

MICROSOFT

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THE MIGHTY MAX

MAY 2009

SEVENTEENTH ANNIVERSARY



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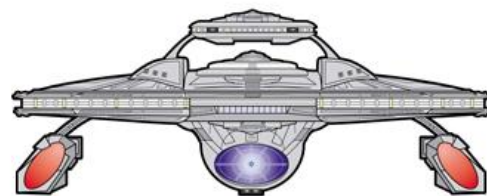
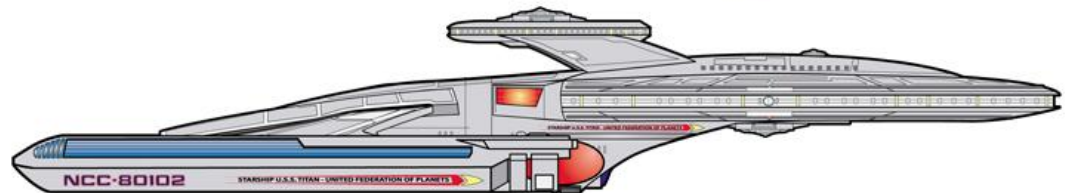
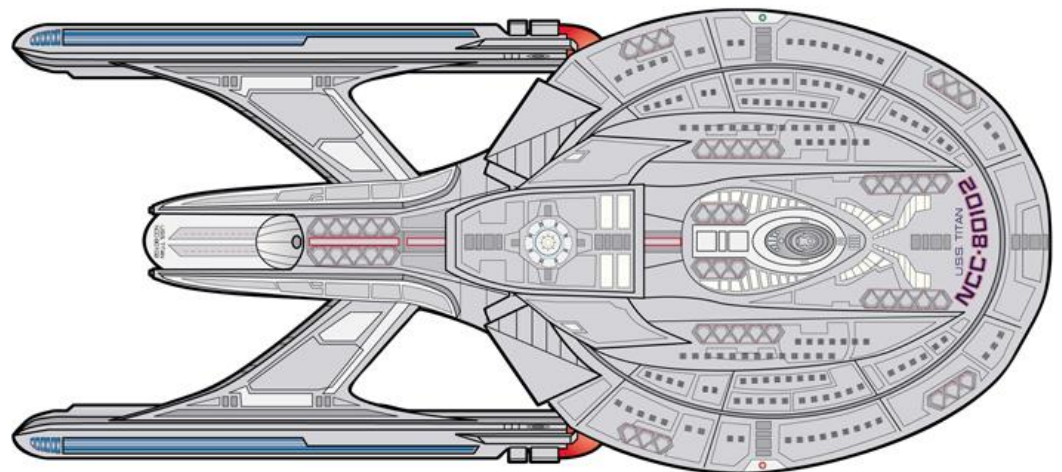
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**THE NEWEST
MAXIMILLIAN
LAUNCHES!**

**WELCOME THE
LUNA CLASS
NCC-82016!**

FROM THE COMMAND CHAIR

CPT CJ BIRO, COMMANDING OFFICER

It's that time again, Marcon! Costumes, panels, parties, performances, celebrities, and good times, hanging out with friends. All the things that make Marcon a great time and our home convention. I encourage you all to take time out to try something new this year. Check out the video room, the art show, the dealer's room, or any of the many events and panels. Also make time to stop by the Maximillian's hall table to help show your support for the Max, and meet with potential new crew members. We will, of course, be doing our traditional Thursday night bag stuffing, Japanese steak house dinner, and off to the Arena Grand to catch a movie. A great way to start off the whole weekend. This is the start of the busiest time of year for the Max, between the Anniversary, Marcon, the start of the quidditch season, and the Maxolympics next month. With the return of warmer weather, the Max comes out in full force. I look forward to seeing everyone at all the events, and if you would like to make a contribution of time and effort to these events, please let me know!

-Captain Out

LISA'S PIECES

CMDR LISA LOMBARDI, FIRST OFFICER

Marcon has taken over my brain. We've already been preparing for it for months now but it's coming down to the wire. The hall table display is mostly finished and the skit is progressing. It should be a fun con.

After Marcon, and the MaxOlympics, things should start slowing down a bit. I know I'll be grateful for the break. Dragon*Con is of course coming up, but thankfully the Max doesn't have any official presence there. We'll be able to simply enjoy the con!

That's all I have for now. Looking forward to getting back to just hanging out with you folks, talking sci-fi.

The U.S.S. Maximillian website
family!

<http://www.maximillian.org>

For the latest Maximillian
information!

<http://maxwriters.pbwiki.com>

Maximillian writing and fun!

[http://www.fanfiction.net/
u/1874838/](http://www.fanfiction.net/u/1874838/)

Read and rate Max stories!



Here ya go! :) Since I'm in Toronto now, I'm submitting a suitable picture that Squirrely helped me do!

Lt. Commander Overload

"OF DOLLARS AND CENTS"

CMDR ERICA STANLEY, SHIP'S PURSER



Happy Max anniversary, everyone! Here are the totals after the April meeting. I was unable to attend the meeting itself because I couldn't get that day off of work, especially with the next day being Easter Sunday, so my numbers may not be the

most up to date. There are no expenses to report at this time.

Total Balance: \$860.00
General Fund: \$816.56
Charity Fund: \$43.54
Expenses: \$0.00

Renewed Memberships

Carol Conquest
Babs Magera
Squirrely Wilmoth

Memberships Due within 3 months

Craig Bushman-July
Hydy Cates-June
Rich Cates-June

John Chubb-May
Keith Culbertson-June
Natalie Fisher-May
Tommy Haire-May
Mandy Hoffelt-July
Kathy Knese-July
Ed Locke-May
Todd McDaniel-May
Jackie Roach-June
Natalie Ryan-July
Melody Senters-July
William Smith-May
Sean Snyder-May
Rachel Steiner-June
Ryan Stump-June
Richard Watson-June
Aine West-May

Memberships Past Due
Al Chavez-April
Paula Dunn-February
Steve Pompa-April

May Birthdays

Kathy Knese-1st
Rachel Steiner-16th
Keith Culbertson-20th
Richard Watson-22nd
Carol Conquest—28th
Matt Morris-30th

June Birthdays

William Ryder-20th
Brandy Jackson-26th

SECURITY REPORT

CMDR NATHAN COBAUGH, SECURITY OFFICER

Greetings all! Still in school learning Microsoft Technology, joy! This year I will be doing, actually being involved with Marcon on panels. Yup, Introduction to British Sci-Fi, Star Wars Blasphemy, and one other one on Sunday. Looking forward to Marcon this year seeing that the theme is British. This month's edition of the Mighty Max Adventures for all intents and purposes is the Marcon/ anniversary edition.

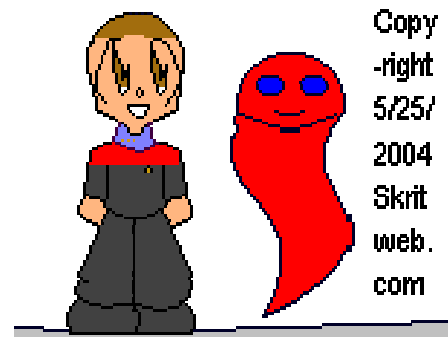
Other than that not too much else is going on,

been kind of off the grid for a while and hoping to change that by managing my time better and getting on a regular schedule. Gradually I am learning some web programming on the side.

I am looking to possibly get into a career at the Columbus Public Library within the next 6 - 12 months. Not to mention the fact that I am working on establishing a library of materials here at home with music and media for ideas to make The Mighty Max Adventures more ex-

citing and introducing some new characters. Especially since I seem to be in the habit of creating the comics with stock footage but then again South Park has been doing that for years.

Who knows with all that I am learning with computer technology The Mighty Max Adventures could one day go animated as a webisode! Slowly but surely. Until next time this is Skrit signing off.



MEETING MINUTES

LT RICHARD WATSON, ACTING RECORDS OFFICER



Captain's report:
Rumors of CJ being absent for April meeting apparently untrue, as he was there. Max entering busy season through June; anniversary, Marcon, Max Olympics, election year.

Need Max event photos if you have any.

May meeting at Whetstone library; anniversary, pot luck, and possibly auction; launch of Luna class USS Maximillian.

3 or 4 command staff positions opening up: captain, first officer, records officer. election season starts September with nominations, and runs to December, swearing in in January.

Need new newsletter printing service - newsletter still online, possible option for members to opt out of receiving a printed copy.

CJ, Lisa, and Melinda from Starbase discussed the festival event at Starbase, and the fact that CJ and Lisa were building a replica of the Interocitor from This Island Earth.

CJ is a harpy.

First Officer report:
Position of charity coordinator still open.
Last month to get action wear with old NCC number, Luna class gear starts next month.

Communications:
Nothing to report.

Admiralty report:
Charles has River Song's sonic Screwdriver, and went over proper wearing of rank insignia and other decorations for action wear.

Old business:
Command staff ahead in canned food drive.

Quidditch team needs co-captains, need 2 or 3 more people who want Quidditch shirts by the end of the month in order to place a new order.

One meeting to go till Marcon - Thurs 6pm bag stuffing, Japanese steakhouse, Terminator movie. CJ would like 1 command and 1 crew manning the Max table at intervals for one or two hour shifts; Marcon is a major fund raising venue for the Max. Work continues on costumes for Marcon skit, and voice recording will take place at Lisa and Liz's apt in the coming weeks.

TV night locations beginning rotation; will not be held at Lisa and Liz's apt until after Marcon.

Keith recapped RPG night,

Steve Pompa running DND campaign (4.5 edition) with 3 characters and a sailing ship named Maximillian; Wednesday nights 7:30 pm at Critch's apt.

Wil proposes not to let command staff retire until the auction is held - he has stereo speakers to get rid of. Wil went on to discuss dolphin massage.

Guest speakers:
Melinda from Starbase says BJ may make the warehouse space used during the recent film festival available for ship meetings.

USS Columbus has Talaxian cook off Saturday May 18th at Karl RD.

Auction postponed until May meeting due to sparse attendance for April meeting, possibly postponed until Marcon for fund raising purposes.

CJ is a harpy.

STRATEGY!

LTJG STEVEN POMPA
STRATEGIC OPS OFFICER

For the past month, Will, Keith, Chris and myself have been getting together for the Max's Game Nights, switching between board games and an ongoing D&D Campaign, set on the high seas aboard the good ship Maximillian! Anyone interested in joining in can e-mail me at h8steve@hotmail.com.

We are currently looking at Thursdays, but I am going to be putting together a board game night on a Friday, so that hopefully more people will be able to attend. Starting next issue, I will be recounting the exploits of the crew of the Maximillian on the high seas, so see you then, and don't forget, sometimes, you've gotta roll a hard six!



Once again, the mass media has given me a topic for my submission. The following information about the dreaded swine flu comes from the good folks at WebMD.com. Porky Pig, eat your heart out.

What is swine flu?

Like people, pigs can get influenza (flu), but swine flu viruses aren't the same as human flu viruses. Swine flu doesn't often infect people, and the rare human cases that have occurred in the past have mainly affected people who had direct contact with pigs. But the current swine flu outbreak is different. It's caused by a new swine flu virus that has spread from person to person – and it's happening among people who haven't had any contact with pigs.

What are swine flu symptoms?

Symptoms of swine flu are like regular [flu symptoms](#) and include fever, cough, [sore throat](#), body aches, [headache](#), chills, and fatigue. Some people have reported diarrhea and [vomiting](#) associated with swine flu. Those symptoms can also be caused by many other conditions, and that means that you and your doctor can't know, just based on your symptoms, if you've got swine flu. It takes a lab test to tell whether it's swine flu or some other

condition.

If I think I have swine flu, what should I do? When should I see my doctor?

If you have flu symptoms, stay home, and when you cough or sneeze, cover your mouth and nose with a tissue. Afterward, throw the tissue in the trash and wash your hands. That will help prevent your flu from spreading.

If you've got flu symptoms, and you've recently been to a high-risk area like Mexico, CDC officials recommend that you see your doctor. If you have flu symptoms but you haven't been in a high-risk area, you can still see a doctor – that's your call.

Keep in mind that your doctor will not be able to determine whether you have swine flu, but he or she would take a sample from you and send it to a state health department lab for testing to see if it's swine flu. If your doctor suspects swine flu, he or she would be able to write you a prescription for [Tamiflu](#) or Relenza. Those [drugs](#) may not be required; U.S. swine flu patients have made a full recovery without it.

How does swine flu spread? Is it airborne?

The new swine flu virus apparently spreads just like regular flu. You could pick up germs directly

from an infected person, or by touching an object they recently touched, and then touching your eyes, mouth, or nose, delivering their germs for your own infection. That's why you should make washing your hands a habit, even when you're not ill. Infected people can start spreading flu germs up to a day before symptoms start, and for up to seven days after getting sick, according to the CDC.

The swine flu virus can become airborne if you cough or sneeze without covering your nose and mouth, sending germs into the air.

The U.S. residents infected with swine flu virus had no direct contact with pigs. The CDC says it's likely that the infections represent widely separated cycles of human-to-human infections.

How is swine flu treated?

The new swine flu virus is sensitive to the antiviral drugs Tamiflu and Relenza. The CDC recommends those drugs to prevent or treat swine flu; the drugs are most effective when taken within 48 hours of the start of flu symptoms. But not everyone needs those drugs; many of the first people in the U.S. with lab-confirmed swine flu recovered without treatment. The Department of Homeland Security has released



(Continued on page 6)

OPEN WIDE . . . CONTINUED

CPT MIKE STANLEY, CMO

(Continued from page 5)

25% of its stockpile of Tamiflu and Relenza to states. Health officials have asked people not to hoard Tamiflu or Relenza.

Is there a vaccine against the new swine flu virus?

No. But the CDC and the World Health Organization are already taking the first steps toward making such a vaccine. That's a lengthy process – it takes months.

I had a flu vaccine this season. Am I protected against swine flu?

No. This season's [flu vaccine](#) wasn't made with the new swine flu virus in mind; no one saw this virus coming ahead of time.

If you were vaccinated against flu last fall or winter, that vaccination will go a long way toward protecting you against certain human flu virus strains. But the new swine flu virus is a whole other problem.

How can I prevent swine flu infection?

The CDC recommends taking these steps:

- Wash your hands regularly with soap and water, especially after coughing or sneezing. Or use an alcohol-based hand

cleaner.

- Avoid close contact with sick people.
- Avoid touching your mouth, nose, or eyes.

Can I still eat pork?

Yes. You can't get swine flu by eating pork, bacon, or other foods that come from pigs.

What else should I be doing?

Keep informed of what's going on in your community. Your state and local health departments may have important information if swine flu develops in your area. For instance, parents might want to consider what they would do if their child's school temporarily closed because of flu. That happened in New York City, where St. Francis Preparatory School in Queens closed for a couple of days after eight students were found to have swine flu. Don't [panic](#), but a little planning wouldn't hurt.

How severe is swine flu?

The severity of cases in the current swine flu outbreak has varied widely. In Mexico, there have been deaths and other severe cases. Early cases in the U.S. have been mild. But that could change. The virus itself could change, either becoming more or less dangerous. Scientists are watching closely to

see which way the new swine flu virus is heading – but health experts warn that flu viruses are notoriously hard to predict, as far as how and when they'll change.

Why has the swine flu infection been deadlier in Mexico than in the U.S.?

It is unclear why U.S. cases have been milder compared to those in Mexico. Among the first 20 reported cases in the U.S., only one patient required hospitalization and that person has fully recovered. CDC researchers are actively investigating to learn more about the differences between the cases in Mexico and those in the U.S.

Have there been previous swine flu outbreaks?

Yes. There was a swine flu outbreak at Fort Dix, N.J., in 1976 among military recruits. It lasted about a month and then went away as mysteriously as it appeared. As many as 240 people were infected; one died.

The swine flu that spread at Fort Dix was the H1N1 strain. That's the same flu strain that caused the disastrous flu pandemic of 1918-1919, resulting in tens of millions of deaths.

Concern that a new H1N1 pandemic might return in winter 1976 led to a crash program to create a vac-

cine and vaccinate all Americans against swine flu. That vaccine program ran into all kinds of problems – not the least of which was public perception that the vaccine caused excessive rates of dangerous reactions. After more than 40 million people were vaccinated, the effort was abandoned.

As it turned out, there was no swine flu epidemic.

I was vaccinated against the 1976 swine flu virus. Am I still protected?

Probably not. The new swine flu virus is different from the 1976 virus. And it's not clear whether a vaccine given more than 30 years ago would still be effective.

How many people have swine flu?

That's a hard question to answer, because the figure is changing so quickly. If you want to keep track of U.S. cases that have been confirmed by lab tests and reported to the CDC, check the CDC's web site. If you're looking for cases in other countries, visit the World Health Organization's web site. And when you hear about large numbers of people who are ill, remember that lab tests may not yet have been done to confirm that they have swine flu. And there may be a little lag time before confirmed cases make it into the

(Continued on page 7)

OPEN WIDE . . .

CPT MIKE STANLEY, CMO

TERRANAUT!

SUBMITTED BY ENS ED LOCKE

official tally.

How serious is the public health threat of a swine flu epidemic?

The U.S. government has declared swine flu to be a public health emergency.

It remains to be seen how severe swine flu will be in the U.S. and elsewhere, but countries worldwide are monitoring the situation closely and preparing for the possibility of a pandemic.

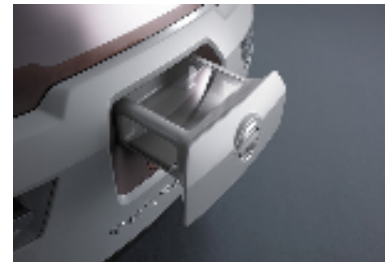
The World Health Organization has not declared swine flu to be a pandemic. The WHO wants to learn more about the virus first and see how severe it is and how deeply it takes root.

But it takes more than a new virus spreading among humans to make a pandemic. The virus has to be able to spread efficiently from one person to another, and transmission has to be sustained over time. In addition, the virus has to spread geographically.

Pics of Nissan Terranaut reveal vehicle perfect for Picard and his crew — by John Neff on Feb 15th 2006 at 8:30AM - Autoblog.com

Nissan of Europe has released a bevy of images showing every nook and cranny of its upcoming Geneva-bound concept, the Terranaut. The 4x4, according to the company, was designed for “scientists, geologists, archaeologists or adventurers” whose office is the great outdoors.

It seats three people in an interior quite obviously modeled after a U.S.S. Enterprise shuttlecraft. The “spherical laboratory” is accessed from a seat that swivels 360 degrees to give any intrepid scientist access to all of the vehicle’s workstations. Those workstations leave room for only one passenger-side door, while the driver’s side has two swing-out doors with no B-pillar. What’s the chance of seeing the Terranaut on the street? Pretty good if you own a Holodeck.



BULLIES, PEANUTS COMICS AND GALVATRON

CMDR JOHN CHUBB, ARMORY CHIEF

Before I start with this passage I want to point out and correct an error made in my Battlestar Galactica: The truth in my eyes article.

It would seem that someone made notion of the comment made about Ron Moore re-imagining Dragonriders of Pern. Turns out that Moore was NOT for re-imagining of Dragonriders but he was opposed to it. Something that seemed to escape my detection as I remembered Moore was attached to the Pern project and a re-imagining was wanted.

According to my corrector Moore had walked off of the Pern project citing that he had been a fan of it. Interesting that he would be opposed to one re-imagining yet all for another. But that is a topic of discussion I don't want to get into at this time. Another time perhaps as I look to reflect on Galactica article at a later time and the comments and views it had generated.

Right now I want to focus on other matters. Maybe even by products of what

happened after all this. And the dark places I found myself revisiting within my own heart, mind and soul. Places I have been shown due to mean people and bullying.

As a kid I was bullied a lot. Up to the point where I considered suicide even. Had a plan and everything. Nothing elaborate. Just go to a bridge and jump off. My choice, the Fishinger Road bridge over the Scioto river. Later a bridge off Calumet street before it hit Weber Rd.

As you are reading this I haven't gone through with it. And don't plan to. I'll wait until I have my death of natural causes. I just hope I have a good life to show for it at the end.

Growing up I didn't have a whole lot of inspirations as to how to deal with bullies. TV was no help, family wasn't either. Mostly because a lot of examples I came across involved a lot of physical violence and loud voices. Loud voices were due to family arguing, mostly. Physical violence well I did watch a lot of TV....not to mention reading Peanuts comics.

And while I greatly enjoyed

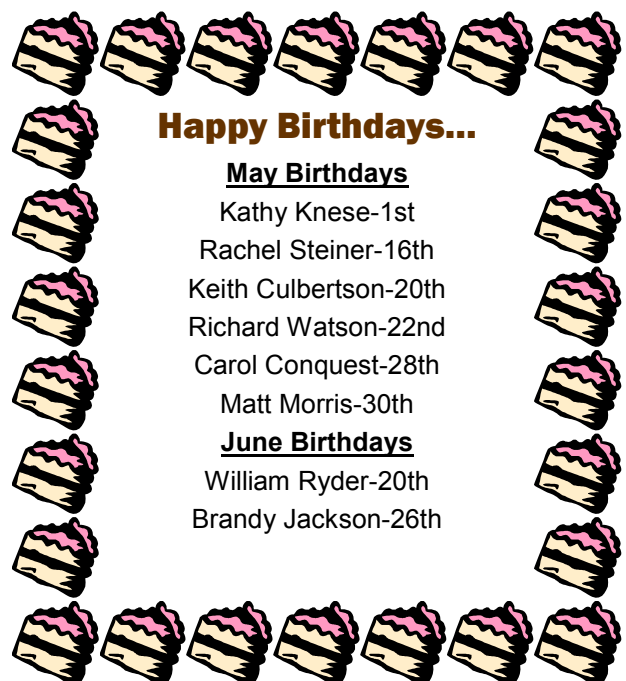
reading Peanuts comic strips sometimes the kids there solved a lot of problems by hitting someone. Lucy hit Charlie Brown once or twice. Marcie hit a kid for calling her 'Lambcake', Peppermint Patty wanted to pound someone a time or two. Charlie Brown hit Lucy once, regretted it, and Lucy hit him....all in the same strip. Don't worry, Charlie Brown doesn't like to hit girls, or anyone for that matter. In a later strip when Linus wanted Charlie Brown to hit him he held out his fist so Linus would walk into it. Lucy walked into the fist, but that's another story.

Hell even Linus threat-

ened to slug Charlie Brown once somewhere. And that wasn't the only example of violence. Galvatron of the Transformers hit his warriors repeatedly. Of course he was crazy. But then I think crazy was in during the 1980's. Not to mention yelling. Perfect example of crazy was Howling Mad Murdoch from the A-Team with B.A. Baracus representing the yelling part.

Another example was a more 'extreme' one. Chief Inspector Dreyfus from the Pink Panther movies (the ones with Peter Sellers not Steve Martin) always sought to kill Inspector Clouseau as he saw

(Continued on page 9)



BULLIES...CONTINUED

(Continued from page 8)

Clouseau as the instrument of his suffering. Just as I had dark fantasies of doing the same to bullies that tormented me. Later I would decide that that would not be worth it for reasons I'll get into later.

But T.V. wasn't the only influence I had. Family argued constantly. Even to where my older brother and I got into it. Arguments I didn't want. More than anything I wanted to be left alone and talk very little with the few friends I had. One time I remember a bully called my brother over and over again and he yelled at him over and over again.

I guess I had a lot of examples shown to me as to why being angry was how you deal with bullies. And I was angry when I was picked on, because I wanted it to stop. They never would. When told to just ignore it they never did. They kept on the attack until they got a rise. And after the rise came depression and feeling sorry for myself.

So sorry I wanted to die, or I wanted them to die. I felt like Galvatron from Transformers, especially in the episode 'Webworld' where he was in a fit of rage and was taken to a psychiatrist. Needless to say Galvatron destroyed the doctor's office so to speak. And what Galvatron did in that episode I wanted done to bullies.

I even grew to resent anyone that had a smile, because it seemed like they had what I didn't. A sense of joy in their lives as if saying that they never suffered a day in their lives. Anyone smiling I saw I hated them for it. For they lived happily and I lived in misery, and the happy people

seemed ignorant of misery. Especially mine.

And reporting to the principal's office didn't help. They'd be back at it again the next day. Operation 'Make John miserable' was always in full swing in my early school days.

I rarely got into physical contact. One, I'd always lose. I wasn't a fighter. I guess there was another reason why I was an easy target. Why isn't it that people that think themselves 'so big' test their mettle on other people 'so big'? It's like they have to go for easy targets.

Two, acting on physicality, or my darkest fantasies wasn't going to jail for, or an insane asylum if I was lucky. I saw myself as a good kid then, or wanted to be. The bullies always listened to hard rock, talked about sex like it was a game(as if wondering how many girls they could have sex with in order to improve their so called 'manliness' [I say 'manliness' with an eyeroll]) treating virginity like it was excess baggage they couldn't wait to dump, and said how they couldn't wait to take drugs despite anti drug messages being shown around.

Did I go to a high school or an insane asylum? Maybe high school WAS the insane asylum. Well one of them anyway. Maybe the insane asylum wouldn't have been any different if I had gone.

And third I looked down once from the bridge at Calumet St. I saw my fate as plain as day from that vantage point. Splattered across Overbrook Dr below. Body broken and bleeding. I decided 'no thanks'. I figured, and still hope, that I have something to live for and a better tomorrow comes for me....someday.

Incidentally, getting back to the earlier sex ref-

(Continued on page 10)



BULLIES CONTINUED

CDR JOHN CHUBB—CHIEF OF ARMORY

(Continued from page 9)

erence, when it came to sex girls had no problem saying 'no' to me. I was either a good friend, a loser, or a creepy kid in school that no one should talk to. So I guess one way to say no is to imagine a so called 'hunk' as a 'creepy kid'. Most likely than not he probably is. Also I wasn't ready for such a big step at the time.

Part of me is saying 'Insert Bristol Palin's ex fiancée' joke here' as the news is not showing him in a good light. And I'm not even sure he should be as Bristol is doing most, if not all, the work in raising they child.

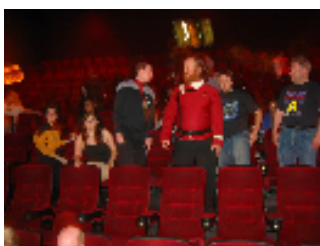
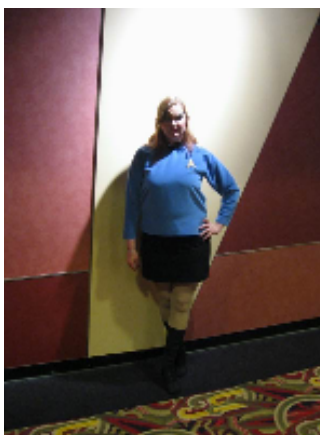
Wrapping things up, after transferring to a new school and finding a new set of bullies to be tormented by, one day I decided I had enough and I did get into a fight. The bully and I were pulled apart and I had broken down crying wondering why I was always being picked on. Eventually the bully said he was sorry and I was never bullied again. However it took me a long time to deal in social environments again. So much so that I still have some....difficulties.

Nowadays however it seems like bullies are ruling the roost. On my bus route I see signs of bullying that I write up, or some form

of disrespect, and the best they get is a reprimand unless they get in trouble again multiple times more. In the media it seems like they bully stars they don't like in order to make way for another star that doesn't measure up to standard. Like tearing down one person to build up another instead of building that person up on their own merits.

It seems like so many free passes are given to bullies it's not funny anymore. And often the bully will think the victim deserves it for some perceived slight. I'd love it if people took the philosophy of Mary Shannon from the TV show 'In Plain Sight' where bullies and assholes are held accountable for their actions and not so many free passes are being given to bullying.

Perhaps we'd see less news reports on CNN about kids committing suicide due to bullying. A statistic I thought about joining a long time ago.



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BANG! THE CATACLYSMIC DEATH OF STARS

SUBMITTED BY LT TODD MCDANIEL—CHIEF OF COMMUNICATIONS

"Once a second somewhere in the universe a star explodes with the brilliance of an entire galaxy."

by Ron Cowen

National Geographic

March 2007

pp. 78 - 95.

Ever since he was a teenager, Stan Woosley has had a love of chemical elements and a fondness for blowing things up. Growing up in the late 1950s in Texas, "I did everything you could do with potassium nitrate, perchlorate, and permanganate, mixed with a lot of other things," he says. "If you mixed potassium nitrate with sulphur and charcoal, you got gunpowder. If you mixed it with sugar, you got a lot of smoke and a nice pink fire." He tested his explosive concoctions on a Fort Worth golf course. "I screwed the jar down tight and ran like hell."

Woosley, now an astronomer at the University of California, at Santa Cruz, has graduated to bigger explosions—much bigger. Woosley studies some of the most powerful explosions since the birth of the universe: supernovas, the violent deaths of stars.

The universe twinkles with these cataclysms. They happen every second or so, usually in some unimaginably remote galaxy, blazing as bright as hundreds of billions of stars and creating a fireball that expands and cools for months.

For astronomers, there's usually no rush to study something before it

vanishes.

"The universe usually evolves as slowly as watching paint dry," says one. But these days, hundreds of astronomers keep cell phones and beepers close by so they can rush to work like doctors on call. They're waiting for word from a spacecraft called Swift.

Swift, launched in 2004, scans the skies for gamma rays. When it detects a burst, it swivels its telescopes toward the source to get a good fix and detect the afterglow—the lingering point of light that marks the spot where a burst originated. It also sends and alert to earthbound astronomers, who can take a closer look with bigger telescopes.

Early on February 18, 2006, Swift recorded an outpouring of gamma rays from somewhere toward the constellation Aries. Within three minutes, the satellite had determined the position of the burst and broadcast an alert. Two days later, astronomers at a telescope in Arizona reported that the burst came from a small, nearby galaxy, only a fraction as far away as usual.

Astronomers had already traced a connection between bursts and supernovas. But this burst was so close, and Swift had spotted it so

quickly, that scientists hoped it would help confirm what they suspected: A gamma-ray burst is an exploding star's opening act.

After an unusually long flood of gamma rays and x-rays, lasting more than half an hour rather than the typical few seconds, the February 18 burst gave way to visible and infrared light. Within three days this afterglow was fading away—and then the supernova grabbed the spotlight.

Astronomers at the Very Large Telescope in northern Chile were watching the afterglow dwindle when they noticed a brightening. The star had exploded just a minute or so after the burst, but most of its energy was invisible ultraviolet and x-ray radiation. Its visible light had brightened more slowly, and now it was finally outshining the afterglow. For the first time, astronomers had seen a gamma-ray burst evolve into a supernova from the very beginning.

Eighteen days after the supernova flared into view, astronomers were still watching. Atop Palomar Mountain in southern California, the observatory dome's twin shutters slid open under patchy clouds, letting a sliver of night sky fall onto the caged mirror of the 200-inch

Hale Telescope. Caltech astronomer Avishay Gal-Yam had two hours before the supernova would dip too low in the sky for the telescope to see it.

Still more liminous than a billion suns, the supernova outshone the combined light from all the stars in its home galaxy, glowing white-hot from the radioactive decay of unstable nickel atoms forged in the explosion. Gal-Yam pointed to a computer screen showing a squiggly line—the glow broken down into its component colors, or wavelengths. Each dip in the line represented a wavelength of light absorbed by a different element—silicon, cobalt, calcium, iron—in the debris of the star.

Destruction and creation were conjoined on the screen. The elements revealed there, like those from countless earlier supernovas, will eventually find their way into new suns and perhaps new planets, Gal-Yam said. He added: "I'm just really happy to be observing this."

We're lucky that they rarely strike close to home. The last supernova in our own galaxy exploded in 1604, rivaling Jupiter's brightness in the night sky, and deeply impressing Johannes Kepler, the pioneering astronomer. A nearby supernova—within a few light years—would bathe the Earth in lethal radiation.

Yet the legacy of supernovas is as close as our own bodies. The carbon in our cells, the oxygen in

STARS BLOWING UP! COOL! LT TODD MCDANIEL

(Continued from page 11)

the air, the silicon in rocks and computer chips, the iron in our blood and our machines—just about every atom heavier than hydrogen and helium—was forged inside ancient stars and strewn across the universe when they exploded billions of years ago.

Eager to understand our origins and, in some cases, simply wild about things that go bang, astronomers have been struggling for decades to understand why stars that shine peacefully for millions of years suddenly blow up.

Lately they've had two big breaks. One is a revelation about potent blasts of high-energy gamma rays that come from distant points in the heavens. For decades, astronomers have puzzled over their origins, but space probes recently clinched the answer, which Woosley proposed more than a decade ago: Many gamma-ray bursts are early warning signals from supernovas, emitted minutes before the explosion.

The link offers a glimpse of events leading up to the actual explosion—another mystery. There, too, researchers have made headway. Looking not at the heavens but at computer models of supernovas, some think they have figured out what may trigger the final cata-

clysm. The missing element may be unimaginably powerful reverberations—the sound of a star singing its own swan song.

The star had begun its race to destruction long before that night on Palomar, when it began to lose a lifelong fight against gravity. Gravity is responsible for setting newborn stars aflame, by squeezing atoms of hydrogen in the star's core so tightly that they fuse to make helium. The fusion generates light and heat and also exerts pressure that allows the core to withstand the enormous weight of the star's outer layers.

But when the core consumes all of its hydrogen, gravity compresses it. The temperature of the shrinking core rises to about a hundred million degrees, hot enough for helium nuclei to fuse and make carbon. The new surge of energy keeps the core from collapsing much further.

For an isolated star no heavier than the sun, there is little more to the story. The star burns all of its helium and shrivels. It turns into a white dwarf about the size of Earth, aging and cooling indefinitely—unless it lies close enough to another star to steal its neighbor's outer layers of hydrogen. If enough material falls onto the white dwarf, the siphoned fuel ignites a thermonuclear explosion. As the detonation spreads, the entire star blows up in what is known as a type 1a supernova—a giant nuclear bomb.

The supernova blossoming over Palomar was a different kind: not

a thermonuclear blast but a star's catastrophic blast. This is the only kind of supernova that can unleash a gamma-ray burst, and it is the inevitable fate of a star more than eight times as massive as the sun.

Such heavyweight stars always lose their battle with gravity. With the crushing weight of the star's outer layers bearing down on its core, the fusion reactions don't stop at carbon. The star continues to cook lighter nuclei into progressively heavier elements, but each nuclear reaction runs its course faster. The transformation from carbon to oxygen takes 600 years, from oxygen to silicon, six months, and from silicon to iron a day. Once the star's core turns to solid iron—a sphere no bigger than Earth that weighs as much as the sun—its fate is sealed. In less than a second, the star will explode.

Iron marks the end of the road because unlike lighter elements, iron atoms consume rather than create energy when they fuse. Fusion can no longer provide the energy to support the star's outer layers, and the core simply implodes. Usually the result is a neutron star, a stellar cinder so dense that a teaspoon would weigh more than a billion tons. In the most massive stars the collapse leaves only a voracious pit called a black hole.

At this point, Woosley believes—before the collapse somehow turns into an explosion—

some supernovas unleash a blast of gamma rays. Woosley's interest in these blasts goes back decades, when they were so mysterious that over a hundred more or less serious ideas about their cause were in play, from "starquakes" to the exhaust plumes of alien spacecraft. But his fascination deepened in the early 1990's, when a spacecraft called the Compton Gamma-Ray Observatory showed that gamma-ray bursts originate far beyond our galaxy. To appear as bright as they do, they

(Continued on page 17)

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LOOKING AHEAD: THE LAUNCH OF THE LUNA-CLASS MAXIMILLIAN

CDRE CHRIS STEPHENSON—TRIBUNE/WING COMMANDER/LIBRARIAN

LOOKING AHEAD

by Chris Stephenson

The following story takes place several months following *Star Trek Maximillian: Order of the Sword*

Light from stars millions of miles away reflected in the glass in front of Admiral Turock T'Kill, and for all he cared right now they may as well not even exist. He didn't want to be here, didn't want to have much to do with anything Fleet related for as long as he lived. Even though this was to be the most special of occasions, T'Kill was only here for one reason.

It was what they would have wanted.

He cursed inwardly, damning Rob Lyon for putting him in this situation, damning all the others for the roles that they played, and damning the situation that had led him to his ultimate decision, and giving himself one final title to add to his esteemed rank.

Admiral Turock T'Kill, former Captain and Commodore of the U.S.S. Maximillian. Retired.

"Oh good, you made it." His right eyebrow rose as he heard the sarcastic tone of his mercury-based friend Blobbin, now the last of the three Admirals that once advised the crew of the Mighty Max, and commanded on more than one occasion. He did not turn around.

"You're supposed to be on the new ship."

"Technically, so are you. Your retirement isn't even cold yet."

"Papers have all been signed. For once, I'll have a nice view."

"So long as they don't run into the viewing platforms. Although that might give you a much closer view."

T'Kill didn't comment on Blobbin's nonchalant attitude. "How long are you sticking around? I thought you'd be out of here the moment the Enlightenment was ready for launch."

"Eh, Not in any huge hurry." Blobbin pugged closer, his form now sitting next to T'Kill, watching out the window with carefully formed optic-nerves. "Can't launch a new Maximillian without Blobbin!"

"Can't blow one up without him either, if I remember."

"Yeah, well..." Blobbin rotated his head back and forth, the silvery essence that was his mercury being flowing from side to side. "A little optimism won't kill you, you know. New ship! New adventures!"

T'Kill sighed. "You've done this about as long as I have, Blobbin. After a while, you run out of optimism."

"Fine." Blobbin huffed, and started to move away. "Have your glass half-empty. I'm just gonna keep drinkin'! We're gonna have a nice launch, we're gonna fly around some stuff, and we're gonna be the best ship we always are, no matter what silly little numbers we put on the hull! You know why?" T'Kill was silent as Blobbin reached the door, and the Errsedorian took this as his cue to finish. "Because we're the Maximillian! We're pretty damn spiffy, and no matter how many people we lose, ships explode, and things hit the fan, ain't nothing gonna change that! You can sign any paper you want, Turock, and go hide and watch your football, but the Max is in your blood. So deal with it!" With that, Blobbin completed his abrupt exit, leaving T'Kill alone. He took in everything the other Admiral had said, as he turned his

gaze away from the far off stars, and down to the ship itself, glistening in the light.

The newly constructed Luna-Class U.S.S. Maximillian, NCC-82016, was not originally supposed to be the latest incarnation of the storied ship at all. Because of the name of the class, all prior Lunas had been named after moons, such as the most talked-about ship, William Riker's Titan. After the loss of the Sovereign Max, a unnamed Luna that was nearing completion was chosen as the latest model by Admiral Blobbin, with input from other high-ranking members of the fleet. As he was due to depart soon, most signed off on the ship as a way of thanking him for his years of service. Admiral T'Kill had provided some input himself, despite his pending retirement, insisting that the new Maximillian still be considered a warship, instead of a science and exploration vessel that the Luna-Class had become known for.

So it was that a new focus of construction and planning was implemented on the new 'Mighty Max'. Whereas Admiral Blobbin's Errsedorian technologies had only been implemented on the Sovereign after-the-fact, and never meshed well with the original power capabilities, the Luna provided a much better environment for the powerful shielding and weaponry. It was much smaller than the Sovereign-Class, being only approximately four hundred and fifty meters long and housing around three hundred and fifty individuals. However, its power core was far more advanced, so the end result was a much smoother flow of power to the vari-

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LOOKING AHEAD CONTINUED

CDRE CHRIS STEPHENSON

(Continued from page 14)

ous systems, and less chance of damage to the ship itself in case the Errsedorian technologies overloaded a conduit, as was a frequent occurrence.

The weaponry inside the new Maximillian was the standard array of Torpedoes of all sizes, supplemented by the newly improved Errsedorian weaponry. Blobbin had not been content to continue working on just the torpedoes, and he and his team had improved the phaser strength and power drain to optimal levels not seen on any other starship including the other Luna models. With added torpedo bays and phaser arrays, this new ship was smaller, faster, and had more bang for the buck than any other ship in the fleet. Many saw it as a testing ground for future designs; If this ship was successful, then it opened up a whole new line of possibilities for construction. No longer would the smaller ships be constrained to exploration and science activities. Instead, if it came to it, any ship in the fleet could become a warship with a fair amount of refitting.

The actual look of the ship was not as slick and sleek as the Sovereign before it, T'Kill's one disappointment. However, it strongly resembled ships that the half-human/half-Romulan had admired in the past. For one, the secondary hull that mainly served as housing for the powerful phaser array reminded him of another former Maximillian, the Nebula-Class. In fact the registry number was specially assigned to reflect that, as the Nebula's had been NCC-72016. The remainder of the ship slightly appeared to be a redesign of the Intrepid-Class, it's most notable representative being the Voyager.

But as always, the capabilities of the ship was nothing without leadership and skill, and as always, this was something the Maximillian had in spades. Another new ship, and another new Captain, though the circumstances surrounding his ascension had not been optimal by any

means. And as usual, the 'Mighty Max' had a Captain unlike no other in the universe. This time, that statement was taken to extremes.

This time, the Captain was a Horta.

Having served with distinction as first officer under Captain Critch Starblade, the Silicone-based Nilrathi, who in fact resembled nothing but a clump of lava-like rocks, sat in his retrofitted Captain's chair, which was equipped with all manner of electronic appendages that could be controlled by just a thought, making the strange creature able to work and move as well as any of the other crew, and could be left at any time in an emergency for the Horta to tunnel where he wished. Similar to the coating that Admiral Blobbin received to protect humanoids from his mercury essence, Nilrathi was similarly protected from inadvertently burning straight through the ship.

Next to him was his counselor and close friend Jhemma Luna, who had served as counselor and was also involved with Captain Starblade during his terms. She was actually displaced in time, having originally been a crewman in the 23rd century, and had inadvertently come forward. She had been one of the most instrumental members of the crew in that time, despite starting about a hundred years behind, and it was a unique but inevitable choice for her to become the 'Number One' to Nilrathi, who she had worked with for most of her Maximillian career. The fact that her last name was also the class of ship made her feel at ease, and she had almost stopped missing her former life completely.

Familiar faces dotted the remainder of the command crew. Lieutenant Commander Overload Soong-Maddox, now the only remaining android in Starfleet (If you don't count the diminutive Databit, as ever at her side), maintained her operations station. Lieutenant Junior Grade Rex Vanguard maintained Strate-

gic Operations. His true origins a mystery to all but the most senior staff in Starfleet, he had been allowed to remain as a member of the Maximillian during his frequent comings and goings. Kelvok had been promoted to Admiral, but in the tradition of the past Admirals of the Maximillian spent most of his time on board helping in shuttle ops. Admiral Teela Amor also stood to the rear of the bridge, next to Admiral Blobbin, who by now had made his way there to witness the most historic of things: The launch of a newly-commissioned starship.

And there were others, of course, as a launch usually packs a bridge with the highest and most respected. From Commander Stanley, to X-Wing Pilot Syrinx, from Commander John Chubb to Chief of Security Skrit, from Muk-Han Eptai Nahkum to Lieutenant Commander Jonathon "Jack" Lachlan, all would watch the next generation of Maximillian make its first journey.

Nilrathi glanced around him with his senses, and spoke, the universal translator giving his voice a gravelly quality. "Looks like we have a big crowd."

Jhemma replied, "There's a lot more watching outside."

The Horta grew slightly orange, turning towards Overload. "Don't scrape the paint." He said jokingly.

She rolled her eyes. "I have done this before, you know."

Vanguard flipped a small switch on a small penlike object that seemed to serve as his tricorder. "All systems ready, Captain."

LOOKING AHEAD

CDRE CHRIS STEPHENSON

Nilrathi nodded in a way only a Horta can, and moved towards Blobbin. "Are we good to go, Admiral?"

The Errsedorian's face brightened from his uncharacteristic quiet mood and was about to answer in a slightly less enthusiastic-than-normal yes when he was interrupted by a new figure emerging from the bridge's turbolift. "Yes, we are."

Admiral Turock T'Kill had arrived.

The half-Romulan settled in next to Admiral Blobbin, who swallowed his shock. "Took you this long to finally listen to me?"

T'Kill just smirked, the first thing that had approached a smile in months. "Can't launch a Maximillian without a T'Kill."

Satisfied with all hands-on-deck, those that had survived the latest fights anyway, Nilrathi turned back to the viewscreen. His voice afflicted an old-Earth accent, and he spoke the first words of the 'Mighty Max's' new voyage.

"Avast! Batten down the hatches, set the sails at full mast! Tie down the bowlines, and let go and haul! Let us show the universe what this great, grand ship can do!"

Slowly, easily, the ship moved out of the surrounding angular spires, and into open space. It swung lazily around to present the best view of the ship to the crowds that had gathered to watch this momentous occasion. And finally, its course set, the Luna-Class U.S.S. Maximillian, NCC-82016, began its next great adventure.



THE GEEKS COME OUT AT NIGHT!

Coming soon to Nyte's Realm Radio...

A show that passes through time and space and into the far depths of the Internet. A program that showcases the uber-fans and the things they truly care about. Mundanes are running scared because THE GEEKS COME OUT AT NIGHT!

Starting in June, NRR will broadcast a weekly show, which puts the focus on you! We would like everyone to be a part of this, no matter what your fandom is. And it doesn't necessarily have to be Sci-Fi and Fantasy. We also want music geeks, movie geeks, computer geeks, clothing geeks, gaming geeks, etc. Anything that you have a passion for!

Reporters will be roaming around MARCon, conducting interviews to help build the first few shows. We would like to schedule people to guest star on the shows that will air after those. Also, we have a studio line, forums, chatroom, and webcam so you can interact with us.

Nyte's Realm Radio is owned by DJ Nyte, and is operated by Nyte, Kode, Syrinx, and Greg Mack. NRR is fully licensed at LoudCity.com. "The Geeks Come Out At Night" is written by DevoSpice of Sudden Death, and recorded by DevoSpice and the great Luke Ski; (C) 2008 FIDIM Interactive, LLC. Title and Song are used with permission.

Target premiere date is Wednesday, June 10, at 8pm!
Nyte's Realm Radio
<http://www.nrrradio.com>

To set up a guest spot, please e-mail me at syrinx.nrr@gmail.com and include the geek speciality that you wish to talk about. Website and social networking plugs are also encouraged!

BOOM MORE STARS BLOWING UP! KAPAOW! SHABOOM!

(Continued from page 12)

had to be more energetic than anyone had imagined—far brighter than supernovas, Woosley's first love.

They also needed a source of energy far beyond what any ordinary star could provide.

Perhaps the cataclysmic jolt of a collapsing star could somehow be harnessed to produce gamma rays. So Woosley set out to determine how a core-collapse supernova could generate a burst.

He and his collaborators, including Andrew MacFadyen of New York University, stage their explosions in computers. They start with a whopper of a star, about 40 times the mass of the sun, spinning so fast—several hundred miles a second at the equator—that it barely keeps from flying apart. Near the end of its life, unable to resist the pull of its own gravity, the core of the star collapses to make a black hole. But because the star has so much spin, some of the infalling material resists the tug of the newborn black hole. A swirling disk of material forms around the hole—a maelstrom deep within the doomed star.

"Rotation is the name of the game," says Woosley. Without spin, there would be no disk. And without a disk, there'd be no burst. Friction heats the disk, whipping around the black hole, thousands of times a second, to 40 billion degrees, while the new material keeps cascading in. Moments after the black hole forms, jets of superheated gas blowtorch outward.

Each jet may draw its energy directly from the friction in the disk, or from the newborn black hole, via the magnetic fields that link it to its surroundings. Like the original star, the black hole spins frenetically, which could cause the fields to stretch, twist, and snap like rubber bands, dumping vast amounts of energy into the disk.

Either way, the jet shoots outward, reaching the surface of the star in a mere ten seconds. If the star has retained its original, puffy envelope of hydrogen gas, the jet stops dead and the gamma-ray burst may fizzle. But if the powerful winds that blow from some massive stars have stripped away the hydrogen earlier in the star's life, the jet escapes, arrowing into space at more than 99 percent of the speed of light.

Now comes the burst: High-speed collisions between blobs of material in each jet produce a cascade of speedy electrons. The electrons whirl around the jet's magnetic fields, flinging out gamma rays. Over many days, as the jet plows into the thin gas between the stars, it generates an afterglow at visible, infrared, and radio wavelengths.

The February 2006 burst was dimmer than most, perhaps because the star was not massive enough to form a black hole. Woosley suggests that the same sequence of events—an implosion, a spinning disk, jets—can still happen when the stellar collapse ends with the formation of a fast-spinning neutron star rather than a black hole.

Even after the jets have erupted, the star has not yet exploded. "The jet gets to the surface of the star minutes beforehand," says Woosley. "The burst is a herald of the supernova."

It's not enough, however, to cause the explosion. "Just running a jet through a star won't make a very good supernova," says Woosley. "It will unbind some of the star, but most of it will fall back." To make a collapsing star explode, he says, "there needs to be something else."

In the stars that launch gamma-ray bursts, the spinning black hole and the disk may pump out enough energy to blow the star apart. But in most collapsing stars, the collapse ends when the Earth-size core crunches

into a neutron star the size of a city, at a temperature of a hundred billion degrees. This is the point of maximum crunch.

The squeezed core rebounds like a squished sponge, launching a shock wave that races outward, ramming into the material that is still pouring down from the star's outer layers.

Astronomers once thought this shock would be enough to tear the star apart and generate the explosion, says Adam Burrows of the University of Arizona. Turns out it's not so simple.

Simulating a supernova gobbles enormous amounts of computer power, and even the largest supercomputers can't fully reproduce an exploding star in three dimensions. But over the years the models have improved, and the shock wave scenario has fallen apart.

Researchers found that less than a thousandth of a second after the shock wave is generated, a flood of tiny, nearly massless particles called neutrinos escape from the center of the star. The neutrinos, born in the collapsing core, drain energy from the shock wave. The shock stalls, and—at least in the computer—the supernova is a dud.

Now Burrows and his colleagues are working with a computer model powerful enough to simulate how the core shakes and churns during the collapse, and they've finally seen how a collapsing star could turn around and explode. The turbulent infalling gas starts shaking the core, causing it to pulsate. Raining down from the star's

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BOOM MORE STARS BLOWING UP! KAPAOW! SHABOOM!

(Continued from page 17)

outer layers, the gas wraps around the core, dancing over its core and penetrating its depths.

"The core is oscillating, and the stuff falling onto the core is exciting it," says Burrows. In about eight-tenths of a second, the oscillations are so intense they send out sound waves. The waves exert a pressure that expels material, reinforcing the shock wave created by the star's collapse. They also amplify the core's vibrations in a runaway reaction, says Burrows, "until the star finally explodes."

For someone brave enough to come within

hearing distance, the waves would be audible, roughly the F note above middle C.

Burrows acknowledges that sound waves may not be the full story. But his model tends to produce a lopsided explosion, and stars do indeed explode asymmetrically, with more punch in some directions than others. That was true for the supernova 1978A, recorded 20 myears ago, the closest and brightest supernova since 1604. Astronomers also have found that some of the neutron stars left behind by supernovas zip along at 500 miles a second, as if the explosion had imparted an enormous kick in one direction.

Stronger evidence for the sound wave idea

could come from two sprawling facilities, in Hanford, Washington, and Livingston, Louisiana, designed to detect gravitational waves ---ripples in the fabric of space and time. Gravitational waves, predicted by Einstein's Theory of General Relativity but never directly observed, should be produced whenever immense masses shake and twist, as they do in the core of a supernova.

If sound waves really are at work inside a collapsing star, it should vibrate only at certain frquencies, generating matching gravitational waves. Burrows calculates that for a supernova, in or near our gal-

FISHNET MAFIA CAPTURES CRUDE, TABOO NATURE OF CLASSIC FILM WITH UNIQUE TWISTS

April Bohnert—Thelantern.com 5/17

Shouts, laughter and toast flew through the air Saturday night as the Fishnet Mafia performed "The Rocky Horror Prom Show." People of all ages and walks of life came in prom attire and fishnets to celebrate birthdays, high school proms and to experience one of the most unique and racy shows in Columbus.

The Fishnet Mafia has been performing since 2003 at Studio 35 Cinema & Drafthouse, at 3055 Indianola Avenue. On the first Saturday of every month, the cast takes a different spin on the cult-classic "The Rocky Horror Picture Show," by adding a new theme. Past themes include a science fiction show, an all-girl show, a St. Patrick's Day show and a "switch" show that allowed audience members to choose which parts the actors played. The

prom show featured characters in tuxedos, gowns and underwear.

The themes add variety to the shows, which attract regular audience members, said two-year cast member Chris Stephenson.

The Fishnet Mafia's "Rocky Horror Picture Show" is different from most other live performances in Columbus.

"This is one of the greatest audience participation programs around," Stephenson said.

Attendees are encouraged to dance, shout and throw things throughout the show. For \$1, they can buy prop bags that contain a piece of toast, a newspaper, a roll of toilet paper and other items

used throughout the show. Before the show, people can dance to music specially mixed for the evening's theme, socialize with friends and cast members, or enjoy a beer from Studio 35's wide selection.

"The Rocky Horror Picture Show" started on Broadway in 1973 and was adapted into a movie in 1975. Since the movie's release, it has had a history of crowd participation. People shouting at the screen, dressing in costume and lip-synching to the film's music have since become traditions in theaters across the country.

By midnight Saturday, the pre-show entertainment had begun. Cast Director Anthony Nelson had taken the

FISHNET MAFIA CONTINUED

microphone and begun summoning the virgins, or first-time attendees, to the stage for an initiation.

The initiation process included some virgins having to spank themselves while others passed a rubber penis down a line using only their knees.

Soon after, the film started rolling and the cast took the stage for the performance.

The colorful language and sexually-charged content makes for an entertaining experience for most adults, but not for families or the easily-offended. The show features strip teases, transvestites, dirty jokes and lots of profanity. But the Fishnet Mafia aims to capture this crude and taboo aspect of the film, and in that sense it is a great success.

'STAR TREK' DOES THE IMPOSSIBLE: LIVES UP TO MY EXPECTATIONS

CDRE CHRIS STEPHENSON

It is no secret that I'm possibly the person that's been waiting for this movie the longest and trying to get everyone along with me for the ride. Ever since the original announcement that Trek was being somewhat rebooted, with JJ Abrams (Lost, Fringe) and his team of writers (Who also did Transformers), I have been feverishly anticipating the new Trek. And with every new announcement, the anticipation grew. As time moved on, it was like they had a checklist of everything I ever wanted to see in a movie. Planet Explosions. Epic space battles. Swordfights. Simon Pegg. Michael Giacchino composing. Closing out the last loophole from Next Gen, the fate of Spock. All this put in an amazing blender and finally, a week before release, me and the Max and the Trek groups of Ohio went to see this spectacle.

Now I know there is no such thing as a perfect movie. So I won't lie and say that this is. However, I will say that this movie is probably the closest thing to perfect for me that I've ever seen. Maybe the 'fanboy omg i saw it early' will wear off as I see it multiple times in the next few months, but as it is, I can't imagine how they could have done it better. The slight complaints, Chekov's overdone accent, the circumstances regarding Kirk

being bumped up the chain of command, and the slightly "Basil Exposition"-esque explanation of how Spock and Nero got to where they are, are easily forgotten and do not detract.

I am not sure where to begin or describe how I feel or what I saw. The way the script is fast paced and flows so greatly that it gives great character beats at the same time as amazing action scenes, whether in space or on the crafts or on land. The amazing music, easily rivaling Goldsmith or Horner's work. The faultless effects work by ILM. The acting that honors the original performances, never trying to replace or out do them. The story that, to use the word again, honors the original series but moves it up to date so it never is campy or cheesy like so much sci fi has been. And for me the fact that they seem to blow up pretty much everything they could, and then show it to you again at a different angle.

Respect is a good word. This movie respects the Trek fan, but does not pander to them. The famous lines are said, but not overdone and always in a logical (heh) way that makes sense. The changes that are done, especially to a certain romantic pair-

ing, are fleshed out and again, make sense for the characters. And at the end, even if this does not do well (Which I do not see how that could happen, considering there has not been a bad review yet out of hundreds of people that have seen it thus far), then it leaves us with one last adventure of the original crew, one that not just equals their greatest but in many ways surpasses them. Time will tell if everyone shares my view, but to me, to someone who has lived in this universe for 15 years, written in it, and loved it, this is a truly terrific Trek movie, and one that deserves to stand side by side with the best. And just as a science fiction movie, it betters pretty much anything in recent memory in both story and action. It outshines anything Star Wars has put out in recent history, and honestly I can't think of anything really comparing to this.

It matters not what kind of Trek fan you are. Whether you are feverish and nitpicky, casual, or even if you are not a fan, see this movie. You will NOT regret it.

TREK WATCH: 95% REVIEW RATING AT ROTTENTOMATOES.COM

Early First Weekend Estimates: \$70 Million Weekend, Final Gross should be 180-200 Million. Biggest Trek movie ever. Sequel confirmed.

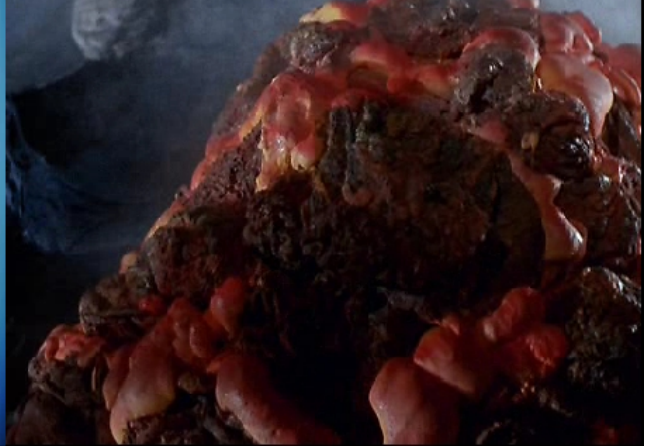
MIGHTY MAX Adventures

by **3kint**

THIS MONTH:
The British are coming!
MET 454444



I really enjoy a good mineral bath by the moonlight. Being Captain does have its advantages.



Captain, before I leave don't forget the British Invasion at Marcon!



I am going to really enjoy this years' Marcon theme, British Sci-fi. Intro to British SF panels!



This year will definitely feature some cool shows in the vid room. Guess who's coming to dinner...



EXACTLY!



Panels on Doctor Who, Harry Potter, The Prisoner, Sarah Jane and more! Star Wars Blasphemy? interesting...



Somewhat I get this bad feeling that the Klingons are not going to take this lying down or start blasting their way in.



(Captain) What makes you say that?

You could call it a hunch.



RED ALERT! KLINGON BATTLESHIP DETECTED



We're on the web!

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