



THE MIGHTY MAX

U.S.S. Maximillian (NCC-74997)
Science-Fiction Fan Organization



"Reach for the Stars, and Grab the Future" -Christa McAuliffe, 1986

VOLUME 16, ISSUE 5

May 2008

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Rachel Steiner

The Mighty Max is the monthly newsletter of the U.S.S. Maximillian (NCC-74997) Sci-Fi Fan Organization. This is only a fan publication, not to infringe on any rights, or licenses.

Adventure Has A Name...





From the Command Chair

*CPT CJ Biro
Commanding Officer*

Marcon time is here!

Once again, it's that time of year, for all of us to strut our Maximillian best, and take in the largest sci-fi/fantasy con in the state. We'll be keeping up

with many of our traditions: the recruiting table, the skit, and panel attendance, as well as continuing to add to our participation in a number of other events. I encourage all attending members to give it your all, and enjoy and represent the Max to the convention and guests. This is typically one of our most consistent sources for new members.

This year, I've got a couple surprises for the Max crew who are attending. I've had custom badge ribbons made, that attach to your Marcon Badge, that proudly declare you members of the Max, and for those of us on the quidditch team, Astra Maxima also gets a ribbon. I am still looking for help from crew to man the recruiting table, and I want to take a moment to remind people that while the table is a great place to connect with fellow crew, it's not a storage facility. We have in the past had people deposit items at the table, and it's caused some folks some difficulty, not being able to leave the table for fear of items getting taken or stolen. If you leave something under the Max table, (and I do mean UNDER... no stuff that is not a Max recruiting tool should be left on the table), it is at your own risk. The crew manning the table will not be responsible for item safety at the table. We'd prefer you not store items under the table, but if you must, you're going to be responsible for your own items.

Marcon is a great convention. Take some time to watch some of the movies and video, play some games, have fun at the dance, come cheer us on at the Masquerade, hang out with friends, eat, take pictures, view the artwork, buy stuff in the dealer's room, and party the night away. Be sure to wear your Maxwear if you're not in a costume, and above all, have a good time! I'm looking forward to seeing you all at the convention.

Captain out.

LittleBigPlanet Preview

1Up.com

At Sony's PlayStation Day in London, an early playable version of the quirky creation game [LittleBigPlanet](#) went over well with the crowd -- it seems to be one of those rare games both young and old can enjoy. And online or offline, up to four people can share in the fun simultaneously.

You start out in your space pod -- a personalized hub of sorts. On one end lies a massive Sixaxis controller (or is that the DualShock 3?); through the windows, you can see a huge planet, which is where you'll access the game's story mode -- though much of the details are still under wraps. So far, we know that the story mode will provide ways to unlock new items and act as a tutorial for creation techniques. Next to the planet is a small moon where you'll build your own levels.

The creation tools are incredibly simple, yet powerful. You literally drop into a level, for which you can preselect a theme, and then off you go. (Expect to see some familiar Sony franchise-based themes, like Killzone.) The pop-up interface is simple to use, with numerous options to scroll through split into manageable categories. While it's easy and fun to simply mess around and create an object here or there, you'll want to take the time to plan out your designs in the long run. And though the amount of flexibility you have can be daunting at first -- each

(Continued on page 4)

April Meeting Minutes

*LCDR Babs Magera
Records Officer*



Once again, welcome to the monthly Max meeting! Only..we didn't have a meeting in March due to blizzard conditions, so that brings us to April!

Doesn't look like there are any guests SO.....that brings us to the Command staff!

Captain CJ begins. This newsletter is the March issue due to the Blizzard, so the April issue is pending. Next meeting is at Karl Rd and will be a pot-luck dinner for the Anniversary dinner. There may be two newer recruits in the near future, James and Natalie. The Terminator movie Marathon was successful, and prizes were won! In other news, communication is key! If there are any concerns or problems, by all means contact

(Continued on page 5)

Ashville Viking Festival

Ens. Keith Culbertson
Chief of Diplomatic Core

The Ashville Viking Festival for 2008 started on Friday April 25th at the O'Shaunessy reservoir on the Scioto River. The Norseman, a fiberglass replica of a viking ship that has visited 4 of 5 years for the fest, sailed and was rowed occasionally by many old hands of the Lost Viking Crew as well as many new visitors. The weather held out nicely for us, but there was one little snag---a rope wound into the propeller during a return maneuver, but we fixed the problem and went back out one last time. Most everyone then travelled down to the main park in Ashville where many other folks were preparing for the weekend fun. I pitched in all evening to assist wherever I could and got to know a bunch of new entertainers, vendors and locals who were there.

I slept well enough inside an A-frame tent complete with a period bed up off the ground, then awoke to help with final preparations among the festival grounds. Plenty of food and reuniting briefly with regular participants and then I set up to hold a little gladiator school for all interested parties. Traffic was slow early due to a bit of spitting rain and ominous clouds, but the sky cleared while I did a little shopping among the vendors. After rejoining the re-enactment camp area I began to practice with a few weapons and that started the ball rolling for the rest of the day. Once the first kid battled me, word must have spread quickly to summon more eager student

warriors. I do try to make it clear that I am making a great effort to dispel myths and misunderstandings of combat in movies and such in order to build a very practical martial art system from original medieval resources; in the end, a few do listen, apply techniques and use my advise, but kids and adults alike mostly want a good excuse to bash each other.

Evening entertainment included Bob Ford and several other regular musical guests at the festival while I spent more time chatting with fellow re-enactors and historical enthusiasts and gathered for our fire-pit meals. A wide range from Roman period through 16th century Landsknechts joined sev-

"I slept well enough inside an A-frame tent complete with a period bed up off the ground, then awoke to help with final preparations among the festival

eral predominantly Viking Age campers. As the sole ARMA representative this time around, I mixed around and enjoyed learning from all the other groups there. So many able craftsmen and great stories to share!

The night chilled quite a bit and I took to a warmer sleeping pile on the A-frame again, then awakened early to wash up again for the final day of Fest. I had torn my one o.k. trouserset, so I went hunting for more garb and such through the morning, continuing to visit with many Fest friends I jhave made over the years. Found a great new pair of breeks and finally bought one of the magnificent tunics from a real loomworker who always attends. The soapmakers and blacksmith were especially good to me with a snack and good fellowship before I got back down to the camp.

Several new eager students gathered shortly after I arrived and gladiator school commenced again with great gusto! A few minor nicks, scrapes and bruises were earned by most of these very energetic pupils, but I was much pleased with their intensity and understanding of my instruction this second day. Old friends of mine arrived to enjoy the Fest that day as some had the day before, and these agreed to take me back up to Columbus, so I began to wind down activities earlier than I would have normally. I went up to claim a couple of auction pieces and bid farewell to all the folks I could along the way back to my tent. Packing was swiftly accomplished and the return trip was tight, but gratefully taken. Very tired from sun-drenched, non-stop fight practice and instructing, but satisfied to have had so much fun with so many great folks again. Hope some of you can join me next year!



belly dancers, camel and warhorse rides, wandering valkyries from the calender, The Order of the Rose knights in plate harnesses, metal casting, jewelry making, comedy skits, a pike college, prancing fairie troops, ...

ashvillevikingfest.com

LittleBigPlanet Preview

Continued

object even has its own physics, and you have tons of building tools -- Sony is banking on people investing time and creativity to share their creations with the LittleBigPlanet community.

As further evidence to LittleBigPlanet's flexibility, the PlayStation Eye camera can snap photos for you to use in-game, where you can then manipulate the shots: Blow the photo up, draw on it, and then attach it to an object.

You can put a cardboard box on your character's head and then map a photo onto the box. (Go for those bunny ears you've always dreamed of.) And since every

object has its respective physical property, a flower attached to a character's head will bend as it hits a sturdier object.

Want to create a spider monster? Find a spider sticker from the image bank, slap it on a wall you just drew, and then use the cutting tool to extract the spider. Here's where it gets interesting: You can attach a small "motor" to objects, adding movement. So, you attach the engine onto the spider, which makes it move, and then put it a bin that the player can fall into. Finally, you grant the spider player-damaging attributes, and voilà -- a spider monster.

If you want to go the extra mile, you can attach sound effects (and music) to your objects. Enhancing your newly made spider monster with a creepy sound effect is practically a given, but there seem to be plenty of sounds to choose from. LittleBigPlanet's music library ranges

from eerie Danny Elfman-esque themes to mariachi tunes. To avoid cacophonous levels, it's thankfully possible to set the music so it triggers based on a player's proximity, as well as mute channels if you want to get rid of overly bombastic percussion.

It's frankly mind-boggling what you can create in LittleBigPlanet. We saw a huge wooden fire-breathing dragon chase the cute characters in one demonstration's premade



levels and a racing grounds in another. And players can seemingly reproduce any of those creations using the in-game tools, provided they have the motivation. Several types of "gameplay kits" will allow you to build levels around mechanics such as racing, which basically requires you to set the starting and ending points. You can also designate which objects in the level are collectable for points. Developer Media Molecule's 20-year-old Swedish designer created a skipping game in which you drop off a plank and jump over a spinning rope that twirls faster and faster. The longer you can hold on, the more points you'll score.

What you use the kits and tools to make is up to your imagination -- and that's where LittleBigPlanet's community features come into the picture. Through the game's sharing functionality, you can download user-created objects and levels to either learn from them or to modify and repurpose them for your own uses. Sony tells us the system will work similar to YouTube, with users rating and therefore governing the content, theoretically allowing the most creative pieces to rise to the top. Each piece will clearly denote its creator and even allow you to search for more pieces from the same player. If you find someone whose work you admire, simply "heart" (yes, you read right) the profile to bump up its community visibility. We're certainly anxious to see if LittleBigPlanet earns hearts come October.

SCIENCE FICTION

U.S.S. MAXIMILLIAN

FAN ORGANIZATION

April Meeting Minutes Continued

CJ, either by phone, IM or email.

That done, the floor is turned to Lisa, our First Officer! Open positions: Open staff positions are Counselor, Yeoman, Librarian, Charity Events, Coordinator, and head of Strategic Ops.

Lisa is taking over Newsletter production as Susan is taking a hiatus. Rachel will be trained on production as well, and if there is anyone else who would like to lend a hand, we will be more than happy to train you! And as a reminder, send all monthly submissions to maxsubmissions@gmail.com. Also, if anyone knows anyone else who has a way to color print the newsletters each month, by all means discuss!

AND THEN OVERLOAD HAPPENED!!!!

But for once....I have nothing to report! The horrors of it. Well, not exactly nothing....Vulkon in Columbus has been postponed. There's no word as of yet as to when it's going to be rescheduled. But once it does, you'll all be updated!

The applause dies down, and Erica steps forward with the treasurer report. Balance of the general fund is a tad on the low side and wound up in the red due to the Christmas party. Possible income are upcoming dues, and the return of Max snacks. Other ideas are how to cutting newsletter costs, and doing a pizza event or such to save money and generate more of an income. We can also look into taking donations. And speaking of upcoming dues, there are a few members (including a certain android and squirrel) who need to reup their dues. Said android and squirrel will PayPal those tonight, ah-he. :D
In the meantime, CJ has a brand new digital automated tele-



Laying Down on the Job, Huh?

ARP 148

*LT Todd McDaniel
Chief of Communications*

Arp 148, nicknamed Mayall's object, is the aftermath of an encounter between two galaxies, resulting in a ring-shaped galaxy and a long-tailed companion. The collision between the two parent galaxies produced a shockwave effect that first drew matter into the center and then caused it to propagate outwards in a ring. Arp 148 is located in the constellation Ursa Major, the Great Bear, approximately 500 million light years away.

April Meeting Minutes

*LCDR Babs Magera
Records Officer*

scope that he wants to raffle at a limited 200 ticket drawing at Marcon. Tickets will be sold at the May meeting and up until Marcon itself.

Moving on, we're brought before the Admiralty board:

- *Elaine got a job at a child care centre across the street from where she lives.
- *Blobbin doesn't have anything to report, so we're going to take a break and play with toys!

Department heads:

- *Todd has been absent off and on, due to prostate cancer complications resulting in surgery. But he is now in remission, his last test reading .01 as opposed to 8. In the meantime, Ralph made him blueprints of various starships from the Trek chronology.
- *Kelvok needs to dust all the shuttles, but outside of that, he's looking forward to macron and seeing Robin.
- *Susan reports on Operation Feed, which goes on until June. The Food parade is April 26, and will be at the Columbus Zoo. If you show up at the Zoo with 6 canned goods, you get free admission to the Zoo. The event is at 10:30.

Old business:

- *Marcon: CJ has furnished the Max and the Quid-ditch team with badge ribbons to wear proudly on conbadges! In the meantime, the two tables are reserved for the con.
- Regarding the skit, Richard is finalizing the script, and features the MMORPG phenomenon. Costumes are being built and will be starring CJ, Lisa, Charlie,

(Continued on page 7)

Top 16 Electronic Versions of D&D

Submitted by Lt. Rachel Steiner From Dvice.com
Auxiliary Services

The world of Dungeons & Dragons needs no introduction. Recently, however, the D&D community suffered the loss of one close and dear as the game's co-founder Gary Gygax passed away after battling for some years with heart ailments. But his legacy lives on: What started as a tabletop fantasy role-playing game in the '70s quickly branched out into books, video and arcade games, movies and more. Although PC gamers may think of the tricked-out Forgotten Realms games when they hear D&D, the game has actually went digital decades ago, and has gone deeper and deeper into the tech world ever since.

From the game's first forays into what passed for "computer" gaming 30 years ago to its presence in Second Life, we've mapped out a timeline of the game's evolution from a tabletop classic to an electronic franchise.

1974: dnd

Before personal computers were commonplace, there was *dnd*, which hit at a time when dungeon-crawling games were in their infancy and only passed around in die-hard geek circles. The simple-yet-solid concepts of advancement and treasure looting laid out in the original tabletop version of *Dungeons & Dragons* helped *dnd* catch on where other dungeon sims fell short. It was written in TUTOR code for the PLATO systems by Gary Whisenhunt and Ray Wood at Southern Illinois University, and enjoyed several modifications all the way until 1985.

1980: Dungeons & Dragons Computer Labyrinth Game

Before turning *Dungeons & Dragons* into a handheld (see below), Mattel first transmuted it into a simple electronic board game: there's a dungeon, and it has a dragon in it. The "computer" places 50 walls randomly across the board, and then two players can compete head to head as they try to and hinder each another's advances, searching for the treasure from room to room. Just hope you don't chance upon the dragon — it'll take your warrior apart in only three blows. Unlike in regular *D&D*, death is not the end for a lone warrior, but your opponent will score precious time to find those gold pieces.

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Proud Bowlers



Top 16 Electronic Versions of D&D

Submitted by Lt. Rachel Steiner From Dvice.com
Auxiliary Services

(Continued from page 6)

1981: Mattel's Dungeons and Dragons

Back in the day, portable games didn't have cartridges — they came as a standalone package like this [Mattel unit](#) here. Featuring a state-of-the-art LCD screen and powered by two watch batteries, Mattel's *Dungeons and Dragons* was all action and didn't fool around. As stated on the unit's box, the object of the game is: "Slay the evil dragon as quickly as you can!"

1982: Intellivision Advanced Dungeons and Dragons

While Atari 2600 users had to make do with the awesomely popular, *D&D*-like game [Adventure](#), Intellivision owners got a more official version in [Advanced Dungeons and Dragons](#). It may be surprising to see such young kids playing the game in the above video, but bear in mind this was a year before Tom Hanks flipped out in the movie [Mazes and Monsters](#) and made *D&D* players look like hallucinating suicidal Satanists.

Originally being worked on under the title of "Adventure" until Gygax's company, TSR, licensed the game, *AD&D* was the first Intellivision cartridge to use more than 4,000 bytes of ROM, and featured randomly generated mazes stuffed with monsters, which players searched for new weapons and items as they worked toward the goal of the game: recovering the two pieces of the Crown of Kings. Despite how simple it was, *AD&D* was a taste of early action adventure gaming. It later became known as *Advanced Dungeons and Dragons: Cloudy Mountain* to differentiate it from the next game on our list.

1983: Advanced Dungeons and Dragons: Treasure of Tarmin

(Continued on page 15)

April Meeting Minutes Continued

(Continued from page 5)

Rachel, Richard onstage and including Mike and Erica as voices. And every Sunday there is practice and costume construction at Richard's. Production for the skit is detrimental, due to Marcon being 5 weeks away.

*TV Night schedules are every Monday at Lisa's place @ 8:30 pm. The lineup is the 4th season of Dr. Who and Primeval. In addition, there is a new show suggested by Steve Pompa, the title of which is forthcoming.

*DragonCon: Mailing list is created, see CJ for more details

*New Quidditch starts in Columbus on April 26. There may be a combining of AstraMaxima and one of the other Columbus teams, though we still have a sold group playing.

*Spring/Summer events: Splatterpark (paintball field) is still an option as a group should there be interested.

After June 18, there may be an opportunity to have Trekputt. Trekbowl was a success at Momo2 last year, so will be held at the same location, date forthcoming.

The Maxolympics will be anti-Blobbined since he's Ireland, so Susan and the rest of the ship will improvised and funded that way. The Maxolympics will be the second week in June and will have all the usual games and events.

The Max Bowling league is at HP Lanes starting 6 pm each Sunday and is run by Melody.

(BLOBBIN GO AWAY! He says no.)

July is possibly a good slot for another Movie Marathon, and there will be a vote to narrow it down to 10 movies. There will be awards and two screens running.

*Will's bargain basement: This time, Will has a lesson about navigation or something. o.O But he has stuff to give away so we put up with this. This meeting there's a book on World War 2, and another book on an LA submarine. There's also a fan tape about Dr. who's behind-the-scenes, and the complete works of Velvet Johnson.

New business:

*Monthly dinner location for April will be at City BBQ on Henderson Rd on the last Wednesday of the month.

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April Meeting Minutes *Continued*

(Continued from page 7)

AND FINALLY! Dinner tonight will be at Friendly's.

Meeting adjourned! :D



The Terminator Movie Marathon was held to catch current members up on the mythology of the series, to better understand Terminator: The Sarah Connor Chronicles, which is viewed at TV Nights when new episodes are aired. The event was well-received, except for Terminator 3, which was so awful it made Lisa cry.

Star Trek Tour—Submitted by Todd McDaniel

The Star Trek Tour s scheduled to come to Cincinnati and Cleveland, sometime in the next 5 years. SEE Touring Productions, the company doing the tour, does not have a firm schedule yet. You can either keep checking back to the Star Trek web site, or, someplace you have free long distance minutes, you can call 1-323-957-4300. You may also check out

www.SEEtouring.com



Context 21 is September 26 - 18, 2008, at the new Ramada Plaza on Sinclair Rd. The Ramada is the same hotel as last year, just under new management and renovated. The web-site for Context is www.contextsf.org and is updated often. The Author Guest of Honor is **Tanya Huff**, the creator of "Blood Ties", the hit series on Lifetime about a vampire, the undead illegitimate son of Henry the Eighth, who helps a private detective solve supernatural mysteries. She also has many other books in print on a variety of topics including the Keeper's Chronicles. The Horror Guest of Honor is **Brian Keene**, a very popular horror writer with books like Ghoul, The Rising and Dark Hollow. The Science Guest of Honor is **Jeannine Davis-Kimball**, the anthropologist / archeologist who discovered the real life Amazons. She had a special on PBS about her discoveries. Our Editor Guest of Honor is **Paula Guran** of Juno Press, the editor of several of the program participants. Context has many, many program participants and dealers and authors and publishers for this year. We are expecting an even bigger crowd this year as interest in Context just keeps growing. We are always looking for people to help run Context, both at Con and on the committee. If you are interested please contact me.

Dan Young, Lt. J.G. Context 21 vice-chair and programming chair wolf110355@aol.com

Moonlight Fans Draw Blood

SciFi.com

Fans of CBS' *Moonlight* are teaming with the Red Cross in a campaign to save the vampire drama by mounting a nationwide blood drive, according to *The Hollywood Reporter*.

"Fans are rallying in an online protest at *YouChoose.net* and claim that more than 3,000 fans have pledged to donate a pint, the trade paper reported."

Fans are rallying in an online protest at *YouChoose.net* and claim that more than 3,000 fans have pledged to donate a pint, the trade paper reported.

Moonlight star Alex O'Loughlin has been so moved by fans' efforts that sources close to the series told the paper that he is becoming a spokesman for the Red Cross. The spokesperson position will be announced this week.

But *Moonlight* isn't in any imminent danger of cancellation. Although modestly rated, the show is considered very likely to receive a pickup for the fall. *Moonlight* still has four original episodes set to air when it returns April 25, so there's plenty of time for CBS to mull its fate.

The fan intensity could be wearying for CBS. The network just finished extinguishing a yearlong fan uprising about its other ratings-challenged cult drama, *Jericho*, which the network canceled last month.



Lisa strategizes during the Quidditch game with her lucky rainbow socks

MIGHTY MAX Adventures

by **3krit**

THIS MONTH:

FADE IN
STARBLADE

Okay, so we are sent out to the galactic rim to investigate gravimetric fields in the hopes that we can discover something about when this galaxy will collide with others in a few billion years?



That would be correct. I don't understand it either. The one thing you can always count on is the bureaucratic mentality of Starfleet.

Captain's Office



I seem to recall that in the 20th century they called these things black holes? That is too funny...



Skrit, you would actually be surprised to know that they still would call them that in the 21st.



I am definitely picking a slight distortion from the gravimetric fields in this region, and I picking up some tachyon particles.



I will be in engineering if you need me, this will prove interesting.



The distortion I am monitoring is attracted to our warp signature, reading a high concentration of tachyons coming from engineering...peculiar..



I am Critch Starblade. I come from the 23rd century.




TUNE IN NEXT MONTH AS OUR STORY CONTINUES...

Happy Anniversary!

Brought to you by
Our next Productions

THE ROCKY HORROR PICTURE SHOW



GIVE YOURSELF OVER
TO ABSOLUTE PLEASURE

THE FISHNET MAFIA INVITES YOU TO
COME UP TO THE LAB, AND SEE WHAT'S
ON THE SLAB

Fri. May 23, 2008
The Rocky Horror Picture Show
9:00pm at MARCon 43
Admission: Free with convention registration

Keep checking our website for news and
updates
<http://www.columbusrockylive.org>

I SEE YOU SHIVER WITH ANTICI.....PATION



The new command staff at the April meeting.

June 2008

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2 TV Night	3	4	5	6	7
8	9 TV Night	10	11	12	13	14 Maxolympics Quidditch game at 2PM Park of Roses
15	16 TV Night	17	18	19	20	21 USS Columbus Meeting USS Asgard Meeting
22	23 TV Night	24	25 Monthly Dinner	26	27	28
29	30 TV Night					



SCIENCE FICTION

U.S.S. MAXIMILLIAN

FAN ORGANIZATION

Upcoming Events

Every Sunday at 5:30...Max Bowling league! High Performance Lanes, 2012 Innis Rd.

Every Monday at 8:30...TV night. Jekyll, Sarah Connor Chronicles, Torchwood, and other genre shows!

May 23 - Rocky Horror at MarCon

May 10 - USS Maximillian meeting at the Karl Road Library — 5:15 PM

May 17 - USS Asgard Meeting at Fairfield County District Library — 2PM
USS Columbus Meeting at Karl Rd Library — 5PM

May 28 - Monthly Dinner—Place to be determined— 7:30



Fan of Harry Potter?

Want a chance to experience a fun, fast paced, and exciting bit of the Harry Potter lore? Come play Quidditch for the USS Maximillian team, **AstraMaxima**, Part of the Ohio Quidditch League!

It's more fun than a box of Bernie Bots Every Flavor Beans and a case of house elves!

See your team captains,
Cmdr. Lisa Lombardi,
or Adm. Greg Dunn
for details!



Candidates still needed for the following Ship Positions

Ship's Librarian

Command Staff Yeoman

Counselor

Charity Events
Coordinator

Submissions for the June 2008 edition of the Mighty Max are due on **June 1, 2008**. Submit to **Maxsubmissions@gmail.com**

Of Dollars and Cents

CMDR Erica Stanley
Purser



Hi, all. Here are the totals after the April meeting. There are no expenses to report at this time.

Total Balance: \$513.83

General Fund: \$60.29

Charity Fund: \$453.54

Renewed Memberships (\$20.00 at the April meeting)

Todd McDaniel

Susan Moran

Memberships Due within 3 months

Joseph Brown-May

Belle Bushman-July

Craig Bushman-July

Kristin Bushman-July

John Chubb-May

Nathan Cobaugh-July

Carol Conquest-July

Keith Culbertson-June

Robin Goldblum-May

Gavin Haire-May

Mary Haire-May

Tom Haire-May

Tommy Haire-May

Mark Hamilton-May

Red Nienkirchen-May

Cora Rawlings-June

Nicole Reiter-July

Jasmine Rice-July

Jackie Roach-June

Natalie Ryan-July

Melody Senters-July

Gabe Soloman-June

Rachel Steiner-June

Ryan Stump-June

Sean Synder-May

Richard Watson-June

Jim Yoder-May

Memberships Past Due (2008 unless noted)

Dominique Black-April

Al Chavez-April

Linda Lizard-March

Sal Lizard-March

Babs Magera-March

Steven Pompa-April

Vicki Stewart-March

Jamie "Squirrely" Wilmoth-April

Dan Young-April

May Birthdays

Rachel Steiner-May 16

Richard Watson-May 22

Matt Morris-May 30



Showdown 2009: Star Trek vs. Wolverine...Who Will Win?

Written by Silas Lesnick
ISB.net

Despite being completed, *Advanced Dungeons and Dragons: Treasure of Tarmin* was never released for the Atari 2600. A bit like when your Dungeon Master whisks away loot that's too good for your party at the last second, a horde of sneaky halflings must have nabbed the master copy of *AD&D: ToT* before it could be mass produced. Or Mattel Electronics went belly up in 1984 a month before the game's release — either way. A version did arrive later on the Intellivision, called *Tower of Doom*. *Tower of Doom* showcased the ambitious features at play in *Treasure of Tarmin*, such as having 10 different adventures to pick from and multiples way to kill monsters.

1987: Dungeons & Dragons Pinball

The iconic image of a warrior staving off a dragon lit up the gloomy dungeons of the arcade with *Dungeons & Dragons Pinball* by Bally, a maker of pinball, gaming and slot machines. The game cost a quarter to play (this was before the dollar sign became a standard fixture in the arcade, mind), and the unit is adorned with everything from magic saves to dungeon level ratings, with score markers trailing up along the dragon's furious plume of fire. Back in the day, pinball machines were fashioned after anything popular — from movies, games or even just a general theme — and you knew you'd made it when your creation became a pinball machine.

1988: Dungeons and Dragons: Pool of Radiance

The *Pool of Radiance* series set the stage for *Dungeons & Dragons* to make a major splash in the video game world. Using the Gold Box engine, it was set in the Forgotten Realms setting of *D&D* and debuted on *Commodore 64* systems. It was so well liked that it was soon ported to the NES in '92. Still, it was only a taste of things to come. Players were limited to only a few of the classes that the *D&D* world offered and couldn't advance very far in level.

1996: Dungeons & Dragons: Shadow Over Mystara

Dungeons & Dragons: Shadow Over Mystara, the sequel to the not-as-great *Dungeons & Dragons: Tower of Doom*, is a game that gets the adventurous feel of *D&D* right despite not solidly incorporating many of the rules. Made by Capcom, this arcade game feels more like the company's *Final Fight* or *King of the Dragons* rather than an emulation of a proper paper-and-pencil session. But *Shadow Over Mystara* does get the hack and slash part right (even the cleric forgoes healing to beat down foes with a truncheon), gives players a shop between levels to spend their loot, and was one of the earliest *D&D* games to incorporate cooperative play, allowing four players to have a go at it at once.

1998: Baldur's Gate

For some, *Baldur's Gate* is as good as it gets when it comes to *D&D* video games. Developed by Bioware and published by the much loved, much missed Black Isle Studios, *Baldur's Gate* offers players an epic plot spanning dozens and dozens of hours of game-play. The rules of *D&D* are more faithfully followed than ever before, and players are faced with important decisions right at the start of the game: Just who are they? Players aren't forced to pick from templates or premade characters, and instead pick out their desired gender, class and attributes, able to create any kind of adventurer they can imagine. *Baldur's Gate* nailed the customization of the paper-and-pencil experience, and the high fantasy storytelling skilled dungeon masters sought to achieve during sessions.

2002: Neverwinter Nights

Another Bioware *D&D* title, *Neverwinter Nights* turned the dungeon crawler into a breathtaking 3D world with the same sprawling epic plot of *Baldur's Gate*. Again the rules of the pen-and-paper incarnation of *D&D* were upheld, and again players were able to craft who they wanted to be, this time with enhanced options for appearance thanks to the



Code Geass Review

CMDR Nathan Cabaugh
Chief of Security

In a Britannian empire, Japan is known as "Area 11." Here in Area 11 resides a large portion of Knightmare Frames (mobile mecha). One student, Lelouch Lamperouge is fully intent on changing things up.



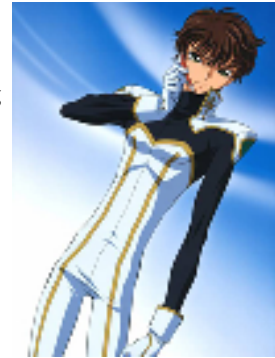
Lelouch's left eye has the power of geas, which when looked into makes the person submissive to his will. He hides his identity through a masked costume and reveals himself as Zero, who fights for justice and for his assassinated mother, as well as Nunnally. (His blind, crippled sister.)

In Area 11 is where the story begins, when a truck is stolen containing a top secret military research program entitled C.C. This research, C.C. is a person who was exposed to a poisonous gas, and has developed unique abilities. C.C. and Lelouch meet one another and this is where the premise of the geas is established. The story continues with Lelouch during his educational years at Ashford Academy which resides in Area 11.

Suzaku attends the academy with Lelouch and is the last surviving heir of the Prime Minister of Area 11. He also serves as a soldier who shows remarkable promise in the service, and is a friend to Lelouch. His service in the military is as one of the Knightmare Frame pilots. What makes Suzaku's character all the more interesting is that most suspect him to be the self proclaimed Zero.

Zero's intent is on overthrowing the Britannia Empire in the hope of democracy. It is because of his ever growing popularity with the people of Area 11, that the Empire is out to capture him for the sake of Britannia. Zero claims also to have taken part in the assassination of Prince Clovis, who was aware of C.C. and attempted to have C.C. contained.

The show is called Code Geass. Science fiction, politics, military, and mecha are what make Code Geass. Fans of *Planetes*, *Gun Sword*, and *s-CRY-ed* will appreciate Code Geass, after all it is directed by the same man, Goro Taniguchi. The manga is released by CLAMP, the animation by Sunrise, those who brought us Gundam. Bandai Entertainment acquired the licensing and has managed to convince Cartoon Network to air the show. For those of who enjoy Cartoon Network, especially Adult Swim, starting April 26, 2008, Code Geass will be airing. Obviously by the time this is printed in the newsletter, the show will already have started, but don't worry, it should also be available online and on DVD by the summer or fall of '08.



Code Geass' appeal is already well established in Japan and hopefully will just as much here in the States. So when you can't sleep at night and Adult Swim is on, be sure to catch Code Geass. You will not be disappointed.

Happy Anniversary everyone! I regret I have not been able to spend as much time on the Maximillian projects as I had hoped. But rest assured I have someone working diligently on the Mighty Max Adventures, In case you are wondering yes that is Dash the Dalmation that you see hard at work on the Maximillian's comic strip. I hope that everyone enjoys the hard work that Dashy put in on this month's edition. You will notice how his eyes just glaze over. After all, it is literally going to the dog.

I am currently enrolled at TechSkills pursuing MCSA certification, Right now I am starting on my A+ cert, and I am about 1/3 of the way there. I am working on making arrangements to at least attend Marcon on Saturday if I can. Thankfully, one of my friends who is a member of PsiPhi Columbus is running the Stargate panel on Friday night. Anyone who watches Stargate I would recommend attending the panel as there will be a trivia game and lots of fun to boot! YAY!

Other than that I think I covered everything for this month so everyone have a good time at the anniversary dinner and at MARCON!

April Security Report

CMDR Nathan Cabaugh
Chief of Security

Top 16 Electronic Versions of D&D

Submitted by Lt. Rachel Steiner From Dvice.com
Auxiliary Services

(Continued from page 15)

game's more advanced graphics. The *Neverwinter Nights* series spawned a whole slew of expansion packs and a sequel, and fan-written modules for the game have not only expanded the scope of *Neverwinter*, but saw some of the modules' creators picked up by Bioware.

2006: Bringing D&D to Second Life

An integral part of the *D&D* experience whether it is played on a tabletop, out of a book or simulated by a computer is the dice rolling. Knowing this, a few *Second Life* players decided to make the game good for something and cooked up some *scripted dice*. While virtual dice rolling is something all *D&D* computer games pretty much account for these days, the benefit of playing some "tabletop" *Dungeons & Dragons* in *Second Life* is that players are still treated to a Dungeon Master-run game, and they can use their custom avatars to act out whatever that avatar's character is doing — as long as the player can script. Thus the insular social dynamic of tabletop *D&D* is upheld in one of the most complimentary ways — in a digitally hermetic room on the Internet.

"Baldur's Gate nailed the customization of the paper-and-pencil experience, and the high fantasy storytelling skilled dungeon masters sought to achieve."

it.

2006: Dungeons & Dragons Online: Stormreach

Developed by Turbine, *Dungeons & Dragons Online: Stormreach* is where the *D&D* universe is currently at in the digital world, and it uses the latest set of rules and takes place in the Eberron campaign setting. Whereas *Baldur's Gate* and *Neverwinter Nights* dump players into a world all alone, with parties of characters to control, *DDO* instead lets players explore *D&D* in a massively multiplayer game where they can party up and take down everything from giants to beholders. A problem does tend to arise, however — no one ever wants to play as the cleric. Unlike the paper-and-pencil game, you can't strong arm one of your friends into the role, either. No sir, if you want heals, you'll have to learn how to make nice with other people, and it's that social element that's probably keeping *DDO* from being as big as a success as its offline cousins.



And beyond!

Well, that's it for this stroll along the *D&D* annals of digital history. But don't drive out of here with nothing - why not take a set of these *\$10 fuzzy D20s* with you? Who knows, maybe having 20-sided dice with you at all times will see some kind of rogue *D&D* street culture crop up. You'll also be able to pass every cool save against the loser who dares roll around with just a set of six-siders. Sure, those are useful. For working out the damage for a *short sword*.

However you decide to *honor the game*, be sure to keep your clerics happy, give your spell casters plenty of rest and wear some iron undies around those *xill*.

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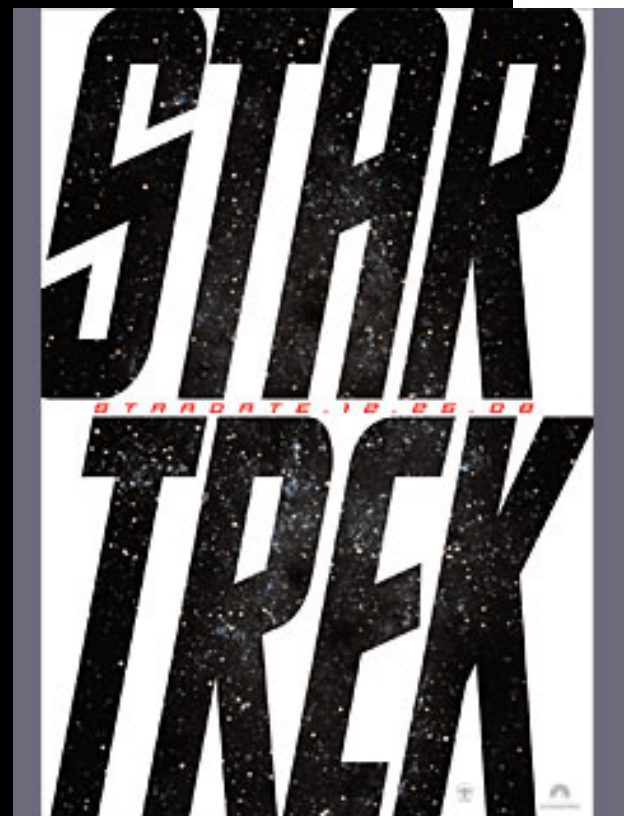
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Happy May Birthdays:

Rachel Steiner, Richard Watson,
Matt Morris

