

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

Well, here it is May, already. Time does fly when you are having this much fun. Things at Fleet seem to be about as confused as ever and this has prompted me to withdraw my name from consideration as a presidential candidate in this year's election. There is simply too much risk at this time and I don't believe they can rectify the situation by the end of this year.

I wish I knew exactly what to tell each of you about all this, but I honestly do not know what the outcome of it will be, or how to tell you to deal with it. So, I guess I should tell you how we intend to handle things on the Kitty Hawk.

Over the next few months, the bridge crew and I will be examining the current structure of the Kitty Hawk and what we do for activities. We may have new people in both new and old positions and may change our involvement in a number of projects. This is really an attempt to involve more of the membership in the running of the ship and to lessen the load I currently carry. Your input is very important. Please give any suggestions you have to either your department head or to me directly. I am willing to discuss any valid suggestion.

One of the things we will drop is the stampede. Participation has dropped to only a few people and Teresa is taking a leave of absence. At the May meeting we will decide if we are going to continue to do highway cleanup as it is time to renew our contract. This means that those willing to do the work will have to sign the waiver. Unless enough people are willing to do the work we will drop it.

Eight people in four teams of two can clean the section in approximately one hour. It would be ideal if enough people would volunteer to work that we could divide the job into squads of eight or more people each. Then instead of cleaning up six times each year, an individual would only have to do it three times per year. If you couldn't make it to your scheduled clean up, it would be up to you to find someone on the other squad to swap times with you.

Last time, only two people showed up to clean, Diana Waldier and myself. We cleaned half of the section on Saturday and came back on Sunday and finished the other half. We are both stubborn enough, that since we were the only two to show up at the decided upon time, we would do the entire job ourselves. Mugsey had said he could not be there for this clean-up but he did show up to provide drinks for the "team".

Several people who said they would be there called to say they would not when they discovered they had conflicts. But the rest of the crew seems to have taken an attitude of letting the other person do it. Now, I know that several of you have been to almost every clean-up, but some of you haven't been in a long time.

Now, what this tirade is all about is commitment and responsibility. If you say you are going to do a thing, you had better do it. If you have a conflict or are no longer interested in doing the thing you committed to do, then you have an obligation to let the responsible person know about your situation or change of heart. This is a good rule to follow in all

phases of your life, not just your time with the Kitty Hawk.

Another bone to be picked at this time is about your dues. Many of you have not paid your 1994 dues and they are overdue. Please, pay them this month or get with me and explain if you have a situation which needs some help. We don't want to lose any of you. We wanted to print a roster this time but it would be worthless with all the unpaid members absent from it.

On to happy notes. On the fifteenth, we will be working the Creation event at the Civic Center here in Raleigh. We will share duties with some of the U.S.S. Claymore crew. It should be fun.

Also, we will be signing up to man the beverage booth at Artspllosure at Moore Square on the 21st and 22nd. We will need a really good turnout for this event as we should have 6 or more people there most of the time. Even if you can't work with us, do try to come down and enjoy the music, arts and crafts. By the way the food isn't bad either.

Also, while you are in the mood to sign up, the Duke Children's Telethon is coming up on Saturday night, June 4th. We have slots for 10 or more people from 9 p.m. until 1 a.m. Sunday morning. As per usual we will adjourn to a local eatery for our midnight fare. This is always fun and there is plenty of food available.

And speaking of food, we will work out the details for our Memorial Day picnic at the meeting on the fourteenth.

Just so you know that this is a Star Trek fan club, let me remind you

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VOLUME 5

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CREDITS

PUBLISHER.....J.R. FISHER

EDITORJANE FISHER

ASSISTANTS AND CONTRIBUTORS.....J.R. FISHER
MICHAEL GLENN
JEFF HABRYCH
CAREY MUSE
ELAINE PISCHKE
LIZ READ
SCOTT ROBERTSON
AUDRA TAYLOR
JOHN TROAN

TOOL BOX: Dramen 386/25; Hewlett Packard Laserjet III; Logitech Scanman Plus; Word for Windows; Logitech Ansel Image Editing Software; Microsoft Publisher.



COLLECTOR'S CORNER

By Carey Muse

The 1994 Toy Fair was held recently and there are a lot of Star Trek toys coming out soon. There will be more figures, which I have already alerted you to in a previous column. There will be also more ships and more weapons coming out soon. There will be new DS9 figures and the DS9 space station and vehicles will also be coming out. Also, there will be a Next Generation phaser (this is the one from the first season, the small type one phaser). Also for Next Generation will be a few more ships. There are a few things that I would especially like to point out. First, Playmates is doing a set of Next Generation talking figures -- that's right, there is a button on each figure's back and you will be able to hear the voice of the character saying three to four phrases from the show. The first group of figures include Picard, Data, Troi, and Worf. The next item I would like to talk about is a collector's set of three (3) figures based on the episode that first featured Dixon Hill. This set comes with Capt. Picard as Dixon Hill, Data as his partner, and Dr. Crusher as Dixon's girlfriend. They are dressed in the period costumes for the 40's and come in a set similar to the Classic Star Trek Bridge figure set. It has a window and a scene with the three figures. However, this set will be considerably cheaper than the Classic Star Trek set. Also coming out soon will be a set of large figures.

These will be three figures that are 9 inches tall and will be available individually - they are Kirk, Picard and Sisko.

A couple of interesting things to note will be a Next Generation Enterprise Flight Control simulator. This will have a mock up of the Conn station and you can just basically control the Enterprise in a simulated situation. Also coming soon to go along with the Bridge Playset and Transporter will be an Engineering Playset. This will be set up similar to the Engineering section of the USS Enterprise and it will feature three sounds that you hear in the Engineering Department on the show and it will have several work stations and area including a light up reactor core, as well as other familiar sets of engineering. It will also be able to attach to the Bridge Set.

Finally, I have a note that was inevitable. There will be toys based on the upcoming movie. There will be figures, both the regular figures and the large figure assortment that will be similar to the ones previously mentioned. There will be also a ship assortment as well as action gear like phasers and tricorders, etc. These are not scheduled to be shipped until late in the year and I hope to have more information as the year progresses in the Collector's Corner.

THE ENLISTED REGISTER

By Jeff Habrych

Greenville, SC -- I was having trouble thinking of something to write about for this newsletter, then 'BAMPF' up walks Magnum Opus Con (MOC) 9 and all my problems were solved.

What is MOC?, you may very well ask. MOC is a complete departure from any convention you might have/will ever attend.

Most people on the Kitty Hawk have only experienced Star Trek cons such as Creation, Trek-O-Rama, Shore Leave or OktoberTrek. MOC is a convention unlike any Star Trek con one could ever experience.

MOC is an adult oriented convention, that is not to say that it is X-rated, but MOC does push the envelope to the limit. MOC is definitely not for the squeamish or Politically Correct.

MOC is very strict about under age MOCsters, when registering you have to show proper ID. Depending on if you are over or under 21 you are given a wristband indicating whether you are over 21. This simplifies things greatly for party planners and goers. You don't have to worry about carrying your ID around all weekend and it's an easy check when serving drinks.

This year's group included 16 people, the biggest yet, crammed into 2 hotel rooms. (Next year, we're definitely paying for a suite.) Even though it's fun to have that many people enjoying themselves, you know when a confessed snorer says he had trouble sleeping that it's time to buy the industrial size earplugs. We always hope that each year the group from the Kitty Hawk will get bigger and bigger,

besides it gets cheaper the more people we have. It's always fun to watch MOC virgins try to take it all in at once.

Over the years MOC has included guests from all walks of fandom, Sci-Fi, Horror, Fantasy, ST, Dr. Who, etc.

MOC-9 Guest List

| | |
|-----------------------------------|----------------------------|
| <i>Bruce Campbell</i> | <i>Monique Gabrielli</i> |
| <i>Patricia Tallman</i> | <i>Brinke Stevens</i> |
| <i>Spice Williams</i> | <i>Julie Warner</i> |
| <i>David Prowse</i> | <i>Timothy Zahn</i> |
| <i>Gunner Hansen</i> | <i>Brad Strikland</i> |
| <i>Kane Hodder</i> | <i>Steven Brust</i> |
| <i>S.N. Lewitt</i> | <i>A. Andrew Gonzalez</i> |
| <i>Dr. Raymond Moody Jr.</i> | <i>Mark Poole</i> |
| <i>Lawrence Watt Evans</i> | <i>Mary Hanson-Roberts</i> |
| <i>David Weber</i> | <i>Bill Stanton</i> |
| <i>Steve White</i> | <i>Brian Nistal</i> |
| <i>Ken Herren</i> | <i>Mark Rein Hagen</i> |
| <i>Steve Tanner</i> | <i>John Russo</i> |
| <i>David & Michele Newton</i> | <i>MOJO</i> |

It's really hard to go wrong with a guest list like this. Guests at MOC are always accessible, they'll walk around, sign autographs, talk to fans, go to parties, etc. Not like other cons, when the only time you see guests is on stage or in the autograph line.

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STAR TREK: JUDGMENT RITES

Review By Michael Glenn

The opening graphics and sound are terrific! Binnnnng . . . bonnnng . . . ta dah DAHH. The classic opening of classic Trek. The Enterprise we now call "A" swoops through the cosmos and Kirk's opening lines (which now have a TM after ". . . no man has gone before.") so you'd better not use these words in vain!) appear on the bottom of the screen. Roll the credits, then fade to black. Blue lightning radiates from the center of the screen and a starship tumbles out and hails you. After an enigmatic message telling you that it has just come back from eight days from now, it explodes and the remains of the saucer section flash past your portside.

So far, you've been on autopilot; now you're on your own. Using the cursor to make your crew perform their duties takes some getting used to, but becomes easy enough on the bridge. The landing party icons, however, are somewhat of a pain. You've got to right click to open the control panel, then left click to choose an object, person or action, then, if you want to do something on or with another object or person, it's another left click. I have a 486/33 with overdrive, so it is running at a virtual 66mhz. I still have to wait to close "conversation" boxes as the close is not active immediately and I've usually wasted a click long before it is. The characters are hilarious as they often walk through each other. Another time-waster is the habit of characters who will walk to the edge of the room to turn and come back past where they were standing before to go to the other edge.

There are eight scenarios included in the game. They are played sequentially (as opposed to Leisure Suit Larry 6, which allows you to "play" each babe more or less simultaneously). You are scored on each scenario separately. Unfortunately, some of your score depends upon your performing tasks in a particular order. You can accomplish the mission, but not have done things in an optimal sequence. I completed "Federation," the first

scenario, and got a 34% rating with zero commendation points. I tried it again and got 54% and one point. On "Sentinel," I got 100% and four points on the first try, so I may go back and re-do "Federation" again, but that would mean having to do "Sentinel" again!

One of the major drawbacks to this game is the sheer magnitude of the whole thing. It comes on 11 high density diskettes. Loading them takes about 20 minutes and then the machine takes about an hour and a half to decompress and set things up. It requires 37 meg to load and has a final size of about 27 meg. A saved game is about 8K, so feel free to save early and often.

The "play value" of "Judgment Rites" is, in my opinion, very good. The musical score can be boring at times. On my cheap Sound Blaster TM clone, it sounds as if it were playing on an electric parlor organ. The characters try to adhere to the attitudes and conversational style of their on-screen counterparts, although I think that Bones ^{PROBABLY} TM is along on some landing parties just for his wit and barbs at Spock ^{PROBABLY} ^{TM, TOO} and technology. A certain Ensign has conversation boxes with words such as "That was invented in Russia, Keptin."

List price is \$59.95, street price is \$35 - 40. There is a \$12 hint book offer enclosed. I don't have time to try everything, so I often use hint books, but I've gotten through the first two scenarios without one. Requires a minimum of a 386SX/16, 2 meg RAM and DOS 3.1. I found that I have to run it outside Windows. You can remove "WIN" from your AUTOEXEC.BAT or use a boot disk with an AUTOEXEC stripped of all TSR's when you wish to play. I think you'll wish to play often.

Here's your first hint: Have the shields up and weapons armed when you warp to the Espoir Station, there's a pirate waiting for you. As far as I know, you can't beat the Fokker triplane, but it's fun to try to maneuver a 250-meter starship in a dogfight with it.

(Continued from page 3)

Events such as the Home Slave Shopping Network (HSSN), the regular Slave auction, Casino Night, PMS contest, Bimbo Contest, Mr. Macho, Party Battles, MOCK Marriages, Lip-Sync and Costume Contests are all uniquely MOC.

Groups such as the Rogue Society, Society for Creative Anachronisms, Adventurers from Hell, Star Fleet, Atlanta Fantasy Fair, Klingon Assault Group, Fantasy Alliance of Gay Gamers and Terran Empire all bid for the best party of the weekend. Some of the drink concoctions that are served would curl the toes of a Denebian Slime Devil. I am happy to say that Battle Mech Starting Fluid, a drink that'll make you cry mommy, was remembered by many from its debut at MOC-8 last year.

Casino Night is always a big draw, scantily clad men and women serving drinks whilst you fritter your hard earned money away, all for charity of course, is always good fun.

For those interested in role-playing games, tournaments are going on all weekend. If there is not a tournament for your favorite game, you can be sure that someone will be playing it somewhere in the hotel.

MOC-TV keeps con-goers up to date with schedule changes and also broadcasts the contests through the Hyatt's closed circuit TV to every room in the hotel. So you don't necessarily have to miss any event.

MOC-9 saw the premier of the 'Shadow Players' Stage Combat Group, most of you know their leader, Diana Waldier. After a few nervous Nellies at the first performance, things look very good for the 'Shadow Players'. I'm told that they already have another booking later this month.

Of course Phil was marvelous as usual, where she gets those dresses I'll never know. Bruce Campbell on the other hand could care less. (Trust me on this one, It's a MOC thing.)

Over the next year or so you'll hear people singing the praises of MOC, 'It's a MOC think', '300 days till MOC', 'Chuthulu....', etc., that is the best advertisement that any con can receive.

KITTY HAWK CHRONICLES TARA'S ADVENTURE PART VII

By Audra Taylor and Scott Robertson

Malar stared in dismay at his ship. It was one of many in the docking bay that hung suspended by a huge docking clamp. That wasn't all that big of a problem. However, the entire floor of the docking bay consisted of nothing by the inner door of a giant airlock. The inner door had been opened, the floor was gone. There was almost forty meters of empty space between the entrance of the bay and Malar's ship.

"Where are the controls to close the floor?" Malar shouted, not taking his eyes off of his precious ship.

"There aren't any," Angie replied.

"There has to be!"

"Dammit, Malar! I said there aren't any!"

"Up there." Tara pointed. "In the control booth."

On the left hand side of the bay near the ceiling, was a large window. Beyond the pane of transparent aluminum, Malar could see the computer console.

"Come on!" Malar ran along the two meter wide ledge of the yawning airlock until he was directly under the booth window. The others followed. It was too high for him to reach.

"Khal, give me a boost," he said. The Klingon knelt down and cupped his hands. Malar stepped into them and Khal lifted him up on his shoulders. He was still a good meter short.

"Damn! Hey, Princess!"

"Don't call me Princess!" Tara growled.

"Fine. You're the lightest. Climb up here," Malar said.

"Why? So you can look up my skirts?" Tara shot but she began climbing anyway.

"No. We need you to climb in

there and work the controls," Malar replied just as Tara was climbing onto his back and up to his shoulders. "Besides, I've already seen what you have up your skirts."

Tara planted her foot in his face.

"Oww!" Malar protested from underneath a squished nose.

"How do I get the window open?" Tara called down.

"Smash it!"

"You can't smash transparent aluminum," she informed him.

"Well, shoot it then," Malar said.

"I don't have a phaser, stupid."

"Just a minute," Malar said. He struggled to get the Ferengi phaser out of his waistband without losing his grip on Tara. It was not easy. He passed the phaser up to her waiting hand. "Here."

Tara checked the setting on it and fired. Almost instantly, a large hole appeared in the window. She scrambled up through it, avoiding the still hot edges. She then turned to the console and began looking for something that would close the inner airlock doors. None of the writing on the console made sense. It was a language that she'd never seen before.

"I can't read the controls," she said to Malar. "They're in some weird language."

"Dammit," Malar swore under his breath. Any second now, he expected the Ferengi to break down the door and cut them to ribbons. "All right. Give me a hand up."

Tara leaned out of the window and grasped Malar's outstretched hands. She heaved for all she was worth, and with Khal pushing as

well, managed to get Malar up into the booth with her. He all but fell in, landing on top of her.

"Alone at last, eh Princess?"

"Very funny. Now get your stinking carcass off me," she said, pressing the phaser into his groin.

"Yes, ma'am!" he said with a hint of sarcasm, even though privately, his admiration for her went up another notch. He got up and immediately turned to the console.

She joined him, looking over his shoulder while he searched for the correct control. Malar punched a button.

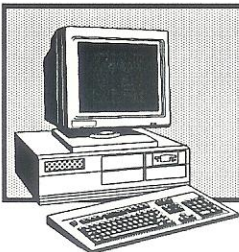
Khal and Angie nearly lost their balance as the ledge, which was actually the lip of the inner airlock door, lurched into motion. The doors slid towards each other with surprising speed. Malar hurried to the hole in the window.

"Khal! Angie! Get the ship prepped for launch. I'm going to stay up here and when you're ready, I'll start the airlock cycle."

"Are you sure you'll be able to get to the ship before the doors open?" Angie called back as she stood at the foot of the boarding ladder.

"No. But we'll never be able to operate the airlock from inside the ship. We'll just have to..." Malar trailed off in mid-sentence. The door to the control booth was opening.

TO BE CONTINUED...



COMPUTER COLUMN

By John M. Troan

(troan@vnet.net)

In this first column, of what I hope to be a series of many, I'm going to explain a lot of the differences in the processors used in PC's today. (In future columns, I will answer questions that readers have.)

A quick summary of essential terms before getting started for those not completely comfortable with "computerese".

Bit: a simple 0 or 1 (off or on); the basis for all computing. Combinations of bits represent numbers (10 is 2; 11 is 3; 100 is 4; 1000 is eight; 1010 is ten,...)

Byte (or 8 bits): one character of information--the letter "A" for example.

Intel: the maker of most (about 90%) of the processors used in IBM machines and compatibles.

MHz: an indication of how fast a processor operates. 1MHz is one millionth of a second; a chip at 25MHz does nine million more things a second than a 16MHz does.

The lowest performance chip used in most machines today is the 80286 (or simply 286). (There are other processors that give less performance, but this is where I'm starting.) It features a 16-bit architecture that allows the chip to process two bytes of information at once. The 286 is rarely used in the high-performance areas such as desktop publishing, graphics, etc.

The next processor is the 80386 (or 386). In reality, there are two versions of the 386 - the 386SX and the 386DX. Both of these chips feature a 32-bit (or 4-byte) design that allows it to process twice as much information as the 286 in the same amount of time. The difference

between the SX and the DX is that the SX still has a 16-bit connection (interface) to the outside world (relative to the chip) while the DX has a 32-bit interface. Both of these chips are still widely used in "older" machines. (I still have - and use on occasion - my first 386 PC.)

The most widely-used processor family (yes, there are multiple versions of this chip as well) is the 486 (officially called the i486). However, instead of just two incarnations like the 386, the 486 has *four*! The bottom rung on the 486 family is the 486SX. It's design is identical to that of the 386DX except that the 486SX has the higher performing internal design of the 486. The next step up is the 486DX (what I'm currently using to write this article). The advantage that this chip gives is the addition of a math co-processor internally. (Everything "below" the 486DX gives you the option of spending another chunk of money to obtain this add-on.) The math co-processor gives a little push in the processing of floating point numbers (anything with a decimal -- *i.e.*, 2.3). Another version of the 486 is the DX2 (clock-doubled). This technology allows the chip to operate twice as fast internally as it does externally. In other words, for a given clock tick, the chip can perform twice as much inside as it can outside. This performance increase is especially noticeable when you're doing things that are processor-intensive (*i.e.*, calculations). When looking at one of these clock-doublers, the speed that you see is the one at which the processor itself runs at. This means that a 486DX2-66 runs at

33MHz externally and 66 MHz internally. The fourth version of the current 486 family is the DX4. Contrary to what the designation indicates, the chip is only clock-tripled -- not quadrupled (4X). The current versions of the DX4 run at 25 or 33MHz externally and 75 or 100MHz internally! (A noticeable jump from the earliest 25MHz 486.) To further confuse the 486 family, other makers of processors have introduced cheaper alternatives to Intel's 486.

The highest performing processor currently available for PC's is the Pentium (previously referred to as 80586 or P5). These processors are the first 64-bit chips that can process an entire 8-byte piece of data (the word "COMPUTER" for example) in one clock tick. (The 486 would handle "COMPUTER" in twice as much time.) However, for the huge jump in performance, you pay a hefty price (currently about \$1,000 for each chip). Currently, there are three versions of the Pentium: 60MHz, 66MHz, and the recently-announced 90MHz. The 60MHz and 66MHz of the Pentium had some heat problems. (This led to such jokes as buy a Pentium notebook and get a portable heater at the same time.) There are hopes that the 90MHz Pentium won't run as hot, but only time will tell.

That sums up the current slew of PC (and compatibles) processor chips. If anyone has any computer questions that they wish to have answered in future *Computer Columns*, write to me at 8413 Sawyer Dr., Raleigh, NC, 27613. If you don't wish to have your question and answer in *The Wright Stuff*, include an SASE and I'll return your answer via the mail. (Printed responses will *not* include the name of the person asking the question.)

STELLARCON (ed?)

By Anonymous

High Point, NC – If you've not already noticed, the author of this article wishes to remain anonymous. It's more from the embarrassment of saying that money was actually spent in going to this Con, than from the fact the Con was a bust.

You'd think after doing a Con for 18 years, some one could figure out how to get it right. Well apparently this is not the case with the folks who ran StellarCon 18. For those folks that wisely stayed away from this Con, the only thing that they missed was the experience of seeing how NOT to run a convention.

The Kitty Hawk away team consisted of 6 semi-permanent members and 3 who beamed over to High Point on Saturday. John L., Paul M., George H., Aretha F., Madiline K. and Sharon S. made up the brave, but not so smart weekend long away team. The smart, but so-so brave, members, those who beamed over for Saturday's events, were Ringo S., Yoko O. and Whitney H.

Not to be totally negative about this experience, I will say that the guests were wonderful. Mark Lenard is a guest that everyone should see at least once. Mark was a real trouper, he stayed and signed autographs for everyone long after many guests would have called it a day.

Bjo and John Trimble were a real treat as always. Make sure you get to Creature Feature in April to see Bjo. If anyone knows what it's like to be a fan it's Bjo Trimble. Probably the highlight of any convention that Bjo attends is her slide show. Over the years, Bjo has taken photos of the backstage goings on of ST, ST:TNG, ST:TMPs, ST:DS9, etc.

The Klingons were out in

force for the Con, I think the Piedmont/Triad area must have the highest concentration of Klingons per square mile on the East Coast. But, in contrast, the lowest per Klingon intelligence quotient. To be fair, Klingons are known for their Honor and Bravery, not for an over abundance of grey matter.

The Radisson High Point is a wonderful hotel, our rooms had just been redecorated. Being High Point, the Capital of the Furniture World, the furnishings for the rooms made it feel like you were staying in your best friends guest room. I found myself much more relaxed staying in these rooms than at any other con I've been to. The Country Market restaurant while a bit pricey, what good hotel restaurant isn't, had a very elegant menu selection.

Most of what I (and others) found disappointing was the lack of organization and information sharing (I've been saving a long time for that 5 dollar phrase). A good example is that many people did not know that there were 2 dealer rooms until Sunday when a sign was put up to indicate that there was another whole room of dealers.

The Friday night banquet, was not what and when many expected. Many Con go'ers thought the banquet would be held Saturday night and were mildly surprised to find out when they arrived late Friday night, that the banquet was already over. I for one am glad I missed the banquet, being a Friday during Lent I probably would have starved. I've been told the main entrees consisted of BBQ and chicken.

The scheduled entertainment for the banquet, SCA,

was cancelled because a stage which they needed was taken down earlier in the day, which left the SCA in a bind, since many showed up expecting to be served dinner as payment. In other words, 'No show, no dough', which really annoyed the SCA.

The Con personnel gave Region One activities only one room for two hours both days, for our scheduled activities. I saw no other rooms set aside for individual department meetings. So this reporter was unable to sit in on any departmental meetings.

Events that were listed in the Con flyer such as ConTV was nonexistent, I saw no VR machines or Technology room. Even though it does say in the flyer that, '*Event List subject to change.*', no where in the Con program did it list a modified Event List.

The Radisson did not carry the local FOX station on their hotel TV, so con goers could not see the episodes until 1am Sunday morning, when they were supposedly shown downstairs. This one ranks up there with the FOX screw-up at MOC several years ago.

Sunday again was an 'Up in the air affair', no one knew till that morning what events were going to take place. But, by 11am events were pretty much finished up.

I'll admit the Con sounded great on paper, but in reality sometimes words don't do justice to reality.

The names in this article have been changed to protect the innocent and emotionally embarrassed. (Not that any of these people were innocent or emotionally stable to begin with.)

BOOK REVIEWS

By Elaine R. Pischke

FALLEN HEROES

By Dafydd ab Hugh

This DS9 novel is an exciting and gripping tale that kept me interested to the very end, despite the fact that it became clear early on in the book what had to happen. The basic plot is that Quark acquires an alien box which, when opened, throws him and Odo three days into the future. They emerge to find that DS9 has been destroyed by an invader force, apparently leaving no survivors. The rest of the book tells of their journey through the devastated station, finding body after body, piecing together what happened and finally figuring out how to put things right again. The book shifts back and forth between Odo and Quark, and flashbacks to the rest of the crew in their battle with the invading force, how they fought, and ultimately, how each died. Even though it was clear what was going to happen from early on in the book, it was well written enough to make me want to keep reading to see how the story would unfold. In summary, I give this book 4 1/2 starships.



THE PATRIAN TRANSGRESSION

By Simon Hawke

This book is not bad. It is fairly well written, although I found the writing a little stilted in places, but not excessively so. The author seems to play on some of the stereotypical characteristics of the characters without adding any new insights or dimensions to the characters. Basically, it tells a story without really drawing us in to the characters or in any way getting our emotions involved - unlike other books such as Sarek or Imzadi. The story is not really anything to get excited about, either. Basically, the Enterprise is assigned to carry two diplomats to Patria, a planet interested in joining the Federation. The planet is being plagued by rebels who seem to have acquired energy weapons from the Klingons, and Kirk is asked to investigate while negotiations are going on with the planetary council. As you might suspect, however, things are not that simple. Kirk et al are able to finally untangle all the facts and piece together the true story. There's nothing particularly extraordinary about this book, but it's a decent story anyway. I give it 2 1/2 starships.

SAREK

By A.C. Crispin

A.C. Crispin is one of the better Star Trek writers, in my opinion. With Sarek, she has again produced a winner. This book does not tell the entire life story of it's Vulcan hero, but, rather it concentrates on a period of time shortly after Star Trek VI. The Kitomer conference is several months in the past, and already there are signs that the fragile peace may be unraveling, as Klingon renegades become more and more prevalent. Meanwhile, on Earth, anti-alien, and particularly, anti-Vulcan sentiment seems to be growing. Sarek suspects a plan, which may have been as much as 70 years in the making, to disrupt the peace process. But he needs proof. In the midst of attempting to save the galaxy from exploding in war, he is faced with the toughest personal crisis of his life - the loss of Amanda.

For a book which is about "unemotional" Vulcans, this is a very emotional and moving book. The love story between Sarek and Amanda is woven throughout the intrigue and adventure in the form of present action and segments of Amanda's journals from the early days of their courtship and marriage.

This is an excellent book and I highly recommend it.

A SCIENCE QUIZ ANSWERS

By Liz Read

1. 2.32 parsecs from Earth, in the constellation Leo

2. About 7 miles per second, not counting air resistance

3. 17,770 mph - a spacecraft must maintain this same orbital velocity or face orbital decay

4. Light Amplification by Stimulated Emission of Radiation

5. On the moon, in the Imbrium area

6. From the Earth: troposphere -

tropopause - stratosphere -
stratopause - mesosphere -
mesopause - thermosphere

7. On or about July 3

8. Valentina Tereshkova, aboard the Vostok 6 in 1963, orbited the Earth 48 times

**Based on information from Astronomy and Space Science - the Harper Collins Dictionary by Dianne F. Moore ©1992*

CARTOON LAWS OF PHYSICS

By Jeff Habrych
(As read from Internet)

Cartoon Law I:

- Any body suspended in space will remain in space until made aware of its situation.

Daffy Duck steps off a cliff, expecting further pastureland. He loiters in midair, soliloquizing flippantly, until he chances to look down. At this point, the familiar principle of 32 feet per second per second takes over.

Cartoon Law II:

Any Body in motion will tend to remain in motion until solid matter intervenes suddenly.

Whether shot from a cannon or in hot pursuit on foot, cartoon characters are so absolute in their momentum that only a telephone pole or an outsize boulder retards their forward motion absolutely. Sir Isaac Newton called this sudden termination of motion 'The stooge's surcease'.

Cartoon Law III:

Any body passing through solid matter will leave a perforation conforming to its perimeter.

Also called 'Silhouette of Passage', this phenomenon is the speciality of victims of directed-pressure explosions and of reckless

cowards who are so eager to escape that they exit directly through the wall of a house, leaving a cookie-cutout-perfect hole. The threat of skunks or matrimony often catalyzes this reaction.

Cartoon Law IV:

The time required for an object to fall any great distance is greater than or equal to the time it takes for whoever knocked it off the ledge to spiral down the stairs to attempt to capture it unbroken. If such an object is inevitable priceless, the attempt to capture it is inevitably unsuccessful.

Cartoon Law V:

All principles of gravity are negated by fear.

Psychic forces are sufficient in most bodies for a shock to propel them directly away from the earth's surface. A spooky noise or an adversary's signature sound will induce motion upward, usually to the cradle of a chandelier, a treetop, or the crest of a flagpole. The feet of a character who is running or the wheels of a speeding auto need never touch the ground, especially when in flight.

Cartoon Law VI:

As speed increases, objects can be in several places at once.

This is particularly true of tooth-and-claw fights, in which a character's head may be glimpsed emerging from the 'Cloud of Altercation' at several places simultaneously. This effect is common as well among bodies that are spinning or being throttled. A 'wacky' character has the option of

self-replication only at manic high speeds and may ricochet off walls to achieve the velocity required. (thus ignoring Cartoon Law II).

Cartoon Law VII:

Certain bodies can pass through solid walls painted to resemble tunnel entrances; others cannot.

This *trompe l'oeil* inconsistency has baffled generations, but at least it is known that whoever paints an entrance on a wall's surface to trick an opponent will be unable to pursue the opponent into this theoretical space. The painter is flattened against the wall when they attempt to follow into the painting. (See Cartoon Law II.) This is ultimately a problem of art, not of science.

Cartoon Law VIII:

Any violent rearrangement of feline matter is impermanent.

Cartoon cats possess even more deaths than the traditional nine lives might comfortably afford. They can be decimated, spliced, splayed, accordion-pleated, spindled, or disassembled, but they cannot be destroyed. After a few moments of blinking self pity, they reinflate, elongate, snap back, or solidify.

Corollary: A cat will assume the shape of its container.

Cartoon Law IX:

For every vengeance there is an equal and opposite revengeance.

This is one law of animated cartoon motion that also applies to the physical world at large. For that reason, we need the relief of watching it happen to a duck instead.



OBLIGATORY JOKE OF THE MONTH

By Jeff Habrych

This frog is lounging about his lily pad one day and decides he'd like to make some home improvements. But he doesn't have the money, so he decides to try and get a loan. So he calls the bank and makes an appointment with the loan officer the next day.

The frog arrives at the bank the next day and is directed to the loan officer's desk. A moment later an attractive young woman comes over and introduces herself, 'Hello, My name is Patricia Black. How can I be of service?' The frog starts to explain his dilemma, 'I want to upgrade my lily pad, maybe add another wing, but I don't have the cash and that's why I'm here. Can you lend me some money?'

'Maybe yes, maybe no... It all depends what you can offer as collateral?', explains Ms. Black.

The frog look at her quizzically and asks, 'Collateral? What's that?'

'Well collateral,' explains Ms. Black, 'is something of value you own that you put up against the possibility of non-payment of the loan.'

'Well,' says the frog finally understanding, 'All I've got that is of value to me is this paperweight....you shake it up and it snows on the little village. I purchased it the last time I visited Paris. Cute, huh?'

Ms. Black takes the paperweight and looks at it for a moment before answering, 'Hmmm...I don't know. I'll have to speak with the bank manager.'

She leaves the frog at her desk and knocks on the bank managers door which opens to reveal Mr. Bitterby, the manager. 'Mr. Bitterby, can I speak with you for a moment? I've got a frog at my desk who wants to borrow money for lily pad improvements. But all he can offer as collateral is this glass paperweight.'

Mr. Bitterby takes the paperweight, hefts it in his hand, looks straight at her and says,

'It's a knick-knack, Patty Black, give the frog a loan.'

DEPARTMENTAL REPORTS

COMPUTER SCIENCE

By John M. Troan

The Computer Science Department is alive and well. I've been using the last couple of years to finish school (and work at the same time). Now that I'm finished, I can reshuffle priorities and put more time back into the Kitty Hawk.

Toward that end, I'm going to have a computer-related column every issue -- see the first *Computer Column* elsewhere in this edition of *The Wright Stuff*.

SECURITY

BY Carey Muse

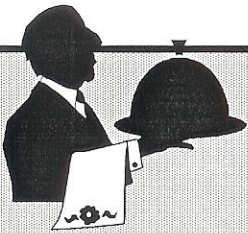
We are looking forward to a busy spring. We have Creature Feature coming up in April and we might be working Creation's convention in May. Otherwise, all is quiet in the Security Department.

(Continued from page 1)

that Next Generation has its final episode on the 24th of May. As of this writing, it is scheduled for 6 p.m. on Fox 22. Those of you who wish to

view it as a group are welcome to come to our house that evening. However, if you are camera shy you should be warned that Fox 22 wants to come in and do interviews with us during and after the final episode. They also may be here on Saturday and at the convention at the Civic Center.

Remember all the things that Star Trek represents as you think about all of the above. One person can make a difference. We are dedicated to the theory that together we can change the course of human history because we have the **Wright Stuff**.



YES VIRGINIA, THERE IS A CHRISTMAS PARTY

By Jeff Habrych

It was decided at this past year's Christmas/Anniversary party that the U.S.S. Kitty Hawk would hold the 1994 party at Prestonwood Country Club in Cary.

After speaking with Prestonwood I have secured a room at the club for Friday, Dec. 16th, 1994.

Prestonwood will be creating a new dinner menu and raising the price of the buffet slightly, but the cost should still be around \$25 per person. We should also start thinking about having hors d'oeuvres, drinks, etc. now, so I can get a

total cost before I start collecting monies from personnel (since these items will cost extra). I will start collecting monies sometime around July 1994.

Prestonwood has given us a choice of 3 entrees, 2 vegetables, 1 starch, and 2 desserts. I've narrowed the selection down slightly in each category so that we will get a better feel for what members want for dinner. Unlimited beverages (coffee, tea or soda), assorted salads and fresh baked bread are included in the price of dinner.

PLEASE RETURN THE BELOW QUESTIONNAIRE TO EITHER J.R. OR JEFF H.



| Main Entree | Select 3 |
|---|----------|
| Baked Stuffed Flounder with Crab Meat | |
| Shrimp Newburg served with Pastry Shells | |
| Baked Herb Chicken | |
| Roasted Cornish Game Hens | |
| Sliced London Broil with Mushroom Sauce | |
| Beef Tips Chausseur | |
| Fettuccini Alfredo | |
| Vegetables | Select 2 |
| Steamed Broccoli (with or without cheese) | |
| Green Beans Almondine | |
| Chinese Stir-Fry | |
| Steamed Vegetable Medley | |
| Corn on the Cob | |
| Braised Mushrooms | |

| Starches | Select 1 |
|--|----------|
| Mashed Potatoes topped with Cheese | |
| Oven Browned Potatoes | |
| Wild Rice Blend | |
| Rice Pilaf | |
| Baked Potatoes | |
| Parslied Potatoes | |
| Desserts | Select 2 |
| Key Lime Pie | |
| Carrot Cake | |
| Preston Pie (Ultimate Chocolate Pie) | |
| Cheese Cake with a Variety of Toppings | |
| Chocolate Cake | |