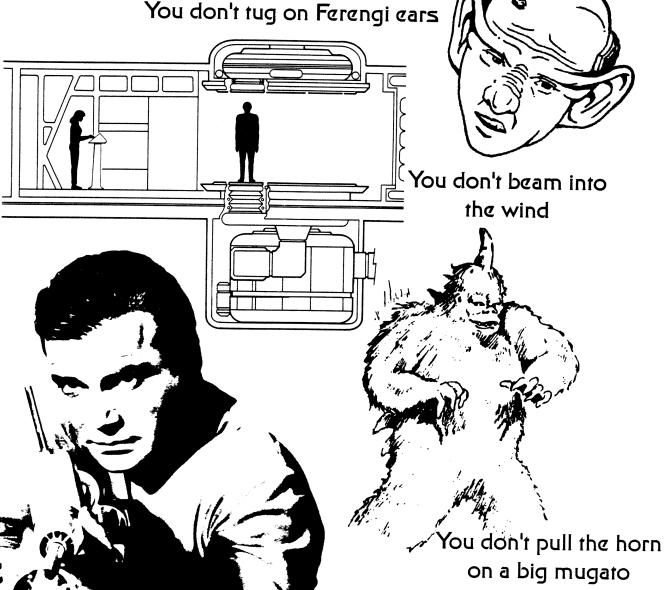


You don't tug on Ferengi ears



And you don't mess around with Jim!!!

#### LOG ENTRY

CAPTAIN'S LOG, Stardate 47050.1.

I don't know about you, but it's been hard watching this last season of the Next Generation. It has seemed that every episode has carried an evidence of good-bye. Even though "Turnabout Intruder" was the last episode of the classics, you couldn't tell while watching it. I guess it's easier to take when they cancel a show suddenly than knowing it was coming well in advance.

There have also been some episodes this season which I have had a hard time agreeing with. First of which, is "The Pegasus," where they gave the explanation of why the Federation doesn't have a cloaking device. I don't agree with the Treaty of Algeron. Why would the Federation sign this when it has been the Romulans who have clearly abused this advantage, as in the episode "Balance of Terror." Spock told the Romulan Commander in "The Enterprise Incident" that the cloaking device was a threat to the Federation. That's why they took the risk trying to steal it. Question: is it no longer a threat? Why would we limit ourselves when the Federation has other enemies besides the Romulans? Who knows, Wolf 359 may have turned out differently if we could have used a phased cloaking device. No, I don't agree with Admiral Eric Pressman, but I don't agree with those who wrote the episode. I know some of you have wondered how the Kelly can have a cloaking device. That's because they are of Klingon design. Since the Klingons are our allies and not a part of the Federation, they are not bound by the same treaty.

The second episode that I did not like was "Force of Nature." One of the reasons I have enjoyed Star Trek is because of the messages it tries to relay. I understand that we need to all become more conscientious of our environment, such as recycling, reducing pollution, and preserving natural resources. There has to be a better way of giving us this message without reducing us down to warp 5. Star Trek has always been "to explore strange new worlds" and at warp 5, you will never go "where no one has gone before."

Another episode which distressed me, was "Journey's End." At a convention, Gene Roddenberry stated that the character, Wesley Crusher, is how he saw himself in the 24th Century. In fact, Wesley is Gene's middle name. Now we see Wesley "exploring other planes" with the Traveler and leaving Starfleet. I don't think Gene Roddenberry would leave Starfleet, and is this an unnecessary reminder that he is dead?

As we come to the final episode of Star Trek: The Next Generation, a lot of people have forgotten a basic precept -- to live long and prosper. This is not the end for it will continue in Star Trek: Deep Space Nine, Star Trek: Voyager, Star Trek: Generations, etc. You, as fans, decide how far Star Trek will "boldly go."

Captain Dennis Hollinger U.S.S. Kelly NCC-3400

#### **FYI**

The Stargazer is a 100-ft. entertainment yacht on Clear Lake and Galveston Bay in Houston, Texas. It has dining facilities, a dance floor, and can carry 149 passengers.

### ask number one!!

At a recent activity at the Media Play store, we had the opportunity to meet and interact with other Star Trek and science fiction fan clubs. One of the starships, the U.S.S. Thunderbird made the statement that their ship has transwarp drive. One of our crew wants to know more about the transwarp propulsion system and if it's faster or better than the ultra-warp drive of the U.S.S. Kelly.

When we first see the U.S.S. Excelsior in space dock at the beginning of Star Trek III: The Search for Spock, it is referred to by Kirk as "The Great Experiment." The transwarp drive, which was supposed to be faster and better than conventional warp propulsion had yet to be tested and proven.

The theory behind transwarp comes from the original series episode "The Tholian Web." When caught in interphase with another universe, the Enterprise escaped by near instantaneous transport through a hole in space/time. In the Next Generation episode "Descent," the Borg ship opens a conduit through space through which they travel. The way transwarp works is to project a warp field in front of the ship and then the ship is pulled through space in what is basically a wormhole. This method propels the ship at an accelerated speed. The problem is that it has never been shown to work properly. Travel through the wormhole or conduit is extremely hazardous to the ship. Many ship systems fail or malfunction while traveling in this manner and the power needed to maintain the projected warp field is enormous.

According to the Next Generation Technical Manual, transwarp drive does not work, and it never has. The Star Trek Chronology and the new Star Trek Encyclopedia both state that transwarp technology was never developed beyond the experimental stage, because of the problems it created.

The following article covers the transwarp problem quite thoroughly:

#### NEW THOUGHTS ON TRANSWARP DRIVE

By Alex Rosenzweig

#### Author' introduction:

Star Trek Fandom was first introduced to Transwarp Drive in 1984, in the feature film "Star Trek III: The Search for Spock." In the film, it was intended to be little more than a supposed "improvement" that would fail, so the Excelsior's pursuit of the hijacked Enterprise would not succeed. Indeed, in interviews following the film, Harve Bennett - ST:TSFS's writer and producer - admitted he had no idea of what Transwarp Drive might "actually" have been. He was emphatic in saying that it was not intended as a successor to warp drive, and suggested that the fictional development project had truly failed, beyond merely being a victim of Scotty's tampering. But that was not enough for fandom. Over the years, a variety of fanciful and not-so-fanciful explanation were proposed for what Transwarp Drive might "actually" be. They ranged from simply and "uprated" warp drive to a way to break the hyperspace equivalent of the light-speed barrier (which ST:TNG has quantified, more or less, as "warp 10" on their scale) to a system (as proposed by

FASA) by which a transporter beamed a warp field ahead of a ship, which was "dragged" after it at a theoretically higher absolute velocity.

Most recently, however, the "Star Trek: The Next Generation" episode "Descent" used the term "Transwarp" when describing the hyperspatial conduit through which the Borg vessel (and the shuttlepod El-Baz) traveled. In thinking about this, I came to the conclusion that the commonality of terms was no coincidence. Based on that, a new view of Transwarp Drive began to form. While "Descent II" may throw new monkeywrenches into even this theory, the following ought to sum up where things are tight now (August 1993).

Program Report - Transwarp Drive Development Project (2284-2287):

By the beginning of the 2280's, improvements in warp drive engineering were such that it became clear that not many years would pass before the theoretical maximum warp speed (Warp 20 in the scale of time: Warp 10 in the scale adopted during the early 24th Century) would be reached. This maximum, an asymptote equivalent in hyperspace to the light-speed barrier in normal space, would - according to conventional Cochranian physics - require virtually infinite speed. Ironically, even while the ability to break into hyperspace had enabled Humankind to surpass the speed of light (a feat impossible in normal space), it was becoming clear that hyperspace, too, had its limits.

In an attempt to surpass this limit, a number of engineering and science teams set about creating a new type of drive to potentially "get around the problem," just as warp drive had done over 2 centuries earlier. The result was called Transwarp Drive.

In essence, Transwarp Drive melded the concept of warp drive with the much older idea of a "jump-drive," the near-instantaneous transition from one point in the universe to another by means of a manipulation of space-time roughly equivalent to creating a mini-wormhole. By the end of the 21st Century, experiments with such drives had been abandoned because warp drive was seen as safer, more stable, and more controllable. Transwarp Drive was an attempt to merge the stability of warp drive with the theoretical speed-equivalent of the jump-drive.

Transwarp Drive began with a basic warp field. A set of warp coils pretty much the same as standard warp drive's were necessary. But the similarity ended there. Once the warp field was established, Transwarp Drive's function depended on the creation of a conduit in space-time, a "tunnel" if you will. A vessel would ride through the tunnel, using its warp field bubble as a support field, much as children might ride an inner-tube down a tunnel in a current of running water in an amusement park. The theory was that the warp field would establish a level of stability to the flight, while the conduit would allow the vessel to take a "short-cut" through hyperspace, resulting in an effective velocity 20-25 times faster than the theoretical maximum warp, the conduit itself was to be created by a focused beam which would selectively warp space-time in such a way as to create the highly-directed conduit needed. The leading proposal - and the one which was tested in the De-

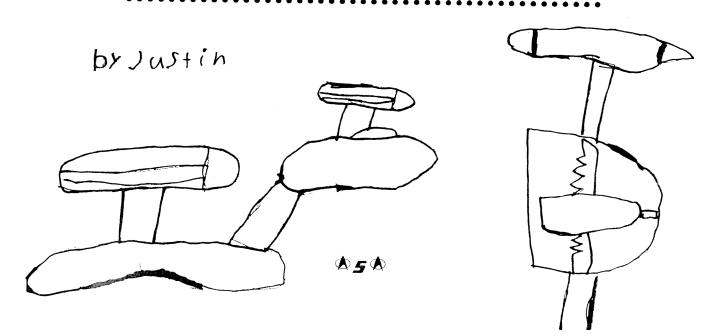
velopment Project - utilized tachyon beams, which could be emitted either through the warp nacelles or - in a more precise fashion - through the forward deflector arrays. Tachyons were deemed most likely to be a successful "drill" through spacetime, given their nature as particles which travel only faster than the speed of light, making them "native" to hyperspace.

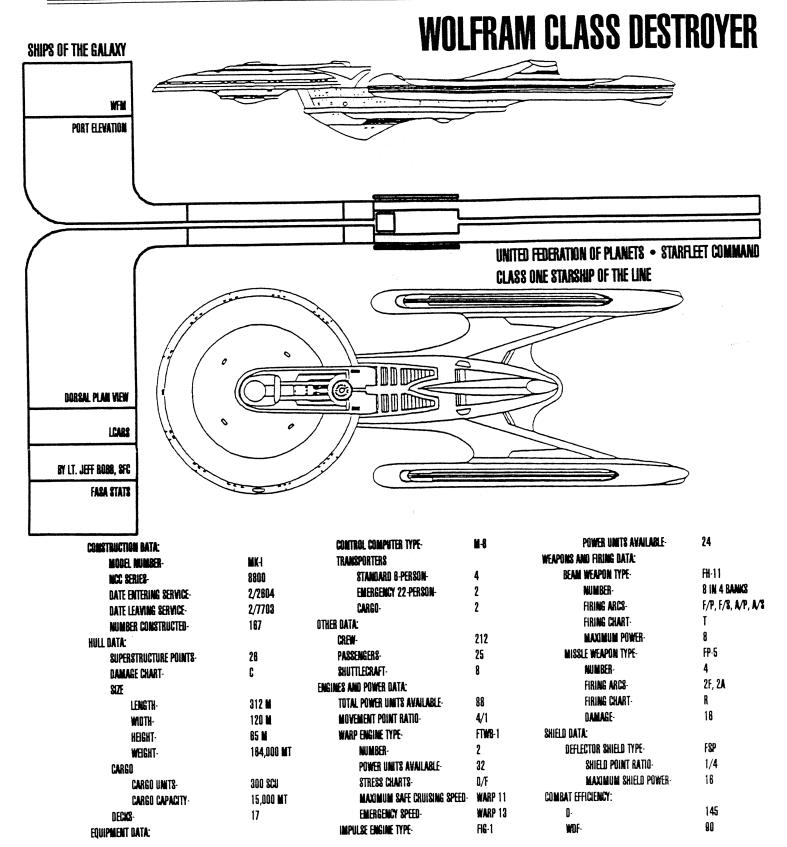
That was the theory. In practice, the results were at best mixed. First, the hoped-for stability in the space-time conduit did not materialize. Even with a warp to balance the light, potentially dangerous instabilities occurred. These not only imperiled the spacecraft while it traveled through the conduit, they also induced malfunctions and substantial energy-drains in on-board systems. Second, and perhaps more important, was that the energy requirements proved exceedingly high. Within the realm of energy-use available to most starship power-plants, the Transwarp system could project a conduit of comparatively limited range. After several months of tests, it became clear that the energy-costs were so high in relation to the derived results that the system was simply not worth it.

In 2287, the Transwarp Drive Development Project was declared a failure and was more-or-less permanently shelved. A spin-off of the project, though, was the development of substantially improved warp drives (which found their way into the uprated Excelsior-class, Ambassador-class, and other vessels of the 2300-2325 time period), increasing the range and efficiency of starship engines for decades afterward.

One of the benefits of transwarp experimentation was the development of improved warp propulsion. The Kelly's ultra-warp engines are a product of this uprated technology. For a comparison of the new engines to that of the original series ships, the emergency speed of the U.S.S Kelly (warp 9.6) is roughly equivalent to the warp 14.1 that the Enterprise experienced in the episode "That Which Survives."

All Kelly statistics along with those of many other starships can be seen by anyone who desires to know more about them. If you have any other questions you would like answers to, submit them to the executive officer, and ASK NUMBER ONE!!





## WHERE NO MELODRAMA HAS GONE BEFORE

Lt. (j.g.) Haro Reporting:

My parents are avid playgoers to the Desert Star Theater. They are also on the mailing list to receive information on upcoming productions. In December of 1993, they received a mailing on "Scrooged." Also included was a blurb on "Star Wreck: Where No Melodrama has Gone Before." I laughed, and decided I would probably go with a friend or two who were also interested in the Star Trek phenomenon.

So I called up Carl Stark and told him about it and "gee, wouldn't it be fun to have the Kelly go and see this?" So I call up Nada and tell her about it. I call the theater and get group rates. I tell Nada the bad news: there's no way we're getting in for less than eight dollars each. I figure that we'll get 10-15 people to go. But then Carl informs me that he knows somebody who works there and gets the tickets for six dollars each.

At the December Senior Officers' meeting, the proposal is discussed, and approved. Nada asks me to take care of it, since it was my idea. I say okay, if she'll take in the money and document names. Done deal!

After the January Senior Officers' meeting, I stop by Nada's house to pick up the money and the list of names. 45!?! I can't believe it! And we needed to add three more names to the list! I am informed that we only had 35 seats reserved at the theater, and I will have to try and get more.

I go to the Desert Star Theater on that Friday, and talk to the only person there. She has no problem arranging for more seats; we'll just be more spread out. As it turns out, the USS Kelly will be taking up most of the back tier!

I arrived at the theater about an hour early, to assure that when others arrived, the tickets would be there. I thought that everything turned out very well. Some people who showed up a little later than the bulk of the crowd were given tickets to tables upon which were seated people they didn't want to sit with. My response to complaints was simply, "You should have gotten here earlier."

Everything worked out fine, and when the commentator announced the USS Kelly, almost all of us stood and cheered. It made me proud to say, "Yes, I am on the Kelly."

#### FYI

Susan Bay, the wife of Leonard Nimoy, can be seen as an admiral on the premier episode of Deep Space Nine. She also plays the same part in the episode "Whispers."

Cynthia Gouw (Caitlin Dar, Star Trek V: The Final Frontier) is a weekend anchor/reporter for KDFW-4 in Dallas, Texas.

Spot, the cat, has not undergone a real-life gender realignment. The writers forgot the feline was originally introduced as male and had Data refer to his pet as a female. Since Monster and Brandy, the two cats who play Spot are female, she will retain that gender from now on. The two cats share screen time. Brandy specializes in sleeping and Monster does the running and jumping.

#### LETTERS FROM OUR CREWMEMBERS

Mar 16 '94

Dear Zenathia;

May I be honest? This is a bad time of year for me. I'm not kidding, January to June is usually Juggle-Juggle at school, and I'm really lucky if i find time to breathe!

I had a good time with the interactive game. There was only a single thing I was concerned with and that was money. I get what you said about membership and the Communique, but there's this point system. I don't have cash that I can go and but Trek paraphernalia for advancement. I don't have any funds to devote to that. If there are and activities that require money, count me out. We don't use heavy currency on Siriius!

Besides, that was never Roddenberry's ideal when he made STAR TREK. Kirk himself said that money is not used in the 23rd century. Daystar didn't know the meaning of the word until Quark wanted him to try out the Daubo tables. Please don't think me harsh, but that is my Achile's heel. I can barely keep up with my photography, let alone Trek toys.

Now, on the brighter side, the communique and talking with people about Trek does sound like fun. Unfortunately my parents are a little reserved about Kelly, and are not sure if I should be doing all this. They are even a little scared (I think) of the upper east side and something else called Ulysses. I'm not sure why, they won't say.

I admit I'm a little daft. I can only take things one at a time. I do have some interesting connections, like my cousin in California may be able to get me a uniform straight from Paramount or something. The only things I have in the way of paraphernalia are:

ST:TNG Sound track (Encounter at Farpoint)

ST:TNG Tech Manual

1 comm badge

2 copies of the TNG magazine (24 & 25)

and 2,3,4,5,6 Star Trek classic videos. We have taped all TNG episodes, except "Lonely Among Us" and "Pen Pals."

I don't know what I can do to help with writing talents. My handwriting and grammar are bad, and I'm not exactly qualified to write for the Communique. What can a fan do?

I hope you'll help me clear this all up. Hope to hear from you.

Daystar Atuval

Mar 26 '94

Dear Zenathia:

Today is TGP's 1 year, 7 month birthday, but I don't think it's a celebrating thing. I received your letter at noon, and I'm afraid the convention is half over.

I hate to say, but the uniform I wore at the Gaming Night was Brent's. Unfortunately, I thought the \$25 might be beaten by Elizabeth's free one. It will be green like Data's though not gold. I don't know if anyone will mind, since the medical staff were sporting their blue ones.

Right now I haven't much time to spare, but when school is out I will until December. Siriians tend to be seasonal. I am a summer person. Me and Elizabeth (Cineovene Atuval)

will make an annual pilgrimage in August, to celebrate two years of TGP. This year we will do it in a lot up in the woods of Colorado.

You had asked about photography and our school paper. I used to, but we don't have a school paper anymore. I would write articles on safety and truancy, and do all kinds of pictures.

I'm hoping to come to whatever meetings I can. TGP is very big on service projects, camping, and environmental stuff. I was a boy scout too!

The biggest news we have on the TGP wires is along that line. ...

Daystar Atuval

Dear Karen.

Thank you for all the stuff about the club. I bet it was cool to have your picture taken with Scotty. I didn't get my story yet. If you still have it would you change it in corrections for me. I'm probably going to write the continuation in the next three weeks. When is your birth-day. Mine is April 7. I do not understand how to fill out the promotional sheet could you please call or write back. (803) 638-7031.

Sincerely, Nathan

My brother just asked can the Kelly saucer separate? If it can, I've got some questions to ask you about it. Goodbye for real now.

March 17, 94

Dear Karen Lt. (j.g.) Zenathia

There is currently no fan club here. However, one of my goals is to get one started here. There is a number of people that enjoy Trek as much as I do. I really don't have a character yet. I'm kind of fond of the Intelligence part of Starfleet service. Well since you asked my age I'll tell you. I'm 24 years old my birthday is Jan 1, In Star Trek The Official Fan Club Issue #94 (Nov./Dec 93) it said they were looking at more than one script so maybe Kirk will live. That's the great thing about Star Trek the hope. After all even Spock came back! I'd love some pictures of the Kelly. So what day in July is your birthday? Well I go put this in the mail.

Seth Merriel

Dear Ruth,

I am sad to say that I can't come to the simulator. I was going to tell you about my collection. I have all the Star Trek electronic toys except for the Romulan War Bird. I have a game called Game of the Galaxies. I have the sound tracks for 1-4. Well I have a lot of other stuff that I'm too lazy to write down. I sent Karen a story I wrote called the Virus for her to read and send back with a comment. I will want you to read it when i get it back. Well I would have called you again by the time you get this letter.

Live long and prosper Sincerely, Nathan File: Karen1na.Mat

Page 1

Dear Karen Vincent;

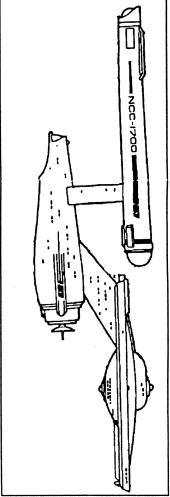
February 15, 1994

I must admit I enjoyed you letter, it's so nice to talk with someone who doesn't roll their eyes at STAR TREK.

I'm Matt Shelton. I'm fifteen and have been a very hot ST:TNG (Star Trek: The Next Generation) fan. I head up a small group of kids who like to write fantasy stories for fun, and may publish one someday. I like to include TNG in the stories that I do for fun. We've together written many strange things. One, called "Article 143", was inspired by a vision of Velociraptors running down the Enterprise corridors (N.C.C. 1701 - Delta).

I haven't had a chance yet to go to any ship meetings yet, but I really don't know when they all are. I really enjoy Star Trek, especially conventions where you can lay hold of that merchandise you've been after. I don't have my own uniform yet, but I'm out to get one.

I'm really into Role Playing games (I hope it doesn't disappoint you). With the stories we write, one called T.G.P., we like to do our own Role Playing Game, called PERSONA, where each of us plays one of the major characters we are writing on, and helps us develop each character.



Cmndr. Strawberry's from Persona. I'll try, if you'd like, try now to explain TGP's story. It goes something like this.

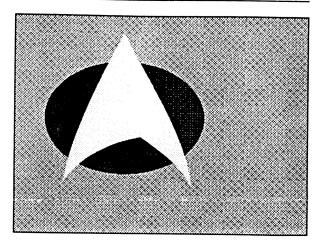
Circa Stardate 47100, a small research station in the siriius system is shut down from lack of StarFleet funding. In the process of closing down, a shuttle containing one man and a great deal of equipment is lost without a trace. An investigation uncovers rising amounts of temporal activity in the system. They uncover a dimensional window, spherical in shape, large enough to contain a large moon. In fact, they find inside, a most unusual world. The world, Siriius XII, inside is not class M, having no Nitrogen in it's O²/CO² blend. Despite the lack of proper chemicals, life exists there, like no other world ever known in the universe.

There are hundreds of species of intelligent beings. Everything from Humanoids to your local cat and dog, to the animals in the woods are all sentient creatures. There are even many

File: Karen1na.Mat

Page 2

creatures never before existing anywhere, that are sentient as well. The humans, who are descendants of Trill (the hosts, not symbiont), living without Nitrogen. Except, due temporal shifts in their dimensional difference to the normal universe, time is never stable, and the creatures on this world are Fifty centuries advanced. However, property of this other universe is the existence of a neutrinosize energy particle, that the Siriians have evolved use over



fifty centuries. They can do so much with it, that it is called, most often, "Magic".

My Role?

I was born there. My parents, I learned when I was sixteen, were the matriarchs of the country in which we lived, but were locked in a struggle with a dangerous society. When I managed to bring about the fall of this society, two things happened. The first is that I met the woman who I eventually married, but that's besides the point. The other is that not long after, something landed in the countryside. A shuttle carrying a chemical that is now dangerous to us: Nitrogen, in it's air. The man in it wasn't stupid, and kept the shuttle sealed.

Sirilus remained top secret well into the 25th century. Eventually, I managed to make a treaty of trade with the federation. The details aren't important, but as a sealing to the treaty, my parents, Cimorene and Mendenbar, and my wife, Shiara, all went to the academy to seal the agreement. Don't ask me how, but we made it through, and our first posting, (in the treaty I made with the federation, was that Sirilans would serve in families only, no matter how inconvenient) was on Enterprise, NCC-1701-Delta.

We served during what, by our standards, is the last season of TNG, the one that's on now. After, we were posted on the Prototype ship of the Nova class, USS NOVA (of course).

That's the basics of Persona. The rest of the story and the details are terribly complicated, but if you'd like, I'll tell you them later.

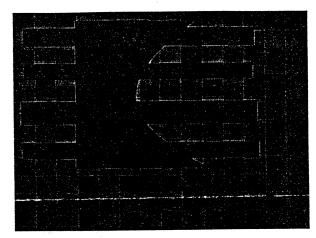
How many kids of the Ages 13 to 17 are there on the KELLY? I

File: Karen1na.Mat

Page 3

would like to meet Doug. I'm having trouble coming up with the eight dollars to send in with my application. I'd really like to know when and where the Kelly meets so I can try it out.

Conventions are the best, except that I can never hold my wallet. Anything with STAR TREK on it, is like GOTTA HAVE, and would have me like a Magnet. The truth is, my parents never let me go to them, so I haven't been to many. I'm looking forward to seeing what KELLY has to offer.



Hope to hear from you soon!

## Daystar Atuval

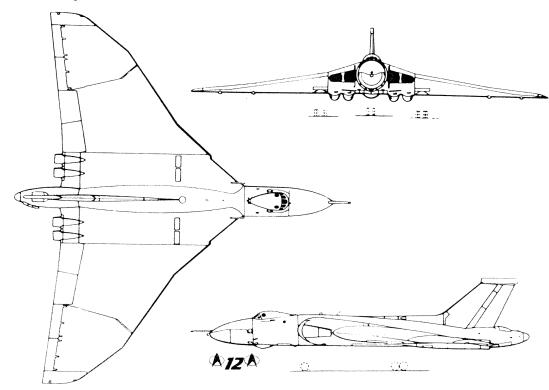
(but since no one in the federation can pronounce that;)

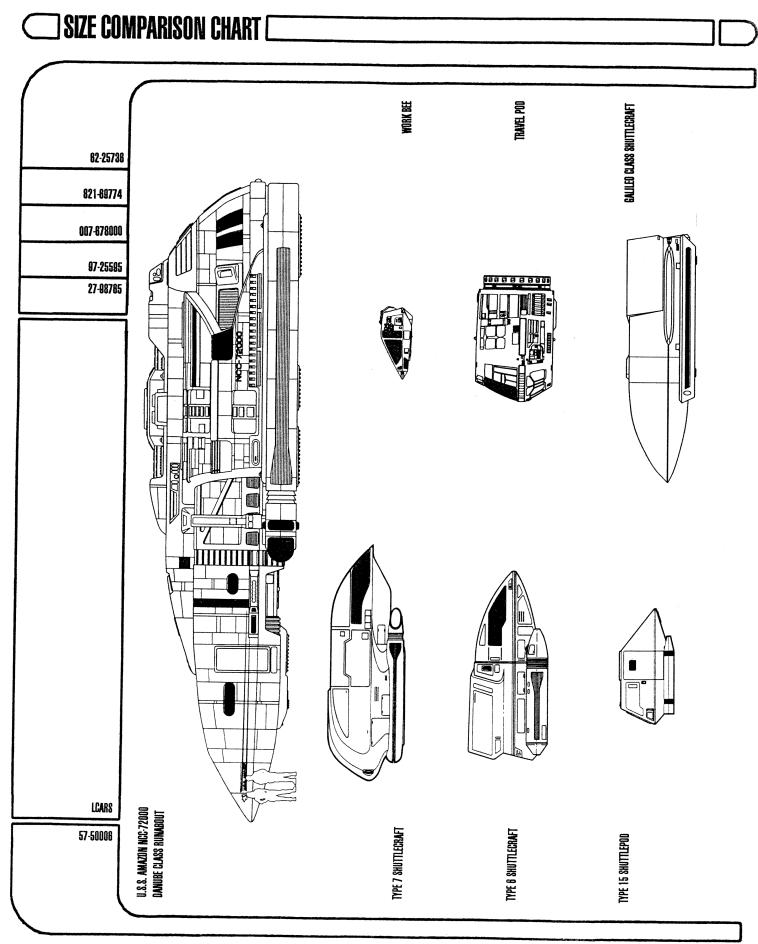
Commander Strawberry

T.G.P. HQ

Word Count: 858 File Size: 63 KB 6821 S. Lexington Dr. West Jordan UT 84084

### British Aerospace VULCAN B.2 Bomber





## ...MORE LETTERS

Dear Lt. Stark,

Thanks for writing me. I was about to write before I received your letter. It is nice to know there are people that share the same interests. I also did not know that anybody else kept a list of starships like me. I think I have at least 530 ships on my list. I will try to send you a copy of my list. I would also very much like to have a copy of your list. I want to thank you for the application for the Galactic Engineers Concordance. I am a member of two other ships besides the Kelly, but I like the Kelly the best so far. The two other ships I am a member of is the Orion and Thor. Before I heard of the Kelly I started, and still have, my own Star Trek club called the U.S.S. Reliant NCC-1864-A which takes place long before the Kelly. I have a few questions to ask you, the first is when was the launch date for the Kelly in stardate form? Where was the Kelly built? Does the Kelly have a motto? I want to know the answers to those questions because I was going to make up a commission plaque for the Kelly. Also in the issue of General Quarters I received it had something in it about Training Sheet Night and I was wondering—What is a training sheet? I liked the picture of the Kelly on the issue of General Quarters. I was wondering if anybody has tried to make a Technical Manual for the U.S.S. Kelly yet? If not, I would be happy to try and make one sir. I was thinking of a project for the entire crew. We could let each crew member design their own quarters. Well that's all for now.

Warp Speed, Shane R. McCaslin

Dear Karen

I got your letter. And was happy to hear from you. Your character's name is interesting. What kind of species is she? I think you should go to the ships party for the final episode and I'll cry too when that last one goes off the air.

I'm glad Deep Space Nine got off the Bajoran politics too. But it did give a little insight. I also hear that it's a black hole the ship goes through chasing a renegade Federation ship and that they work together to try and get back. Anyway I'm looking forward to seeing it. Well I'll go and put this in the mailbox.

Write back soon! Seth Merriel

Dear Karen,

I have always been a sci-fi type person. That is what first got my interest in Star Trek. What has kept me interested is some of the values Star Trek has showed like justice, and fairness. I have never written any of the actors but I have all six Star Trek movies. I enjoy reading the Star Trek novels right now. I am reading #29 Sins of Commission. My favorite movie would be Star Trek six. What do you thing of Deep Space Nine? I have heard a rumor about the Next Generation doing a movie. And even another Star Trek spin-off. Have you heard anything? Hope to hear from you soon.

Live long and prosper Seth Merriel

#### Dear Karen

I got your letter thanks. I hope you succeed in becoming head of the department. Say hi to your son for me. I watch Star Trek a lot too. I am mad that the old one does not come on. Next Generation is my favorite. Did you hear about the next TV series coming and the Next Generation movie. I joined about two months. I got the application but nothing else except this in a month and a half. Mrs. Ruth Burns has not kept in touch with me. I think I'll write her tonight. I haven't been able to go to any convention yet. Could you get me Quark's address. When Gene died I never almost heard of Star Trek. Well my mom took me to the theater to see Star Trek Movies 3 & 4. This may be annoying every time you mention you know a character of Star Trek & I ask for his or her address. Could you give me Majel Barrett's? That must have been nice to get a thank you card. I bet you know what I'm going to say. Could you give me Riker's address? I asked Ruth is she'd give me Patrick Stewart's address. She still has not. I sent in to join the Captain's Communique but got nothing back. I'll send you a listing of all the clubs. Could you tell me when that is and what I have to do. Sorry can't find my list of clubs. I just now called Ruth. She asked me to ask you to give me information about the Kelly and I want to know what it looks like. She also told me to tell you all the things that I have in my collection but I'm not going to bore you with that unless you ask me. I sent a science fiction story along with you called The Virus. Please feel free to make comments on it. Oh before I go I've got two things to say first can I have your phone number second would you give me all the crew addresses you have. My number is (803) 638-7021.

Live long and prosper Sincerely, Nathan



#### **FYI**

Dr. Robert Ballard, of the Woods Hole Oceanographic Institute made a guest appearance on Sea Quest DSV. The Institute's scientific robot submarine, Enterprise NCC-1701, is in the background of that Sea Quest episode.

Terry Farrell was cast as "Cat" in the U.S. version of Red Dwarf. When difficulties arose in production, she auditioned and got the part of Dax on Deep Space Nine.

L.A. Laker, James Worthy, was Koral, the tallest Klingon ever to appear on Star Trek: The Next Generation. He thinks he will keep his day job, but would love to wear his Klingon head on the basketball court.

\$15\A

## STAR TREK: THE NEXT GENERATION • EPISODE GUIDE

	EPISODE Descent part 2	CODE Des2	PRODUCTION ORDER 40277-253	AIRED WEEK OF: 9/20/93	8TARDATE 47205.4	EXTENDED TOTAL 153
2.	LIAISONS	Ü	40277-254	9/27/93	UNKNOWN	154
3.	INTERFACE	la	40277-255	10/04/93	47215.5	155
4.	CAMBIT part 1	Gam	40277-256	10/11/93	47135.2	158
5.	CAMBIT part 2	Gam2	40277-257	10/18/93	47180.1	157
8.	PHANTASMS	Pb	40277-258	10/25/93	47225.7	158
7.	DARK PAGE	DPa	40277-259	11/01/93	47254.1	159
8.	ATTACHED	Ai	40277-260	11/08/93	47304.2	160
9.	FORCE OF NATURE	FN	40277-261	11/15/93	47310.2	181
10.	INHERITANCE	lah	40277-262	11/22/93	47410.2	162
11.	PARALLELS	Par	40277-263	11/29/93	47391.2	163
12.	PEGASUS	Pe	40277-264	1/10/94	47457.1	184
13.	HOMEWARD	Hd	40277-265	1/17/94	47423.9	185
14.	SUB ROSA	SR	40277-266	1/31/94	UNKNOWN	188
15.	LOWER DECKS	Ш	40277-267	2/07/94	47588.7	187
18.	THINE OWN SELF	80	40277-268	2/14/94	47811.2	168
17.	MASKS	Mas	40277-269	2/21/94	47815.2	169
18.	EYE OF THE BEHOLDER	EBe	40277-270	2/28/94	47622.1	170
19.	GENESIS	Ge	40277-271	3/21/94	47853.2	171
20.	JOURNEY'S END	JE	40277-272	3/28/94	47751.2	172
21.	FIRST BORN	FB	40277-273	4/23/94	47779.2	173
22.	BLOODLINES	Bl	40277-274	4/30/94		174
23.	EMERGENCE	Eme	40277-275	5/07/94		175
24	PRE-EMPTIVE STRIKE	PeS	40277-276	5/14/94		178
25	ALL GOOD THINGS	AGT	40277-747	5/21/94		177

# STAR TREK: DEEP SPACE NINE • EPISODE GUIDE

	EPISODE The Homecoming part 1	CODE Hc	PRODUCTION ORDER 421		STARDATE Unknown	EXTENDED TOTAL 21
2.	THE CIRCLE part 2	Ci	422	10/05/93	UNKNOWN	22
3.	THE SIEGE part 3	Si	423	10/12/93	UNKNOWN	23
4.	ENVASIVE PROCEEDURE	EP	424	10/18/93	47182.1	24
5.	CARDASSIANS  BLA THE BOY WITHOUT A COL	Car	425	10/25/93	47177.2	25
6.	MELORA	Mel	426	11/01/93	47229.1	28
7.	RULES OF AQUISITION	RAq	427	11/08/93	UNKNOWN	27
8.	NECESSARY EVIL	NE	428	11/15/93	47282.5	28
9.	SECOND SIGHT	<b>188</b>	429	11/22/93	47329.4	29
10.	SANCTUARY	San	430	11/29/93	UNKNOWN	30
11.	RIVALS	Ri	431	1/03/94	•••••	31
12.	THE ALTERNATE	Alt	432	1/10/94	•••••	32
13.	ARMAGEDDON GAME	AG	433	1/31/94	•••••	33
14.	WHISPERS	Wh	434	2/07/94	•••••	34
15.	PARADISE	Pd	435	2/14/94		85
18.	SHADOWPLAY	8р	436	2/21/94		38
17.	PLAYING GOD	PG	437	2/28/94		37
18.	PROFIT & LOSS	PL	438	3/21/94		38
19.	BLDOD OATH	B0	439	3/28/94		39
20.	THE MAQUIS part 1	Maq	440	4/23/94		40
21.	THE MAQUIS part 2	Maq2	441	4/30/94		41
22.	THE WIRE	Wi	442	5/07/84		42
23.	CROSSOVER	Cr	443	5/14/94	• • • • •	43
24.	THE COLLABORATOR	Col	444	5/21/94	• • • • • •	44
25.	(NOT YET BEEN CHOSEN)					

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She learned a lot about the ins and ours of professional acting and her exposure on GUIDING LIGHT enabled the actress to land guest-star roles on several prime time television series. Her last role prior to appearing on THE NEXT GENERATION was on the short-lived, but critically acclaimed, series SHANNEN'S DEAL.

Ensign Ro was not the first character she played on STAR TREK. She's previously had a guest-star role as the character Dora in "Half A Life." When she auditioned for that episode she read with David Ogden Stiers, since she was to play his daughter. Stiers, of course, played the central character, Dr. Timicin, in that story which dealt with a world where people are expected to commit suicide when they reach the age of sixty so as not to become a burden on their family or society. Her biggest scene in "Half A Life" occurs when Dora comes on board the Enterprise to beg her father to reconsider his plan to leave home and not commit ritual suicide. Dora clearly hated Lwaxana Troi for her influence on her father. This brief scene caught the eye of the production team.

When the actress returned to THE NEXT GENERATION, at age 26, Michelle Forbes found herself stepping into the full blown character of Ensign Ro, essentially starring in the episode which bore her character's name. But in spite of the immediate popularity of the character, she was only committed to appear in a few episodes in the fifth season, and has appeared in only one in year six.

Forbes seemed to like this status, though as it allowed her the opportunities to pursue other roles while still being connected to an on-going series. But unlike the series regulars she isn't tied to the series week in and week out. At the time she was initially involved with THE NEXT GENERATION she stated, "Because of my excellent experience with the cast and crew so far, I would not at all hesitate to sign a long-term contract and become a regular cast member of this series. Having a steady job is always pleasant. No matter what happens, I don't see myself getting type-cast in this role."

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At the time, Forbes hoped that the writers would explore her character's past a lot more as a great deal was hinted at butt left unresolved in the debut episode of Ensign Ro. For instance, while she is a bit abrasive with some crew members, particularly Riker, she has become friendly

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This edge her personality has is what many fans welcomed about her character. While everyone else aboard the Enterprise seems to be the best of friends, with never a harsh word to pass their lips, Ensign Ro is the only recurring character who is allowed to be cranky and get into arguments with anyone. But by having her aboard the humanity of all of the characters is magnified by showing that there's more beneath the surface than the more than one hundred episodes aired ever even hinted at.

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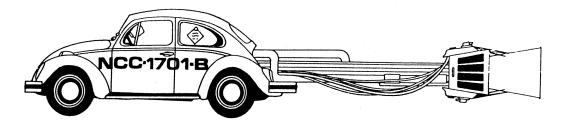
#### FYI

Marnie Mosiman, the wife of John DeLancie, played one of Riva's chorus in "Loud as a Whisper."

#### RULE OF ACQUISITION #203

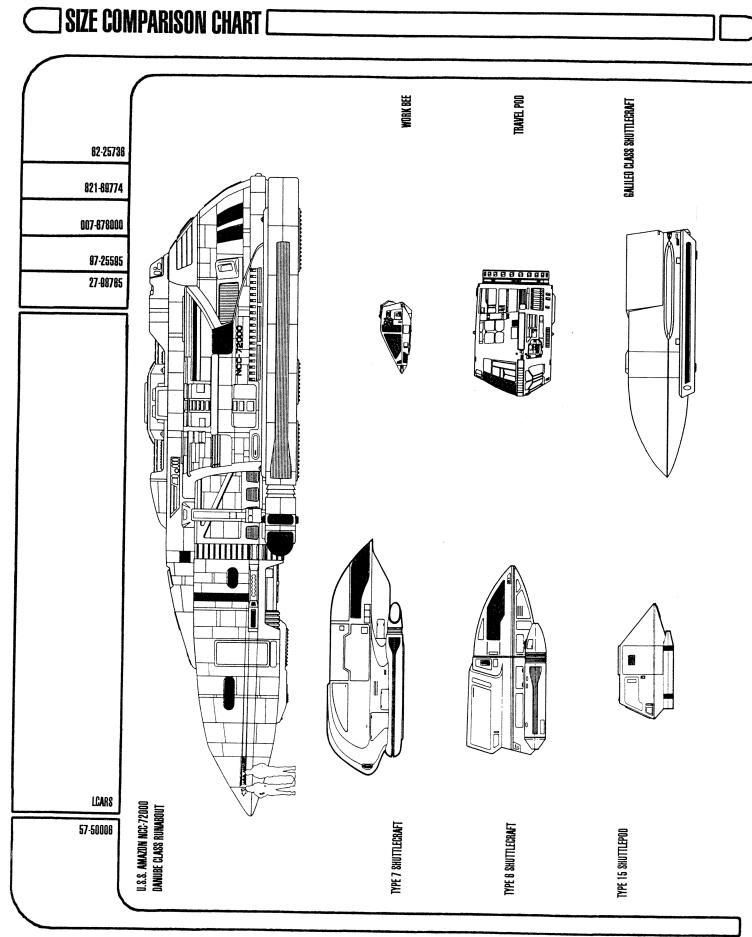
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## ...MORE LETTERS

Dear Lt. Stark,

Thanks for writing me. I was about to write before I received your letter. It is nice to know there are people that share the same interests. I also did not know that anybody else kept a list of starships like me. I think I have at least 530 ships on my list. I will try to send you a copy of my list. I would also very much like to have a copy of your list. I want to thank you for the application for the Galactic Engineers Concordance. I am a member of two other ships besides the Kelly, but I like the Kelly the best so far. The two other ships I am a member of is the Orion and Thor. Before I heard of the Kelly I started, and still have, my own Star Trek club called the U.S.S. Reliant NCC-1864-A which takes place long before the Kelly. I have a few questions to ask you, the first is when was the launch date for the Kelly in stardate form? Where was the Kelly built? Does the Kelly have a motto? I want to know the answers to those questions because I was going to make up a commission plaque for the Kelly. Also in the issue of General Quarters I received it had something in it about Training Sheet Night and I was wondering—What is a training sheet? I liked the picture of the Kelly on the issue of General Quarters. I was wondering if anybody has tried to make a Technical Manual for the U.S.S. Kelly yet? If not, I would be happy to try and make one sir. I was thinking of a project for the entire crew. We could let each crew member design their own quarters. Well that's all for now.

Warp Speed, Shane R. McCaslin

#### Dear Karen

I got your letter. And was happy to hear from you. Your character's name is interesting. What kind of species is she? I think you should go to the ships party for the final episode and I'll cry too when that last one goes off the air.

I'm glad Deep Space Nine got off the Bajoran politics too. But it did give a little insight. I also hear that it's a black hole the ship goes through chasing a renegade Federation ship and that they work together to try and get back. Anyway I'm looking forward to seeing it. Well I'll go and put this in the mailbox.

Write back soon! Seth Merriel

#### Dear Karen,

I have always been a sci-fi type person. That is what first got my interest in Star Trek. What has kept me interested is some of the values Star Trek has showed like justice, and fairness. I have never written any of the actors but I have all six Star Trek movies. I enjoy reading the Star Trek novels right now. I am reading #29 Sins of Commission. My favorite movie would be Star Trek six. What do you thing of Deep Space Nine? I have heard a rumor about the Next Generation doing a movie. And even another Star Trek spin-off. Have you heard anything? Hope to hear from you soon.

Live long and prosper Seth Merriel

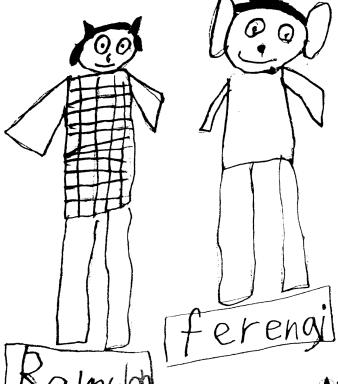
# STAR TREK: THE NEXT GENERATION • EPISODE GUIDE

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	EPISODE Descent part 2		CODE Des2	PRODUCTION ORDER 40277-253			EXTENDED TOTAL 153
2.	LIAISONS		Ü	40277-254	9/27/93	UNKNOWN	154
3.	INTERFACE		la	40277-255	10/04/93	47215.5	155
4.	GAMBIT part 1		Gam	40277-258	10/11/93	47135.2	158
5.	GAMBIT part 2		Gam2	40277-257	10/18/93	47160.1	157
8.	PHANTASMS		Pla	40277-258	10/25/93	47225.7	158
7.	DARK PAGE		DPa	40277-259	11/01/93	47254.1	158
8.	ATTACHED		Ai	40277-260	11/08/93	47304.2	160
8.	FORCE OF NATURE		FN	40277-261	11/15/93	47310.2	181
10.	INHERITANCE		lab	40277-262	11/22/93	47410.2	162
11.	PARALLELS		Par	40277-263	11/29/93	47391.2	163
12.	PEGASUS		Pe	40277-264	1/10/94	47457.1	164
13.	HOMEWARD		Hd	40277-265	1/17/94	47423.9	165
14.	SUB ROSA		SR	40277-266	1/31/94	UNKNOWN	166
15.	LOWER DECKS		LD	40277-267	2/07/94	47588.7	167
16.	THINE OWN SELF		80	40277-268	2/14/94	47611.2	188
17.	MASKS		Mas	40277-269	2/21/94	47815.2	169
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22.	BLOODLINES		ВІ	40277-274	4/30/94	•••••	174
23.	EMERGENCE	1	Eme	40277-275	5/07/94		175
24.	PRE-EMPTIVE STRIKE	I	PeS	40277-276	5/14/94		178
25.	ALL GOOD THINGS	ı	NGT .	40277-747	5/21/94	• • • • • •	177

#### Dear Karen

I got your letter thanks. I hope you succeed in becoming head of the department. Say hi to your son for me. I watch Star Trek a lot too. I am mad that the old one does not come on. Next Generation is my favorite. Did you hear about the next TV series coming and the Next Generation movie. I joined about two months. I got the application but nothing else except this in a month and a half. Mrs. Ruth Burns has not kept in touch with me. I think I'll write her tonight. I haven't been able to go to any convention yet. Could you get me Quark's address. When Gene died I never almost heard of Star Trek. Well my mom took me to the theater to see Star Trek Movies 3 & 4. This may be annoying every time you mention you know a character of Star Trek & I ask for his or her address. Could you give me Majel Barrett's? That must have been nice to get a thank you card. I bet you know what I'm going to say. Could you give me Riker's address? I asked Ruth is she'd give me Patrick Stewart's address. She still has not. I sent in to join the Captain's Communique but got nothing back. I'll send you a listing of all the clubs. Could you tell me when that is and what I have to do. Sorry can't find my list of clubs. I just now called Ruth. She asked me to ask you to give me information about the Kelly and I want to know what it looks like. She also told me to tell you all the things that I have in my collection but I'm not going to bore you with that unless you ask me. I sent a science fiction story along with you called The Virus. Please feel free to make comments on it. Oh before I go I've got two things to say first can I have your phone number second would you give me all the crew addresses you have. My number is (803) 638-7021.

Live long and prosper Sincerely, Nathan



#### FYI

Dr. Robert Ballard, of the Woods Hole Oceanographic Institute made a guest appearance on Sea Quest DSV. The Institute's scientific robot submarine, Enterprise NCC-1701, is in the background of that Sea Quest episode.

Terry Farrell was cast as "Cat" in the U.S. version of Red Dwarf. When difficulties arose in production, she auditioned and got the part of Dax on Deep Space Nine.

L.A. Laker, James Worthy, was Koral, the tallest Klingon ever to appear on Star Trek: The Next Generation. He thinks he will keep his day job, but would love to wear his Klingon head on the basketball court.

**15** 

# STAR TREK: DEEP SPACE NINE • EPISODE GUIDE

	EPISODE THE HOMECOMING part 1	CODE Hc	PRODUCTION ORDER		STARDATE Unknown	EXTENDED TOTAL 21
2.	THE CIRCLE part 2	Ci	422	10/05/93	UNKNOWN	22
3.	THE SIEGE part 3	Si	423	10/12/93	UNKNOWN	23
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9.	SECOND SIGHT	128	429	11/22/93	47329.4	29
10.	SANCTUARY	San	430	11/29/93	UNKNOWN	30
11.	RIVALS	Ri	431	1/03/94		31
12.	THE ALTERNATE	All	432	1/10/94	•••••	32
13.	ARMAGEDDON GAME	AG	433	1/31/94		33
14.	WHISPERS	Wh	434	2/07/94	•••••	34
15.	PARADISE	Pd	435	2/14/94	•••••	35
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22.	THE WIRE	Wi	442	5/07/94	••••	42
23.	CROSSOVER	Cr	443	5/14/94	••••	43
24.	THE COLLABORATOR	Col	444	5/21/94		44
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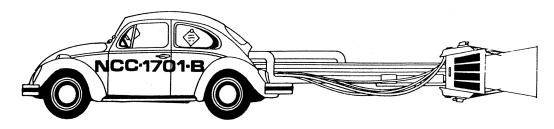
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