "Command Personnel to the war room." As the first group began to enter the room, the probe was nearing the energy swirl. It stopped, and began active scans on the form, as everyone sat, waiting for the results. Captain Barker, the Andorian commandeering the probe, pressed the controls lightly. He looked over his readings, then turned to the Admiral. "Preliminary scans complete sir, they report Nothing. It's as if there isn't anything there." "But there IS something there, push it forward, Captain. I want to see what it is." "Aye, sir." Barker pushed a few buttons, and the probe began to move again, silent and swift through the blackness of space. As it neared the black nothingness in the center, which had a diameter enough to swallow a Galaxy Class Starship, small blue electric sparks began to extend from the surrounding swirl of energy. As they watched, Captain Barker tried to slow down the movement of the probe, but it wasn't having any effect. "Sir, the probe is being drawn into the swirl!" "Call it back, Captain." "No effect, it's like it's in some form of tractor beam!" They watched in awe as the probe entered the black hole of the energy, and disappeared into it. Within a second, there was no sign that the probe had ever been there at all. "Admiral!" The Captain's eyes widened. "I can't find the probe! It's just...Gone!" "Calm down, Captain, it can't be just gone." He was interrupted by the Commander. "Sir, look." The swirl had sped up its rotation, and the black hole in the center was flashing yellow and white. Clemson moved towards the edge of his center seat. "What?" Suddenly, a bright light filled the viewscreen, forcing them all to cover their eyes. After the light had dissipated, they saw the pieces of the probe that had just entered the hole floating around them, destroyed. Clemson stood quickly. "No." As they continued to watch, the swirl began to undulate, twisting and turning in on itself. Then there was another bright light, and as quickly as it had appeared it vanished, leaving only a trace of dust, and an object. The object was in a crystallized shape, and it moved quickly forward, towards the Observatory. Clemson stuttered as he turned to his Comm officer, who was as white as a sheet. "Comm, send an emergency distress signal to Starfleet, no, to Admiral Robert Lyon specifically. Tell him... Tell him that the Starburst point has been breached." The Comm officer, the youngest of the senior staff, frowned. "I don't understand." "Just do it." He said firmly, as he turned back toward the screen, and watched as the crystal approached. It slowed, and then stopped, facing them, as though running a silent scan. As though anticipating the next question, the sensors officer shook his head. "I can't make out any scans." Clemson nodded, and turned back to the Comm officer. As he did so, one shard of the crystal began to light up. Clemson sighed heavily as he asked, "Has the message been sent?" "Yes Admiral." "Good...Good." He sat back in his chair, and closed his eyes. The light from the crystal began to extend towards the Observatory, and as it hit the outer hull, it suddenly began to bubble and melt away. The now superheated Observatory began to break up into space, pieces flying, spinning off into the endless reaches, to float forever. It was an admittedly quick death for all involved, as the crew were disintegrated by the light immediately at the time that it hit the station. As what was left of the once proud Observatory floated off into nothingness, the crystal form floated off a little quicker now, accelerating to Warp 3. There was no hurry, it would get there when it needed to.

STAR TREK MAXIMILLIAN
BEYOND THE FINAL FRONTIER
WILL CONTINUE NEXT MONTH....



Greetings!
Robin
Goldblum
The Past's
Future

As Sasha remembered that, she breathed in deeply. Her quest to find them was almost complete, she thought as she took out the map that had been in the plastic box. Surely they would have medicine to cure her brother of the deadly flu. She carefully looked to make sure the guards who protected the people were gone. A passage was indicated just a few steps ahead and she'd be -

"Aaaahhh!" she screamed as her body fell through protective covering of the Rebel's hideout. She landed with a loud thud on her side, and the breath was knocked from her lungs.

Strong hands grabbed her shoulders and helped her to her feet. Breathlessly, she managed to say, "Help me."

"Of course," the deep voice said and released her. The man's clothes were strange but his smile was very reassuring. He looked at her and a surprised expression crossed his face. "You're from above!"

"Yes, please help me. My brother is sick with the flu. I know you have medicine to cure him," she explained.

He picked up a book marked 'Biology' and led her through a tunnel that extended into the ground. Small boxes on the ceiling released sunlight it must have captured, lighting the way. When Sasha looked back, she saw that the trap she'd fallen through had reset itself. When asked, her companion simply replied, "Optical illusion." After a moment of silent walking, he asked her, "How do you know of us? I thought everyone up there had forgotten."

Sasha handed him the map. "I found that with the truth. Everything was wrong. Technology never should have been given up. I want to—" She stopped mid-sentence for the sight before her stunned her into silence.

The underground cavern was huge. Tall as a skyscraper, wide as a large park, the whole thing lit by artificial light. Part of a town had been built inside and tunnels in the walls extended to other places. This, however, was where the stores were located. Her guide told her to stay at the edge of the tunnel while he went to get what she need from the drug store. Not a word came out of her as her returned and lead her back to the opening above.

"May I come back?" she asked as he handed her the medicine.

"I hope you will. Just don't tell anyone up there where we are. It's a secret," he smiled and helped her out.

As she emerged, Sasha thought to herself, "We are the ones living in the past. They are the future."



*greetings
earthlings*
CAPT Sidley
Howard
SQUICK

Not much to report on this month, we had a death in the family so my attention was else where this past week.

Had a good time at ORIGINS, got to see Gimli (LOTR) John Rheys-Davies, also known for Indian Jones 1 & 3.

Until Next month
Same Trek time
Same Trek channel

SQUICK

Please send any and all correspondence to this address (non e-mail).

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Heath, OH 43056



**Greetings Max
Crew**

LCDR Terry McPherson

I was out of town MARCON weekend, although I didn't want to be, but family comes first. Congratulations on the food and hard work for the Anniversary for Sidley, Marcus, Barb, and Sidley's sister. A job well done. Well thar's all for now.

As always LIVE LONG AND PROSPER.

LCDR Tamok



**News
Flash...**
NATO

Greetings Crew,
As fate would have it, I ran into problems getting to last months meeting, so I can't really report on the mins from the meeting, I would like to say I did get the Scavenger hunt started and for anyone interested You have missed 3 mystery clues and three chances to turn in items.... but don't fret, this game is not about the most items turned in, it more important that you think about what your turning in, as there are bonuses.

Until next time, Nato Signing off.

Conventions

July 12-14, 2002
Shore Leave 24
Baltimore, MD
www.shore-leave.com/

July 26-28, 2002
ScaperCon 2002
Cincinnati Marriott North
Scapercon@blue lady.org
Www.blue lady.org

Nov 1-3, 2002
Ohio Valley Filk Fest
Dublin, OH
www.electricpenguin.com/ovff/

Jan 10-12, 2003
Ohayocon 3
Anime convention
Hilton @ Easton
ohayoconprez@aol.com

UPCOMING EVENTS

- | | |
|---------|---------------------------|
| July 13 | MAX Meeting |
| July 20 | Car Wash |
| | Burger King 161 & Tamarak |
| Aug 10 | MAX meeting |
| Aug 24 | Kings Island |
| | Stringtown |
| | Mcdonalds 7am |
| Sept 14 | Max Meeting |
| Sept 28 | Ren Fest |
| | Stringtown |
| | McDonalds 8am |
| Oct 12 | Max meeting |
| Oct 26 | Halloween Party |
| | Stanley's TBA |
| Nov 9 | Mott's Museum |
| Nov 9 | MAX meeting |

Movies Coming Soon

- | | |
|--------|---------------------------------------|
| 15 Nov | Harry Potter 2 |
| 18 Dec | The Lord of the Rings: The Two Towers |
| 20 Dec | Star Trek Nemesis |

I am now concentrating on talking with the Marcus Cinemas in Pickerinton and Crosswoods. They seems to enjoy having us there at opens. Stayed tuned I'll keep you filled in.



TREK NEWS

STAR TREK NEWS is borrowed directly from the startrek.com news page. No infringement is intended.

07.03.02 Takei, Koenig, Meyer to Speak at "Khan" Anniversary Screening

The American Cinematheque will commemorate the 20th anniversary of "Star Trek II: The Wrath of Khan" with a screening next month in Hollywood to kick off its 3rd Annual Festival of Fantasy, Horror & Science-Fiction.

The film's director, Nicholas Meyer, is scheduled to be on hand to answer questions after the screening, along with actors George Takei ("Sulu") and Walter Koenig ("Chekov").

The event will take place Thursday, August 8, at 7:30 p.m., at the Egyptian Theatre on Hollywood Blvd. For more information, visit the American Cinematheque Web site.

"Star Trek II," widely hailed as one of the best *Star Trek* films, debuted in June of 1982, and was the second motion picture to depict the original *Enterprise* crew. It also reprised Ricardo Montalban as the vengeful "Khan."

Meyer also co-wrote "Star Trek IV: The Voyage Home," and directed and co-wrote "Star Trek VI: The Undiscovered Country."

The Cinematheque is a cultural arts organization that programs year-round specialty film series at the renovated 1922 Egyptian Theatre.



the beginning, be sure to watch the Sci-Fi Channel, beginning Friday, July 12, at 8:00 p.m. ET/PT. (Airtimes may vary, so be sure to check your local listings.) Also, check out the transcript of Piller's recent chat with STAR-TREK.COM.

07.08.02 "Star Trek: Nemesis" First Teaser Poster Hits Lobbies



The countdown to "Star Trek: Nemesis" has officially begun. In addition to the first teaser trailer for the next, tenth *Star Trek* film hitting movie theaters this past weekend, a darkly mysterious one-sheet poster is beaming into theater lobbies, featuring the titular "Nemesis" and the enigmatic tagline: "A Generation's Final Journey Begins." To find out more, fans will just have to wait until "Star Trek: Nemesis" hits theaters December 13.

07.09.02 Hollywood Reporter Celebrates Paramount's 90th Year

A special edition of trade paper *The Hollywood Reporter* hit the stands and the Internet today to celebrate Paramount Pictures' 90th anniversary, and throughout the issue one fact is unavoidable: The studio owes a huge amount of its success to the vision of the future created by Gene Roddenberry.

"Other than MGM/UA's 40-year-old James Bond series, no franchise has come even close to having the longevity and success of *Star Trek*," says one of several articles dedicated to the history of the studio that began life in 1912 as Famous Players Film Co., and today remains



one of Hollywood's "old guard." (Paramount, in fact, is the only major Hollywood studio that still actually resides, geographically, in Hollywood.) The final article of the July 2002 special issue is exclusively devoted to *Star Trek*. The story entitled "Still Boldly Going" begins:

"When then-parent company Gulf + Western Industries dissolved Desilu Prods. into Paramount Pictures in 1967, nobody could have predicted that one of Desilu's less-heralded assets, *Star Trek* — a sci-fi series limping through its second and penultimate season on NBC — would become Paramount's most profitable franchise. The show has spawned four subsequent series to date, a vocal global fan base, a merchandising giant and a succession of big-screen spinoffs — the 10th of which, 'Star Trek: Nemesis,' is scheduled to hit theaters Dec. 13.

"We see no signs of the *Star Trek* franchise weakening," says Rob Friedman, chief operating officer of Paramount Pictures and vice chairman of the Paramount Motion Picture Group. "The new TV show, *Enterprise*, is strong, video sales are strong, and the movies are performing in the \$80 million to \$100 million range."

Another feature titled "Alumni Association — A look behind the scenes at some of the studio's highest-profile endeavours," quotes executive producer Rick Berman:

"When we started developing (*Star Trek: The Next Generation*), one of the biggest stumbling blocks was casting the main role. The original series had become a cult favorite in syndication. All of the Trekkies were very, very skeptical — who was going to step into the shoes of Capt. Kirk? One of my fellow producers, Bob Justman, who had worked on the original series, went to UCLA and saw Patrick Stewart, who was giving a series of lectures on Shakespeare. Bob was extremely impressed, and he brought Gene (Roddenberry) to see him. Gene was totally opposed to it! He was not interested in a bald British man playing Capt. Picard. Justman said, 'When Gene makes up his mind, don't even try to change it.' But I didn't know Gene that well. As we saw more and more actors — we saw hundreds of them — I said, 'Nobody came close to the bald Englishman.' Finally, Gene agreed to meet with Patrick and agreed that nobody was quite as good. When we had Patrick audition for the studio, Gene asked him to wear a toupee, which he did. Luckily, the head of the studio, who knew Patrick was wearing a toupee, said he was wonderful — but lose the wig!"

In the story "Series Business," Berman talks about being asked to join Roddenberry on *TNG*, at a time when "relations between Roddenberry and the studio were not particularly harmonious."

In "Ready for Primetime," Berman adds, "At the time, it was a risky enterprise. It was a syndicated TV show, which was relatively unheard of at the time. It was a sequel, and it was science fiction. If you look at the mid-'80s, there weren't a lot of successful sequels."



07.08.02 Frakes Goes Beyond Belief Plus More Dead Zone

The Sci-Fi Channel is well-known to

Star Trek fans as the current home for *Original Series* episodes, but there are several other Sci-Fi Channel programs featuring *Star Trek* personalities or connections as well.

Debuting tonight is the new nightly show *Beyond Belief: Fact or Fiction*, hosted by Jonathan Frakes ("William Riker," as well as directing "Star Trek: First Contact" and "Star Trek: Insurrection"). *Beyond Belief* relates stories that fall under the heading of mysterious, bizarre, seemingly inexplicable, blending actual occurrences with material created by writers and asking viewers to guess the truth behind what they're seeing. At the end of each episode, Frakes reveals the truth (if it is indeed explainable) behind what the viewers have just seen. *Beyond Belief* premieres tonight on the Sci-Fi Channel at 8:00 p.m. ET/PT.

The Sci-Fi Channel is also featuring rebroadcasts of episodes of the acclaimed new series *The Dead Zone*, featuring a number of *Star Trek* connections (see related article here). So, if you missed a few episodes or want to catch Michael Piller's new show from



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There are worse places to be adrift than a Leviathan graveyard. There are also better places. Hef's mansion comes to mind. But I got pretty lucky among the g h o s t s .

The Leviathan Elack and his old female Pilot were ancient, sleepy and decent enough to offer me a home while they waited for death. I resurrected their DRDs, chugged moonshine, and became an honest-to-goodness mad scientist. Believe it or not, ladies and gents (d r u m r o l l) — I solved the equations for safe wormhole travel. And I did it in the nick of time, because with Elack getting ready to go to the big Starburst in the sky, those numbers represented what would soon be my only available means of transportation. Unfortunately, I guess blowing up other people's wormhole research ("Into the Lion's Den, Part 2: Wolf in Sheep's Clothing") was bad karma, because a tiny alien spacecraft collided with Elack and destroyed all my written notations. As a result, the craft's sole passenger and I didn't hit it off so well when she crawled out of the wreckage to find me pointing Winona at her. Sikoze Svava Shant Sugaysi Shanu (say it five times fast, I triple-dog dare you) was a contractor for The Organization who had been hired by Grudeks to find elderly Leviathans. Why? Because the Grudeks harvest Leviathan Neural Cluster tissue, which apparently gets better with age. This



stuff is called **toubray**, and health-conscious rich aliens fork over massive amounts of currency for a taste o f i t .

Nobody involved cares that the harvesting process kills innocent Leviathans. Sikoze sure didn't. In fact, she'd naively done her job for the Grudeks too well: She discovered the Leviathans' **Sacred Burial Space**, a toubray jackpot. To keep the gold mine to themselves, the Grudeks decided to kill their employee. She made a run for it, and they were right behind her all the way to Elack. The last thing I was gonna do was let these thugs kill helpless old Elack. I woulda been dead long ago if Elack and his Pilot hadn't come along and taken me in. Sikoze helped me... sorta. She had major book smarts about Leviathan physiology, but she'd never set foot on one before. She talked a good game, but mostly she ran around on the ceiling and gave me smart-ass attitude. We laid an ambush for the Grudeks, but just when silence was golden —



Rygel in the Maintenance Bay. They'd learned, the hard way, that our little family is starring on Grayza's

Most Wanted, a show that's become an overnight galactic hit thanks to the **wanted beacons** the Peacekeepers put on every planet, ship and Commerce Station in a 10,000-light-year radius. Pip and Sparky were bruised, beaten and plenty pissed at me over the traumas they'd endured. Chi was disturbingly hostile, and Rygel was eerily nice — relatively speaking. Seeing them made me wonder for the eight millionth time about Aeryn. I have so many questions I need to ask her.



Anyway — at that moment, I was getting a long-overdue shave. Sikoze was cutting a deal with the enemy. Elack was weakening as the Grudeks' harvest progressed, and Cujo's psychotic alien cousin was stalking the corridors. We were facing more than a few technical difficulties in disposing of the Brindz Hound. Worse, the Grudeks were well-armed, they outnumbered us, and Sikoze didn't want to kill her former employers so much as she wanted her job back. Our severed heads would have been a nice bargaining chip in that negotiation. Lucky for her, we clued her in that the head the Grudeks most wanted on a plate was hers.

The plan we came up with relied on Chiana's growing ability to see the world in super slow-mo, which gave her moments of exceptionally clear, detailed sight — paid for afterwards by increasingly long periods of temporary blindness. With Pip's visions, lotsa rope, Sikoze's "help" and some basic physics, we had one shot to save Elack. If we blew it, we'd be a blind Neban, a hacked-up Hynerian and a mad scientist with multiple fractures trapped aboard a dying ship, with no hope of rescue, no chance of escape and no backup plan. It was just like old times.

STAR WARS

Star Wars Unleashed New in 2002!

Jul 09, 2002

These powerful and meticulously designed, artist-interpreted sculptures capture some of the most compelling *Star Wars* characters in their rawest and most electrifying moments. Their innermost emotions and essences are frozen in time with stunning artistry and detail.



Unleashed figures come with their own display base, allowing collectors to put these fantastically crafted characters on exhibit. Already two of these statuesque figures have been released to retail stores.

In the first figure *Jango and Boba Fett* are posed together as father and son rushing into battle. *Jango Fett* is the most dangerous and feared bounty hunter in the galaxy, his son is destined to one day replace him. As father and cloned son, *Jango and Boba*, eagerly move forward into battle, their strength and confidence can

STAR WARS



be seen in their demeanor. *Jango* never backs away from danger but instead storms straight into it, already sure of his ultimate victory. He is fueled by the audacious fear-

lessness that has helped him defeat many enemies and capture the most treacherous of prey. This same anticipation for confrontation blazes in *Jango's* cloned offspring, *Boba*, who, even at a young age, is always ready for battle. The very essence of *Jango and Boba Fett* is depicted in this intricate figure. The second Unleashed figure is truly the embodiment of evil. *Darth Maul* is shown practicing what appears to be his own brand of martial arts, standing amid a fiery flame hoisting his double bladed lightsaber over his head. The distinct skill and grace possessed by *Maul* is captured in the pose. The detailed craftsmanship of this figure is evident; his sinister face shows frightening yellowed eyes and an ominous grimace.



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7	8	9	10	11	12	13 MAX Meeting
14	15	16	17	18	19	20 COLS meeting
21 SCORPION	22	23	24	25	26	27 ASGARD
28	29	30	31			