

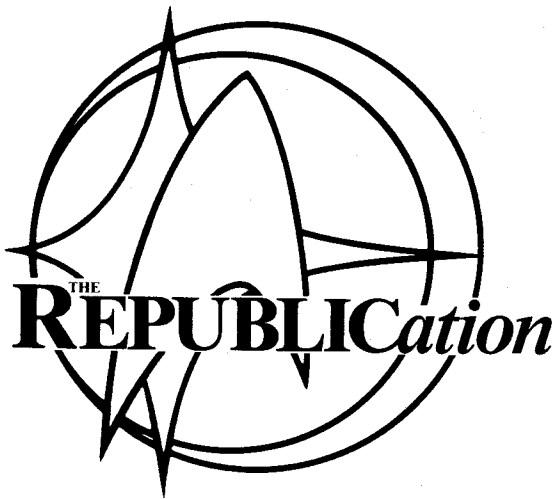
THE REPUBLICation

ISSUE ONE

JANUARY 1989



*PREMIER
ISSUE*



From The Editor

Hi-Ho! Kermit the Fr . . . oops, wrong line! Anyway, I'm Paul Timm, the editor of this here new newsletter, The REPUBLICation. What you're holding here in your hands, paws, or whatever is the first official issue of said newsletter. Well, whatcha think? Let us know!! Please!!

This column, 'From the Editor,' is a place where I actually get the chance to discuss my views on various subjects. Those of you who've attended recent meetings will understand how much fun this is going to be. The reason for the above statement is that views in this or any other column are the views of the individual author only and are not meant to be "word of law" for either the *Republic* or STARFLEET (unless specifically stated as such).

One of the *Republic's* key events that is fast approaching is Magnum Opus Con IV in Greenville, South Carolina (March 17,

18, 19). This will be our chance to really show STARFLEET that "No matter where ya go . . . there WE are!" Many ships from across the U.S. will be there in force. We won't be outdone, will we?! I say, "NAY!!"

Therefore, we (the staff) are making an all-out call for members to help create what will be the biggest and best (naturally) display table STARFLEET has ever seen. Information on exact construction dates/times is available from your Division Chief (ship's meetings, the first & third Saturdays of each month at DeVry campus, room 101 [noon] is a great place to meet them!). If you can't make the meetings but would love to help (we know you do!), give our Executive Officer a call to let him know (that's Brian Flatley at 664-8806).

The deadline for the next issue of The REPUBLICation is February 18, 1989. ★



REPUBLICation Staff

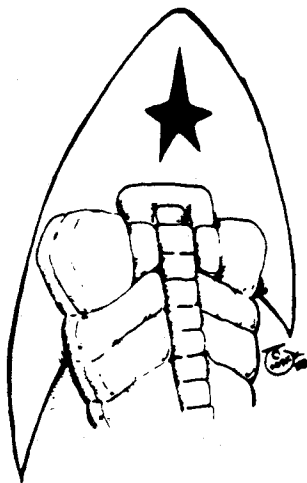
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Please send all inquiries to LT Paul A. Timm, Editor-in-Chief ♦ The REPUBLICation, 6050 Peachtree Pkwy, Suite 340-177, Norcross, GA 30092.

From The Center Seat

by Bart Alcorn

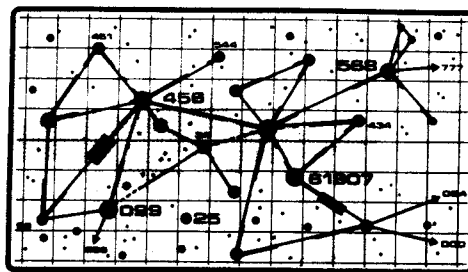


"T'was the night before Christmas and all through the ship, Not a sensor was sensing, not even a blip."

As the holiday season is now behind us, I hope everyone enjoyed their shore leave!

Our Holiday Party was a huge success. Plenty of food, merriment, and good old-fashioned friendship. LT Birmingham did a wonderful job of planning this, hopefully first of a long series of annual parties. Many thanks go out to all those who stepped in at the last minute to help out when Ramona was forced to return home for a family emergency. Just goes to show what we can do if we really want to.

Vulkon is coming up January 14th-15th in Jacksonville, Florida. In the past we have always paid for at least a small "away team" to go, but not this time. The treasury is severely low, and "all that's left is the batteries," as Mr. Scott would have said. Because of the relative closeness of Jacksonville, as opposed to Orlando or



Miami, a rather large number of crewmembers are planning on going. If you wish to go, contact your Division Chief ASAP and check on the current car pooling situation. USS *Republic* will be reserving several rooms, the bill to be split by those actually staying in them. Make sure LCDR Flatley knows you are planning on going so he can reserve the proper number of rooms.

Although we have two major funding projects planned for Vulkon, we are still looking for fund-raising projects to help get us back on our feet. If you have an idea for a project, please submit it to me via your Division Chief.

There will be many new announcements after the first of the year. FADM-elect Jeannette Maddox takes command January 1st and has several changes in progress. We will keep you updated as quickly as possible, but things are looking good for STARFLEET.

As we move into the close of this decade with the coming year, try to schedule a little time to be with us. We are planning more and more events of a general social theme and are planning these events around all sorts of schedules, so there should be something for everyone. This is, after all, a social club as well as a fan club, so let's be social.

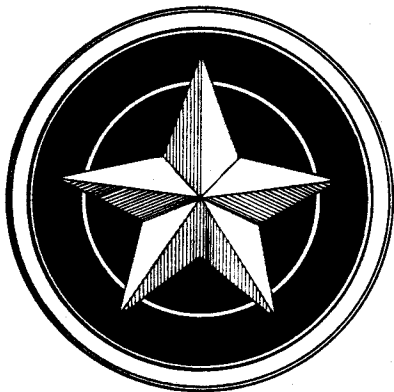
". . . That is all . . ." ★

Megazine

by Robert Ray

Attention all writers, poets, and artists of *USS Republic*! We will be creating a new "megazine" sometime early this year, and are planning to publish a new edition twice each year. What we desire are stories, poems, articles, and artwork dealing with any aspect of Star Trek or STAR-FLEET. You could even do an article about scientific/factual happenings or do something creative such as a puzzle or comic strip. If you are writing - please type it. If you are submitting artwork - please make sure it is black-and-white line art.

Also, I'm asking all crewmembers to help me out with a name for our "megazine". All ideas for titles must be in to me by January 21, 1989 (the winner will receive a free copy of the first issue!). The deadline for articles/artwork/fiction/poetry/etc. is March 31, 1989. Please give all submissions (titles or for publication) to me at the general ship meetings, or you can mail them to the *USS Republic* mailbox (6050 Peachtree Parkway, Suite 340-177, Norcross, GA 30092). More information on purchasing the "megazine" will be available in a future issue of *The REPUBLICation*. ★



USS Republic: Special Assignments

Here's a project for everyone to get involved in! I'd like you to take the time to create a character. Yes, that's right, I'd like for each member of our chapter to take a few minutes to jot down a description of a character for the ongoing literary opus, *USS Republic: Special Assignments*.

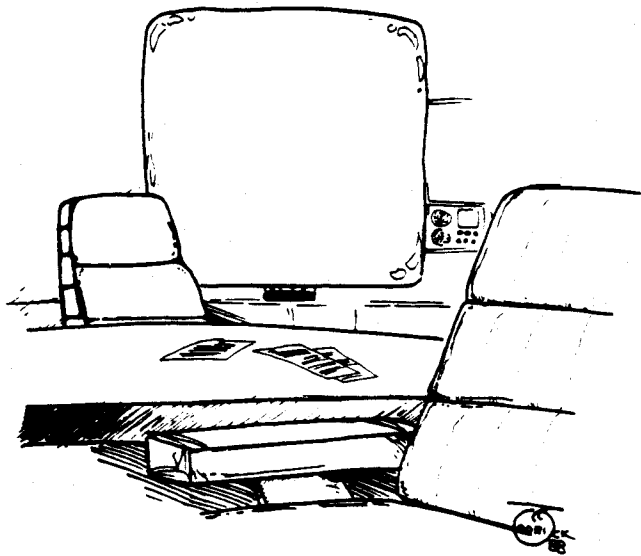
From this pool of characters, members of our chapter may create stories set in the Star Trek universe. Several of the top stories submitted will be published in upcoming issues of the as yet unnamed "megazine".

The selected, edited, and combined list of characters will be mailed out to all interested parties. You can submit your descriptions to *The REPUBLICation* via the *Republic's* mailbox or give them to your Division Chief at any general meeting. Deadline for character descriptions is February 18, 1989.

Warning! Warning! Vulcans and Vulcan half-breeds will be accepted ONLY under very strict limitations, and of course, no descendants of *Enterprise* officers will be chosen. The time period will be approximately the same as the fourth and fifth Star Trek movies. However, we will be on the other side of the galaxy, far removed from the *Enterprise*, Earth, Klingons, and Romulans. Utilize our ship, starbases, outposts, and of course, "new life forms and new civilizations."

Make sure your description includes character's name, race, position, and background. Be sure to leave room for development! ★

The Briefing Room



Special Services

Most of Special Services' time has lately been spent designing and producing this edition of *The REPUBLICation*. Also in the works is the "megazine" being coordinated by ENS Robert Ray (see elsewhere in this edition for more details). We still have lots of positions open for anyone interested in being part of the best division aboard *USS Republic*! Director of Special Services - Paul Timm ★

Security

In the last issue of *The REPUBLICation*, I mentioned that there was an idea for a Lazer (Phazer) Tag competition. This could be an excellent fund raiser for the *Republic*. But such an undertaking needs

to be planned out in detail. There will be a small committee formed to organize and carry out this enormous task. The Lazer Tag contest will hopefully involve the entire crew, and will help raise crucial funds. I will try to see if local businesses will help out. If you would like to be on this committee, please contact myself (448-1027) or Bill Price (728-8714). Also, for those interested, there will be weekly meetings for the Security Manual. Everyone is more than welcome. Security Chief - David Duncan ★

Engineering

Engineering is in the process of re-designing Lazer Tag equipment for the championship team. Other projects include building scale models of the Mars Colony (with the Science Division). A construction party will be announced (at a later date) for the new convention display. Chief Engineer - B. Lewis ★

Medical

Over the past few months, the Medical Division has been undergoing some organizational changes. Some of the division's new departments and their department heads are as follows:

- Surgery - LT Robert Swanson
- Psychotherapy - ENS Michele Dunn
- Information/Education - ENS Cindy Clark
- Recreation - LT Ramona Birmingham

Medical's two other departments, Pharmacology and Medical Research, have no department heads assigned as yet. The responsibilities and functions of all of these departments are still being defined.

The division's latest activity has been the coordination of *Republic's* first Holiday Party, which was held on 8812.03. Under the direction of LT Birmingham and with much assistance from several other individuals, the party turned out to be a smashing success. Many thanks to all who helped out, but our very special appreciation goes to Mrs. Judy Alcorn, whose assistance with the preparation of the banquet brought us through a potentially disastrous crisis and provided the highlight of the evening.

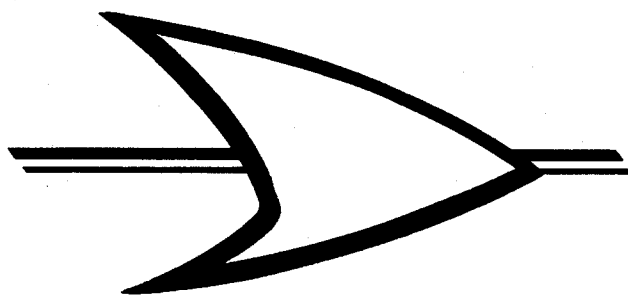
With the coming year, the Medical Division will be planning more such activities and other fund-raising and educational projects as well. Chief Medical Officer - Michael G. Hart ★

Sciences

The Mars Colony Project is proceeding on schedule. Proposals are being presented for power and environment systems, communications systems, living quarters, and surface transportation. Medical is providing guidelines for the physical environment, taking into account the psychological effects of isolation and the alien surroundings. Engineering has committed to build scale models of the colony for display at conventions. Anyone interested in contributing their knowledge to the Mars Colony Project should contact the Science Officer, Medical Officer, or one of the Science Department Chiefs.

- Life Sciences - ENS Karen Jordan
- Social Sciences - MS2 Deb Claypool
- Communications - MS1 Lynn Williams
- Physical Sciences - MS1 Bill Downs
- Computer Sciences - LCDR Bruce Peret

Chief Science Officer - Bruce Peret ★



Command

The Command Division has added yet another department to its ranks. Lieutenant (j.g.) Dale Simpson now heads up the Intelligence Department. Following the guidelines of Robert Fletcher's *Star Trek* movie notes, this department falls under Command, with *Special Intelligence* belonging to the Security Division.

The data base is still undergoing revisions and corrections. If possible, please contact your Division Chief or the Executive Officer to ensure that all data is correct. What we need is name, address, phone number, social security number, and date of birth. Having the correct data will allow us to contact you to keep you informed of all current chapter events, and to receive your newsletter.

If you have had, or are having, any problems with your membership materials from the international organization, are not receiving copies of the *Communiqué*, or any Starfleet Academy curricula or results, please inform the Executive Officer.

In the future, there'll be a listing of the unfilled positions which will help fill out the Command Division. This should include the duties and responsibilities of the position, so as to give you, the member, a chance to explore areas that interest you. Executive Officer - Brian Flatley ★

Status Report

The news from Region Two indicates that restructuring is on the way! As last issue reported, our very own Fleet Captain ("Crunch") Chris Ernst has been named as Vice Regional Coordinator for the Second Fleet. Part of the Vice RC's duties will be to implement a regional awards system and to oversee the smooth operation of the various regional administrative departments.

Also in the Region Two spotlight is our Director of Special Services, LT Paul Timm. As of 8811.19, he officially accepted the position of Region Two Senior Quartermaster.

Establishing the bridge between the regional and the national levels, the Second Fleet's Rear Admiral Sherry Bowen recently assumed the position of Assistant Chief of Operations for STARFLEET. She will mainly be watching over all shuttlecraft and helping them achieve starship status.

The Starfleet Echomail Department was officially christened many months ago, but what is not readily known is that our very own Captain Bart Alcorn is the Director of this up-and-coming international department.

And the list of USS *Republic's* kudos continues to grow with the appointment of Paul Timm as the International Vice Chief of Communications. He'll be responsible for providing the new administration's *Communiqué* with a fresh, new look. He's also in charge of gearing up a possible new College of Communications for Starfleet Academy. ★

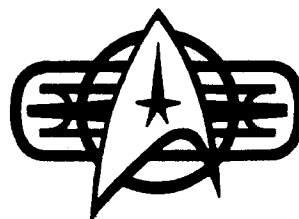
Chapter Uniforms

The results of the Chapter Uniform Committee are in! And with a unanimous vote, they have decided that there will be NO chapter uniform.

However, there will be *Distinctive Unit Wear* (DUW).

Reasons for the decision are thus: (1) A chapter uniform would cause confusion at best and a supremacist attitude at worst. If at a con whilst wearing your chapter uniform, chances are that people will have to ask, "What are you supposed to be?" And once they find out, it is very easy for a chapter uniform to be interpreted as snooty and elitist. (2) There are enough different uniforms in the established Star Trek universe to allow everyone the freedom of choice of styles while maintaining the restrictions of finance. (3) DUW has a base in standard (excuse the word) "military" practices. The design of these pieces will be consistent (as much as possible) and would include items such as the burgundy golf shirts that some members already have purchased, baseball-style caps, windbreakers, sweaters, etc., all with STARFLEET or the ship's logo embroidered on them.

Anyone with ideas as to chapter wear is encouraged to submit them to the Quartermaster (LT Paul Timm) for consideration. This way we'll be able to offer different styles for different tastes. ★



Mind Trek: Continuing Voyages Into the Last Final Frontier Where No Man Has Gone Before, Ever

by Michael G. Hart

I've been hearing the comment more and more lately, and it's beginning to bug me. While I'd expect to hear it from lay people - and I understand when I hear it occasionally from fans - it disturbs me when I hear it time and time again from people who call themselves Trekkers (or Trekkies, take your pick). It disturbs me more than does "It's only a TV show" (which I don't deny) or even "Get a life!" (which I already have, thank you). It especially made me cringe when it was said to me at Magnum Opus Con 3 last March, and I've been thinking about it since cringing. The gentleman, a fan, said:

"Of course Star Trek is inconsistent; if it weren't inconsistent, it wouldn't be Star Trek!"

Now let me make a few things clear before I go on: my feet are firmly planted on the familiar ground of reality. I go to school, I hold a job, and I am able to function well in interpersonal relationships. I *have* a life, and I am happy to say that Star Trek is a part of it.

So why is the gentleman's comment about the inconsistency of Star Trek so disturbing to me? There are a few reasons, not least among them the fact that, while some deny it and some exaggerate it, Star Trek is more than just a TV show and a few movies: Star Trek is *fiction*, good fiction in the best sense of the word.



And it's not just science fiction, either. When Gene Roddenberry created the Trek universe, he created a mirror in which we could see who we really are, what makes us human, and what humanity could become. Star Trek is, as Roddenberry said, more than simply "a 'Wagon Train' to the stars": it is a very real, intelligent comment on the state of our world and society. This is one quality of any good work of fiction.

Another necessary quality of good fiction, however is consistency, both external and internal. Actions, concepts, and motives in any work of fiction must be consistent with the laws of nature and physics of the universe with which we are familiar. As importantly, a work of fiction must obey its own rules. Characters, for instance, may not act contrary to their established characterization (unless, of course, such action is the result of growth or change).

Now, where Star Trek apparently disobeys these rules of consistency is what gives rise to comments like the one I heard at MOC3. But when people make such comments, they deny the quality of Star Trek as fiction. This is wholly unacceptable to me, so I must respond to the gentleman's comment thus:

"Of course Star Trek appears inconsistent to you; you haven't thought about it enough to reconcile the apparent inconsistencies!"

Which brings me to the second reason why the gentleman's comment disturbs me so:

in denying the consistency of Star Trek, people deny themselves a lot of pleasure. In refusing to consider why an apparent inconsistency exists, they exclude themselves from the opportunity to take part in what Star Trek is for: THOUGHT. We've already seen that Star Trek wasn't created just for entertainment - it was created to make us think. And why can't thinking be fun?

For example, in some episodes, Spock appears to lie. But we know Vulcans can't lie - or is it just that they don't? You see the point? A seeming "inconsistency" opens the door to a potentially fascinating journey into the "hows and whys" of the Star Trek universe - a journey any group of fans may make.

For me, these thought games, also known as "bull sessions," are the best part of Star Trek and are my favorite Trek activity. To take part in one of these games or sessions (or discussions or debates or arguments), one must really know his stuff. And not just Trek trivia, either, though that is a part of it. One must know about character motives, about human nature (and nonhuman nature, too). One must be able to step out of his human-here-and-now mindset and make intuitive yet logical leaps. These games really test mental agility, and they expand Star Trek further into the final frontier of the mind. ★



Expert Systems: A Summary

by Bill Downs

Was HAL-9000 a figment of Arthur C. Clarke's imagination, or can we build an intelligent computer with what we presently know? The answer is a qualified "yes". There is much work to be done, but we can see progress in that direction.

Was there a particular event that allowed artificial intelligence (A.I.) to expand so explosively? Yes, the hardware advances of the early 1970s sent the cost of computers plummeting downward. This allowed A.I. software specialists to lay the ground for a breakthrough.

"The goal of A.I. scientists had always been to develop computer programs in a way that would be considered intelligent if done by a human." They began by finding general methods for solving broad classes of problems. The general purpose programs thus developed did poorly. The more classes of problems a single program could handle, the worse it performed.

With the failure of purpose programs, A.I. scientists narrowed their focus. They concentrated on developing general techniques to use in more specialized programs. New techniques in representation - how to formulate the problem so it would be easy to solve - and search - how to control the search for a solution so it wouldn't take too long or use too much memory - produced some successes but no breakthroughs.

A conceptual breakthrough in the late 1970's finally resulted in real progress. "The problem solving power of a program

comes from the knowledge it possesses, not just from the formalisms and inference schemes it employs." This new understanding led to the development of special-purpose programs called Expert Systems.

Expert Systems use extensive, high-quality, specific knowledge to solve problems. The procedures, strategies, and rules of thumb for problem solving of one or more human experts are set down as knowledge that the problem can utilize. "An Expert System achieves high performance by using knowledge to make the best use of its time."

The central part of any Expert System is a Corpus of Knowledge. The knowledge must be explicit, organized, and high level. The quality of this knowledge fuels the other parts of the system.

The Expert System can be used as a Predictive Modeler. It provides the desired answers for a given problem situation and shows how the answers would change for new situations. "The Expert System can explain in detail how the new situation led to the change."

The Expert System also defines an Institutional Memory. The Corpus of Knowledge was originally developed through interactions with one or more key personnel and represents current policy or procedures. If or when those key people leave, their expertise remains.

The Expert System can also be used as a training facility for new personnel. It already contains the necessary knowledge and the ability to explain its reasoning processes. With added software to smooth the user interface, the Expert System provides a vast reservoir of experience and

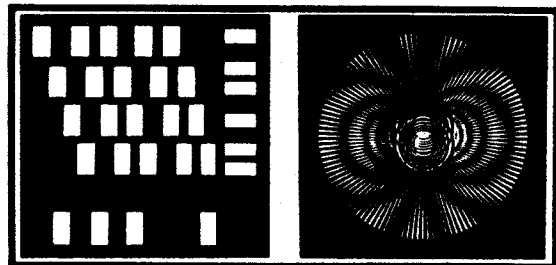
strategies from which to learn about recommended policies and methods.

Now that we have defined what an Expert System is, what can it do? This can be used for interpretation/monitoring/control, diagnosis/debugging/repair, prediction, instruction, design, and planning. Expert Systems have been developed and are in use in agriculture, chemistry, electronics, engineering, geology, law, technology, process control, and more.

One of the more well-known expert systems is MYCIN. It helps doctors diagnose and treat infectious blood diseases. XCON configures VAX 11/780 computer systems. PROSPECTOR acts as a consultant to aid exploration geologists in their search for ore deposits. KNEECAP aids in the planning of crew activity on board the space shuttle orbiter.

What is the future of A.I. and Expert Systems? We have dedicated computers for A.I. and A.I. languages that will run on a microcomputer. Expert Systems are gaining wider acceptance. Will we ever have a "thinking computer"? Only time will tell. ★

(All quotations are from "A Guide to Expert Systems" by Donald A. Waterman, © 1986 by Addison-Wesley Publishing Co., Inc.)



Recreation Deck

'Olive Loaf Vigilante' Pummels Jack Russel

by Bruce Peret

*Hundreds Call Starfleet HQ
Praising Mystery Man*

Stardate 7930.2, USS *Republic*:

Security Chief Jack Russell, 29, was attacked without warning while off-duty on the recreation deck of USS *Republic*. LCDR Russell is in serious condition under CMO Hart's care in the ship's sickbay.

Witnesses report seeing a short man in a tuxedo hurriedly leaving the rec deck area about the time of the attack. "He had an incredibly huge honker," reports LT Birmingham. "He pushed me to the floor and vanished into the turbolift before I could identify him."

Security on the scene have identified the remains of an olive loaf as the instrument of LCDR Russell's injuries. Security Officer Price comments, "Inhuman force must have been used. We found olives imbedded in the remains of Jack's armor - Terrans just cannot inflict such damage."

The armor itself, developed by the Starfleet Marines, is the very latest in personal protection. Extensive analysis has begun to determine just why it shattered when its wearer needed it the most. Chief Engineer Lewis speculates, "Preliminary tests indicate a cohesive decomposition, due to



trace chemicals in olive pits. LCDR Russell would have been uninjured if it was just a regular turkey loaf."

Captain Alcorn has ordered Special Services to remove all olives from the food synthesizers until the investigation is complete. The *Republic* remains on maximum security alert. All Starfleet personnel are ordered to report any suspicious activities by hefty-nosed, short creatures in tuxedos to the new Chief of Security, LT (j.g.) Duncan. ★

Intelligents Report

No More Jack Russell by Brian Flatley

by Jack Russell

"Well, Mr. Russell, what did you think of it so far?" I was asked.

"To tell the truth, the movie stinks. It captures none of the atmosphere that makes me what I am. Besides, that isn't how it happened at all," I said to the young producer, who was probably going to be an unemployed producer when his superiors find out how much I hate *War and Jack Russell's Remembrances*. It was really junk. Even a dead flea could have made it more interesting.

"Gee, Mr. Russell," the now pale producer said timidly. "How could it be improved?"

"First of all, let me tell you how it really happened . . ."

Later . . .

". . . and so I said, 'I think you better make mine a double.'" I thought it was funny, obviously the producer, within seconds of having the prefix "ex-" to his title, didn't have my sense of humor. Oh, well.

"Mr. Russell, I think that our meeting is over," the now suicidal-looking producer said to me. "Would you please leave so that I can cry alone?"

"Well, I am due back on *Republic* anyway, so I think that I shall go." Boy, I really hated to leave him, but what could I do? That movie sucked.

So I left. It was not a nice day to return to the ship. The weather was spectacular on Earth. I would have felt better going to *Republic* if the weather were not so nice.

I opened a hailing frequency to *Republic*. "This is Russell, ready to beam up." I had heard that Kirk said, "Beam me up, Scotty," but I could never find this in any of the official logs of *Enterprise*. (I used to read logs when I got bored with studying, which I did a lot, get bored, that is.)

While I was dematerializing, I felt something was wrong. *Just the anchovies*, I thought to myself. I thought nothing more of it, until I materialized. By the way, you *can* think in a transporter. I guess that's where they get the term "scatter-brained" from.

The transporter room was not like the one on *Republic*, or at least the one I knew, anyway. It looked like something from science fiction stories that I've read. The transporter technician looked at me. I looked at him. He adjusted his insignia (?) and said, "Captain, are you on the bridge?"

Someone responded, "Yes I am. Who is this, anyway?"

"Sir, this is Sanduval in transporter room 20. We seem to have a visitor."

I looked at his uniform. I guess you could call it that anyway. It was a black jumpsuit that was a sickly gold in the chest area. Knowing the way things worked in the Federation (if this was the Federation), it probably cost Starfleet (?) a bundle. They got rooked.

"Security team on the way, Ensign," the captain replied. He sounded like a rational fellow, actually. Somehow, he sounded familiar.

Well, like redshirts do, the security team arrived, weapons at the ready. The only thing that disappointed me was that the security team wore gold also. No respect for tradition in this fleet!

"Sir, stay where you are while we search you for weapons." I didn't have any. They found this out.

A "redshirt" signaled the bridge, using his chest insignia too. "Captain, this is Lt. Stark, the intruder has no weapons. I await further orders."

The captain replied, "Lieutenant, he can't be an intruder if we pulled him up, now can he? Still, all of you will escort him to the bridge."

"I do have a name, you know." I hate pronouns, so I decided to give my name to them. "I am Jack Russell, Chief of Security, USS *Republic*. Captain, I want to know what has happened to me." It was a statement more than a request.

"I think that you might be in error, sir," said the disembodied voice, "because this **is** USS *Republic*."

"In addition, sir, I am Chief of Security," LT Stark informed me, going to the bridge.

Interesting. Special Services and Engineering must have really gone to town on redecorations and design modifications, because this *Republic* is not the *Republic* I left a week ago on leave. But how they got away with wearing those hideous uniforms, I'll never know. Fleet does have regulations on what uniforms are supposed to look like, and these ain't it.

I felt that if there were one constant in this whole episode, it would be the bridge. I mean, just how much can you change the basic devices that are needed to pilot and control the ship?

Well, your old friend Jack was wrong again. If what I saw was a bridge of a Federation starship, then I might as well resign my commission. This place looked like a video game room that served double duty as a dance hall. Though I must admit, I was impressed by the fact that there was a coffee machine by the turbolift entrance.

We walked down the ramp to the conn (looked more like a recliner than the Center Seat), where I thought I saw my own reflection. I blinked, rubbed my eyes and looked again. He still looked like me (except he had a beard).

"Lieutenant Commander Jack Russell?" he asked, looking as though he knew the answer (he obviously did, because I never told him my rank). "Allow me to introduce myself. I am Captain Jack Russell III, Captain of USS *Republic*, NCC-1371-Z."

"NCC-1371-Z?" I asked, trying not to think about the fact that I was looking at my own grandson. "You mean there have been 25 other *Republics*?"

"No, it just went well with the numbers," he said. Great! He even has my sense of humor. How did he get to Command?

"By the way, Commander, may I call you Jack?"

"Sure, but only if I get the same privilege, you being family and all."

"Deal. If you wish, you can change out of that uniform."

"Actually, I'd rather wear a vest instead of this jacket. Does your fabricator still have the pattern for these uniforms?"

"They should. It, and the old red shirt pattern are in there, courtesy of Commodore William Blass. Mr. Stark will show you to your quarters."

Back in the lift, I looked at Mr. Stark. He seemed as shaken by the experience as much as I was. "Mr. Stark, what is your opinion of the situation?"

"Well, sir, I think that it's a mistake allowing you to roam around the ship. The Prime Directive is pretty specific on situations like this."

An interesting thought; though I didn't have a chance to tell him, because when I got off the turbolift, I caught the faint scent of fresh herring guts and could barely discern a short, big-nosed assailant wielding an olive loaf. The last thought I had before passing out was, "But I'm not a mime." ★