



THE PRIME MAX



Vol. 15 Issue 04

The Artificially Intelligent Columillian Newsletter of the USS Columillian NCC-724997

2007 April 14



THE MAX FILES

By Commodore Chris Stephenson



Greetings to the crew of the Mighty Max! Or, this month, may I say the Mighty Columillian! Yes, after much discussion, many late nights, and a few bribes, The U.S.S. Maximillian and the U.S.S. Columbus are finally joining forces to take the state by storm, making the first chapter in what we are calling "Robfleet-International!" This new-old joining of heads will finally make us able to move forward in our plans for Nationwide domination of the fandom market. Not just Star Trek groups will fall before our mighty wrath, either. Look out, HP-Ohio! So long, Doctor Who Columbus! It's alcohol-free time, Barfleet! Under new Admiral-Lord Marshall-Batman Isa Gunther, we shall raid and pillage throughout the fleets, leaving no organization unturned in our quest to be the best. After all...there can only be one.

If you've just joined, or have been absorbed, welcome aboard! Now grab a pick-axe, and get to work! We have a long way to go yet, and your Commodore needs more grapes!

Wait for it...

.....

Wait for it...

APRIL FOOLS!

Nope, we're not starting any other organizations, taking over any ships, or placing Isa in charge. It's just our standard April issue, and we needed to blow some steam off as we approach what I have dubbed "The month from hell." With our 15th anniversary fast approaching, a couple of movie events, the Maxolympics to plan, Trek Bowl V, and let us not forget a little thing called MARCON, things are certainly hopping, and we're just trying to catch up!

This month finds us with more membership cards, a New Member Packet (finally), and skit practicing. And by the time you read this, we should have had our first ever New Member Orientation session! So hold on, 15 years here we come!

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March Meeting Minutes

LT Overload Soong-Maddox
Chief of Operations—Records Officer



And now, the March 2007 meeting of the Maximillian! But before we start, THERE ARE FOUR...no wait....SIX BITS!!!!

Now to begin, we introduce the cast and crew of the ship. We have the usual gang of mutants, but wait, there's MORE! Well, as far as crew and guests go. But we'll get to that in a minute or three.

To begin, The captain has updated the website! The Archive is looking spiffy too. As for the newsletter, there are little Bits of art all over the newsletter, the latest chapter of Strength and Darkness, and OH MY GOD CJ NAILED HIS FACE!!!! Newsletter deadline is on the 1st of the month!

And now, first officer hortathing. The ship is developing nicely, and is fully staffed, with a new department starting up, Holodeck Maintenance! Headed up by Rachel and Richard, the Holodeck will archive and produce media and videos of our crazy antics! CJ will also tazer you if you go over your report too long, and pop you like a balloon, and kill you. So if you like to talk., go right ahead and do so. Remember, your demise is Lt. Overload's vast entertainment! :D

And speaking of Overload...THERE SHE IS! OH MY GOD!!!! Yeah, that's RIGHT man....I have Da Records Office Report. Fo' Shizzle Phat. Er something. Anyway, to begin, John Inman had recently passed away at 71. He stole the show "Are You Being Served" with his role as Mr. Humphries. For awhile John Inman was as close to a favourite actor as you can get with me. I don't like actors. For me to admit to having one says something. Needless to say, he will be missed. In brighter news, My 30th birthday is coming up, and Nefaria and I are making a trip to Disney World next month! Magic Kingdom, MGM, and EPCOT will be the main focal points. A more thorough report is to come after I go. :) And speaking of trips, Creation is wacked, and most likely won't bother to aim at recruiting all the TNG castmembers for the Las Vegas convention. Which is kinda dumb, seeing as how they're pimping the show as this HUGE TNG bash and all. Yeesh. Ah well. Regardless, we WILL have fun!!! *shakes fist and everyone and brandishes CJ's laser*

Finally, wrapping up the command staff is T'Purr! She states there is \$580 in general fund, and she also has an announcement about the Operation Feed drive through March and April. Contribute until you drop! More information can be found in the newsletter. (Blobbin Bucks can be given if you donate \$2 to the drive. You KNOW you want Blobbin bucks!!) Also, Maxwear needs people to buy it. It's a good way to represent the ship, and makes a good bowling

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Cassini Images Bizarre Hexagon on Saturn

CMDR C.J. Biro
First Officer / Chief of Xenobiology



Pasadena, Calif. -- An odd, six-sided, honeycomb-shaped feature circling the entire north pole of Saturn has captured the interest of scientists with NASA's Cassini mission.

NASA's Voyager 1 and 2 spacecraft imaged the feature over two decades ago. The fact that it has appeared in Cassini images indicates that it is a long-lived

feature. A second hexagon, significantly darker than the brighter historical feature, is also visible in the Cassini pictures. The spacecraft's visual and infrared mapping spectrometer is the first instrument to capture the entire hexagon feature in one image.

"This is a very strange feature, lying in a precise geometric fashion with six nearly equally straight sides," said Kevin Baines, atmospheric expert and member of Cassini's visual and infrared mapping spectrometer team at NASA's Jet Propulsion Laboratory, Pasadena, Calif. "We've never seen

anything like this on any other planet. Indeed, Saturn's thick atmosphere where circularly-shaped waves and convective cells dominate is perhaps the last place you'd expect to see such a six-sided geometric figure, yet there it is."

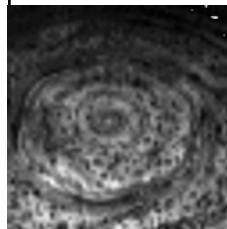
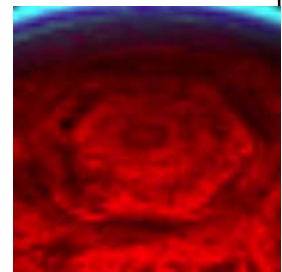
The hexagon is similar to Earth's polar vortex, which has winds blowing in a circular pattern around the polar region. On Saturn, the vortex has a hexagonal rather than circular shape. The hexagon is nearly 25,000 kilometers (15,000 miles) across. Nearly four Earths could fit inside it.

The new images taken in thermal-infrared light show the hexagon extends much deeper down into the atmosphere than previously expected, some 100 kilometers (60 miles) below the cloud tops. A system of clouds lies within the hexagon. The clouds appear to be whipping around the hexagon like cars on a racetrack.

"It's amazing to see such striking differences on opposite ends of Saturn's poles," said Bob Brown, team leader of the Cassini visual and infrared mapping spectrometer, University of Arizona, Tucson. "At the south pole we have what appears to be a hurricane with a giant eye, and at the north pole of Saturn we have this geometric feature, which is completely different."

The Saturn north pole hexagon has not been visible to Cassini's visual cameras, because it's winter in that area, so the hexagon is under the cover of the long polar night, which lasts about 15 years. The infrared mapping

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Cassini Images Bizarre Hexagon on Saturn CONTINUED

(Continued from page 2)

spectrometer can image Saturn in both daytime and nighttime conditions and see deep inside. It imaged the feature with thermal wavelengths near 5 microns (seven times the wavelength visible to the human eye) during a 12-day period beginning on Oct. 30, 2006. As winter wanes over the next two years, the feature may become visible to the visual cameras.

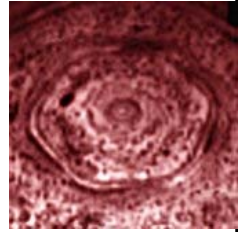
Based on the new images and more information on the depth of the feature, scientists think it is not linked to Saturn's radio emissions or to auroral activity, as once contemplated, even though Saturn's northern aurora lies nearly overhead.

The hexagon appears to have remained fixed with Saturn's rotation rate and axis since first glimpsed by Voyager 26 years ago. The actual rotation rate of Saturn is still uncertain.

"Once we understand its dynamical nature, this long-lived, deep-seated polar hexagon may give us a clue to the true rotation rate of the deep atmosphere and perhaps the interior," added Baines.

The hexagon images and movie, including the north polar auroras are available at: <http://www.nasa.gov/cassini> and <http://saturn.jpl.nasa.gov> and <http://www.vims.lpl.arizona.edu>.

The Cassini-Huygens mission is a cooperative project of NASA, the European Space Agency and the Italian Space Agency. The Jet Propulsion Laboratory, a division of the California Institute of Technology in Pasadena, manages the Cassini-Huygens mission for NASA's Science Mission Directorate, Washington. The Cassini orbiter was designed, developed and assembled at JPL. The Visual and Infrared Mapping Spectrometer team is based at the University of Arizona.



March Meeting Minutes CONTINUED

LT Overload Soong-Maddox
Chief of Operations—Records Officer

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shirt (Critch says more to come later on that one. You betcha!)

And now we go down to Engineering where Squirrely works on badges, and won't be able to make too many meetings in the future. But the badges look pretty as he sits next to Overload and knits them. More to come, but he's got several done already! He's still not making sense, but it's still fun to put his tail in the paper cutter when he's distracted. *innocent look*

Security chief Skrit has a guest appearance by Good Luck Bear. He also plans to start up a Wizard Rock band, and there's a new appearance by Ryan in the Mighty Max Adventures! Also, planning continues on the Anniversary dinner.

Moving on, there's Wing Commander Charlie! The RPG session in February went well! The next game meeting will be when Erica says it is. For this is the meeting that is everyone ELSE'S responsibility!! :D Visiting Robin was also fun, and she will be here for Marcon! We watched the Oscars and popped balloons.

Counselour Lisa has designed a new banner for the Max, and it includes multiple fandoms! Much fun was also had at the Harry and the Potters concert last Sunday with teh Skrit!

After which Todd (Communication) announces the next monthly meal, which will be at Tumbleweeds at 7:30, on the last Wednesday of March! Also, he will be looking reserving a room for the next meeting at MCL Cafeteria.

Our Armoury Chief, John Chubb, started a Best Buy job this week, and he'll be getting a lot of hours for now. However, his minivan needs an overhaul, and his mechanic's father has died. but he has us,



his job, and.....and US! And BOY does his smile look forced right about now...XD And now that the weather is warming up, locales can start being looked at for the movie.

Richard is our AV man. He will be working with Rachel in creating and organizing Max videos.

And we come to Dr. Mike, and no one is dead yet, so he's doing good! That's HIS report. Boo ya!! And he can count to FOUR! :D

Erica is the RPG mastah!! She had fun at the last game, and afterwards, Squirrely, Critch, and Overload stayed after to play star Trek CCG - 2nd Edition. Some-day...we'll finish a mission in less than 6 hours! But for now, we meet every other Thursday at the Guardtower to play with the other card game drones! The next RPG is Mage at the Guardtower at 2 pm on March 24th.

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Final Trek: Scotty goes to space at last

LCDR Susan Moran
Purser / Chief of Science



Monday, April 2, 2007 1:32 PM
Columbus Dispatch

LAS CRUCES, N.M. (AP) -- The ashes of James Doohan, who played chief engineer Montgomery "Scotty" Scott on the original "Star Trek" TV series, have been loaded into a rocket that is set to launch in

New Mexico later this month.

The remains of Doohan, Mercury astronaut Gordon Cooper and some 200 others were loaded into the rocket Friday by Charles Chafer, chief executive of Celestis, a Texas company that contracts with rocket firms to send cremated remains into space.

"And we're ready to go," Chafer said after inserting the silver canister.

Jerry Larson, president of Connecticut-based UP Aerospace Inc., said the rocket will be launched April 28.

Families paid \$495 to have a few grams of their loved one's ashes placed on the rocket.

Chafer said he's aware of the dedication of "Star Trek" fans.

"There's no doubt that we'll find a way to accommodate fans who travel here and want to be part of that experience," he said.

Doohan died in July 2005 at age 85.

The remains of "Star Trek" creator Gene Roddenberry were blasted into space in 1997.

March Meeting Minutes CONTINUED

(Continued from page 3)

The Diplomatic Core is now in place, and the Head Dip is Isa! She's been spreading the word to other organizations. So far, only Context has replied.

Richard Mach Deux says hi, and he's adept at his knowledge of local pr0n shops! Yes, on the Max, we have a little of everything!

Next to him is Will (AKA Commander Santa Claus), who comes bearing sound cards, and software and Europa! And next Saturday is Pancake Day at the Worthington High School.

And my Zenzen..*swoon*..er, I mean Morale Officer Zen is here! :D His job keeps him away from meetings. And his lack of car has limited him as well. So he has Overload and Squirrely to help him get here. GIVE US PROPS YO!!!! And next weekend he may be going to PA to get another Escort from his friend Gretchen! Work also progresses on the Max comic assignments.

OMG RYAN CHECKED HiS EMAIL!!!! Our Transporter Chief's birthday was last week and Critch went to the par-tay! His regulations will be in the next newsletter.

And Jackie is Mike's nurse...and she likes that a lot! (And no doubt, so does he!)

****INTERMISSION: RICHARD WILL NOW ATTEMPT TO GET HIS ARM BURNED FROM CJ'S HORTALASER 3000!! The experiment.....failed. So, back to the meeting****

Guests:

*VICKY FROM THE MAX!!!!!! And Admiral Sal!! Sal says he's in a production next weekend that needs 100 extras to play zombies. So if you want to be a dead thing, show up!

*Alexa is new, and she's been watching us from afar. She's happy to be here, and we're happy to have her!

*Melinda from Starbase is here, and Vulkan is going to let Starbase promote their con! the con is July 13 - 15 (OMG MEETING WEEKEND!!) at the Midwest hotel! Kate Mulgrew, Avery Books, and Cirroc Lofton will attend! She is working on getting tables for the local clubs, and 1500 flyers to be sent. So get the word out! She is also looking to get volunteers to help. starbasecolumbus.com is now up and running thanks to Critch, and they have their first sale....by accident. But that's okay!

*Dan from ConText has returned! And he's brought flyers! And he wants to strengthen ties with the Max and with Vulkan. The con will also be donating money to "First Book", for underprivileged kids. donate items to be auctioned off to raise money for this charity! Woot! Context's next meeting is March 24th at 11 am. (On a side note, Milleni-con is next weekend!)

ADMIRALTY!! Holy CRAP all 3 of them are here!!!

*First up, Elaine! Brandy has been doing activities with the

(Continued on page 5)

It's time to be generous!

It's time again for Operation Feed. The Franklin

County campaign runs from March 14 – April 21. This year anyone who donates \$2 to the Max Operation Feed Campaign will receive a Blobbin Buck. Blobbin Bucks are worth 50cents towards the purchase of Max Snacks or anything from the Max Store. We will be collecting donations at the March and April meetings. Do something nice for people in need and give yourself a treat at the same time. Also the proceeds from Max Snacks for the months of March and April will be donated to the

Max Operation Feed
Campaign.



March Meeting Minutes CONTINUED

LT Overload Soong-Maddox
Chief of Operations—Records Officer

(Continued from page 4)

local church, including mime! :D In other news, Feb 16 her granddaughters' boyfriend's mother was awarded custody. She is supposed to get custody every other weekend, but the mother will not comply.

*Greg will rent Zen from me for \$5 an hour. But in the meantime, we have ideas for the stories!! In May, we will all write our own AU stories featuring the Max. What if we were from Firefly, or if we were Care Bears? Or Timelords?? This will be COOL!!!!

*And finally my favourite prettykitty pal Mattsywattsy mewmewface (OW!! *gets hit*) has Anniversary updates! Mister Isa (AKA Lee) has swords he will donate. Erica will be a swordbearer...and so will OVERLOAD! *MANIACAL LAUGH! POINTY SHINY THING!!!! (gets hit again) OW* The basic formation and music were also discussed. Matt is selling his BITS! And action figures and Trek stuff to buy!

OLD STUFF:

Committees:

*Homefront committee has been churning out membership cards, and 7 of them are done...plus Databit's! Charlie is making new membership certificates. Deadline for this is May, as are the new membership packets.

*Movie treatment is coming on, and is close to getting done. Skrit has the software to do full orchestration.

Other old stuff:

*Monday at Critch and Lisa's is expanding! Since Heroes is on hiatus, 24 is being watched now, and Dr. Who in the interim with a little Torchwood thrown in. Show up at 8:00!

*Dinner at Hometown Buffet was awesome and then he had FUN at Walmart!! But Critch left his car lights on, and had to get jumped by CJ's. Never a dull moment with Walmart, eh?

*March 23rd is the Teenage Mutant Ninja Turtles get together at the Arena Grand at 7:30! Dinner will be at Bucca De Beppo.

***NOTHER INTERMISSION:

ZINGER JUGGLING BY CJ!!**

*Perkins was attended by Lisa, Critch, and CJ. It was cold and attendance was sparse. But we'll try going again in July. More as we get closer to the date.

*The Max Anniversary will ROCK! Speeches, new banner, and MORE!! May 12 at the Mifflin Church in Gahanna! When we're there, we can have fun and Miffle! NOTE: Overload can out-miffle Critch ANYDAY! SUPERIOR!!!

*We don't have a room at Marcon....but that's okay. We have our table and will submit a list of panels. We WILL have Datapalooza. YES. Next meeting is March 25, so get panel ideas to the Cap'n before then! We do have our two tables however, thanks to Isa!! CJ is still planning the scavenger hunt. The voice recording for the skit will be rescheduled to a later date.

*Trek Bowl V: The Final Gutterball will be the last Saturday, April 28, at Momo, though it's cheaper on a Tuesday evening. If Momo2 falls through, we shall find another location. In the meantime, further discussion will take place on the group, and final results will be announced at the next meeting.

New Business:

*CJ got an idea for 24 hours worth of movies. Whoever stays awake the whole time wins a certificate. The marathon will be sometime in November, at whoever's house can hold the most people.

*Ed is arranging a skating event for the ship in mid/late April. Check the group for more details!

*Bowling leagues are being formed for Bowling at Momo's! Once again, check that group folks for more details!

And that's the meeting! Check the....ah, you get the idea. But while YOU check the group, we'll be causing havoc at Teejay's again.

THE END!!!!

UPCOMING EVENTS

**Every Monday at 8...TV night
at the Casa De Critch —
Heroes—24—Doctor Who!**

APRIL

21—Tentative Skit Practice
25—Monthly Dinner (TBA)
28—Viking Festival Away
Mission
29—Trek Bowl V

MAY

4—Spider-Man 3 gettogether
12—Max Meeting 15th
Anniversary Celebration
19—Motor-City Comic Con
19—Morphicon
25, 26, 27—Marcon

AT MARCON

Friday

Opening Ceremony
Japanese Steakhouse
Rocky Horror
Parties

Saturday

“Samurai Deathmatch 9000”
Parties

Sunday

After-Party

Maximillian Panels all weekend

Submissions to the May 2007
edition of the Mighty Max
are due on **May 1, 2007.**

Submit to

Critchstarblade@gmail.com

Or 614-284-4962



MIGHTY MAX Adventures

by **3krit**

THIS MONTH:

A MIRROR
DARKLY?

Incoming Transmission

Critch announces possible alternate realities as part of the Maximillian's expansion into the world of fandom. The crew begins to imagine the possibilities...



So this means that in another reality I am not reall Ersedorian. Hmm, all wise and all knowing Blobbin could actually be Yoda in the Star Wars universe. So what would that make T'Purr? Maybe I could call her Yaddle... Now there's a thought.



Delenn would be a more viable alternative. B5 is a more likely possibility.



Oh come on, I always wanted to be a Wookiee. All you have to do is growl at people and rip their arms off when you lose.

Critch could be Jar Jar Binks, have you ever seen him when he smiles?



I could be a big ball of burning gas. Oh wait, I already am. So would I be Pumbaa? I know what John could be...

Oh ha, ha. I am not TOO LOUD Bear. WHY DOES EVERYONE ASSUME THAT I AM TOO LOUD?



APRIL FOOL! STAY TUNED FOR ANOTHER EXCITING MANIC EPISODE!

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Wing Commander's Report

CAPT Charles Connor
Chief of Damn-Near-Everything



Greetings!

Motor city update: "Feedback" and "Fat ma ma" from "Who wants to be a superhero" will be 2 of the three judges in costume contest there.

Robert Picardo had just been scheduled to appear. definately more TRek stars this year then last.

Ethan Phillips and Robert Picardo will reprise their for Voyager roles for a short play titled "House Calls". that sounds like fun I would definately like to check that out. costs additional 15 bucks but hey how often do yopu get to see your fave "Trek" stars perform live? show starts at 6:30.

Red White and Boom will be tuesday July 3rd. I'll be there to hold a spot. if enough people confirm they will come. Let me know.

Wing Commander Kelvok out!



Security Report

CMDR Nathan Cobaugh
Chief of Security



Tax time is back and one is reminded that the only constant in the universe is the bu-reaucratic mental-ity. Here we are a month away from our anniversary dinner and Marcon.

Tempus Fugit as the Riddler would like to say. The Anniversary dinner will be held at Mifflin Presbyterian Church on 123 Granville St in Gahanna, OH. It is located right off of the freeway of I-670 which turns into 62. Basically I-670 Eastbound into Gahanna or 62 from I-270. Come one, come all. Any members who are coming if they want dessert, please bring a dessert. Food to be prepared by my wife, Sandie. Go Sandie! Drinks, plates, and silverware are usually provided by Critch and/or the command staff. I will be immediately commencing plans for the Xmas dinner so as to be ahead of the game. Usual time of the meeting is when this will take place.

I have finally completed work on another CD, this one is self-titled and is mostly piano music. Elevator music...yeah, but it is a start and I am hoping to have more coming soon. The Maximillian theme is now in the process of being orchestrated and I have a 20 foot gong in my music sampler collection. So, yes, Admirals, there is a gong to be rang for you. (Cue gong).

I have stumbled across one of my favorite sounds, the sound of Trombones doing a riff. (Think Star Wars Ep. 1 at the Gungan ceremony near the end of the movie.) And of course the Timpani, the percussion of the the orchestra. I am just so fired up about this, I cannot wait. I only wish I had more time to spend working on this. Of course, in the process, I know I am stressing Lisa out because I know she wants to spend time with Wizard Rock and get a band together. Sadly, this is what happens when you try to do alot before Marcon. (banging head on computer desk).

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Your Medical Monthly Visitor

CMDR Michael Stanley
Chief Medical Officer



Stress: How to Cope Better With Life's Challenges

What causes stress?

Feelings of stress are caused by the body's instinct to defend itself. This instinct is good in emergencies, such as getting out of the way of a speeding car. But stress can cause physical symptoms if it goes on for too long,

such as in response to life's daily challenges and changes.

When this happens, it's as though your body gets ready to jump out of the way of the car, but you're sitting still. Your body is working overtime, with no place to put all the extra energy. This can make you feel anxious, afraid, worried and uptight.

What changes may be stressful?

Any sort of change can make you feel stressed, even good change. It's not just the change or event itself, but also how you react to it that matters. What's stressful is different for each person. For example, one person may feel stressed by retiring from work, while someone else may not.

Other things that may be stressful include being laid off from your job, your child leaving or returning home, the death of your spouse, divorce or marriage, an illness, an injury, a job promotion, money problems, moving, or having a baby.

Can stress hurt my health?

Stress can cause health problems or make problems worse if you don't learn ways to deal with it. Talk to your family doctor if you think some of your symptoms are caused by stress. It's important to make sure that your symptoms aren't caused by other health problems.

Possible signs of stress

- * Anxiety
- * Back pain
- * Constipation or diarrhea
- * Depression
- * Fatigue
- * Headaches
- * High blood pressure
- * Insomnia
- * Problems with relationships
- * Shortness of breath
- * Stiff neck
- * Upset stomach
- * Weight gain or loss

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Security Report CONTINUED

(Continued from page 7)

The Mighty Max Adventures features a cameo by John Chubb as Too-Loud Bear from the Care Bears universe. Babs and I will be having fun bringing Care Bears around. I only hope John doesn't go crazy when he sees the comic. LOL!

Regretfully, I may not be able to make it to this month's meeting due to scheduling. So in my stead, I will have Critch or someone please remind the crew that the Anniversary dinner is just around the corner and that music production is progressing. Also, an apology to Lisa for making her stress out over practice time. Hopefully, we can work on Wizard Rock through April. TTFN!



Your Medical Monthly Visitor CONTINUED

(Continued from page 8)

What can I do to manage my stress?

The first step is to learn to recognize when you're feeling stressed. Early warning signs of stress include tension in your shoulders and neck, or clenching your hands into fists.

The next step is to choose a way to deal with your stress. One way is to avoid the event or thing that leads to your stress--but often this is not possible. A second way is to change how you react to stress. This is often the best way.

Tips for dealing with stress

- * Don't worry about things you can't control, such as the weather.
- * Prepare to the best of your ability for events you know may be stressful, such as a job interview.
- * Try to look at change as a positive challenge, not as a threat.
- * Work to resolve conflicts with other people.
- * Talk with a trusted friend, family member or counselor.
- * Set realistic goals at home and at work.
- * Exercise on a regular basis.
- * Eat well-balanced meals and get enough sleep.
- * Meditate.
- * Participate in something you don't find stressful, such as sports, social events or hobbies.

Why is exercise useful?

Exercise is a good way to deal with stress because it's a healthy way to relieve your pent-up energy and tension. It also helps you get in better shape, which makes you feel better overall.

What is meditation?

Meditation is a form of guided thought. It can take many forms. You may do it with exercise that uses the same motions over and over, like walking or swimming. You may meditate by practicing relaxation training, by stretching or by breathing deeply.

Relaxation training is easy. Start with one muscle. Hold it tight for a few seconds then relax the muscle. Do this with each of your muscles.

Stretching can also help relieve tension. Roll your head in a gentle circle. Reach toward the ceiling and bend side to side slowly. Roll your shoulders.

Deep, relaxed breathing (see the box to the right) by itself may help relieve stress. This helps you get plenty of oxygen.

(Continued on page 10)

Of Dice and Potato Chips

CMDR Erica Stanley
Chief of Strategic Ops



I'm happy to report that the roleplaying game project has gotten off to a tremendous start. During the Max month of March there were two gaming sessions, with a third one planned for Saturday, April 7.

The first session came from an early announcement of Ryan's Mage: The Awakening campaign. It was held on Saturday, March 17 and was gamemastered by Will. About five members attended the impromptu session.

On Saturday, March 24 Ryan had a character creation/intro session for Mage. In attendance were Chris, Babs, Charles, Mike, myself, Jackie and Zen. Ryan will continue his campaign on April 7 at 2 PM.

Fun was had by all at both games. The next gaming session (after the one on the 7th) will be announced at the meeting.

Three months and counting until Origins! It will take place on July 5-8, 2007 at the Greater Columbus Convention Center. You can still order a pre-registration book by visiting their website at www.originsgames.com. Pre-registration ends on May 25, 2007 and full show passes will be \$10 more at the door.

Until next time, keep those dice rollin'.



Your Medical Monthly Visitor CONTINUED

(Continued from page 9)

If you want more help treating stress symptoms, ask your family doctor for advice.

Steps to deep breathing

- * Lie down on a flat surface.
- * Place a hand on your stomach, just above your navel. Place the other hand on your chest.
- * Breathe in slowly and try to make your stomach rise a little.
- * Hold your breath for a second.
- * Breathe out slowly and let your stomach go back down.

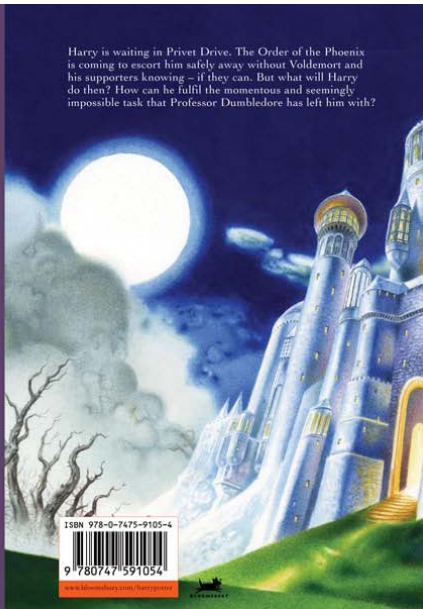
Written by familydoctor.org editorial staff.

Source: American Academy of Family Physicians



J.K. (Joanne Kathleen) Rowling has written fiction since she was a child, and always wanted to be an author. Her parents loved reading, and their house in Chertswold was full of books. In fact, J.K. Rowling wrote her first 'book' at the age of six – a story about a rabbit called Rabbit!

The idea for Harry Potter occurred to J.K. Rowling on the train from Manchester to London, where she says Harry Potter 'just strolled into my head fully formed', and by the time she had arrived at King's Cross, many of the characters had taken shape. During the next five years she outlined the plots for each book and began writing the first in the series, *Harry Potter and the Philosopher's Stone*, which was first published by Bloomsbury in 1997. The other Harry Potter titles: *Harry Potter and the Chamber of Secrets*, *Harry Potter and the Prisoner of Azkaban*, *Harry Potter and the Goblet of Fire*, *Harry Potter and the Order of the Phoenix* and *Harry Potter and the Half-Blood Prince*, followed. J.K. Rowling has also written two other companion books, *Quidditch Through the Ages* and *Fantastic Beasts and Where to Find Them*, in aid of Comic Relief.



Harry is waiting in Privet Drive. The Order of the Phoenix is coming to escort him safely away without Voldemort and his supporters knowing – if they can. But what will Harry do then? How can he fulfil the momentous and seemingly impossible task that Professor Dumbledore has left him with?

ISBN 978-0-7475-9105-4

9 780747 591054

www.bloomsbury.com/harrypotter

HARRY POTTER
and the Deathly Hallows
J.K. ROWLING
BLOOMSBURY

HARRY POTTER and the Deathly Hallows



J.K. ROWLING
BLOOMSBURY

Harry has been burdened with a dark, dangerous and seemingly impossible task: that of locating and destroying Voldemort's remaining Horcruxes. Never has Harry felt so alone, or faced a future so full of shadows. But Harry must somehow find within himself the strength to complete the task he has been given. He must leave the warmth, safety and companionship of The Burrow and follow without fear or hesitation the inexorable path laid out for him ...

In this final, seventh instalment of the *Harry Potter* series, J.K. Rowling unveils in spectacular fashion the answers to the many questions that have been so eagerly awaited. The spellbinding, richly woven narrative, which plunges, twists and turns at a breathtaking pace, confirms the author as a mistress of storytelling, whose books will be read, reread and read again.



£17.99

MAY 2007

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4 Spider-Man 3 Gettogether	5
6	7 TV Get-together	8	9	10	11	12 <i>Max Meeting 15th Anniversary</i>
13	14 TV Get-together	15	16 Rachel Steiner's B-Day	17	18	19 Motor City Comic con Morphicon
20	21 TV Get-together	22 Richard Watson's B-Day	23	24	25 Marcon Japanese Steak- house Gettogether	26 Marcon Skit "Samurai Death- match 9000"
27 Marcon After-Party	28 TV Get-together	29	30 Matt Morris's B-Day	31		

U.S.S. MAXIMILLIAN



There once was a time...

CMDR John Chubb Chief of Armory



I struggled to find something to write about for days.

Weeks even when I wasn't pre-occupied with living and working through everyday life. The thing that had come chief in my mind was something I didn't want to talk about.

I still don't. Largely for two reasons. Reason one I said I would not write another article about it. Reason two, I didn't want to go through another round of pain again.

But from what I didn't want to talk about came something I did.

Looking back in my life I saw Hollywood much like any kid had done. Stars in my eyes. Glitz and glitter. Love and respect-most notably the love. You can never have too much of that especially in today's world.

But what was also there were role models. Heroes that you could look up to and aspire to be. An actor that was a genuine nice guy, or at least played one on TV. An actress that had a loving husband, career and

family. Or at least played one on TV. There was once a time when Hollywood favored the idealist and dreamer. Where Hollywood favored its audience and loved them.

That's not there anymore.

It seems to me that everything in Hollywood has been tossed aside in favor of booze, drugs, plastic surgery, multiple divorces, trips in and out of rehab where someone somewhere might be placing a betting pool on who goes in and who comes out....

...and where respect and love for the audiences that the industry is supposed to cater to has been replaced with contempt, disdain and the love that is generated seems to go for one's own ego instead.

What has happened to us as a people? Where did we get to the point that daring to dream, and daring to shoot for the stars was no longer a cool thing to do? And when shoving people in a locker and laughing about it, or shooting up drugs and downing booze, or finding a number of ways to destroy oneself or another was?

When did we stop looking at the next scientific breakthrough to take us to the stars stop being front page news and seemed to be regulated to being a footnote in newsmagazines at best, back page news at worst? Instead we find the latest shenanigan of Brad and Angelina, or the divorce and drug binges of Britney and K-Fed to be more important?

When did ideals and dreams become replaced with 'gritty realism' and depression? When was it alright to knock someone else down and laugh about it and it was wrong to help someone up and make them feel good?

When was it cool to be bad?

Some will probably have different answers to these questions. Some will say it was 9-11. Some will say it was because Bush was elected.

And some will say we were always that way.

Were we?

I'd rather not think so.

I remember something Billy Joel once said when he was a kid. How the country was in a funk. And how an idealist named John F. Kennedy seemed to turn things around. He inspired imaginations, and he dared to dream.

Then he was taken from us.

And we got Lyndon Johnson. And according to Mr. Joel it was politics as usual.

I'll tell you this right now. I think this country is in so deep a funk that an idealist would have his/her work cut out for them. But the question is 'do we want a new idealist, dreamer or hero?' Someone to help us inspire, dare to dream, and inspire brother(sister)hood amongst us?

Some might say yes. Others

might say no.

I do know that I could use a few feel good moments right about now. For it seems that an industry I once looked up to has taken upon itself to look down on the consumer it has provided for.

That isn't right. At least not in my book.

But then like in the 60's there was 'the British Invasion'. Where groups from England were making it big in America. Groups like the Beatles and the Monkees were taking the world by storm when Elvis was being cast in awful movies.

Now it seems like the British are invading again. Only this time through the annals of Sci-Fi. And we Americans seem to be making crappy movies and shows that would put anything Elvis did to shame, with the exception of Heroes and 24.

Leading this charge is the Time Lord Doctor Who (a childhood favorite of mine), followed by its spinoffs Torchwood, and the Sarah Jane Adventures. There is also possible talk of a K-9 show that would take

(Continued on page 14)



There once was a time... CONTINUED

(Continued from page 12)

place in the distant future. Also appearing is a show called 'Hyperdrive' which Chris has watched on T.V. viewing night with Heroes and 24.

Also coming is a show called 'Starhyke' which is a parody of Star Trek. It stars Claudia Christian, who has moved over to the UK, and the show features a mostly UK cast. I saw a trailer of it on Youtube, and they hope to release it later this year. Check it out on <http://www.starhyke.com>

God I love the British.

Still I can't help but long and yearn for better days still. When dreams and hope were praised and doom and gloom were frowned upon instead of the other way around.

Here's hoping those days come again soon.



Articles of the Federation

*LT Todd Mcdaniel
Chief of Communications*



CHAPTER XV
THEN SU-
PREME-
SECRE-
TARIAT

ARTICLE 97

THE SE-
CRETARIAT

SHALL BE COMPRISED OF A SUPREME-
SECRETARIAT AND

SUCH STAFF AS THE UNITED FEDERATION
MAY REQUIRE. THE SUPREME-
SECRETARIAT

SHALL BE APPOINTED BY THE SUPREME AS-
SEMBLY UPON THE RECOMMENDATION OF
THE FEDERATION COUNCIL, AND SHALL BE
THE CHIEF ADMINISTRATIVE OFFICER OF
THE

UNITED FEDERATION;

ARTICLE 98

THE SUPREME-SECRETARIAT SHALL ACT
IN THAT CAPACITY IN ALL MEETINGS OF
THE SUPREME ASSEMBLY, OF THE FEDERA-
TION COUNCIL, OF THE ECONOMIC AND
SOCIAL COUNCIL, AND THE TRUSTEESHIP
COUNCIL, AND SHALL PERFORM SUCH
OTHER

FUNCTIONS AS ARE ENTRUSTED TO THE SE-
CRETARIAT BY THESE BODIES. THE
SUPREME-SECRETARIAT SHALL MAKE PERI-
ODIC REPORT TO THE SUPREME ASSEMBLY
ON THE WORK OF THE UNITED FEDERATION
OF PLANETS;

ARTICLE 99

THE SUPREME-SECRETARIAT MAY BRING
TO THE ATTENTION OF THE
FEDERATION COUNCIL ANY MATTER WHICH
IN HIS OPINION MAY THREATEN THE
MAINTENANCE OF INTERPLANETARY PEACE
AND SECURITY;

ARTICLE 100

1. IN THE PERFORMANCE OF THEIR DUTIES
THE SUPREME-SECRETARIAT AND THE

(Continued on page 15)

Articles of the Federation CONTINUED

(Continued from page 14)

STAFF SHALL NOT SEEK OR RECEIVE INSTRUCTIONS FROM ANY GOVERNMENT OR FROM ANY OTHER AUTHORITY EXTERNAL TO THE UNITED FEDERATION OF PLANETS. THEY SHALL REFRAIN FROM ANY ACTION WHICH MIGHT REFLECT ON THEIR POSITION AS INTERPLANETARY OFFICIALS RESPONSIBLE ONLY TO THE UNITED FEDERATION;

2. EACH MEMBER OF THE UNITED FEDERATION UNDERTAKES TO RESPECT THE EXCLUSIVELY INTERPLANETARY CHARACTER OF THE RESPONSIBILITIES OF THE SUPREME-SECRETARIAT AND THAT THE STAFF SHALL NOT SEEK TO INFLUENCE THEM IN THE DISCHARGE OF THEIR RESPONSIBILITIES.

ARTICLE 101

1. THE STAFF SHALL BE APPOINTED BY THE SUPREME-SECRETARIAT UNDER REGULATIONS ESTABLISHED BY THE SUPREME ASSEMBLY.

2. APPROPRIATE STAFFS SHALL BE PERMANENTLY ASSIGNED TO THE ECONOMIC AND SOCIAL COUNCIL, THE TRUSTEESHIP COUNCIL AND, AS REQUIRED, TO OTHER BODIES OF THE UNITED FEDERATION. THESE STAFFS SHALL FORM A PART OF THE SECRETARIAT;

3. THE PARAMOUNT CONSIDERATION IN THE EMPLOYMENT OF THE STAFF AND IN THE DETERMINATION OF THE CONDITIONS OF SERVICE SHALL BE THE NECESSITY OF SECURING THE HIGHEST STANDARDS OF EFFICIENCY, COMPETENCE, AND INTEGRITY. DUE REGARD SHALL BE PAID TO THE IMPORTANCE OF RECRUITING THE STAFF ON AS WIDE A GEO-GALACTICAL BASIS AS POSSIBLE.



Science-Fiction News — From Sci-Fi.com!

Is Two-Face In *The Dark Knight*?

Batman Begins writer David Goyer told SCI FI Wire that Harvey Dent will appear in the sequel *The Dark Knight*—but not necessarily his villainous alter ego, Two-Face, as has been reported. "I think Harvey Dent has been mentioned," Goyer said in an interview while promoting his upcoming film *The Invisible*. "I don't know that Two-Face has been mentioned."

Though plot details are top-secret, *The Dark Knight* will reportedly feature the Joker (Heath Ledger) and Dent (Aaron Eckhart) as the nemeses of Batman (Christian Bale). "All I can say is some people raised their eyebrows when they heard there were going to be two villains in the first film [*Batman Begins*], but I think that one worked out just fine," he said.

Goyer added that he and Nolan "spent a long time, a number of weeks, talking before we decided that we could come up with a story that was as exciting, if not more so, than the first one, because we really did not want to let down the fans. We had to figure out a way to top ourselves, and I think we have."

Goyer will receive a "story by" credit on *The Dark Knight*, which he said was a direct result of his commitment to *The Invisible*. "I wrote what you'd call a 'scriptment' with Chris over an accelerated monthlong period, and then we handed it off to his brother, who did the first pass," Goyer said, referring to Jonathan Nolan, who also penned the Christopher Nolan-directed film *The Prestige*. "Jonathan is a very gifted screenwriter in his own right." *The Dark Knight* opens on July 18, 2008. —**Ian Spelling**

Goyer Sells *Green Arrow* Pitch

Batman Begins writer David Goyer told *Wizard* magazine that he's sold Warner Brothers on a new take on the Green Arrow, a classic DC Comics superhero.

"Supermax" is Goyer's take on supervillain incarceration in the DC universe, the magazine reported. Goyer's story

revolves around a wrongly convicted Green Arrow, who is whisked away to the supermax prison for out-of-control heroes and villains, where he's forced to face a number of inmates that he put there.

"He's Green Arrow for the first 10 minutes of the movie, and then he's arrested, and his secret identity is revealed," Goyer told the magazine. "They shave his goatee, and they take his costume and send him to prison for life, and he has to escape. It's like Alcatraz, and he has to team up with, in some cases, some of the very same villains he is responsible for incarcerating in order to get out and clear his name. Of course, tons of people try to kill him while he's in there. We've populated the prison with all sorts of B and C villains from the DC universe. For the fans, there will be all sorts of characters the hardcore comic-book junkies will know, but they're all going to be there under their human names, and no one is wearing a costume, but there will be a lot of characters with powers and things like that."

Alien Suit Nabs \$126.5K

A creature suit designed by H.R. Giger for Ridley Scott's *Alien* garnered the highest bid—\$126,500—and Christopher Reeve's costume from *Superman: The Movie* came in a close second at \$115,000 in an auction of movie memorabilia in Calabasas Hills, Calif., on April 5, the auction house Profiles in History announced.

All told, the auction of movie and TV costumes and memorabilia took in more than \$2 million. Other top-selling items included a "Winkie" guard costume from *The Wizard of Oz* (\$115,000), Val Kilmer's Batman costume from *Batman Forever* (\$63,250), the golden headpiece of the Staff of Ra from *Raiders of the Lost Ark* (\$69,000) and Leonard Nimoy's Spock tunic from the first season of *Star Trek* (\$34,500).

Potter VII Rules Are Strict

The U.S. publisher of the new Harry Potter novel has strict rules for libraries handling the book this summer, includ-

ing limiting the number of employees who handle the book before its July 21 release date, the Associated Press reported.

Libraries must also provide names and contact information for each branch manager, according to the contract from Scholastic Inc.

Harry Potter and the Deathly Hallows is the final book in J.K. Rowling's popular series about the boy wizard.

The contract says failure to keep *Deathly Hallows* under wraps until July 21 could get libraries scratched from future embargoed titles.

Lucas OK With *Indy 4*'s Ford

Indiana Jones 4 producer George Lucas told *USA Today* that he doesn't have a problem with 64-year-old Harrison Ford reprising the role of the action hero.

"He's not running in any of the movies," Lucas told the newspaper. "He's either on a horse or driving a car or a motorcycle. And he'll play his age in this movie with what's appropriate. The chases are more suspenseful than speedy. Like the rolling ball in the first film: It's not that he's running that fast, it's that there's a giant ball coming at him. And he will get beat up, which is a tradition for us."

Lucas, who also is in preproduction on a "bare-bones, action-heavy" *Star Wars* live-action TV series, said there'll still be plenty of action in *Indy 4*, the official title of which he hopes to keep under wraps until the first trailer hits theaters around Thanksgiving.

Sean Connery has yet to sign on as Indiana's father, Dr. Henry Jones, but Lucas said: "We're still trying."

And it wasn't his idea to cast Cate Blanchett as Ford's new leading

Science-Fiction News — From Sci-Fi.com!

lady. "That's who my director wanted, and I always bow to the wishes of my director," Lucas said of Steven Spielberg. "I approved it, because she seemed like a good idea. When I met her at the Academy Awards, I told her, 'Hey, you work for me now!'"

Rhythm & Hues Doing *Hulk* F/X

Rhythm & Hues Studios has been named the lead visual-effects house on *The Incredible Hulk* from Marvel Studios, which is scheduled to start production in June in Toronto, according to *The Hollywood Reporter*.

Louis Leterrier will direct from a script by Stan Lee, Jack Kirby and Zak Penn. Lee also will serve as an executive producer.

The new film will give the Hulk a new look, as the Ang Lee-directed 2003 *Hulk* featured a computer-generated character and visual effects from Industrial Light & Magic.

Rhythm & Hues was selected after several months of research and development that included the creation of a new CG Hulk.

The company is well known for its character animation. For *The Chronicles of Narnia: The Lion, the Witch and the Wardrobe*, the studio's work included the film's well-received CG lion Aslan. Earlier character work included *Babe*, which won an Academy Award for achievement in visual effects.

Maguire Open To *Spidey* 4

Tobey Maguire, who reprises the role of Peter Parker in the upcoming *Spider-Man 3*, told SCI FI Wire in February that he remained open to a fourth film, with reservations. This despite earlier reports that the third webslinger movie would be his last. Maguire is not contractually bound to do a fourth film.

"Well, it's possible that we make another movie," Maguire said in an interview. "It all depends on if there's a story

worth telling. I feel very proud of the three movies that we've made. I feel like the stories all deserve to be told, and, you know, if they come up with a good movie, and the whole team wants to get back together, and we feel like we can make a good movie that's worth making, then I'm up for it."

His co-star, Kirsten Dunst (Mary Jane Watson), echoed the sentiment in a separate interview in February. And for her, it depended on whether or not writer/director Sam Raimi agreed to a fourth installment. "There's an openness at the end [of *Spider-Man 3*], which I like, but ... I feel like this is a trilogy unto itself," she said. "And I think if we venture into a fourth, it will be some time from now and in a new way. Because I don't think Sam can do that: continuing on this same course. I think he needs to venture as an artist and do other things; otherwise, none of us will have anything good to bring to the fourth. So I think we all need to venture out a little bit, and then maybe we'll come back together one day and do another one."

She added: "I would work with Sam on any movie he wanted to work on it with me, because I just adore that man."

For his part, Raimi hasn't said one way or another whether he'd do another movie. Producer Avi Arad has been quoted as saying he'd move ahead with a fourth *Spider-Man* with or without Maguire. *Spider-Man 3* opens May 4.
—*Patrick Lee, News Editor*

Original K.I.T.T. Is Up For Sale

K.I.T.T., the talking muscle car from the 1980s TV show *Knight Rider*, is up for sale, the Associated Press reported. Restored to its debut-season glory, the modified black 1982 Pontiac Trans Am is offered at \$149,995 at a Dublin, Calif., auto dealership. Johnny "Vette" Verhoek of Kassabian Motors has had the car, the "Knight Industries Two Thousand," on display for about a

month.

This K.I.T.T. is one of four documented picture cars used for close-up shots and scenes where David Hasselhoff, who played Michael Knight in the series, was behind the wheel.

Key features of the car are intact, including the red scanner light on the nose that glows and makes a humming noise. Alas, it doesn't really talk.

Sarandon, Goodman Mull *Speed*

Susan Sarandon and John Goodman are in negotiations to play the parents of Emile Hirsch's title character in *Speed Racer*, the live-action version of the anime TV series being directed by Larry and Andy Wachowski, according to *The Hollywood Reporter*.

Based on the classic 1960s series that was created by anime pioneer Tatsuo Yoshida and retooled for North American audiences, *Speed* follows the adventures of young race-car driver, Speed (Hirsch), and his quest for glory in his thundering, gadget-laden vehicle Mach 5.

The show revolved around Speed's family, and the Wachowskis are being selective about whom they pick for those roles. Goodman is playing Pops, a race-car owner and builder. Sarandon's character is the backbone of the family, as well as the Mach 5 Go Racing Team, the trade paper reported.

Casting is under way for the characters of Speed's girlfriend, Trixie, and his mysterious archrival, Racer X. The plan is for the Wachowskis, who are writing and directing, to shoot in Germany in the summer for a summer 2008 release.

Fin.

SCIENCE FICTION

U.S.S. MAXIMILLIAN

FAN ORGANIZATION

15TH ANNIVERSARY CELEBRATION

5pm Saturday, May 12th, 2007

Mifflin Presbyterian Church 123 Granville St., Gahanna, OH 43230

Contact Chris Stephenson at 614-284-4962 or critchstarblade@gmail.com

Featuring:

—

Flag Ceremony

Reveal of new banner

‘State of the Ship’
speech

Full dinner and dessert

Musical entertainment
provided by the
Maximillian’s own
Nathan Cobaugh

Meet and greet
With the most unique
Crew in the galaxy!

Raffle

Award and promotion
presentation

And much More!

All of this for FREE!

Join us as we celebrate
fifteen years in the past,
and look ahead to the
next fifteen!



You are cordially invited to a unique event: The fifteenth anniversary of the U.S.S. Maximillian!

The Maximillian is Columbus’s premiere independent sci-fi organization, incorporating all things sci-fi and fantasy. With it’s several dozen members, the ‘Mighty Max’ has survived and thrived since it’s humble beginnings. And now we want to celebrate with you!

This year, we are having a celebratory dinner at the Mifflin Presbyterian Church in Gahanna, punctuated by a speech by the commanding officer, a flag ceremony orchestrated by Admiral Matthew Morris, musical entertainment by Nathan Cobaugh, and the reveal of the Maximillian’s new banner. There will also be introductions by all, a look back at our favorite moments with the Max, and a look ahead at our future. Admission to all of this, is FREE!

The Maximillian was founded by Rob Lyon, Gregory Dunn, and Matthew Morris back in 1992 in Marion, Ohio. From it’s start, it set itself apart from the pack, by promising fun and fellowship throughout the fandom, with an emphasis on Star Trek but not ignoring the rest of it all either. Over the years, through the good times and the bad, the Maximillian has grown and grown, from it’s first Captain, Rob Lyon, to it’s latest, Commodore Chris Stephenson. It continues to Reach for the Stars and Grab the future.

If you make one sci-fi event this year, make it the Maximillian’s fifteenth anniversary celebration!

WHO: The U.S.S. Maximillian, your friendly-neighborhood independent sci-fi organization

WHAT: Our Fifteenth Anniversary celebration! Dinner, music, meal, fun! Celebrate with us!

WHERE: Mifflin Presbyterian Church 123 Granville St., Gahanna, OH 43230

WHEN: Saturday, May 12th, 2007 5pm

HOW: Show up! Admission is free!

WHY: Dinner, music, meal, fun! Celebrate with us!



SCIENCE FICTION

U.S.S. MAXIMILLIAN

FAN ORGANIZATION

TREK BOWL V : THE FINAL GUTTER-BALL

1pm Sunday April 29th, 2007

\$15.00

Momo2—2885 Olentangy River Rd Columbus, OH 43202 614-794-0888

Contact Chris Stephenson at 614-284-4962 or critchstarblade@gmail.com

Featuring:

—

3 games of Bowling

Pool Tournament

Poker afterwards

Food and drink

Fellowship with the
fandom community

Certificates and awards

Award and promotion
presentation

And much More!

All of this for \$15!

Join us for an afternoon
of fun, frivolity, and
fandom, hosted by the
U.S.S. Maximillian,
central Ohio's premiere
sci-fi organization.

For more information,
Please visit
[http://
www.maximillian.org](http://www.maximillian.org)

Thanks!



You are cordially invited to a unique event: Trek Bowl V—The Final Gutter Ball

The Maximillian is Columbus's premiere independent sci-fi organization, incorporating all things sci-fi and fantasy. With it's several dozen members, the 'Mighty Max' has survived and thrived since it's humble beginnings. For the past five years, members of the Maximillian have put on a bowling tournament like no other, and this year we want you to be a part of it!

This year, for the first time we are holding it at Momo2, a unique gathering place off of Olentangy River rd. There, we will bowl on lanes reserved for us, Take part in a pool tournament, and even play some poker! You can win certificates and prizes, and enjoy the fellowship of your fellow sci-fi/fantasy fans.

The cost will be \$15.00, which includes 3 games of bowling, entry into all bowling, pool, and poker tournaments, and food and drink.

The Maximillian was founded by Rob Lyon, Gregory Dunn, and Matthew Morris back in 1992 in Marion, Ohio. Over the years, through the good times and the bad, the Maximillian has grown and grown, from it's first Captain, Rob Lyon, to it's latest, Commodore Chris Stephenson. It continues to Reach for the Stars and Grab the future.

WHO: The U.S.S. Maximillian, your friendly-neighborhood independent sci-fi organization

WHAT: Trek Bowl V: The Final Gutter-Ball — Ohio's only Sci-Fi oriented bowling tournament

WHERE: Momo2—2885 Olentangy River Rd Columbus, OH 43202 614-794-0888

WHEN: Sunday April 29, 2007 1pm

HOW: Show up! Admission is \$15.00!



THE MAXIMILLIAN STORE

MAX WEAR

Sports Shirt with Max Logo

5035 CS



S-XL --\$28.00
XXL --\$31.00
XXXL --\$31.50

Logo:

☐ Gold ☐ Black

Registry:

☐ 74997 ☐ 72016

Available colors:

☐ Red/Black ☐ Gold/Black
☐ Orange/Black ☐ Royal Blue/Black
☐ Purple/Black ☐ Kelly/Black

Size: Quantity: Total Price:

Short Sleeve Golf Shirt w/ Logo

437M J



S-XL --\$23.00
XXL --\$25.00
XXXL --\$26.00

Logo:

☐ Gold ☐ Black

Registry:

☐ 74997 ☐ 72016

Available colors:

☐ White ☐ Deep Purple ☐ Light Blue
☐ Birch ☐ Forest Green ☐ Maize
☐ Sports Grey ☐ Gold ☐ Maroon
☐ Black ☐ True Royal ☐ Putty
☐ Orange ☐ Vintage Navy ☐ V Forest
☐ California Blue ☐ Kelly ☐ Putty
☐ True Navy ☐ True Red

Size: Quantity: Total Price:

Long Sleeve Golf Shirt w/ Logo

437ML J



S-XL --\$26.00
XXL --\$27.00
XXXL --\$28.00

Logo:

☐ Gold ☐ Black

Registry:

☐ 74997 ☐ 72016

Available colors:

☐ White
☐ True Royal
☐ True Red
☐ Black
☐ Forest Green
☐ True Navy

Size: Quantity: Total Price:

Jacket 9140

U.S.S. Maximillian on back,
name above pocket, Black
with Gold Lettering

S-XL --\$89.00

XXL --\$91.50

XXXL --\$94.00

Registry:

☐ 74997 ☐ 72016

Size: Quantity: Total Price:

Short Sleeve T-Shirt w/ Logo

29M J



S-XL --\$14.00
XXL --\$14.50
XXXL --\$16.00

Logo:

☐ Gold ☐ Black

Registry:

☐ 74997 ☐ 72016

Available colors:

☐ White ☐ Deep Purple ☐ Light Blue
☐ Birch ☐ Forest Green ☐ Island Yellow
☐ Oxford ☐ Gold ☐ Deep Purple
☐ Black ☐ True Royal ☐ True Red
☐ Orange ☐ Jade ☐ Green Mist
☐ California Blue ☐ Kelly ☐ Aqua
☐ True Navy ☐ True Red ☐ Cyber Pink

Size: Quantity: Total Price:

Long Sleeve T-Shirt w/ Logo

29LS J



S-XL --\$16.00
XXL --\$17.50
XXXL --\$18.00

Logo:

☐ Gold ☐ Black

Registry:

☐ 74997 ☐ 72016

Available colors:

☐ White ☐ True Red
☐ Birch ☐ Light Blue
☐ Oxford ☐ Gold
☐ Black ☐ Maroon
☐ True Navy
☐ Deep Purple
☐ Forest Green

Size: Quantity: Total Price:

Jean Shirt - Short or Long, w/ Logo



☐ Faded Demin

☐ Demin

☐ 74997

☐ 72016

☐ Short Sleeve

☐ Long Sleeve

S-XL --\$24.00

XXL --\$26.00

XXXL --\$28.50

Size: Quantity: Total Price:

Ball Cap Hats



Black Only

Registry:

☐ 74997 ☐ 72016

Wool \$16.50

Mesh \$14.50

Twill \$13.50

Type: Quantity: Total Price:

MAX ITEMS

Needs of the Many
Audio Short Story Part I
\$5.00 Each



Quantity: Total Price:

Sovereign Patches

(2 still available)

\$6.00

Quantity:

Total Price:



Max Business Cards

Info for Card: Name,
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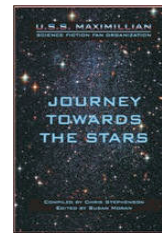
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Strength In Darkness — Chapter 6 Written by Chris Stephenson

Star Trek: Maximillian
Season One – Episode 5
STRENGTH IN DARKNESS

6

What has come before:

On his first mission as commander of the Maximillian, Critch Starblade encounters a Reman warship, en route to Andoria. It's crew in cold storage, they are a suicide ship, sent by Shinzon to strike in a war that would never be fought. Disguising themselves as Romulans, an away team which includes Critch and Admiral T'Kill attempt to get the Remans to reveal if and where the other suicide ships are, and where they are heading. On the Maximillian, an unconscious Tamak awakens, and proceeds to unravel Critch's plan, revealing the crew for who they truly are.

Subcommander S'Rka captures the away team, leaving Commander Jaydin to send Blobbin and Databit on a desperate rescue mission, while Critch, Turock, and the rest of the team stay in a holding cell.

The sensation of the coldness of space rushing over a body is one of the most unique feelings in the universe, although most can never feel it without losing their life or at least placing it in extreme jeopardy. The combination of extreme temperature, to say nothing about the intense pressures present combined to form the most dangerous of places. For an Errsedorian, a being completely comprised of mercury, however, the danger was muted somewhat.

Having been jettisoned out of the *Maximillian* seconds before it warped away, Admiral Blobbin, along with Databit, moved rapidly towards the still Romulan Warbird, obviously having nowhere else important to be. At least Blobbin hoped they didn't. If they did, it'd be a very long wait until the *Maximillian* came back, and he couldn't survive in the exterior of space forever. The word 'blobsicle' came into his mind, and he made a note to write that down later, as it would remind him of 'Bobsicle', and he was sure he'd known

a few ensigns that had ended up that way. Made for good stories, anyway.

He was not able to speak, but he could tell from the small motions that Databit was making that the small android was unharmed, despite being completely submerged inside the mercury form. Blobbin assumed that he was just running tests, and decided he really didn't want to know what was going on, even if it was inside of him.

Being the form of a silver ball at this point, he was not able to change his direction nor velocity much. Therefore, he knew there would be an impact. He tried to aim for a window, so as to sew the seeds of confusion inside the vessel. What would be more confusing then suddenly being struck by a undetectable silver asteroid? Not much, he bet himself. Finding his target, Blobbin formed a small fin, not unlike a shark's, and attempted to steer. He didn't move much, but he didn't have to, and he hit the porthole window deadon. His form spread out a bit from the impact, but he quickly reformed, checked that Databit was okay, grinned at whoever was on the inside, and then rolled away, hoping for the desired effect.

Now it was Databit's turn. The small android, having quite enjoyed the ride, swum towards Blobbin's edge, and walked out. He felt exhilaration, and not a small amount of fear, as this was his first trip outside the ship into space. He knew very few would have this opportunity, so he took in as much as he could. But first and foremost, he did have a job to do. Wordlessly magnetizing his feet, an easy task for him, he began to trod across the ship's hull, Blobbin carefully pudding along behind him.

After about a minute, Databit found what he was looking for. A round wheel denoting an entrance hatch. He turned and pointed, and Blobbin nodded, the cold beginning to effect his motor skills slightly. He wasn't feeling quite as 'up' as he was a few minutes before, and he was starting to slow down. Recognizing the effects of space, Databit hurriedly moved to the wheel and grasped it as best he could with his small hands, and began to push it

around. Blobbin helped, forming two grips, and after an agonizing few moments, the wheel began to move faster, and easier, and finally the hatch popped open. They entered slowly, closing the hatch behind them, and waited for the automatic pressurization cycle to complete. Once that was done, Databit pried the interior door open, and moved inside. Satisfied that the all was clear, Blobbin followed.

Now that everyone was restored to full combat readiness, the duty stations on the ship were restaffed. Once again this vessel was at war, and the Reman Mkalo felt *good*. He knew the odds were highly stacked against them, but they had the tools, and the talent. They were bred for war, and he would be proud to fight and prove it. For now, however, he was merely a tool to be used as his commanders saw fit. So he marched, checking to make sure the ship was as ready to go as it seemed, checking for any sign of malfunction, and doing it proudly.

As he marched, he felt a slight tug on his pant leg. Stopping, he glanced down, and saw something he couldn't understand. A very small man with a pale face. He didn't catch the question, as it was in Federation and Mkalo had no translator of his own, so he just thought that the drink had done bad. He never saw the silver blob drop from the ceiling on his back, forcing him to the ground in a thud.

Databit grabbed the sides of the Reman's face and drove it into the ground twice, until he was satisfied that he was safely uncounscious. Smiling up at Blobbin, who grinned back, they exchanged congratulations, and moved on, Databit saying his first words of the journey.

"I believe that the brig is nearby, one deck down."

"Good, my bunions are burnin'!"

Blobbin sped up, and Databit had to jog to keep up, all the while asking how the Errsedorian could have bunions if he didn't have any

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feet.

The entire away team was now sitting, either on the bunks, or on the floor, listening to Critch and Turock's explanation. Overload shook her head. "Are you sure you just didn't want to see them so bad you just wished them into existence?"

Turock groaned, and Critch put his head in his hands. The Admiral shook his head. "Why haven't you learned yet that when an Admiral says something, it happened?" Critch glanced at him, but thought better of saying something. Turock stood with his back to the brig, facing everyone, as the Remans were ignoring everything that was going on anyway, if they could even understand him. Probably not.

"Look, we're not imagining things here, and we're not giving false hope. We saw Blobbin just there. And I'd appreciate it if we finally got some sort of command respect on this ship for once. I am the commissioner of this vessel, am directly responsible for most of you having the positions that you have, and I..." Turock trailed off when he realized that no one was listening to him anymore. Instead they were simply staring behind him. Turning slowly, he saw about five Reman bodies strewn around the floor, and in the middle of all of them was Blobbin, grinning as broadly as ever, and Databit in a minute karate stance, breathing as though he had just got done doing heavy aerobics.

"Howdy!" Blobbin called as Databit recovered, and jumped up to the door controls, turning off the electric forcefield that kept them prisoner.

Critch was nearly knocked over by Overload, who rushed to her friend, picking him up and hugging him tightly. "I missed you so much! Thank you thank you thank you..." Critch shook an extended fin by Blobbin, while Turock shook his head.

"I told you! I told you we saw him! Why don't you people ever believe me."

Blobbin shrugged. "Past experience I'd reckon."

Turock's face turned angry as Critch turned to him. "Thanks guys."

Okay, We've got the element of surprise back, and we're not too far from their bridge. Do you have some kind of way to contact the Max?"

Databit nodded. "Affirmative. We are awaiting your command."

Critch smiled. "Give us one minute to sew some confusion out there. Then get them here, and we'll finish this." Databit nodded, as the Captain nodded at Kelvok. "A minute of pay-back should be enough." Then he said louder. "We ready?" A chorus of nods. "Then we go. Take 'em down quick, fight together. Move out!" And as they began to move, Critch smirked at Turock. "I'd like to be a great Captain, Admiral. But sometimes, I'll just settle for lucky." One by one they ran out into the hallways, all following their leader, their Captain. They came across two Remans in the hall, and neither one of them was prepared for battle. The team, silent as they could, took them down quickly, and left two unconscious bodies in their wake.

The bridge was quiet. Kimir stood quietly, allowing S'rka to impose his will on the ship. Despite the betrayal, something about these events simply did not sit right with the Reman commander. He wondered if S'rka was right, if he was truly losing his grip. And what a horrible time to lose it, too. Now that they were effectively cut off from all means of support. True, there was a plan, but now they would be forced to put it into play far earlier than they should have to, and he wasn't entirely sure that this ship could take the stress. Still, they would try. Remans would not quit, and the only thing that was going to get him out of commanding this vessel was his own death, and as far as he was concerned, it would take the death of this ship to make that happen.

His thoughts were broken as one of his officers voice was growing louder. "Mkalo...respond, you dog!" Kimir grimaced at him, and the officer felt his gaze and lowered his head. "Apologies, commander...Mkalo does not respond to his call."

Kimir frowned, moving towards his station. "Why would he not respond?" It not making sense in his mind, Kimir tapped the console. "This is Commander Kimir. You will respond!"

Almost as if by cue, the away team chose that minute to enter the bridge. Knowing that this was the last time they could use surprise, they ran in yelling loudly, and quickly attacked the closest Reman to them. Kelvok chose the simple tactic to dispose of his chosen foe, as he punched him once, then executed a nerve pinch that felled him. Overload decided that strength was her best asset, and simply picked up a Reman and threw him at another. "They sound like bowling pins!" She happily yelled, and moved to continue the fight. Turock moved towards Kimir, but was stopped by two Remans, growling. He steadied himself, and moved towards the right most one, blocking a punch from the other one, he kicked at the midsection of his target, sending him flailing backwards. He sent an elbow backwards then, knocking the other one back, and then advanced on the first adversary, who had recovered quickly. Blobbin chose the pratfall routine, forming a puddle and letting his chosen foil slip and fall. Then he enveloped the Reman within his mercury form and couldn't hold himself back from calling out "Have some cancer you Reman bastard!" Databit merely followed behind, making quite sure every Reman that hit the ground stayed there for some time.

Critch looked first for S'rka, and felt a twinge of sadness that his chosen one was nowhere near. He had quickly punched out a miscellaneous Reman, not bothering to hold his strength back, and noticed that this one had a old-style Romulan disruptor.

Turock grappled with his first Reman, pushing him back against the console, and reached up, quickly grabbing his head and bashing it three times against the console,

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knocking him out, falling into a bloody lump on the floor. He turned to a yell and saw the other Reman, recovered from the elbow, rushing towards him with a sharp knife. Before he could react, there was a sound of a disruptor firing, and a pained look came across the Reman's face, before he fell, revealing Critch and his new disruptor behind him. Turock furrowed his brow. "That was mine!"

"You snooze, you lose, Admiral." Critch grinned, even as the western doors opened and a new wave of Remans entered the room, ready for battle. The two looked at each other, and Turock winked. And then alongside Blobbin, Databit, Kelvok and Overload, they continued the fight.

Kimir cursed, and tried to plot an advantageous position. With their superior strength and numbers...no, this was a fight they would lose. There was only one way that this could be called a victory. The ship would have to self-destruct...He reached out to begin the procedure. He should just have enough time to complete it before he was noticed....

BOOM! The sound made the entire bridge shake, and the combatants, Kimir included, fell to the ground painfully. He looked up, seeing the viewscreen, and there, larger than life was the *Sovereign* class starship *Maximillian*, firing freely on the defenseless ship. He knew he had no time now, and he could see a light blinking on the communications station, waiting for someone to answer, to issue terms for surrender. But now there was no choice, and where a lowly Klingon would fight to the end of their life, Kimir did not want to die. He did not believe in honor that strongly. He began to crawl to the station, and was only stopped when a white hot burst of pain moved through his back. Screaming in agony, he looked back to see S'rka, his hand holding the handle of what undoubtedly was a very sharp knife, grinning savagely. "S'rka" Was all Kimir could rasp out.

"Shhhh..." S'rka grinned. "This has been a long time coming...and now our victory is at hand...You will live again, as my servant in the new Reman

empire!" He pulled the knife out, and began the downward slash towards Kimir again, this time to finish the job, but the blade never found its mark. Critch's foot had found S'rka's chest, sending him flying back into a row of consoles. Deeming him harmless, Critch kneeled over the bleeding Reman, and motioned Turock over. As Turock reached him, Critch glanced up, and noted that S'rka had disappeared, nowhere in sight. He stood up, and kept a look out, but it seemed the subcommander had left the battle entirely.

"Admiral...Admiral Turock..." Kimir struggled to get any words out, but if he was to die, than it would be with dignity.

Turock nodded. "I'm here...Commander, you must help us. Innocents will die, another war will begin..."

"Innocents...Innocents always die...in war."

"We're not at war any more, Commander. We are allies!"

Kimir was silent, and Turock thought for sure that he had passed, but suddenly there was another rasping breath. "Console...code 5a...5b...1z...Katar...Katar contingency..." And with that, the body fell still.

Turock looked up. "Captain!"

"On it." Critch jumped to a console and began tapping in the code that Kimir had given. He had no idea what Katar, or a Katar contingency was, but he knew enough that whatever it was was not part of the code. Once he tapped the code in, he saw coordinates. Locations. Ship locations, to be exact. "Admiral, we've got them!" As he said this, a voice came over the intercom. It took a moment for the universal translator to process this, but when it did, it stopped the away team cold.

"Self destruct in thirty seconds... 29...28..."

Critch looked up. "I didn't do it!"

"You're right!" S'rka stepped out of a darkened corridor, and started laughing, as the away team moved towards him. Critch raised an arm.

"No. He wants to die...we've got what we came for." He nodded towards Turock, and Databit tapped his own

badge while climbing up, sitting on Critch's shoulder. Staring at S'rka, not hiding his disgust, Critch spoke to his ship. "Critch to *Maximillian*...get us the hell out of here." The last standing Reman was still laughing when the blue transporter beams faded out.

**TO BE CONCLUDED NEXT
MONTH
THIS TIME I MEAN IT!**

NON-MEMBER SECTION AND CLASSIFIEDS

Tesla Car protection

*Submitted by Kathy Ragsdale
Critch's boss who reads the newsletter*



If you ever thought car security wasn't dramatic enough, this Tesla-coil automobile protector should satisfy your desire for spectacle. Attaching a 4-inch coil to a boom on the roof of his car, Australian Peter Terren created what is no doubt the coolest-looking theft deterrent to ever be built into a motor vehicle. Terren captured the photo above, showing the coil's ring of electricity (which he calls the Eye of Sauron, after the character in *The Lord of the Rings*), with time-lapse photography.

Putting aside for a second that such a security system would be about one one-thousandth legal, the Eye would certainly scare away any casual thieves, though determined ones could probably disable it easily enough (just off the top of my head, pulling down the boom with a rope). Nonetheless, it's definitely the most wicked form of vehicle security we've ever seen — even if it's not as effective as a MagnaVolt. — Peter Pachal



Boston Marathon

Submitted by Marcus "Nato" Owens

OSTON (AP) - Zooming through low-Earth orbit at 17,500 mph, Suni Williams completes the standard marathon distance every 5.4 seconds.

Good thing Rosie Ruiz never thought of that.

Williams is registered for next month's Boston Marathon, even though she'll be stuck on the international space station when the rest of the field lines up for the 111th edition of the race. So the U.S. Navy commander will run the equivalent distance on a treadmill - 210 miles above Earth, and tethered to her track by bungee cords so she doesn't float away.

Not since Ruiz hopped the 'T' to the finish line to accept the winner's wreath in 1980 has a Boston Marathon competitor relied so heavily on public transportation.

"She thought it would be cool if she gave it a try," said Williams' sister, Dina Pandya, who will run the race the traditional way. "She said, 'I'll call you on Heartbreak Hill.'"

Another NASA astronaut, Karen Nyberg, will dodge the potholes from Hopkinton to Boston's Back Bay on April 16 along with Pandya and almost 24,000 other runners. Although the race starts at 10 a.m. EDT on Earth, Williams might not be able to run contemporaneously because her sleep schedule - a fairly arbitrary matter in space - is set for the arrival of a Soyuz mission.

"I'm not sure the timing will be that she'll be awake," Pandya said. "They're going to be on Russian time, so they're kind of sleep-shifting."

Williams qualified for the Boston race by finishing last January's Houston Marathon in 3 hours, 29 minutes, 57 seconds. Pandya didn't sweat the logistics when she signed them both up, but on Dec. 9 Williams took off on the space shuttle Discovery and it became clear she wasn't going to make it to the starting line.

"I considered it a huge honor to qualify, and I didn't want my qualification to expire without giving it a shot," Williams told the Boston Athletic Association, which organizes the oldest of the world's annual marathons.

The BAA offered to send an official entrant's bib and a special finisher's medal - made without lead, per NASA orders - to the space station. But when this month's launch of the shuttle Atlantis was postponed, Williams had to be e-mailed a bib that she can print out; the other souvenirs will have to wait.

Race organizers have cooperated with far-flung endeavors like the "Boston Marathon in Iraq," sending extensive packages of trophies, water bottles and even a finish line tape to the Middle East for three years running. A similar shipment is headed for Kosovo this year.

But this is the first satellite race they've ever had on a satellite.

"The Boston Marathon is the pinnacle achievement for most runners," BAA spokesman Jack Fleming said. "For Suni to choose to run the 26.2 miles in space on Patriots Day is really a tribute to the thousands of marathoners who are running here on Earth. She is pioneering a new frontier in running and in sports with her run, which will truly be out of this world."

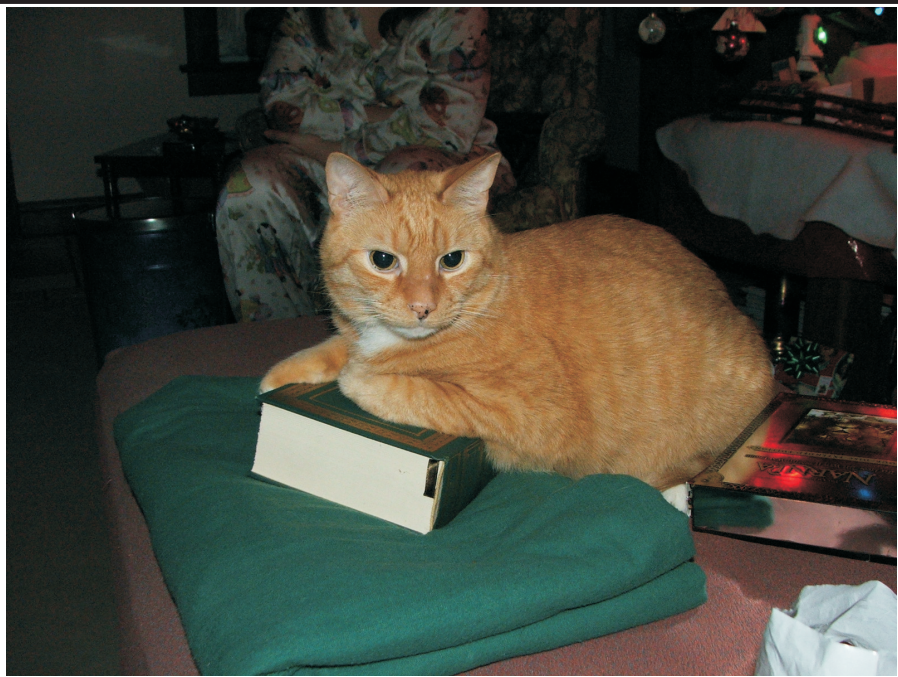
Williams, 41, has run a handful of marathons, and she went through rigorous testing before being blasted into orbit. But three months with little gravity takes a toll on a human, and NASA requires all members of a station crew to exercise on the treadmill, a stationary bike and a resistance machine to maintain bone density and muscle mass.



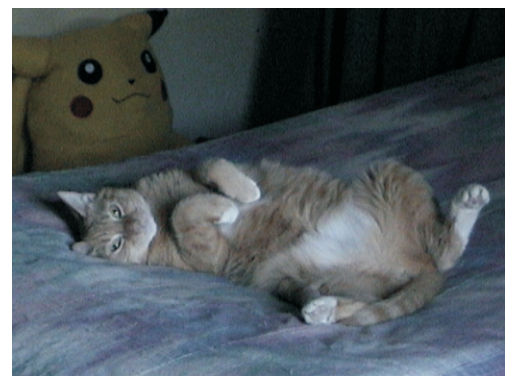
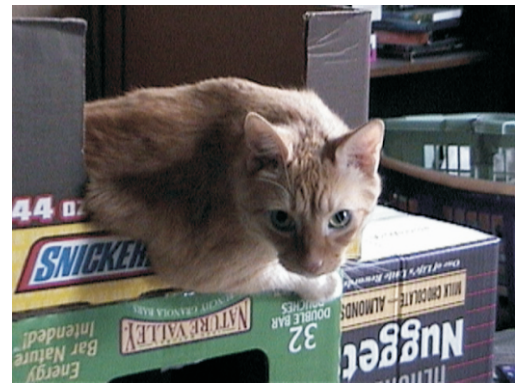
NGC605 - Seen here are bright, blue, newly formed stars that are blowing a cavity in the center of a star-forming region in the Small Magellanic Cloud. At the heart of the star-forming region, lies star cluster NGC 602. The high-energy radiation blazing out from the hot young stars is eroding the outer portions of the nebula from the inside, as the diffuse outer reaches of the nebula prevent the outflows from surmounting away from the cluster. The Small Magellanic Cloud is roughly 200,000 light-years from the Earth.



PAGE OF TOBE



Tobias Jock
Ubercat
Mascot



**THE PRIME MAX
APRIL 2007**

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