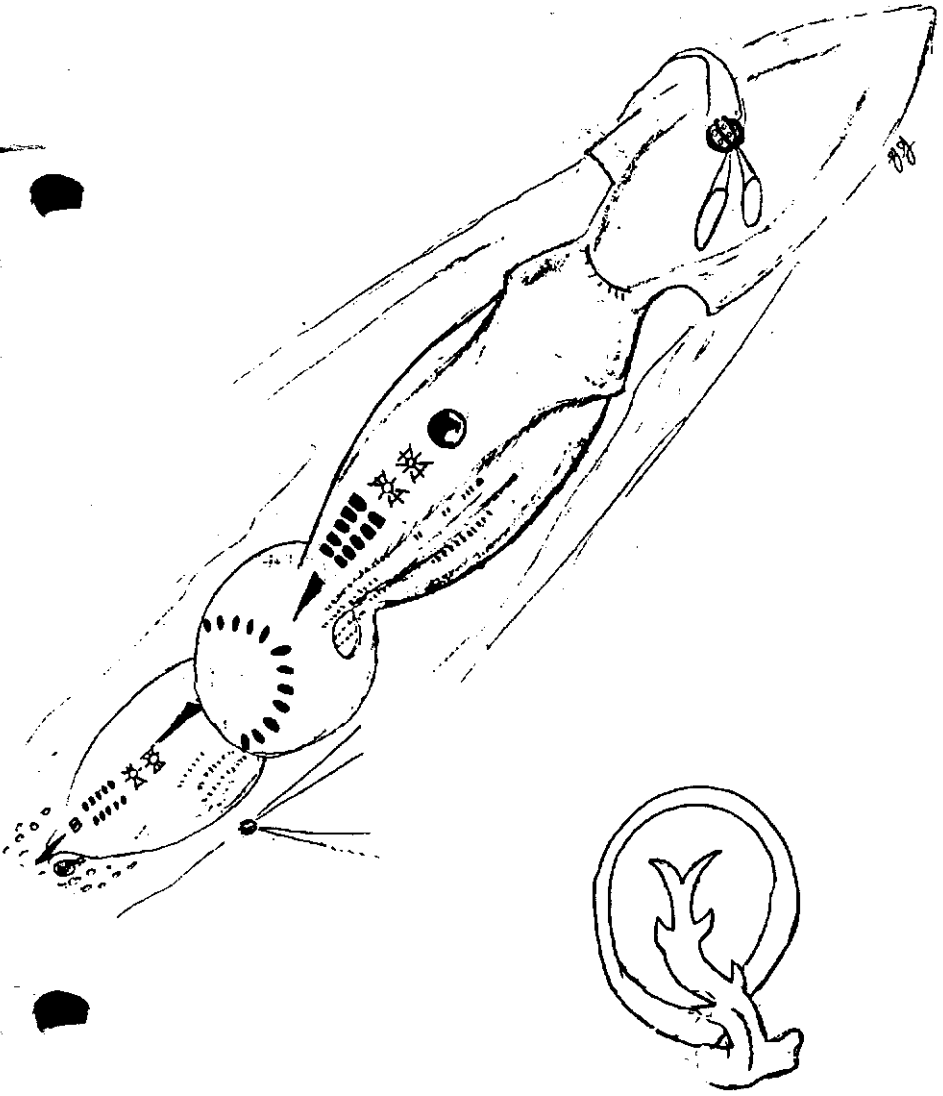


Dune Sea Express



#22 Spring 1994



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	Page
"Sea Quest".....	Front Cover
by Gary Geick	
<i>The Evolution Dilemma Part 8</i> .....	3
by Ted Foster	
Story Illustration for Part 8.....	10
by Greg Rowe	
Season Preview of <i>Babylon 5</i> .....	11
Episode titles for year 1	
<i>Critique-a-Mass</i> .....	12
Babylon 5 "Mind War" Part 1	
Trivia Tonight!.....	17
Star Trek: The Next Generation	
"Where No Man Has Gone Before".....	18
by Gary Geick	
Trivia Answers.....	19
"Where No Man..." II.....	20
by Gary Geick	
Doctor Who News.....	21
rumors confirmed & new book titles	
"Paradise Syndrome".....	23
by Gary Geick	
Suggestions For the Spacefareing Insomniac.....	24
Ted reviews <i>The Big Game</i> - DS9 #4	
Suggestions For the Spacefareing Insomniac.....	25
Ted looks at <i>Dark Mirror</i>	
Suggestions For the Spacefareing Insomniac.....	26
Sandy reviews <i>Shadows on the Sun</i>	

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# The Evolution Dilemma

## Part 8

By Ted FOSTER

*In Previous Parts:* Captain Picard's riding lesson was interrupted by a distress call from Derallium II, a colony endangered by an asteroid on a collision course. The Enterprise crew plans to pull the asteroid, the Reaper, off its course with the help of thruster modules attached to the asteroid's surface. The Enterprise also enlists the help of the Pegasus, a fighter-carrier commanded by Captain Marschall, and the Solstice, a Betazoid passenger ship. The attempt to move the asteroid failed due to interference from a mysterious shape-shifting ship that has been detected in the vicinity of both the Enterprise and the Pegasus.

Now plans must be enacted to evacuate the planet's inhabitants, however, Coordinator Effingham tells Picard that the colonists will not leave the native species behind that they have been doing genetic experimentation on to try to raise them to sentience.

The Enterprise and the Pegasus try once again to blow up the Reaper and the alien ship once again interferes. This time they send a crewman aboard the Enterprise. When attempts at communication fail the crew attack and injure the creature before it beams out of Engineering. With the impact of the asteroid imminent, Picard orders the final evacuation of the planet. Only a group of colonists refuse to leave, taking refuge in an old lead and molybdenum mine. An away team is sent to retrieve them with the aid of a transporter amplification net.

When we last left the story, Riker, Marschall, Dr. Crusher, and the away team had descended into the mine only to be captured and separated into several cells. Marschall and Riker escape and begin moving toward the command center...

XVII

"Time to impact, Mr. Data?" Captain Picard asked.

"Twenty-seven minutes, 13 seconds, Sir," the android answered. "First impact would occur here." A red mark appeared on the map displayed on the front scanner.

Picard frowned. That first impact was only 200 kilometers to the west of the away team's position, and the remnants of the Reaper would continue east like a rolling artillery barrage. At this point all he could do was sit and wait. However, he did not like waiting.

"Mr. Data, take us to a firing position to use against the first portions of the Reaper which will impact."

Data turned, "If I may Sir..."

"I know, Commander. It will not be enough to stop it from impacting. But perhaps we can minimize the first impacts. Engage."

Data computed the new trajectory and laid it into the helm.

"Any sign of our mystery ship, Mr. Worf?"

"None, Sir." The Klingon did not sound pleased.

"Very well. Target the portions of the asteroid indicated on Data's scans."

"Aye, Sir."

I hope this buys you some time, Will, Picard thought. "As soon as we are within range, commence firing."

---

Will scanned ahead into the command center. Through the door the returns were weak, but three humanoid forms were working in there. There seemed to be numerous consoles around as well. He took a chance by signalling the door to open a crack. The three were monitoring the complex's few working status panels, and seemed very bored. All except one, however, who seemed quite agitated.

"I thought you said there were four of them in the lift!" he said loudly.

The man to his right looked at him squarely and said, "Visuals aren't working in the lift - we made that estimation off of the load on the machine. Even if there was someone else, the lift sensors haven't picked up anyone headed topside. No one's tried to phaser through the blast door either. He's as trapped as others."

Riker saw that the three of them were engrossed. He keyed the door open just a bit more, and then crawled through behind a console. Continuing on all fours across the room, he

reached the other door that Marschall said lead to the large communications cavern. Just then an intercom panel buzzed.

"Sorenson here, what is it Connor?"

"The commander has escaped, Sir. We heard banging, and then silence. He must have a weapon on him somewhere because he cut his way through into the air duct," the voice said.

"Grand. Now he could be anywhere. Alert everyone there to look out for him, and for God's sake keep him out of..." Sorenson's voice trailed off as he finally noticed Riker standing by the door with a grim look on his face. Taking only a second, Riker turned and plowed through the doorway shutting it behind him.

It took another second to secure it, and then he stepped back. From the other second to secure it, and then he stepped back. From the other side he could hear Sorenson screaming, "He's in the Tenarin chamber! All personnel to the chamber!" Riker turned around and took in this surroundings.

The room was large - about 10 meters wide by 30 meters long. The ceiling was a mass of pipes and unused conduits about 7 meters above the floor. unused control and communications panels could be seen here and there, and holes for connections through the floor were scattered about. Two large doors were on either side of the room, and there was also the smaller human-sized door behind him. But most of the room's former equipment had been pushed to the side and what faced him now was a large collection of small, earthen huts.

The huts were unlike anything he had seen before. Only about a meter and a half high, the stone and earth they had been shaped from had been worked and molded so that each house resembled an abstract artwork. Each was covered with swirls and shapes some of which he could make out. About fifty of the Tenarin had dropped whatever they had been doing and were now staring at him in puzzlement.

Hoping to keep them out of harm's way, Will yelled, "Please, quickly. Move into your homes and stay there!" The small creatures looked at each other, and then most (Riker guessed they were females and young ones) complied and moved indoors. Will didn't wait but moved quickly behind a pile of scrap and used crates for cover.

Seconds ticked by, and then the two large doors opened together. A half dozen footfalls could be heard, and Will judged that they had taken up positions on either side of him. A short time later the door through which he had entered also opened. Then a voice spoke slowly and clearly.

"Commander, I would advise you to come out from wherever you're hiding. We do not wish to harm you, but if necessary we will in order to protect the Tenarin." It was Sorenson. Riker made a quick glance around the corner of his hiding place and saw that several of the men were armed with hand phasers.

Will thought quickly, then mustered up his best poker voice. "I'll shoot the first man to move this way, Sorenson. I suggest you free our people now and stop this silly game."

"We outnumber you ten to one, Commander. Surely you can't hope to stun us all." This time the voice was directed toward his general area.

"I'd hate to think that a stray shot might hit a hut, or a Tenarin for that matter."

There was silence for a moment. Then he heard Sorenson softly giving commands. Will could imagine what they might be. He looked over toward the Tenarin village, but none of the creatures had remained where they could be seen.

A noise from the large door to the right caught his attention. He heard more footfalls, and then Sorenson spoke.

"Commander, your choice now is a simple one. Surrender now and we will detain you only long enough for the crisis above to pass. Remain a threat, and one of your companions will experience just what a low powered phaser can still do to skin and muscle. What is your choice?"

Will knew exactly what he meant. Some militaristic cultures called it fire torture, others the Burning. The premise was simple - an energy weapon used on power low enough not to kill but to burn away one layer of tissue at a time until the bone was reached. Very few species could withstand that kind of pain for long.

Will thought furiously. Where the hell was Marschall? He had to bluff a little longer. Make it good.

"Not much of a choice, really. These tunnels won't survive the impacts, so I'll die anyway. I'd be a shame if some of the Tenarin were hit by stray phaser blasts, too. Hell, one wrong shot

in here could bring the ceiling down as well. You really want to risk all that?"

Sorenson grunted. "It's obvious you aren't taking me seriously, Commander. I regret having to demonstrate to you that my threat was sincere."

Listening intently, Riker heard quick words exchanged. One thing he heard distinctly was "Angels above, Johann, we can't! We're supposed to be preserving life, dammit!" Leaning around to peak again, he saw Sorenson roughly take a phaser away from another man. Adjusting it, he pointed it directly at the legs of Doctor Crusher who was lying facing down on the floor.

## XVIII

Riker's mind worked frantically. He had no weapon to prevent Sorenson from moving, and his last card had been played. He stood up and yelled, "Stop!..."

...and watched in surprise as Sorenson fell to the floor. The sound of a needle beam stunner fell away, and most of the remaining people ran for cover. Some stood bewildered looking first at Riker and then at the ceiling. Looking up himself at where the shot had come from, he saw Marschall high above them in a well covered position behind some of the larger pipes. How he had come to be up there and cross 15 meters of pipes undetected he could only guess at.

"Drop your weapons! Release them!" Marschall yelled, and several of the scientists complied. But several others who had reached cover now fired back at him. Marschall took out another with his stunner, and then ducked as an array of phaser fire ricochet off the surrounding pipes. Will began to move forward to take out one of the attackers from behind when a shrilling, high pitched wail filled the room.

"Stop!" The wail intensified growing in volume as dozens of small voices joined in. "Stoooppp!"

And everything did stop. The scientists, those Starfleet members being held who could, and Riker all turned to see all of the Tenarin moving towards them en masse. The "Stop" chant died away as they approached the scene of the fight.

The scientists, some with their heads low, began to group together around the head of the procession. They seemed totally oblivious to Marschall's presence. Some helped Sorenson

to sit up as he regained consciousness. Riker moved to join them. It was obvious, with so many of the creatures around, that the fight was ended. What that ending would be remained to be seen.

Marschall, too, moved with surprising grace to a dangling cable and came down it hand over hand. Riker could see most of the creatures were following a single leader - probably one of the original Gamma males - whose fur had streaks of grey and black. As the humans approached, he spoke to them in a passable Common.

"You must stop. This cannot go on," he said solemnly to the scientists before him, "We know that eating us you are fighting far." He paused, considering his words. "But this is our problem." The male turned to Riker. "We know that you cannot save our people on this world, no?"

Will answered him slowly, "That is correct. We barely have enough room for the humans. We do not have enough room for hundreds of thousands of Tenarins."

The male thought over Riker's affirmation of the situation, then turned back to Sorenson. "Den you must leave. We will die with our world as we here want to."

Sorenson looked stunned, but when he spoke it was with some compulsion, "We cannot leave your people here. We must try to help you survive. We had that responsibility the moment we accelerated your evolutionary processes."

There was silence for a moment, then Marschall spoke from behind them, "Perhaps we can save a few, if you are willing?" The humans parted in front of him, and he approached the Tenarin male. "Would your people here be willing to go, to rebuild your race?"

Riker said carefully, "Sir, where will we put them? We have no remaining space."

The Captain looked at him, and smiled. "They chose self-sacrifice, Will, for a race other than their own. Surely they deserve a second chance. Release Romaine and the others and get that transporter grid erected." He turned back to the male. "Where I will send you, you must wait patiently. Do not touch any controls, but a human will come and show you how to generate food and other things you will need to live."

The Tenarin nodded, and his lips curled in what had to be a smile.

They worked quickly to put the transporter boosters in place and activate them. When it was erected and the blue triangle of light came to life, Riker checked his chronometer. "Ten minutes until impact, people, let's move!"

Marschall walked up to the boosters, and used the comm circuit to reach the Pegasus, "This is Marschall to Pegasus. Are you ready to transport?"

"Affirmative, Sir," came a weak reply.

"Good. The first two transports will be human scientists. The rest will be Tenarin, and they will be beamed directly onto Baker recovery bay."

"But, Sir, That bay is our only means of defense. It has all our attack craft."

"I know its condition. You will immediately eject all craft in the bay into space. We'll recover them later if we can. And tell those fighters already launched that they will be remaining in orbit until further notice. Tell them to conserve power - it may be a while before we can beam the pilots out."

"Aye, Sir...blowing the bay now. Ready to transport, but you'd better hurry."

The Captain leaned over to Riker, "Another advantage to Horta...they could stay out there for a month with no life support if necessary - Just go into hibernation."

The scientists went up in two groups, and the Tenarin began immediately after. Riker noticed Doctor Crusher checking the time. Just minutes left now.

Finally the last of the Tenarin was ready to transport, but just as they shimmered and began to disappear, Riker noticed the dematerialization seemed to be slowing. Then it began to waver.

Romaine worked the controls, "I'm losing the beam!" she growled. Punching all remaining power into the boosters, the Tenarin in the field finally disappeared into safety. Romaine tried desperately to keep the connection active, but finally gave up with a smack of her fist. "That's it... the interference won't allow any more transporting."

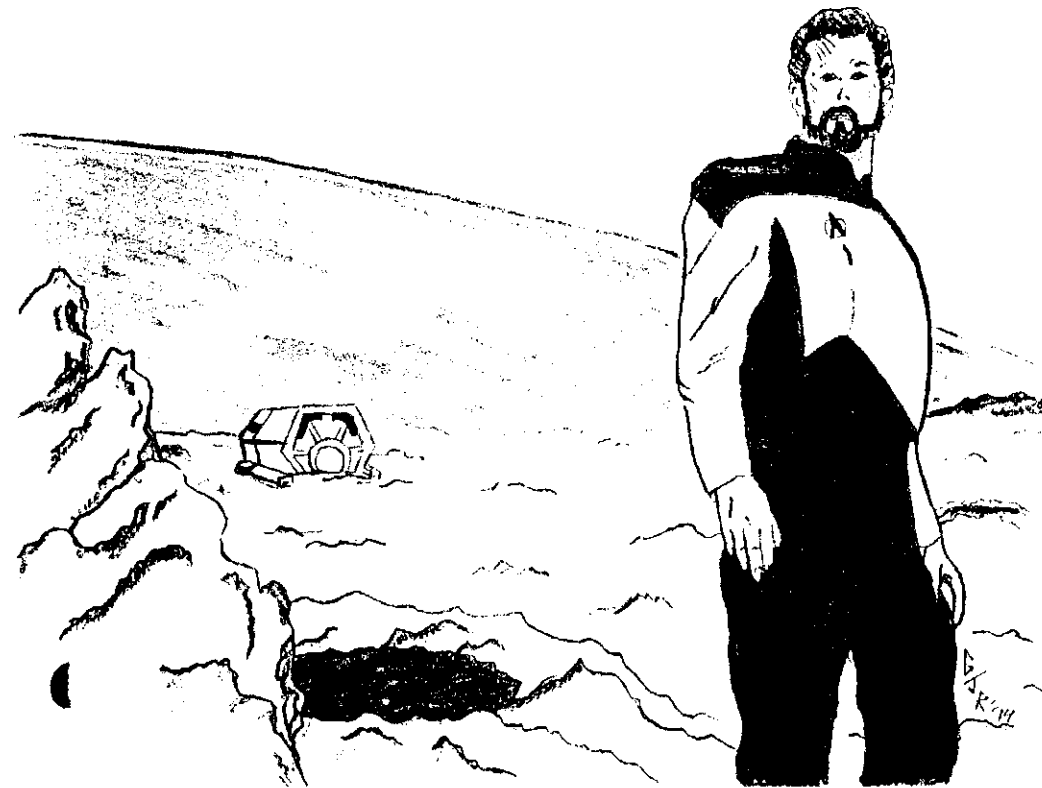
"Everyone to the shuttle, NOW!" Will commanded, and everyone took off at a run toward the mine shaft elevator.

"Estimated impacts in two minutes, Captain," Data reported. "We have been unable to reestablish contact with the shuttle."

Picard frowned. The flagship of the fleet at his disposal and he was completely impotent to help the Away team. "Keep monitoring, Mr. Data."

"Aye, Sir."

*To be continued...*



# Babylon 5 Preview

The following is a partial list of episode titles for the first season of *Babylon 5*. This is not a complete list and titles for unaired episodes are always subject to change. *Babylon 5* is planned to run for 5 years and that's all. The stories are already planned. There will be approximately 50 subplots threading through the 5 years. The first season will not end in a cliffhanger but it is a turning point for several of the characters and will have ramifications the rest of the series. New episodes will air through January 1995 when the second season will begin.

The Gathering (pilot - 90 minutes - 1993)

Midnight on the Firing Line  
Soul Hunter  
Born to the Purple  
Infection (David McCallum guest stars)  
Parliament of Dreams  
Mind War (first appearance of Walter Koenig)  
The War Prayer  
And the Sky Full of Stars

From here the list is in no particular order:

Chrysalis  
Backlash  
Carnival  
Deathwalker  
Grail  
Legacies  
Raiding Party - a fifth major alien race is introduced  
Babylon Squared - explains the disappearance of Babylon 4  
Demon on the Run - based on Harlan Ellison's *Outer Limits* story  
"Demon with a Glass Hand"  
Survivors - Garibaldi story  
Target: Unknown  
The Resurrectionist  
Midnight in the Sunken Cathedral - written by Harlan Ellison  
The Believers

# Critique-al Mass

## Babylon 5: "Mind War"

Leadout Gallery: **RS:** Robert Simms    **TW:** Terri Wadsworth    **DJ:** Dan Joplin  
**JG:** Janeta Girard    **TG:** Traci Girard    **GR:** Greg Rowe

Babylon 5 is a series set on a station that acts as a sort of united nations between all the races in the galaxy. They try to work out their differences before another war breaks out.

PG: (looking at Terri) So have we hooked you?

TW: ummmm, I'm not sure.

GR: You'll have to watch a few of them.

DJ: Let's put it this way, I tape Babylon 5 now and watch Next Gen. I don't tape trek.

TW: Let's ask if this planet is one of those 50 subplots that they will explain later. (This episode features Catherine getting trapped near a planet she is to survey and a nearby interstellar creature saps her ship's power.)

PG: I think everything in this episode is going to come back later.

DJ: The Psicops definitely.

RS: Cinifantastique said the psicops are going to be big bad guys.

TW: Ironheart is a possibility. (The episode also features a mutated telepath being hunted by the Psicops.)

DJ: I like the character that is the leader of Babylon 5 better than I like Sisko.

PG: Sinclair

DJ: Sinclair has a much better persona than Sisko does. I don't know why.

GR: He has a better presence. He's more in command. He's like Kirk.

PG: Garibaldi has a hard time keeping him inside the station when he could get in the little fighter and go outside

GR: Like in the first episode. "You do the diplomatic thing and I'm going to go outside and fight the bad guys.

TW: That's like Kirk

PG: Sinclair is much more Kirk.

TW: I notice there's a whole lot of Trek in this

RS: There's a whole lot of old science fiction in Trek and this. Everything borrows from everything.

PG: And Trek borrowed from everything

TG: Look at the people behind this...

DJ: Harlan Ellison is their consultant.

GR: DC Fontana wrote last week's episode.

PG: And the actor who plays G'Kar also plays the Romulan Tomalak on Next Gen.

TW: Oh he does? His voice did sound familiar.

PG: He looks like a Cardassian now but he used to play a Romulan.

TW: What else did I have written down... Jackie Kennedy Pillbox hats?

TG: They have fashions from all over...they even have Victorian dresses.

PG: the Centauri dress sort of Sci Fi Victorian.

RS: They also make bald girls look good-looking. I've never really thought about it before but they are.

DJ: They're baldheaded with just a pony tail and sometimes they wear a headband.

TW: I didn't see Richard Biggs. He wasn't on tonight.

PG: Is he kind of heavier set?

TW: I notice he's playing the doctor?

PG: Oh, Dr. Franklin. We don't see him in every episode.

GR: Nobody is on every episode.

TW: He was on Days of Our Lives and he disappeared.

DJ: He has pretty much a complete episode to himself with David McCallum.

TW: What episode is that?

PG: Infection

DJ: It's an excellent episode.

TW: You're saying that's a good one?

PG: They've all been good

TW: I thought about Iliia when they were describing the telepaths. How the telepaths...make love.

GR: Yea, I was thinking about Vulcan sex about then.

PG: When they're melded...like in Jean Lorrh's fan stories

GR: Or in Vulcan's Glory

DJ: What I liked was. They were in the car and as it passed each entranceway the sound changed as it went by like it normally would if you zipped by a doorway.

TW: I assume the gates they are talking about are like time portals..

RS: The jumpgates

PG: Remember in Buck Rogers they had stargates that connected one point to another that they popped through. OK, another approach, you know those things the Borg were traveling through...those conduit things at the end of last season. The Enterprise used one to find the Borg. I think that's kind of how the Jumpgates work.

RS: They're vortex generators, is what they're called. I don't know precisely what a vortex is...

DJ: It causes you to jump from A to B without having to go through the space in between.

TW: There are some Dune elements there.

DJ: Yea, literally.

GR: In Dune they folded space. But no spice

TG: It's like a secret passage in Clue.

PG: It's very well thought out all the way around. A lot of times with Star Trek I get the impression they are making this up as they go along.

TW: Well if you read the making of Star Trek. They did make it up at they went along.

RS: That's why I like this. They have a plan.

DJ: Well, what did you think about the graphics. None of that's models. It's all computer generated. Every last spacecraft, every last outside shot. Everything.

TW: The Babylon 5 station?

DJ: Everything

TW: They did a good job on the station .

DJ: Now they did give away some secret as to how they're doing the detailing. They are taking model parts and they're building boards with the model parts on it then they're taking pictures and they're scanning the pictures. and that's how they're getting the detail they're getting. That blew me away because they are in a sense still using models.

TW: I thought her (Catherine's) ship looked a little cartoonish.

DJ: Oh, I liked the way that probe ship looked.

TG: It would look better if we were getting it in HD (High Definition TV)

PG: If we were actually seeing it in HD it might look a lot better, which is hard to imagine, it looks pretty good now. They are filming it High Definition so they are actually filming it in letterbox. We're seeing the pan and scan.

GR: The inside of her ship, did you all notice the tool box back there. It was one of those red ones with the black drawers you pull out.

DJ: Those aluminum pitchers and cup..my grandparents had in the sixties

GR: My grandparents still have them.

DJ: It is so funny how that looks very proper. the colored aluminum looked very proper.

PG: What goes around comes around.

TW: I thought the Kennedy Pillbox hat was real cute.



GR: What I like about the show is the well rounded stories. They have more than one thing going on. With a lot of Star Trek there's one thing happening and the storyline moves very fast.

TW: They are not dwelling on things very long in this show.

GR: They dwell on commercials very long.

PG: This show has less commercial breaks than normally, but they're longer. There is one break that runs like..

RS: 4 minutes, I've got a stopwatch I turn on and off.

GR: OK. Mark.

DJ: That's the one where I jump up and go get whatever snacks I need.

TW: A stopwatch, I wondered how you all edited this stuff.

PG: I don't have a watch, you develop a feel for it.

DJ: I used to do this at KLST so I know how the commercials run from the moment you start you have 30 second spots, 15 second spots and you have minute spots and if you have a 2 minutes run they will run a minute spot 2 30 second spots and 4 15 second spots so usually you can time it.

TW: That doesn't add up. that's 3 minutes.

DJ: Well anyway.

PG: I would like to know, why telepaths always have to be so arrogant. Talia is batter. The first telepath they had on here...I would smack her.

DJ: That's why her character was removed, too

PG: She knew too much

RS: I could see how a person with that much power could seem that way.

TW: Why are they always so arrogant?

PG: They come off that way.

DJ: Because of their abilities

TW: Their abilities make them feel superior.

PG: You're a little bug beneath them.

TW: They came up with a good question there. Who watches the watchers? Who polices the policemen? And how do you police a telepath?

PG: That's why they have the Psicops but who watches the psicops?

TW: That's the point, I mean, if their minds are strong enough to control other telepaths...

PG: they don't control them..

RS: They programmed that one with a shutdown. Basically they're just telepaths.

PG: This is all going to come up again. There is some past history you haven't seen yet. Susan Ivanova, the second in command, her mother was a telepath but she didn't tell anybody and when they did catch up to her .

TG: which is illegal. It's illegal not to come forward.

PG: right which gave her 3 choices: She could join the psicorp, she could take the repressor drugs..

RS: Or go to jail.

PG: and she opted to take the drugs and the guy came every week and gave her the shot and they watched her slowly waste away into a vegetable and she eventually committed suicide. Susan is real, real bitter about it and Talia was very pro corp. She was raised with the corp. and they are just the greatest thing that there ever was. This episode we've seen some ground crossed there. This has shaken her belief in the system. There was a lot in Susan handing her the glass of water and Talia looking surprised.

RS: And now Talia's telekinetic. Is she going to develop that?

DJ: I think that he gave her to an extent the same abilities he had to use in the future against the psicorp.

GR: I wonder what her psi number is now?

G: Well, you know Vader could strangle people with his thoughts.

GR: He could.

PG: So why did G'Kar do it. Why save Catherine?

GR: We got to see another side of G'Kar.

PG: More playful, certainly more teasing. But he was making dinner a couple of episodes ago and he was just singing away

TW: It's like he said, no one on that station is exactly who they seem

PG: We already know that Delenn is definitely hiding something. She's the ambassador from the Minbari and they have just finished a war with Earth.

RS: They were just about to win, just about to take Earth and they stopped. they gave up.

PG: Somehow this is connected with the missing 24 hours in Sinclair's life.

GR: Sinclair was one of the last fighters out there defending Earth

RS: He was just about to run his ship into another ship, he blacked out, woke up 24 hours later and the war was over. The Minbari had surrendered.

PG: we don't know what happened but Delenn knows. she's some high up on some big thing called the grey council. There's a whole lot yet to unfold on this.

PG: Terri, do you want the tape so you can watch the rest of them.

TW: sure

To be continued next issue.

(Terri called the next day, she's hooked.)

# Trivia Tonight!!!

## Star Trek: The Next Generation

EASY (unless you don't know the answer, of course)

1. What is the name given to Picard in the episode *The Inner Light*?
2. Where was Data built?
3. Name Duras' two sisters.
4. In the episode *Hollow Pursuits* on the holodeck Barclay recreates Troi as whom?
5. The Elanin Singer Stone sings a different song for each person who holds it. Does it sing for Data?
6. How do the Betazoids give thanks for the food they eat?
7. Name Worf's parents.
8. In *Elementary Dear Data* Pulaski challenges Data to what?
9. "A Klingon who kills without showing his face has no..." What?
10. In *The Last Outpost* what gift does the Enterprise beam over to the Ferengi ship?
11. Who does Picard meet on his walk back to his home village in the episode *Family*?
12. Picard said, "It was a nice place to visit, but I wouldn't want to die there." Where?
13. What is Picard in the process of doing when the turbolift is damaged in the episode, *Disaster*?

### MORE DIFFICULT

14. In *The Last Outpost* what is the answer to the portal's challenge, "He will triumph who knows when to fight and when not to fight?"
15. Name the only episode in which Yar was seen wearing the skant (minidress) uniform?
16. O'Brien's luck at poker is always lousy unless he sits where?
17. In the episode *In Theory* what instrument does Keiko play in the quintet?
18. In the beginning of *The Defector* Data is rehearsing a scene from what play?
19. The Enterprise came to *Angel One* in search of what?
20. In the "shopping Mall" on Farpoint Station, what item does Dr. Crusher buy?
21. Name the episode this quote is from: "This ought to be one for somebody's book. A blind man teaching an android how to paint."
22. Name Wesley's girlfriend in the episode *The Game*.
23. In *Conspiracy* Picard mentions two true friends of his, name them.



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24. What is the only thing Mr. Homm has ever said?
  25. What ancient Chinese Philosopher is quoted in *The Last Outpost*?
  26. In *Unnatural Selection* how is the aging disease cured?
  27. What is the only race that uses molecular decay detonators on their bombs?

### ANSWERS (NO PEEKING)

1. Kamin
2. colony on Omicron Theta
3. Lursa and B'Etor
4. The Goddess of Empathy
5. No
6. Bang a small gong
7. Serge and Elena Roshenko
8. Solve a real Holes mystery
9. Honor
10. Chinese Finger Puzzles
11. His nephew Rene'
12. Holodeck
13. taking the winners of the ship's science fair on a tour of the ship.
14. "Fear is the true enemy, the only enemy."
15. *Encounter at Farpoint*
16. Dealer's right (*Measure of a Man*)
17. Clarinet
18. Henry V
19. Survivors of the disabled freighter *Odin*
20. A bolt of fabric
21. 11001001
22. Ensign Robin Lefler Engineering Specialist
23. Jack Crusher and Walker Keel
24. "Thank you for the drinks"
25. Sun Tsu
26. Using the transporter to return the body to it's state before infection.
27. Romulans



# DOCTOR WHO NEWS

Here we go dispelling rumors once again but the news isn't all bad this time.... The source for this information is Doctor who Magazine #211 13th April 1994...

Amblin Television, Speilberg's company which brought us Seaquest and will bring us a new series in the fall called Earth II, is currently in negotiation with the BBC concerning future seasons of Doctor Who on television. Nothing has been signed or agreed to at this time and no announcements seem to be forth coming anytime soon but discussions are ongoing.

Movie rights for Doctor Who still remain with a company called Green Light formerly Coast to Coast. And they claim to have a new script written by Star trek VI: The Undiscovered Country co-writer Denny Martin Flinn replacing the Johnny Byrne script. However, no dates for commencing production on this new script have been announced.

## Book News

The following is a list from Target Books of the new Doctor Who Doctor Who novels forthcoming.

May sees the release of a book of 10 short stories featuring all 7 Doctors called *Decalog*.

### The New Adventures

January - *Conundrum* by Steve Lyons

February - *No Future* by Paul Cornell

March - *Legacy* by Gary Russell

April - *Tragedy Day* by Gareth Roberts

May - *Theatre of War* by Justin Richards

June - *All Consuming Fire* by Andy Lane

July - *Blood Harvest* by Terrance Dicks

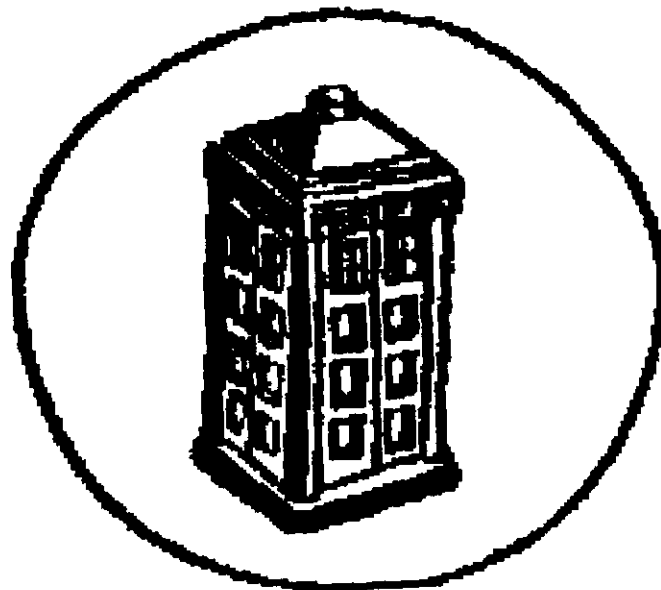
August - *Strange England* by Simon Messingham

Sept - *First Frontier* by David McIntee

Oct - *St. Anthony's fire* by Mark Gatiss

Nov - *Parasite* by Jim Mortimore

Early 1995 - *Set Piece* by Kate Orman (Ace leaves Doctor)



### The Missing Adventures

A new series of Doctor Who adventures will begin in July. These are called *The Missing Adventures* and will feature stories from the first 6 Doctors. They were to be bimonthly but due to the popularity of the as yet unreleased series they will be releasing monthly beginning in September. Target's release dates are as follows:

- July - *Goth Opera* by Paul Cornell (Davison story set between Snakedance and Mawdryn Undead)
- Sept - *Evolution* by John Peel (Tom Baker story between Brain of Morbius and Seeds of Doom)
- Oct - *Venusian Lullaby* by Paul Hinden (Hartnell story set between Dalek Invasion of Earth and The Rescue)
- Nov - *The Crystal Bucephalus* by Craig Hinton (Davison story set between The King's Demons and The Five Doctors)

*The Big Game* by Sandy Schofield

Star Trek: Deep Space Nine #4 Pocket Books

Rating: 00 (Lt. JG)

People often praise the Star Trek series for using references to other literary and art forms. As an example, I have heard people say that Trek is very "Shakespearean" because it uses quotes and portions of the Bard's plays within their own 24th century context. But there is one other "art form" that I feel also seems to be forever linked with all of the series as well. "What might that be?" I hear you cry. Why, none other than the ultimate game of bluff - Poker.

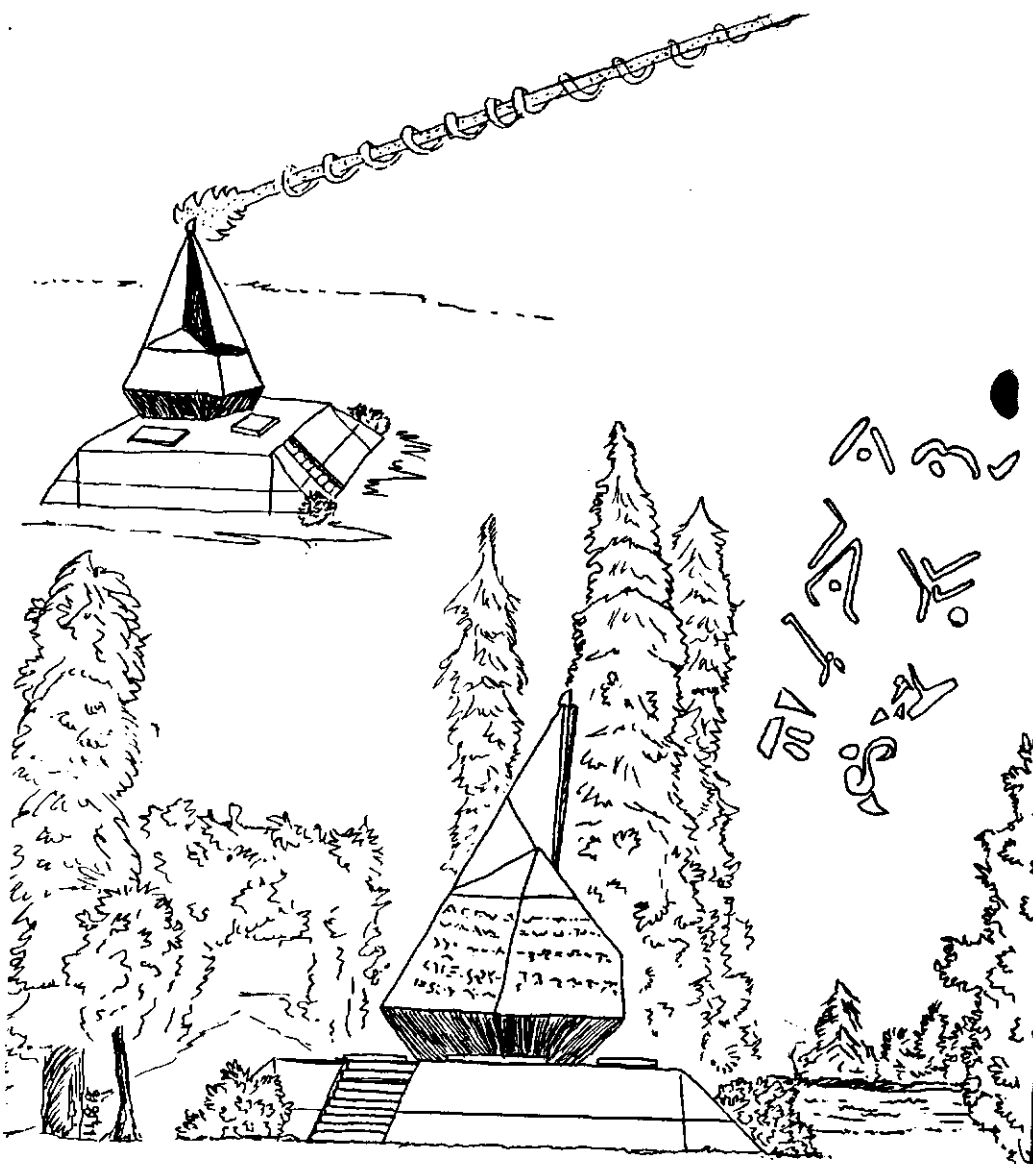
It is this game that forms the background for this novel. Quark has come up with his most profitable scheme yet - a sector-wide poker tournament - and in truth has a good chance of coming out smelling of gold-pressed latinum. But once the tournament starts, fate seems to bite him at every turn. First, a murder occurs during a practice session the day prior to the big game. Then, mysterious concussion waves begin to rock the station violently threatening to tear it apart. Lastly, the scheming Quark must go head to head with his people's ultimate schemer - the Grand Nagus himself.

It is here that the story becomes hollow and too far-fetched. It seems the authors, Dean Wesley Smith and Kristine Katherine Rusch, were determined to squeeze every secondary character to grace either NCC-1701-D or DS9 into this story. Among the poker players are Berlinghoff Rasmusin, Lursa and Betor, and the Nagus. By cramming in so many the story has time for none of them. Instead of treating us to a satisfying return of these characters, we get the most superficial treatment only. Their presence there also makes the story just too outlandish to be believable.

Which leads to the book's second major area of concern. While the poker tournament is an interesting background, it isn't enough to fill a 250 page novel. Therefore the second story of the mysterious concussions is told with war as the possible outcome. The Bajorans and the Cardassians have also been suffering from them. Of course, even though they can see each other's ships breaking apart, they blame each other with both sides sitting on the trigger. When the book was all said and done it just seemed too contrived for my taste. It reminded me too much of some of the poor "B" storylines that have been used on *The Next Generation*.

The book is not a total loss, though. The repartee between Odo and Quark was a hoot, and the insights into Odo's way of thinking were...er...well thought out! Still, I'd wait until you can borrow this one from friend rather than to buy it. Its the first disappointing one of the series so far, so Pocket Books is batting over .500.

Ted Foster





Suggestions For the Spacefaring Insomniac

*Dark Mirror* by Diane Duane  
Star Trek: The Next Generation Hardback Pocket Books  
Rating: OOOO (Captain)


It must be tough for writers of Star Trek books to keep coming up with new and exciting villains. I mean, after you've come up with the hundredth version of the Calamarain who always seem to be able to penetrate the shields and hurt the crew, where do you go looking for more? In this novel, however, this is no problem at all. For here, the villains (and the evil arm of the galaxy that spawned them) come looking for the Enterprise. And the foes this time? Picard and company square off against....Picard and company.

This book is a welcome return to one of the best episodes of the original *Star Trek*, "*Mirror, Mirror*", where Kirk, Uhura, McCoy and Scotty found themselves in a dark, alternate universe on a similar Enterprise to their own. Only one problem stood in their way. The ship was the Imperial Starship Enterprise - a ship of war and conquest, not one of peace, and the crew were all evil caricatures of those familiar to all. After Kirk manages to fight his way back to his own universe, it was assumed that the other universe was closed off once and forever.

Now, the evil Empire has had 70 odd years to contemplate the existence of this other universe, and is eyeing it as ripe for conquest. The ship sent to do the job, of course, is the ISS Enterprise-D. Their first mission - pull the USS Enterprise into their space and capture it. When the displacement occurs, Captain Picard must determine what has happened and how best to prevent the slaughter to come. With the help of a dolphin-like alien the crew plunges into this adventure with gusto.

Ms. Duane capitalizes on the contrasts of the two crews by having members of both ships beam over to subvert the other. Her characterizations of the Imperial ship's crew are excellent with a quiet, ruthless Picard; a conniving, underhanded Riker; a truly fearsome sadist named Troi. She has the most fun, however, with the "good" crew trying to fit in on the battleship Enterprise. One small fault I had with the story was that the characters remained too good, and should have been noticed for what they were. But it is a small complaint which is more than made up for by the glances into alternate history. I don't know which was more chilling - hearing the alternate Picard's service record or the good Picard's sad revelation that all his books (including Shakespeare's) had been rewritten without compassion, honor, or truth.

The story has a good pace and will make you cringe. I found the ending to be a bit too tidy and short, but in a way that's good. I wouldn't mind if Diane Duane had the Empire trying to jump in again. Can you imagine an evil Deep Space Nine?



Suggestions For the  
Spacefaring Insomniac

*Shadows on the Sun* by Michael Jan Friedman  
Star Trek Hardback Pocket Books  
Rating: 2 1/2 stars

I know it's not the "current" book and I couldn't force myself to read *Firestorm* by L.A. Graf (chief hack writer) so...Michael Jan Friedman has a definite predilection for making high soap opera our of Star Trek. Which might not be so bad but I do that myself and I am only an amateur! The plot of this novel is split between the personal life of Dr. McCoy and his ex-wife who had now become a diplomat and the Assassin's Guild of a world known as Ssan. The government of Ssan has chosen to eliminate one of their most prestigious professions, the Assassin's guild. Naturally a mimi-civil war broke out and the Federation must step in to help. Plot number one involves lots of flashback's to a time when McCoy was just meeting his ex-wife and the rocky relationship. (This author gives the relationship much more romance than has previously been indicated.) All sorts of emotional trauma results from the pair's meeting on the Enterprise. (Yuck!) The only thing making this book really salvagable is a competent writing style from the technical point of view.

Oh well...I am hoping to have a copy of the official "Pocket Book Writer's Guidelines" by the next issue. Barbara Hambly has a new book coming this summer that will be reviewed for the Fall issue.

On the regular science fiction front, I have to recommend a relatively new female author. Mary Rosenblum. She publishes short stories in *Asimov's* and other major magazines. She was picked up two years ago by *Del Rey* and has two books out which I would highly recommend. Her first novel *Drylands* (Del Rey, \$4.99) is a compilation of previously published short stories and deals with a future in which water rationing has become extreme and humanity limited. The novel was very gripping and I couldn't tear myself away from it. For those of you interested in fiction concerning "virtual reality" then Ms. Rosenblum's second novel *Chimera* (Del Rey \$4.99) is the one for you. The cyberspace universe is evolving as we speak and *Chimera* addresses many issues that the anonymity of this future brings.

Sandra Provence Steele

