

THE WRIGHT STUFF

THE OFFICIAL NEWSLETTER OF THE U.S.S. KITTY HAWK NCC 1659

A VIEW FROM THE CATBIRD SEAT

By J.R. Fisher

Spring is now upon us and all around us the earth is renewing itself. It is time for the crew of the Kitty Hawk to also renew itself.

Over the past few months, we have busied ourselves with conventions and other flights of fantasy. Now we must redirect our energies to those projects we undertook many months ago before winter lured us away from our objectives.

The winter months were not kind to the Kitty Hawk family, taking loved ones from many of our crewmembers. The latest of these losses was Pat Horton's father, Richard C. Horton. In the past we have sent cards of condolence to those crew persons suffering loss, but at our last meeting we voted to send a donation to one of the STARFLEET scholarship funds; the choice of the bereaved crewmember.

This seems an appropriate way to acknowledge a loss while benefitting a fellow fan. We will continue this practice when any member loses a parent, sibling, spouse, or child. Please advise us if you suffer such a loss.

Our trivia book is nearing completion and will go to press sometime in May or June. If you have any last minute additions, get them to Diana quickly. We would prefer to get this done in May as the June newsletter is our traditional color issue and that always takes more work and time. So be sure that your articles and reports are turned in on time in June, otherwise we may have to list those reports not turned in as missing.

As most of you know by now, Landing Party was cancelled which leaves us with an open date. We will try to plan our summer activities at our May 1 meeting. The recent picnic was not well attended, but those of us who did go had a good time. While we will plan

several outings that are long distance, we will also attempt to schedule more of these local excursions or relaxation weekends.

The Duke Telethon is June 5th this year. We will sign up at the May 1st meeting. The June meeting will precede the Duke Telethon. Please contact Teresa Tuel if you plan to participate. Also, if you wish to make a last minute contribution, please contact Teresa or me before June 1. We hope we can increase our donation over last year. And speaking of Teresa, don't forget to send or give her your stamps.

Special recognition is given to Diana Waldier for being selected by Starfleet Academy as one of 23 honor graduates. Region 1 is also recognizing her achievement with a D.S.A. Diana was chosen for this honor because of her exemplary work on the numerous courses she completed. Well done, Diana!

If you are contemplating going to Shore Leave this year, please contact me as to what arrangements you may have already made or what you may be looking for. Jeff Habrych is considering another van trip if people are interested. Sounds like as many as 20 of us may be headed that way this July.

Dues. They are due. In fact, if you haven't paid them, you probably aren't reading this. If you have a special situation, contact me privately and we will see what can be done.

Our Chief Engineer is making progress on the set we have discussed. Now that decent weather is here, maybe the sweet smell of sawed lumber will be detected in the neighborhood. This is a long term, challenging, project. If you have ideas, suggestions, or just want to make some sawdust, please see Pat, Larry, or myself.

There is a lot of product

information in this newsletter, so please read it carefully, particularly if you are a collector. Aside from books, toys, and other collectibles, there is solid rumor that there will be another Next Generation season and that Star Trek VII will be a Next Generation show. Supposedly, ST VII will be in the theaters for Christmas '94. And speaking of theaters, don't forget to see Pat about those posters. And speaking about nothing related, please remember your canned goods. The Food Bank really appreciates getting donations during what they call off periods. They also are in need of volunteers on Wednesday nights and Saturday mornings. Don't forget they also can use paper products such as paper towels and baby diapers.

More good news! The N.C. Dept. of Transportation has notified us that it is time to renew our contract on our stretch of highway. If we vote to renew for another year, I will need to get your signature on the wavier if you plan to help us clean it. I know that it is not always convenient to come out and do this work, but it does make a difference. By the way, Pat Horton has agreed to head our aluminum recycling effort, so start saving aluminum cans and bring them with you to our meeting. If we all contribute, we can realize a nice piece of change from this to help our charity.

This is a lot of information, but we will continue to grow in our activities, both civic and fun as the years go by. Please remember that we are a fan club and all these things can be fun. Combining work and fun is what separates you from those who don't have the Wright Stuff.

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THE WRIGHT STUFF

VOLUME 4

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FIRST OFFICER'S LOG

By Teresa Tuel

I hope everyone had a safe and happy holiday with friends and family. With the warmer weather, we will be planning some outdoor activities. If you have any ideas, please let Debbie, J.R. or myself know.

The Durham Museum of Life and Science has opened a new addition. I have been told there are many exhibits for "hands on" experiences, especially for children. The museum is open 10 - 5 Monday - Saturday and 1 - 5 Sunday. There is an admission fee.

This will be the last year for the Durham Bulls to play at the Durham Athletic Park. The team will be moving to a ball field on the edge of town next year. The games are interesting, good food, and there is always something of interest if

you just like going out with friends (ask Debbie, Liz, or Pat about the game we went to last year).

We will be participating in the Duke Children's Telethon on June 5 (Saturday). We are scheduled for 9 p.m. - midnight shift. In the past, Duke has asked us to be there around 8 p.m. for a brief training session. The telethon is held at the Searle Center on West Campus (near Duke Hospital). Some of the work will be answering telephones on TV and they also have jobs for those who are camera shy. Uniforms and costumes are welcome. After the telethon, we usually go out for a midnight breakfast/dinner. (Duke provides a break room with pop, munchies, and sometimes pizza during the telethon.) If you are interested in

helping, please contact J.R. or myself (383-8046 after 6 p.m.). I need to give Duke a final count by mid-May.

The folks from the Stampede have finally sent us some guidelines for the stamps. I will need a 2-3 inch border around all stamps. This will allow me to trim the stamps to their specifications (yes, they are getting very picky!). Many of the stamps collected this year won't be usable under their terms because they do not have enough paper border. If you have any doubt, just send the stamps with a huge paper border. We are collecting all stamps - U.S. and foreign.

Happy Trails!

COLLECTOR'S CORNER

By Carey Muse

I've got a new title for this column on collectibles in Star Trek merchandise.

Bantam Books is reissuing some of their Star Trek novels originally published between 1970 and 1981. Many of these titles have been out of print for years. They will be coming out once every four (4) months from Bantam Books. Also Pocket Books is continuing their publishing of Star Trek and Star Trek: The Next Generation novels and they are now continuing with Star Trek: Deep Space Nine. The first DS Nine novel, Emissary, an adaptation of the pilot episode, has been out for two or three months. There are two additional DS Nine novels scheduled for release soon. As long as we are on the subject of novels, there are a few out on audio tape. One is the Next Generation's novelization of Relics. This one is done by James Doohan with an introduction by Levar Burton. Also available on audio tape is Emissary, the first DS Nine book. This is performed by Nana Visitor who plays Major Kira. The new hardback, Devil's Heart, is also available, and when I tell you

who is reading it, I will stop for a break and let you run out and pick this up if you have not already done so. The Devil's Heart is being read by Gates McFadden and is available now. Go out and pick it up. I'll be here when you come back!

Now that you are back from picking up this exciting audio tape, on with the column.

With the success of the Next Generation figures, Playmates Toys is continuing with new releases for this year based on DS Nine in addition to Next Generation toys and figures and the original series. DS Nine figures will be released this fall with ten figures and accessories and will include a DS Nine play set, a Cardassian ship, and a Federation runabout shuttle. Next Generation figures will be increased by 22 new figures. According to what I have, this was to begin in April, but don't hold your breath. Some of the new figures will include: Dr. Crusher, Wesley, Guinan, Q, and K'ehleyr. One of the more interesting ones, I think, will be Picard as the Borg figure. In addition to those, there

will be others including a Next Generation's Spock, Scotty, and McCoy. Also, Playmates is planning on releasing new versions of characters in their original outfits, and new accessories will be a Klingon attack cruiser, a Romulan war bird, a transporter, and a bridge play set. The other interesting item from Playmates will be a limited release Classic Star Trek Collector's Figure Set. This will be released later this year and will be a numbered set of 4 3/4 inch figures. This will be the classic cast positioned around the Enterprise Bridge in a specially designed Collector's Package suitable for display. These classic figures will not, according to my information, be released individually. They will be sold as a set only, as I have described. The other bit of collectible news that I have regards a DS Nine comic book. DS Nine will be published as a full color comic on a monthly basis beginning in the middle of this year. It will be published by Malibu Comics. As part of the agreement

See Collector, Page 4

CHIEF ENGINEER'S LOG

By Pat Heinske

ATTENTION! Collector's Alert! My official sources have informed me that Playmates is going to expand their line of Star Trek figures!

Coming out soon will be the following:

Deep Space Nine Figures (10): Sisko, Kira, Quark, O'Brien, Dax,

Odo, Bashir, Cardassian Gul Dukat, and others. Accessories will include a DS9 station playset, a Cardassian ship, and a runabout.

Classic Star Trek Figures (7): Kirk, Spock, McCoy, Chekov, Sulu, Uhura, and Scotty. Accessories will include the bridge of the Enterprise.

Star Trek - The Next Generation Figures (22) : Bev Crusher, Wes Crusher, Guinan, Q, Sela, K'ehleyr, Benzite, Dathon, Vorgon, Locutus, "Klingon Warrior" Worf, "Diagnostic" Data, "Dress Uniform" Geordi, and Next Gen versions of Spock, McCoy, and Scotty. Also, new versions of Picard, Geordi, Data, Worf, Riker,

and Troi. Accessories will include a Klingon cruiser, a Romulan warbird, a transporter room, and a bridge playset.

Also, on a slightly different tack, for those of you that believe in the "Star Wars" universe, the third book in Timothy Zahn's trilogy is out a month early! Look for The Last Command - it is excellent!!

Speaking of books, The New ST-TNG hardback is out - The Devil's Heart - it's, well, O.K.

That's about it for now.

SHUTTLE OPERATIONS REPORT

By John Miller

SD: 9303.27 - Here is the unofficial 1993 Space Shuttle launch schedule released through NASA Public Affairs. This flight listing is based on the January 1993 Mixed Fleet Manifest; however, official launch dates are set at the Flight Readiness Review after the launch vehicle is rolled to the Pad. All end-of-mission landings are scheduled for Kennedy Space Center, except where indicated.

-STS-55/Columbia (OV-102)/SL-D2 (Second German Spacelab mission) is a nine day mission currently on hold after Main Engine Shutdown 3 seconds before a launch attempt.

-STS-56/Discovery (OV-103)/ATLAS-02 (Atmospheric Laboratory for Applications and Science) is an eight-day mission originally targeted for March.

-STS-57/Endeavour (OV-105) EURECA retrieval/Spacehab-01 is a seven-day mission targeted for May.

-STS-51/Discovery (OV-103)/Advanced Communications Technology Satellite is a nine-day mission targeted for June/July.

-STS-58/Columbia (OV-102)/Space Life Sciences-2 is a 13-day mission targeted for August/September. Landing is planned for Edwards AFB, CA.

-STS-60/Discovery (OV-103)/Spacehab-2 is a seven-day mission with launch targeted for November.

-STS-61/Endeavour (OV-105)/HST-Rev1, Hubble Space Telescope optical correction is an eight-day mission targeted for December.

COLLECTOR

Continued from page 3

with the Malibu, they will be publishing, in addition to a monthly series, special issues and independent mini series based on the new show. The special issues and mini series will probably be published on a quarterly basis.

The Star Trek: Deep Space Nine comic book published by Malibu Comics will be written and illustrated by Malibu's writers and artists. The comic book series will occasionally feature cross-over visits from Capt. Picard and other characters from Next Generation. Also under this new agreement, Malibu will be able to create all new stories as well as adapt actual scripts from the TV series. Just remember, Malibu Comics is an independent and independents do not always publish when promised. So don't be surprised or disappointed if they are not available on the quoted date.

Malibu Comics has announced signing Walter Koenig to launch his first full color comic book titled Raver in April, 1993. Dan and David Day will illustrate the series. This will not have anything to do with Star Trek, but it is Walter's writing and creating this title.

PROS AND CONS

-VULKON-

By Larry Pischke

Vulkon, the convention held at the Hunt Valley Marriott in Towson, Maryland, was the first Vulkon that I have attended. From what I've heard, Vulkon stays mainly in the Florida area.

This convention seemed like most of the other conventions that I've gone to at this hotel. Many of the same dealers were there, most of the same people, including those who run both Shore Leave and Oktobertrek.

The guests for Vulkon were two that I'd never seen before. Daniel Davis, who plays Professor Moriarty in the Next Generation episodes, was understandably nervous, as this was his first convention ever. From what I saw and heard, he did very well.

Leonard Nimoy, the ever-popular Mr. Spock, was undoubtedly the main attraction for most at Vulkon. I had been told that he gives the same presentation at every convention that he goes to; this was the first time that I had seen him. As it was, I didn't see much of him at all, as I had other things I had to do.

All in all, our group had a pretty good time. A special commendation request goes in for Margaret Lamb, my fellow OPS. She came well prepared for her first convention, and had the supplies necessary for an anticipated problem. The rest of us thank you.

THE ADVENTURES OF MYSTERY AND SPOT

EPISODE ELEVEN: TO BOLDLY GO...

By Elaine R. Pischke



Now that Mystery's kittens had all been adopted into good homes, she and Spot had resumed their regular forays through the corridors of the Enterprise. They had become a familiar sight to most of the crew, who usually ignored them as long as they stayed out of trouble. Commander Data had given up trying to keep Spot confined to his quarters. The animal seemed happier when he was allowed to roam, and he always returned before Data's duty shift was over. Yes, life for the fluffy orange feline was good. Except for today. Today he was bored.

"I'm bored," Spot complained to Mystery, who was curled up in a ball a few feet away from him. Her eyes were closed but he knew she wasn't sleeping. The two cats were in Ten Forward, relaxing in a couple of cushy chairs. It was a quiet time, and very few humans or other beings were present. Guinan was busy talking with one of the few customers in the place.

Mystery opened one eye, looked at Spot, and closed it again. "So, what do you want to do?"

Spot stood up, stretched, and looked around. "I don't know. Something exciting. What do you suggest?"

Mystery flicked her ears, annoyed. "Why do I always have to come up with ideas? Oh, all right. How about sick bay?"

"We were just there this morning."

"Engineering?"

"No."

"The nursery?"

"No."

"Holodeck?" Mystery was getting impatient. Her ears flicked again. Several times.

Spot thought about it. "Maybe."

Mystery stood up, seriously annoyed now that Spot had

disrupted her reverie. "Alright. Follow me."

Spot twitched his tail with excitement. An adventure! He followed Mystery out the doors into the corridor. He barely noticed where she was going. He followed her through corridors and into a turbolift, then down more corridors, until finally she led him through a door into the biggest open space he had ever seen. Several crew members were busy working around several large metal objects. Spot had no idea what they were, but Mystery was heading straight for one of them. No one was near this one, so she stood in front of it for a few seconds. Spot was surprised when an opening suddenly appeared in its side. Without a sound, Mystery say back on her haunches, then leapt into the object. Without question, Spot followed her. The door closed behind them.

The little room was dark, but the cats' eyes quickly adjusted. Spot looked around. Forward in the cabin were two seats. The back area was a large, open space with a cot on one side, and the rest of the space was full of crates. Mystery padded around the boxes for a minute, then leapt up to the cot. She settled into a dark corner, watching Spot explore a little more thoroughly.

"What is this place?" Spot asked.

"It's called shuttlecraft," Mystery replied. She did not, however, explain.

"What is that?" Spot prodded.

"You'll see, but it may take a while. Relax."

Spot was hardly in the mood to relax, but after a while there was nothing left to explore. He was starting to suspect that Mystery had tricked him into just finding another quiet place to rest, when he

heard voices outside the craft. He scurried under the cot as the door opened and two crew women, one in blue and one in gold, entered the craft. The lights in the forward cabin came on, but the rear section remained dark. Both women seated themselves up front, luckily. The one in gold busied herself with some buttons and colored lights on the panel before her. The other one buckled herself in and touched the combadge on her uniform.

"Selar to Dr. Crusher."

"Crusher here."

"We are ready to take those medical supplies to the colony on Danis IV. Estimate rendezvous with Enterprise at Starbase Nine in eight point two days."

"Good luck, Doctor. See you then."

"Acknowledged." The doctor's eyes turned to the front wall of the big room. Suddenly everything was very quiet, except for a steady hum under Spot's feet. He froze with fear and excitement, but couldn't help staring forward, following the gaze of both of the women, as the wall slowly slid open, revealing black space and stars. The noise got louder and Spot felt movement. Slowly the open space got bigger and then the stars were all around them.

"What's happening?" Spot's mind reached out to Mystery.

"You said you wanted some excitement. I think you're about to get some. Now leave me alone, I want to sleep." Mystery closed her eyes and her mind to Spot's intrusions.

Spot curled up in a ball under the cot, staring forward at the stars. What had Mystery gotten him into this time?

To be continued....

EVERY GOOD BOY DESERVES FAVOUR -CHICAGO- By Diana Waldier

Pat Horton and Diana Waldier, both fans of Patrick Stewart, flew to Chicago to see the play 'Every Good Boy Deserves Favor' featuring the cast of ST:TNG.

It was held at the Chicago Theater. It is a very old theater with ornate wood and plaster work, 2 balconies and great acoustics. We had good seats in the center section on the ground floor. There were 100 people from IAAPS (International Audience Alliance for Patrick Stewart) there from all over the country and Canada.

The play was very good, thought provoking and not at all what I expected. Not that I knew what to expect. It takes place in the Soviet Union where people with 'unapproved attitudes' are placed in mental institutions with true mental patients. They are 'treated' with drugs and tortured into admitting they were wrong in their thinking/attitude and admit that they are 'cured' and thank the doctors for their 'cure'. Brent Spiner plays a real loony who believes he has an orchestra (which he thinks he hears) and plays along

with the orchestra with a triangle. Johathan Frakes plays the dissident who is imprisoned for believing that non-mental patients are being placed in mental institutions. John C. Graas plays Jonathan's son, Sasha, whose school teacher, Gates McFadden, is trying to convince him that his father is wrong and must recant in order to be freed. Patrick Stewart plays the doctor of this asylum. Colm Meany got the biggest round of applause at his entrance as the KGB Major coming to question the 'patients'. He also looked like he had fun telling Patrick to SHUT UP, several times.

There was a full orchestra and a lot of music to accompany the play. I won't go into the outline of the play here - see me or Pat if you want a full rundown. Let's just say there was a lot of humor as well as some serious moments. This play was written by Tom Stoppard as part of the Amnesty International movement. These types of things were going on in the USSR for many years and some of it is continuing today. It is also going on in other part of the world. If you would like

more info about being a part of AI, let me know and I can give you some info about it.

After the play, we went to an IAAPS party in the Hyatt Regency in downtown Chicago. We met many other people there from New York, Baltimore, New Jersey, California, Texas, Florida, Washington state, and Calgary, Canada. We ate, mingled, talked, had a raffle of some Patrick Stewart items, and just had a good time. Patrick was not able to attend because he had some other things to attend to. He not only starred in the play, he also was executive producer and director.

Pat and I did some sightseeing during our 5 days in Chicago. I introduced her to REAL PIZZA (Jeno's), we went to Hard Rock Cafe, Museums, Frank Lloyd Wright's first home/studio, Chinatown, and saw the city by night. We had a relaxing and interesting vacation. Would I want to see the play again - yes. Would I fly somewhere to see it - not unless I could work in a several day vacation with it.

VULKON 1993 AWAY TEAM REPORT By Elaine Royal Pischke

On March 5 at 12:30 p.m., an away team consisting of Jeff Habrych, Robert Yates, Margaret Lamb, Cynthia Sokol, Larry Pischke, and myself lifted off from Raleigh in the newly commissioned shuttle V'ger. Destination: Vulkan, Hunt Valley, Md. This was a somewhat smaller one than the ones we usually attend in Hunt Valley. However, all the essential ingredients were there. There was a costume contest, Ten Forward dance, dealer's room, all somewhat abbreviated from the usual, however. And the guest of honor was top-notch - Leonard Nimoy.

Our favorite alien had much to say about the making of ST IV, particularly special effects, which was fascinating. According to Mr. Nimoy, ST VII is definitely in the works, there will be extensive use of Next Gen cast, and he has not been contacted to participate, as yet. If ST VII is supposed to be an original cast movie, as most other rumors have speculated, then I find this turn of events highly illogical.

The other guest was Daniel Davis, a.k.a. Professor Moriarty. This was his first convention. He seemed to enjoy himself, and even helped out judging the costume

contest.

Well, on Sunday, long after the last of our credits had been spent, we gathered our crew together for the trek home. But, being the dedicated, serious crew that we are, we did not waste our time catching up on sleep. Instead, we popped a language tape into the tape deck and brushed up on our "Conversational Klingon". Yes, going to cons is not only fun, it's educational, too. (Can we get a tax deduction for this?)

KITTY HAWK CHRONICLES

TARA'S ADVENTURE

PART II

By Audra Taylor

Muse had been barking out orders and mumbling under his breath for the last forty-five minutes. His own staff had been hoping his voice would eventually give out, but no such luck. He was timidly interrupted by a young ensign.

"Commander," she said almost quietly, "I'm getting some unusual readings. There seems to be an unusually high concentration of barion particles."

Muse looked at the reading. "Damn! A starship doesn't collect that many barion particles in a year!"

"Commander, they're only concentrated in this one area."

"I'll need Lieutenant Weaver to get a substance particle analyzer from engineering to see if we can figure out where these particles are coming from. Wait a minute. Where is Weaver?"

"I haven't seen her, sir," the ensign replied.

"Muse to Weaver." There was no response.

"Commander Muse to Lieutenant Weaver. Come in, please." Again, no response.

"Where is she?" Muse mumbled to himself. "Computer," he said aloud, "locate Lieutenant Weaver."

"Lieutenant Weaver is no longer aboard the Kitty Hawk."

"You're joking, right?"

"Joking is not part of my programming," the computer replied.

"Yeah, yeah. Okay, computer, so just when did Lieutenant Weaver leave this vessel?" Muse was severely agitated. He hated computers.

"There is no record of Lieutenant Weaver leaving this vessel."

"Apparently, giving a straight answer isn't part of your programming either."

The computer remained silent.

"Computer, what was Lieutenant Weaver's last known location?"

"Lieutenant Weaver's last known location was in her quarters."

Muse touched his communicator pin. "Ensign Cooper." There was a slight pause.

"Cooper here."

"Ensign, we may have a missing person on our hands. Meet me at Lieutenant Weaver's quarters."

"Sir, is Weaver the one that's missing?"

"I hope not."

"Yes, Commander. Cooper out."

Muse wondered to himself what type of malfunction could cause a person to appear missing. Perhaps it was something as simple as a communicator pin malfunction.

Cooper walked quickly to Tara's room. He knew its location by heart. There had been many times he'd wanted to talk to her off duty. He just somehow never got the courage.

He looked at the door and the frame, everything seemed normal. He hit the door chime. He waited. He hit the chime again. No answer.

"Damn it," he said to himself. "She'll just have to understand."

He reached down and hit the button to open the door.

Muse walked quietly down the corridor toward Tara's room. It was the first time he'd been quiet all day. He wasn't barking out orders or mumbling under his breath. He was worried and he hoped it was a temporary state of mind. Muse glanced up and could see Ensign Cooper at the door of Tara's room. He saw the doors slide open. Suddenly there was an explosion. Muse ran toward Cooper, but it was too late. A force field had already gone up to protect the rest of the

ship from the breach in the hull. Cooper was gone. His body was far beyond Muse's reach, floating in the emptiness of space.

Muse cried out in frustration. "No! No!"

His efforts were lost in the echoing screams of the red alert siren. Muse sank down to his knees. He'd seen people hurt, even die. Somehow this was worse.

"He was just a boy," Muse thought. He wasn't supposed to die.

Out of the corner of his eye, Muse could see the CMO rushing down the corridor toward him. He pushed himself up.

"I'm all right," Muse stated. "But we've lost Ensign Cooper. If Lieutenant Weaver was in her room, we've lost her, too."

Muse's communicator chirped. Before he could even answer, he knew who it was. It was the Captain, with a thousand questions and him with no answers. He turned and looked out through the force field. All he had were questions of his own.

Tara looked out through heavy eyes. Where am I? she wondered. She tried to move. She couldn't.

"Lytax," a voice said. "She's waking up."

"Good," another voice said.

Tara struggled to sit up, but could not move. "Why can't I move?"

"Because you are strapped down. That's why," a voice said. It was a Ferengi. "My name is Lytax and you are my guest here."

"Is this how you treat your guests? By drugging them and strapping them down?" Tara asked hotly.

"Only the very special ones. You see, Tara, you're going to make me very happy."

"How do you know my name?"

"Oh, I know all about you. Right down to your DNA." Lytax

See TARA, page 10

"ANIME"...

FOR THE UNINITIATED

By William B. Barry

You've probably seen it before, and didn't recognize it for what it was. You may know something about it, and haven't yet experienced it. You might even have heard of the name. Yet you probably don't know what it's all about.

Gentle readers, give me your undivided attention as I make a noble endeavor to enlighten you and expand your horizons by acquainting you with one of the most unique, diverse, and profound cultural phenomena of this century or any other... ANIME.

What, may you ask, is "anime?" "Anime" is, quite simply, the Japanese word for animation. But that would be oversimplifying what the word really represents.

"Anime" is a universe unto itself, or better yet, a **multiverse** unto itself. It is a host of exotic, bizarre, intriguing, and sometimes humorous tales, crafted as individual works of art, and no two of them are exactly alike. It is a multitude of dewy-eyed damsels and unruly-haired heroes, fantastic monsters and even more fantastic machines, strange magics and esoteric powers of the mind, superscience blending with the supernatural. It is all of this and more.

And through the courtesy of Rick Sternbach and Michael Okuda, it has come to "STAR TREK: THE NEXT GENERATION."

Sternbach and Okuda, in addition to serving as technical consultants for "ST:TNG" and having extensive backgrounds in science-fiction filmmaking, are also a pair of die-hard "anime" fans. Together, they would bring the object of their devoted interest to light by making references to various "anime" shows and movies appear on STAR TREK backdrops, on props, and in graphic designs on displays, which were quickly dubbed "Okudagrams."

The trend began with the episode "Where Silence Has Lease," when the **Enterprise**, trapped in a mysterious void, encounters what

appears to be its sister ship, the **Yamato**. This choice of name is an intentional homage to a popular classic "anime" series, "Space Cruiser Yamato," dubbed and released by various independent TV stations in America under the title "Star Blazers." This show caused more of a stir than a sensation among American audiences, though it did gain a fiercely loyal following. Critics often went so far as to label "Yamato" a rip-off, of "Star Wars," not realizing that it preceded George Lucas' grand epic by almost three years. Some believe that Lucas was inspired by the Japanese space saga.

Sternbach and Okuda would strike again in "Loud as a Whisper." When the mediator Riva brings the warring Solari factions together, he uses an "indigenous rock" table at the meeting site. The table in question contains markings which allude to a pair of "anime" characters whose popularity in Japan rivals that of Mickey Mouse in the U.S.: Kei and Yuri, a.k.a. "The Dirty Pair," a two girl team of 22nd-century troubleshooters. Originally code-named "The Lovely Angels," they are better known by their more popular (and infamous) nickname since they always seem to cause more problems than they solve on every one of their assignments to date.

The "Okudagram" trend would continue in "Contagion" with numerous "anime" titles and character names appearing as inscriptions on the Iconian Gateway, as well as the re-introduction and subsequent destruction of the **Yamato** (The Space Cruiser Yamato also met a violent end.). "The Icarus Factor" would introduce more "anime" references on the walls and floor of the "anbo-jutsu" gym. The "Nausicaans," a warrior-race spoken of by Captain Picard and later introduced in the flesh in "Tapestry", derived their name from the title character of yet another popular "anime" serial, "Nausicaa and the Valley of Wind". "Up the

Long Ladder" featured a computer search menu for ships launched into the Ficus sector. Two of the ships in the list are named "S.S. Urusei Yatsura" and "S.S. Tomobiki". "Urusei Yatsura" (literally "Those Obnoxious Aliens") is a comic "anime" series wherein Ataru, a girl-crazy, totally unlucky Earth boy; Lum, a princess from outer space who thinks she is married to Ataru (so she moves in with him), and all of their wild and weird friends cut up, caper, and cavort through a universe of fun and laughs. "Tomobiki" is the name of Ataru's hometown (a Japanese Hadleyville).

If you look closely at the tactical display in the teaser of "Peak Performance", you will clearly see that the wargames exercise is code-named "Operation Lovely Angel" (another "Dirty Pair" reference). By the same token, the proper names of the Braslota system's planets are "Kei", "Yuri", and "Totoro"; the title character of an "anime" story about two sisters and the catlike creature who befriends them. (An English hardcover translation of "Totoro" is available at "Foundation's Edge" and "Second Foundation" for any interested parties.)

"Okudagrams" took an unexpected and lengthy hiatus for all of the third, fourth, and fifth seasons of "ST:TNG", except for one brief "Dirty Pair" piece in "Ménage à Troi", when DaiMon Tog begins sounding off his personal access code to Lwaxana: "Kei, Yuri..." But knowing Sternbach and Okuda, the appearance of yet another "anime" reference may be just around the corner!

As to the "anime" phenomenon itself, there is something for everyone in it; adventure, romance, comedy, tragedy, intrigue, suspense, excitement, and so much more. True, most of it is spoken in Japanese (though there are dubbed and subtitled versions), but don't let that fact scare you off; the visual artistry itself speaks a language that is universal. If you find the art fascinating, if you are intrigued by the often amazing depth of the characters, or if you are just looking for exciting and powerful stories created by a unique people, you've come to the right place,... and you're not alone!

DOIN' THE CON THING AGAIN

By Pat Heinske

STARDATE 9304.06 -
MAGNUM OPUS CON - Kinda
says it all, doesn't it?

On Friday afternoon, Lieutenant Commander Elaine Pischke and I lit out of the shuttlebay in my high-warp scout shuttle and, at speeds approaching warp 9, made our way to Greenville, S.C. There we met up with the advance force of the away team - Larry Pischke, John Miller,

Diana Waldier, and Jeff Habrych. (We sent them ahead to secure the convention and prepare it for our HIGH-ranking arrival.) This year, Larry was finally successful in getting an inward-looking hotel room! Yeah!

Our first disappointment was that there was no free beer this time around. But, that's Okay - I managed to stay properly fuzzy throughout the weekend anyway - The room parties were great! (And

plentiful!)

The Rocketeer made his appearance, as well, but only jetted away with an honorable mention. Oh, well - next year's costume competition will definitely be different.

The dealer's room was a bit disappointing, though. I managed to get the rest of the ST-TNG figures I was missing (thanks, again) - I was even able to buy a Deanna Troi figure for \$12! They were \$50 at the last con I went to!

All in all, it was a very, um, interesting weekend, and plans are already being made for next year. Oh, and before I forget...

AAARRRRGHHH!

(That was a Klingon death-yell to warn FEHK'LAR that someone's coming to dinner...)

MAGNUM OPUS CONVENTION

A MOC VIRGIN'S JUDGEMENT

By Diana Waldier

I have heard many conflicting stories about MOC, both good and bad, so I had to go and judge for myself. Well, the verdict is in - GUILTY of being a SUPER-FUN convention. It is definitely NOT a typical Star Trek convention, though Star Fleet uniforms as well as Klingons were in attendance.

The whole Hyatt Regency in Greenville, SC, was devoted to this one convention for 4 days. I arrived Friday afternoon, got checked into the convention, found Jeff for the key to the room, and got moved in. Then I just roamed around a little to get a feel for the convention. I was amazed at the relaxed, fun atmosphere and it didn't take long for me to get into the mood to participate.

I spent some time looking thru the convention guide and was pleased at the variety of things to do - 24 hours a day!!

There were seminars about a wide variety of subjects including: Virtual Reality, Laser Propulsion, Miniature Paintings, Planetary Cultures, Hard S F, Computer Graphix in Movies & TV, Martial Arts Discussion Groups, Writers

Group, Technology of Magic, Movie F/X, Belly Dancing, Fencing, Dr. Who, Defensive Knife Throwing, Tarot Card Readings, Costuming, Creating Characters, Animation, Mythological Roots, and the Search for Extraterrestrial Intelligence. And these were not all of them! I had a hard time deciding which ones I wanted to go to.

There were also more unconventional happenings during the day and evening. These included Fencing; a Slave Auction for Charity; Bimbomania, Mr. Macho, Lip Sync and Silly Talent contests; and last, but not least, LIVE gaming. These were also shown on closed circuit TV at the hotel so you didn't have to stay in the Atrium (where all these were held on a central stage) and could relax in your room or watch from numerous monitors around the building. They had a constant message board going on another TV channel.

Well, once Pat and Elaine got there, we all dressed up, however we wanted to, and joined in the fun. The guys made up number sheets to help in judging the Bimbomania

contest and let their voices be heard during the judging. I enjoyed seeing how different people dressed. I saw everything from a lady in a Tomato costume to men in full armour and chainmail. Vampires, capes, sword, leather, and feathers were in abundance. Whatever you are willing to be seen in is allowed at MOC, within minimum decency limits. Those limits were not really tested as no one was asked to 'cover more up'. I did not see anything going on in public that could not have been seen by anyone. However, this is an adults only convention.

Friday night's dance was rocking, but our guys, as usual, were unwilling to get out there and shake it. So we roamed, watched, looked, and were looked at. We crashed a few parties and got to meet people from all over. Most of the room windows facing the atrium had pictures, posters or some other kind of identifying feature to let everyone know who occupied that room.

Finally, about 4:30 AM we headed back to the room and

See Judgement, Page 10

DEPARTMENTAL REPORTS

ADDENDUM By Pat Heinske

ENGINEERING By Pat Heinske

All is well in Engineering - our March Engineering Meeting was very short and informal - our April meeting took place on Stardate 9304.10 in Holodeck 5 at 1900 hours. Transporter Chief O'Motley was not present due to an away team assignment. The usual topics were discussed. The next Engineering Department Meeting will be May 8th at 7:00 p.m. (or thereabouts) - location to be announced.

OPERATIONS BY Larry Pischke

Activity is picking up. Part of the reason is the beginning of convention season, and, as most of you know, I am a rabid con-goer. I've already attended Vulkan, and I will be going to MOC. Others in the

works include: Shore Leave, Far Point, and DragonCon (a remote possibility at best).

Also in the works is a bridge set, which I have been working on with Chief Engineer Pat Heinske. Right now, we're still in the planning stages, but we expect to get into high gear after MOC (assuming we're still alive, that is).

Most of my time right now is spent trying to figure out this new *&%%\$& computer upgrade. It's got a lot of new, neat stuff, but I'm having a heck of a time figuring out some of it. At least the Star Trek Screen Saver works.

SECURITY BY Carey Muse

Security reports that all is quiet within the Department, although various members are expressing interest in working a convention. It has been awhile since we have had to ZAP anyone.

This is an addition to John P. Miller's "First Space Flight of Kitty Hawk" seen in the June, 1992 issue of "The Wright Stuff":

The command module from Apollo 14 was called Kitty Hawk, and the Lunar Lander was known as Antares. Kitty Hawk was piloted by Major Stuart A. Roosa, while Antares was landed by Captain Alan B. Shepard and Commander Edgar D. Mitchell.

Another interesting tidbit found in my search for the name of the lunar lander is that NCC-1701-D's shuttlecraft "El-Baz" was named after the brilliant Egyptian-born geologist/scientist Farouk El-Baz. He worked for NASA in Houston, Texas, during the time of Apollo 15 and taught the astronauts what they needed to know about geology to carry out their experiments with the samples they collected during their stay on the moon.

TARA

Continued from page 7

chuckled. "I've been looking for someone like you for a very long time. Now I'll get what I've always wanted with the help of the Romulans and a very expensive escort. But you're worth it."

Tara swallowed hard, the more information she got the more questions she had. But what she really needed was the whole picture.

"Well, it's nice to be appreciated." Tara's fists were clenched hard and her body tightened.

"You have no idea. You see your DNA is worth more than any life I could ever give for it. It's going to help me be immortal."

"What? That's impossible."

"On the contrary. You have no idea, do you? Well let me fill you in on a little secret. Inside your body, buried in your DNA, is a gene that lies dormant. It is a longevity gene. One that is your life extender, but the gene is so designed that it will extend your life indefinitely once you reach maturity in twenty years or so. Of course you won't live that long. But I will, with your gene.

Understand?"

"You're sick!" Tara screamed.

Lytax began to laugh as he turned and walked out of the room. Tara laid back, her body still tight. The first thought that came to mind was something her Grandmother had said.

"Tara, my sweet child," her Grandmother spoke the words so softly, "you're special. Just like me. Always remember that."

Tara had placed her arms around her Grandmother's waist and said, "I love you so much. I'm going to miss you when you're gone."

"Tara, child, I'm not going anywhere. Ever."

Muse sat at the long table in the conference room. He had gone over it in his mind, he had gone over it with the Captain, and now he would go over it with Admiral Pruitt. He could hear her voice come on screen. He looked over at Commander Heinske, Commander Tuel, and the CMO. Would they be able to come up with some answers?

TO BE CONTINUED....

JUDGEMENT

Continued from page 9

crashed for what was left of the night. The dance was still going strong when we left.

Saturday was full of different seminars, events, going thru the dealers room, and gaming. The costume contest was held and our Pat Heinske got 4th place. Then we went party hopping again until the wee hours. Some went longer than that and paid for it the next day. Sunday was checkout, so it was up and out. One last tour thru the dealers room and then the long drive home. I was so 'up' from the relaxing, fun-filled weekend that not even going back to work could bring me down. We all voted that we want another MOC in a few months rather than a full year. I am definitely going next year and maybe for all 4 days.

VULCAN LOGIC

A BEGINNER'S COURSE

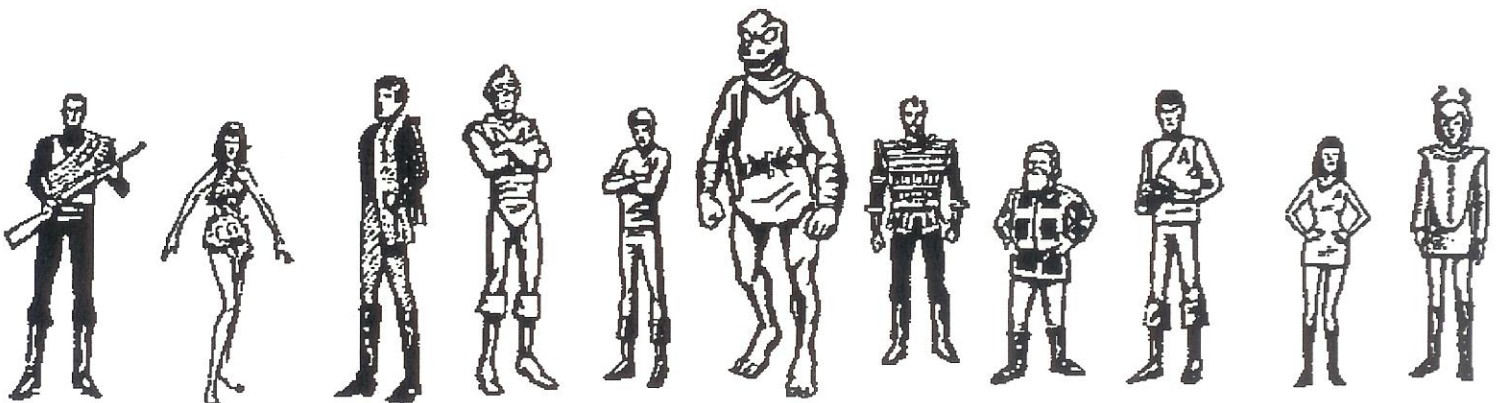
By Jane Fisher

Recently, at a local Star Trek Convention, five members of the U.S.S. Kitty Hawk crew (one was Larry) participated in a contest sponsored by the convention. Each contestant impersonated one Classic Trek character and one Next Generation character (no one impersonated the same character). Much to the Kitty Hawk's delight (and surprise), each of the five crewmembers captured one of the top five awards. As a prize, each crewmember was given a convention t-shirt; each t-shirt was of a different color. From the information provided, match each crewmember with the two characters they impersonated, where they placed in the competition (1-5), and the color of the t-shirt they won. Remember, all the information required to solve this puzzle is provided here (except which characters are Next Gen and which are Classic - if you don't know, you're probably reading the wrong newsletter). No additional knowledge of Star Trek trivia or the habits/personalities of individual crewmembers is relevant.

- 1) The five crewmembers are: Pat, the one who impersonated McCoy, the one who won the red t-shirt, the one who placed first in the competition, and the one who impersonated Picard.
- 2) Neither Jeff, nor the one who won the white t-shirt (who placed second), impersonated Spock, Worf, or Chekov. The crewmember who impersonated Worf did not impersonate Spock or Chekov.
- 3) The one who did an impression of Chekov didn't win the navy t-shirt.
- 4) The one who impersonated Scotty also impersonated Geordi. This crewmember won neither the black nor gold t-shirt.
- 5) Four of the impressionists are Robert, the one who performed the impression of Riker (who didn't win the gold t-shirt), the one who did the impression of Kirk, and the one who impersonated Data.
- 6) The one who won the black t-shirt was either Pat or the one who impersonated Picard.
- 7) The three who did not place third or fourth impersonated Riker, Geordi, and Spock.
- 8) Carey impersonated McCoy, but he didn't win the navy t-shirt. The one who won the navy t-shirt placed third.

ANSWERS TO NAME THE RACES

From the October, 1992 Newsletter
By Lynette Crowley



Human/
Klingon
Fusion

Orion
Slave
(Female)

Romulan

Orion
(Male)

Human
(Male)

Gorn

Imperial
Klingon

Tellarite

Vulcan

Human
(Female)

Andorian