

KELLY

COMMUNIQUE

VOLUME 45

OCTOBER / NOVEMBER / DECEMBER 1997

**LET HISTORY NEVER FORGET
THAT;**

WE

ARE

FAMILY!

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KELLY KAL-IF-FEE GAME

(For those who don't know, Kal-If-fee means challenge in Vulcan)

The U.S.S. Kelly has been hurled through krack in kreation to the Krummy Part of Space. Unless Captain Kollenger finds a way back into Less Krummy Space the poor krew will travel for several years, making them all krazy krumb and they will end up on the Krummy Planet if you don't get them out of there. It is up to you to help save them by playing this game. Here's how to do it.

You'll need: a token to use as a game piece (something like a kite or your kat, hummm, maybe something smaller would work better). Then get a die from another game and the game board from this Communique. Next kut out the Kelly and the Kal-If-fee Kards and shuffle both decks. (Not together please). Place decks on korrek spot, (Not Data's kat, you idiot!), on the game board. Kelly Kards go on the Kelly Kommunicator and the Kal-If-fee Kards go on their Kal-If-fee spot.

To Start: Roll to see who goes first. The person who gets closest to a one goes first. Every one starts in the Krummy Part of Space where it says start and goes until reaching the Less Krummy Part of Space, in other words, home. Throw the die and move that number of spaces. Play goes kounter klockwise.

When landing on a worm hole or on a distortion wave you must follow it through to the end. Treat the Shuttle space exactly like wormholes. Pick Kards whenever indicated by the spaces and do what they tell you to do.

To win: The player must be the first to land directly on Less Krummy Space. **The reward:** Kommand of the Kelly in the sequel gamell (if I ever make it).

Instructions are also in Cardassian, but they are cloaked.

LOG ENTRY

by Lt. Commander Ruth Burns

When I thought about this Issue of the Communique I thought of the many games that have been played in the Star Trek shows as well as all the games that have been made for the fans to play. What some crew members have done is given me their reviews of games that have been made for fans to play and some even made up fun games for you to play, while some have gotten into the games on their computers. In this Issue we have many different incarnations of STAR TREK GAMES.

What we are doing in this month's Issue is talking about some games, making some for you to play, and telling about some of the games that have been played in the series. So there will be a list of games, (not complete), of course, that have been and can be purchased by the fans.

First, here are some of the games that have been played on the shows.

FIZZBIN: A card game, supposedly native to Beta Antares IV, which Kirk invented to fool Kala and others of Oxnix's hoods when they were holding the Enterprise landing party prisoner. This game can be purchased at the conventions.

FOOLIE: A word used by the 300-year-old children meaning a game or joke.

3-D CHESS: Multilevel version of the ancient terrestrial game of strategy and warfare. No official rules were ever developed for this game, although ever-ingenious Star Trek fans have developed several sets of rules for themselves. You can purchase one of these through the Hamilton company.

3-D CHECKERS: Games often played in the rec rooms aboard the Enterprise during Kirk's day.

ALTONIAN BRAIN TEASER: A holographic puzzle that responds to neural theta waves, the goal being to turn a floating multi-colored sphere into a solid color. The Dax symbiot has tried to do it for 440 years with no success.

B'AJTQUL CHALLENGE: A Klingon game where one contestant holds his/her arms between the other contestant, wrists touching. The first contestant attempts to press the arms together while the other tries to force them apart.

BAROKIE: A 24th Century game that is more of a challenge than Dom-Jot.

JOKARIAN CHESS: A game that Dax once challenged Sisko to play.

CHULA: Multilevel board game played by the Wadi, first introduced in the Alpha Quadrant at Quark's bar on DS-9 in 3269, shortly after first contact with the Wadi. The game required live players to navigate an elaborate labyrinth of tests as the primary player moved onyx figurines representing those players around the game board. Sisko, Kira, Dax, and Dr. Bashir were chosen to run the maze, moving into dangerous scenarios through different shops or levels under Quark's overall control. The second shop featured a powerful forcefield that could only be traversed by playing hopscotch with a little girl. The third shop had a deadly Wadi cocktail party where poisonous gas threatened to suffocate the players unless they discovered the beverages were an antidote. In shop four, Bashir was eliminated as a player by a bolt of energy. Shop five brought them back to Quark's, where Falow revealed they were never in any danger and that it was all a game.

Thialo: term used by the Wadi leader Falow during the Chula game with Quark on DS-9. It meant that Quark had to choose which of the three remaining players -Kira, Dax, or Sisko- would be killed so that the others could continue their journey home.

QABO: Game of Chance played on a roulette-like wheel.

DOM-JOT: Billiards-like game with an irregularly shaped table popular at the Nonestil Recreational Facility at Starbase Earhart.

STRATEGEMA: Challenging holographic game of strategy and wills. Played by two contestants, the game involves manipulating circular icons on a three-dimensional grid to gain control of one's opponent's territory while defending your own.

Some of the games that have been purchased down through the years are here below. And, of course these are only a few of them:

How to Host a Mystery Game. (Star Trek Incarnation).

Star Trek: The Next Generation: a Game of Trivia, Exploration and Discovery.

Star Trek: The Next Generation: Interactive VCR Board Game, A Klingon Challenge.

Star Trek: The Adventure Game is a paragraph-system board game.

Star Trek: The Next Generation: Game of the Galaxies, a board game for ages 6 & up.

Star Trek: The Game, A Strategic Game of Logic, Trivia and Chance.

Fizzbln: A game that's as different as night and day and each day can be a different game!

Since this Communique is about games and has lots of them included herein, you are supposed to have fun playing them. No prizes are given out this time, sorry but you missed your chance to win last time. Except for Carol Paton and George Bogler who both entered and won! He who snoozes looses!! Keep watch maybe somebody will do it again and you'll get another chance, but don't hold your breath!

KELLY BIRTHDAYS FOR THE NEXT 3 MONTHS

OCTOBER

10-4 CHARLENE SMITH

10-27 JULIANA CURTIS

NOVEMBER

11-9 DENNIS HOLLINGER

11-10 RHONDA HOLLINGER

11-13 KRISTEN CAGLE

DECEMBER

12-16 SUZANNE READING

12-28 JED SMITH

HAVE A VERY HAPPY BIRTHDAY ALL OF YOU!!

STAR TREK BORG

BY CAROL PATON

C D-ROM from Simon and Schuster Interactive. System requirements: Pentium processor (P-90 recommended), 8 meg or better of ram, 2X or better of C D-Rom, display 640 X 480, 16 bit color support, 100 percent SoundBlaster compatible, Win95 13+meg hard drive space, List Price \$39.99

This 3 C D set contains an interactive Star Trek movie and the "Picard Dossier" that places you - the player as main character - into the action, your knowledge and flexibility against the Borg. And your wits against Q.

You are Daylon Furlong, Starfleet Cadet. By joining Starfleet you aspire to your father's footsteps, AND you harbor an all consuming need to revenge the Borg for his death at Wolf 359. Q, in a rare moment of agreeability, gives you the opportunity to change the past. To save your father, if you can...if you dare.

The movie that was produced for this game is exceptional. The plot unfolds with many intricacies and as you meet characters you find them to be fully formed with rich backgrounds. As you watch the movie unfolding you are presented with "decision points" where the player, in the guise of a character, must make some sort of action. Not all of your actions may be right, and sometimes you must first do it wrong in order to determine what is right. Throughout this process, Q returns periodically to taunt you about your progress. Alternate time lines exist and you may jump from one to the other on the strength of your decisions.

As of this time this writer has not finished the game. In fact, despair of ever discovering the mysteries of "The Picard Dossier" has arisen!

But never fear! Simon and Schuster have a web site devoted to Borg (at <http://www.mcp.com/ssl/ssint/trek/>) where players may view hints ranging from the subtle to the downloadable patches to get you past certain points in the game. Perhaps Q can be

Return to Earth By Commander Rex Rouviere

"This sucks!"

My wife looked up and stared at me for a moment, then asked "What's the matter, Honey?"

I read the message off my PADD to her: "Commander Starfleet, blah, blah, blah, orders Commander Rex Rouviere to take a runabout and return to Starfleet Headquarters, Sector 001 at best possible speed for immediate reassignment."

"We're going home?" she said with a puzzled look on her face.

"I was just beginning to think of the Kelly as home, Vic. Now we have to pick up and start all over again. It's not fair! I've just passed my Commander's test and was really looking forward to some more command assignments." I looked at the PADD again. "They didn't even tell me what my assignment's going to be. Hmmm that's funny, the message came by SST."

"What's that mean?"

"SST is short for Safest Secure Transmission. It's kind of milspeak for highest priority code. I'm going to ask the Captain what he knows about all this. I'll be right back." With that, I left our quarters and started for the bridge.

I couldn't help but wonder what was going on. Newly promoted Commanders don't get priority messages from Starfleet. Most Captains don't why should I? Now we're off to Starfleet, then who knows where? The boys were settled, had made lots of friends and were taking an active interest in what was happening onboard the ship. It made me feel good that they wanted to follow in my footsteps. Now what was going to happen? Would the move destroy their enthusiasm? Would they continue pursuing their dreams?

For that matter would I? I had hoped that by proving myself to Captain Hollinger, I could someday get a command of my own. Now I will have to break ground all over again, get to know a new commanding officer and break him in. For all I know, it could be a desk job at Starfleet Headquarters in San Francisco. There isn't any other destination listed. That would be just my luck, being chained to a desk, doing some Admiral's paper work.

I arrived at the bridge and proceeded to the Captain's ready room. "Here goes." I whispered as I hit the chime.

"Come."

I entered.

"I assumed you would be coming to see me. How can I help you, Commander?"

"Can you explain this to me, sir." I handed the PADD to the Captain. I was surprised when he read it. I would have thought he already had. "What's this reassignment all about?"

"I'm sure I don't know." He said flatly. "I couldn't even view this message until you handed it to me."

"What? I... uh, I thought you had access to all incoming messages..."

"Normally I do. This one, however, simply notified me that my code clearance would not activate the message. That it was 'eyes only' for Commander Rouviere. What I want to know is why you are receiving coded messages that require this kind of security."

"You mean you honestly don't know?" Now I was really concerned. Captain Hollinger had been my commanding officer for almost six years. If he didn't know what was going on, I was really in for it.

"No I don't. It sounds like you better get a move on though. The Zambezi is ready to go as soon as you're packed."

"You're just going to let me walk out like that?"

"What do you want me to do, Rex? Someone a lot higher up than me has ordered you home. I don't like it, in fact it tears me up. You're a fine officer and a good friend. I hate to lose you, but you have to go."

"Do I? What happens if I don't?"

"You know you can't refuse a direct order from Starfleet Command. You would destroy your career. Everything you've worked so hard for would be gone and you'd still have to go home."

"What do you mean?"

"You couldn't stay here. You would probably be court martialed and be forced out of Starfleet. You can't just ignore direct orders."

"You're right. I know you're right, but I don't like it. We had just gotten somewhere. Things were just beginning to click and this thing with the Dominion and the Cardassians..."

“You know, Rex, since I’ve been in Starfleet, there has always been something going on. The Cardassian war, the Maquis, the Klingons, the Dominion, it doesn’t matter when or where. Someone is always going to be making trouble and we need all the good officers we can get. You jeopardizing your career isn’t going to change that.”

The Captain’s mention of the Maquis hit home. Not three years ago, I almost left Starfleet to join them. The thought of a home to protect and being able to use my tactical training to help others defend something they believed in was very tempting. The Captain was the only one who was able to make me realize how much more I could do for them here on the Kelly. He never told anyone. If I had gone, my family and I would have been killed by the Jem’Hadar like the rest. I owe the Captain my life and the lives of my family. Four lives, that’s a lot of debt.

“Now you had better get going.”

“Aye sir, but before I go, I have one request. Can I address the crew?”

“Of course, Captain Hollinger to Communications...” he said glancing up at the ceiling.

“Go ahead sir.”

“Patch me through to all sections of the ship.”

“Channel open.”

“Attention all hands, there will be an assembly in Hangar bay Four in 30 minutes. Commander Rouviere has been reassigned and will be departing immediately. All hands not at duty stations are invited to see the Rouvieres off. That is all.” He turned to me, shook my hand, pulled me into a hug as he told me, “I will miss you. This could not have come at a worse time, but I understand. You have to go. Remember that you will always have a home here. Good luck.”

“I will miss you too, sir. You have been and always will be my friend. I will try to not to disappoint you.”

“I know. Get going.”

I turned and walked out. I couldn’t help but glance back as the door started to close, to catch one more glimpse. It was a sight that only made things worse. I saw the man I cared for most slump as if he had been punched in the stomach. That was exactly how I felt, except a little higher. My chest had a gaping wound where my heart had been a moment before.

When I returned to our quarters, Vicki already had most of our things packed. I helped her gather the remaining items and had just finished when a few people arrived to help us carry everything to the Hangar Bay. It’s amazing how much stuff you can accumulate in six years, even on a starship. We didn’t talk much on the way. There wasn’t a whole lot to say.

The doors opened to a crowd of people surrounding a podium that had been placed beside the Zambezi. The Captain was already there. I joined him, already feeling the weight of everyone’s eyes on me. I looked out and saw almost everyone who had meant anything to me for the past six years. It wasn’t going to be easy, but I had to say something.

“I have to leave. I have been reassigned and don’t have any choice in the matter. This has happened so quickly that I can’t tell everyone how much they mean to me. Please pass on what I am about to say. I want everyone to know.”

“I am a different man than the one who came here six years ago. I have changed. This change hasn’t always been without pain and that is what I feel today, massive, heart-rending pain. I have been glad that I could serve you and serve with you. You have created the man who stands before you. I have you to thank for who I am. Please feel free to call me up and don’t ever be afraid to talk to me. You are my family. You are the biggest part of me and I don’t know what I will do without you. I wish you all the best and hope your dreams and mine will cross paths again one day.”

This was about all I could get out. I was crying so badly that I could hardly see. I hugged everyone that came up to me and we shared a few parting words, some laughs and a lot more tears. Then my family and I climbed into the runabout and closed the hatch.

As we passed through the force field and entered open space, I felt a wound in my chest open and imagined a path of blood drops being left behind in our wake. I left my heart there on the Kelly. At least I know where to look, if I need to find it again. I set course for Earth at an amazingly slow warp 4.7, not knowing what lay ahead, adventure, boredom, or maybe a new hope.

To tell you the truth, I didn’t even really care. I cried all the way to San Francisco.

We miss you all, the Rouvieres

From Lt. Kronk and family. The Ferengi Rules of Acquisition.

I have provided the rule number, you are to give the rule that goes with that number.

RULE NUMBER: SIX, NINE, ELEVEN, EIGHTEEN, TWENTY TWO, TWENTY FOUR, TWENTY SEVEN, THIRTY THREE, FORTY EIGHT, FIFTY SEVEN, FIFTY NINE, SIXTY, SIXTY TWO, SIXTY NINE, SEVENTY TWO, SEVENTY SEVEN, SEVENTY EIGHT, EIGHTY TWO, EIGHTY NINE, NINETY SIX, NINETY EIGHT, ONE HUNDRED, ONE HUNDRED THREE, ONE HUNDRED FIVE, ONE HUNDRED ELEVEN, ONE NINETY TWO, TWO ELEVEN, AND TWO EIGHTY SIX.

Have fun and you can check the answers in the next issue or call or e-mail Jed.

FLY

There was a fly buzzing around a barn one day when he happened on a pile of fresh cow manure.. Due to the fact that it had been hours since his last meal, he flew down and began to eat. He ate, and ate, and ate.

Finally, he decided he had eaten enough and tried to fly away. He had eaten too much though, and could not get off the ground. As he looked around wondering what to do now, he spotted a pitch fork leaning against the wall. He climbed to the top of the handle and jumped off, thinking that once he got airborne, he would be able to take flight. Unfortunately he was wrong and dropped like a rock, splatting when he hit the floor.

THE MORAL OF THE STORY IS: NEVER FLY OFF THE HANDLE WHEN YOU'RE FULL OF..

WINNERS OF LAST COMMUNIQUE'S TRIVIA GAME

CAROL PATON AND GEORGE BOGLER

CONGRATULATIONS !!

FROM LT. J.g. JENNY HANSEN

STAR TREK: THE NEXT GENERATION CUSTOMIZABLE CARD GAME

ICON COLORS ARE:

Federation: Blue Romulan: Green Klingon: Red & Non-Aligned: Gold

Missions: Have Planet's or Space in a corner!

Dilemma's: Have Planet's or Space or Both in a corner!

Artifact's: Have ◀ in a corner!

Outpost cards are: Federation, Klingon, Romulan!

Ship cards are: Federation, Klingon, Romulan, & Non-aligned!

Personnel cards are: Federation, Klingon, Romulan, & Non-aligned!

Equipment cards are: Special equipment; such as tricorders, and phasers, are in the Federation, Klingon & Romulan styles.

Event card's: These cards interject special occurrences or conditions during a player's turn.

Interrupt card's: Literally interrupt the game at any time.

HOW TO PLAY:

- # 1. Customize a 60-card deck.
- # 2. Create and seed the space line.
- # 3. Playing the game.

The cards you get when you buy them are: common, uncommon, or rare.

After you have your deck of 60 cards you start to create a space line using your mission cards. You use 6 cards that you put in a row. Your opponent does the same thing, opposite you. To seed the space line you slide the Dilemma, artifact under your mission cards. The way to win is to get 100 points before your opponent does.

"STAR-TREK-OPOLY A GAME MADE BY JAMES AND DONNA YATES.

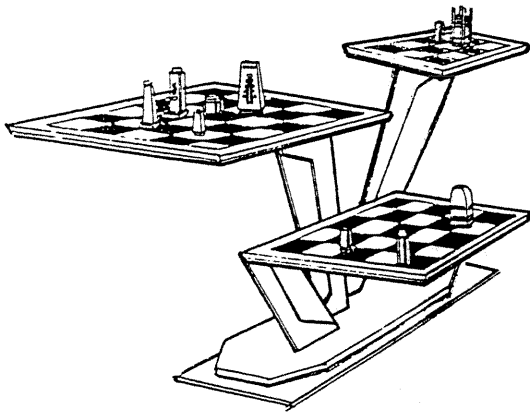
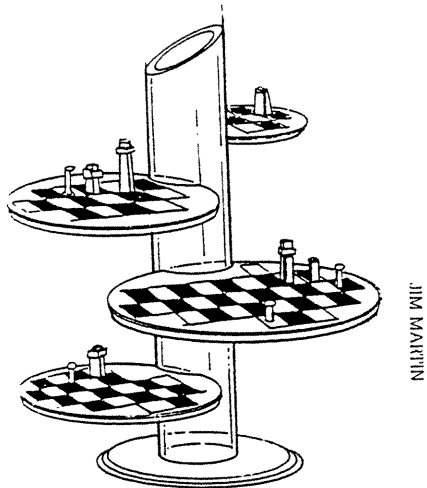
OUR DEPARTMENT PLAYED THIS GAME AND HAD A LOT OF FUN WITH IT. WE RECOMMEND IT TO THE REST OF YOU.

LOYAL STAR TREKKERS: a report from James Yates.

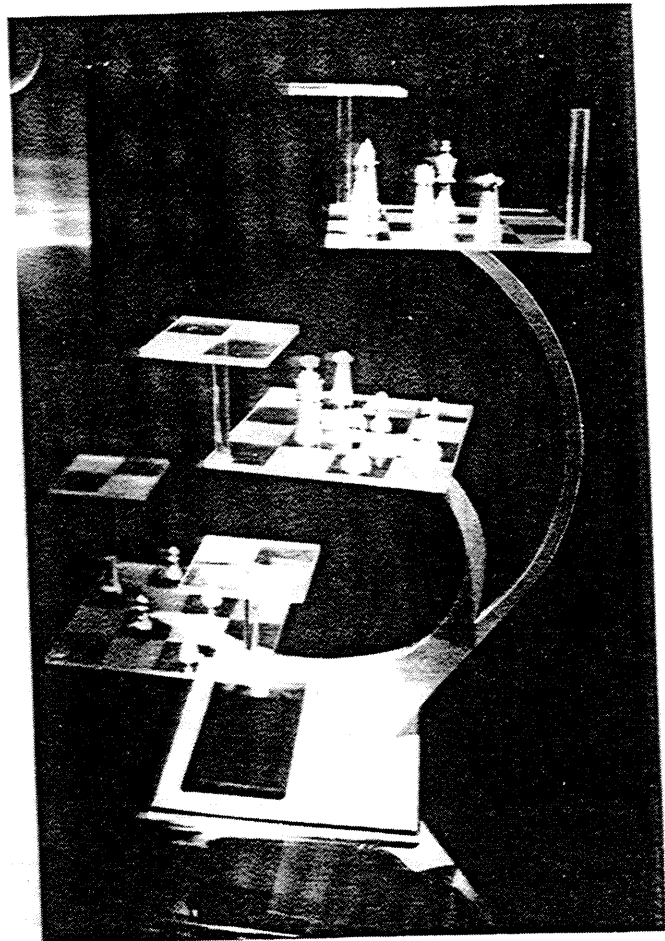
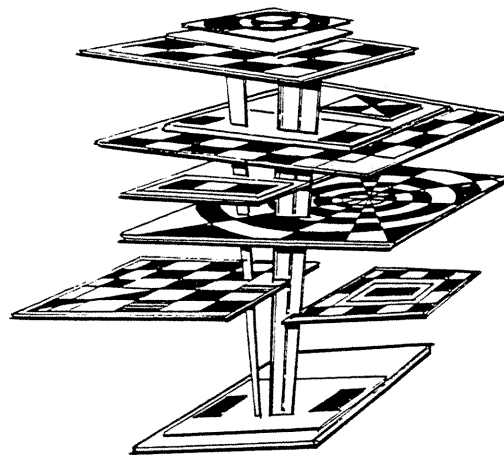
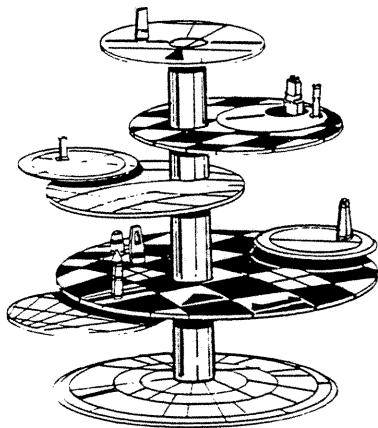
These are desperate times. Due to a hostile situation between the Borg and the Dominion, all 4 Quadrants have been drawn into conflict.

Does this seem exciting? Is this a conflict in which you want to be involved? Are you a loyal Star Trekker? Well, you can be involved. My mom and I have finished a game we call "Star-Trek-Opoly". It involves racing around the Quadrants, travelling through wormholes, fighting the Dominion, the Klingons, and even the Kazons. It is a beginning trivia game where you answer questions about Star Trek, quote Ferengi Rules of Acquisition, and even choose Truth or Dare and Chance Cards. You can own Tribbles, go to Rura Pente, make stops at Ferengi businesses, increase your fleet, and get promoted in Starfleet. Instead of a banker, you must deal with the Grand Nagus. If you win the game, you become a Starfleet Admiral while returning peace and equality to the 4 Quadrants.

I like this game because I feel like a member of Starfleet, I get to fight against aliens, I get to hold Tribbles, and I am learning Star Trek trivia.

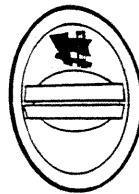
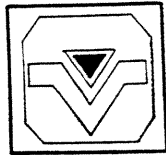
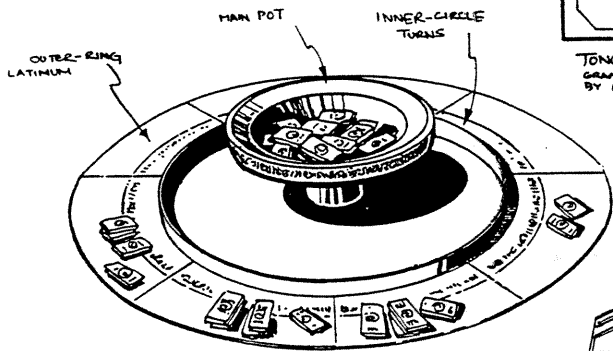


Other designs for 3-D games on DS9.



The spirit of the original series lives on in Sisko's quarters on DS9. This three-dimensional chess set can often be seen in the background—an homage to the set Kirk and Spock used to play with.

"TONGO" TABLE REVISION



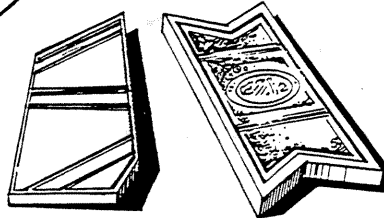
TONGO CARDS — GRAPHICS TO BE DETERMINED BY DECCA!

JIM MARTIN

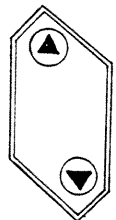
TONGO BETTING OCCURS DURING ALL LEVELS OF PLAY — BETTING CHIPS ARE PLACED IN INNER-RING AND LATINUM IS PLACED IN POT.



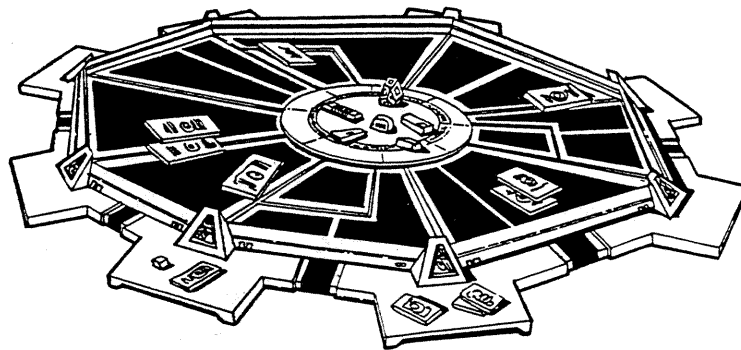
TONGO-DICE



- 1) DICE IS ROLLED IN CENTER
- 2) CARDS ARE DEALT
- 3) BETS ARE PLACED WITHIN OUTER CIRCLE

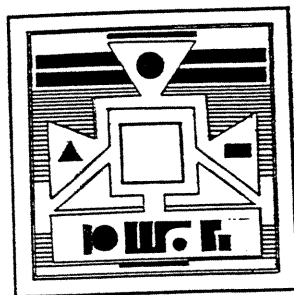
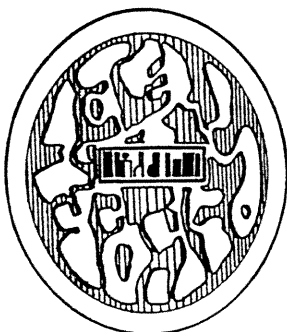


TONGO CARDS



FERENGI "TONGO" TABLE

NUMBER OF PLAYER SLOTS CAN BE REDUCED AS DICTATED.



TONGO CARDS

Preliminary designs for Tongo—a backroom game of chance popular at Quark's.

THE BALLAD OF HUGH

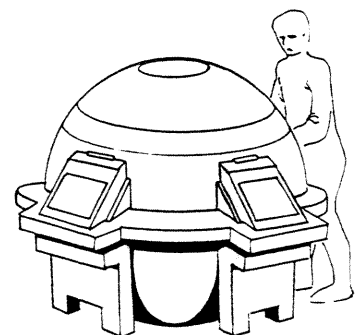
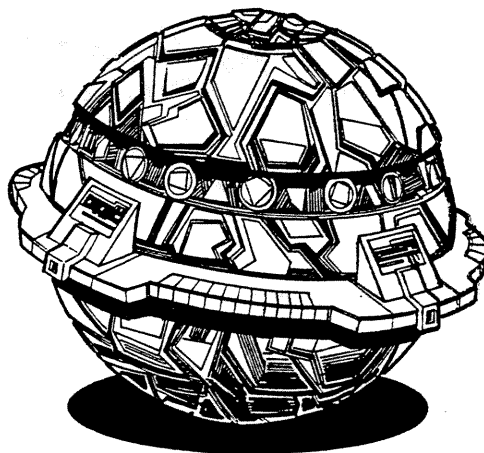
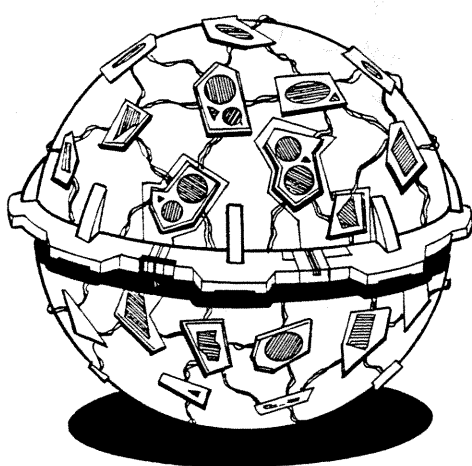
**(To the tune of "The Ballad of Jed Clampett" a.k.a. The Beverly Hillbillies theme song)
Alternate lyrics by George Bogler**

Come and listen to my story about a Borg name Hugh.
The strangest being yet since Picard met Q.
Then one day he came crashin' in his ship.
And Geordi helped him give the Collective the slip.
"Name?", he said.
"Third of Five"

Well the first thing you know Hugh's got identity.
The Counselor said, "He's got a personality!"
"Back in the Cube is the place you oughta be."
So he packed up his parts and said good-bye to Beverly.
Crusher, that is.
And Picard.
Gulnar too.



Now its time to say hello to Hugh and the Rogue Borg.
They've got an evil scheme in mind from Data's brother Lore.
You're all invited back to join the collectivity.
To have a heeplin' heeplin' of Borg hospitality.
Take your limbs off, set a spell.
Y'all simulate now, hear?



LARGE 4 PERSON GAMBLING ORB

JIM MARTIN

Whether it's the permanent floating poker game on the Enterprise-D or the many games of chance at Quark's, including these Causal Orbs from "Rivals," gambling seems to be an undercurrent in many aspects of STAR TREK—perhaps an indication of what the producers feel they're doing when they try to create shows that millions will continue to enjoy.



PERSONAL SIZE

WORD FIND

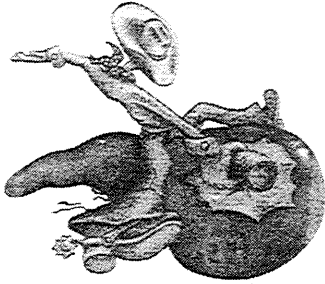
Find the actors' names based on the clues given. Circle the name (it could be a first name or a last name).
Use the letter indicated from their names and rearrange these letters to find the title of a third season DS9 episode, which coincides with an anniversary in our country this year.

EXAMPLE: the answer to Question 1 is TAKEI. The 4th letter of his name is "E".

S K T E A V I N R P P A U R O
 D B L H L I I M O A M Z Q B U
 Y M H X L G S S T H C J W Z S
 O N E K E O N R I N R V D Y T
 T K M D U E I S A T I B O E B
I E K A T C O M U G O M G N X
 E X J G K Y S T G R I R G A Z
 N J E M P L R T R N I J O E I
 A W Z K U V R Z L D M O S M R
 H I E I S E N B E R G P P U E
 T C A E B L H W A K W Y L L N
 A L U O H V N L H O N T A G T
 N N R I C K V R C C E W C R A
 O F T S P O M D I O T M Q E H
 J G V U L E J A M Q W Y Y W S

1. Cultural heritage is as varied as his interests. 4th LTR.
2. This person once said to a Vulcan: "You can use logic to justify almost anything. That's it's power - and it's flaw." 1st LTR.
3. His character was once compared to a Samurai. 1st LTR.
4. Has played many parts & was with Star Trek from day one. 5th LTR.
5. Jonathan Frakes describes this man as a "cultural icon." 4th LTR.
6. He learned he "fathered" a baby through DNA injected into an ex-lover. 4th LTR.
7. He once used a line similar to Bogey's in "Casablanca". 3rd LTR.
8. When he first appeared, he was a nameless conn ensign. 2nd LTR.
9. He is intellegent, a loyal friend, & one of a kind in Starfleet. 9th LTR
10. Her character was created when another actress would not commit to a long-running role. 4th LTR.
11. This person once said: "It's the gluing of the hair that takes most of the time. When we can speed that up, I'll be a happy man." 7th LTR.
12. When he was selected to join the Star Trek team, there was some opposition to Roddenberry's choice based on his looks. 3rd LTR.
13. Has a porcelain bust of Roddenberry & tries not to "bend Roddenberry's rules too much." 1st LTR.
14. Where would we all be without this person? 2nd LTR.

TITLE OF THE DEEP SPACE 9 EPISODE: _____E_____



CHILI AFFAIR COMMITTEES THANKS TO Y'ALL

Chili Affair '97
Roundin' Up Resources for the Homeless

HISTORY OF THE CHILI AFFAIR

In 1985, a group of community leaders came together for the purpose of raising money for a homeless shelter. This committee, known as Shelter the Homeless, Inc., raised money to construct a shelter and selected Travelers Aid Society as the operator of the new facility.

In 1987, Shelter the Homeless, Inc. formed a subcommittee for the purpose of creating fund-raising ideas to help support the new homeless shelter. The chair of the subcommittee was Carolyn Schubach.

Several ideas were suggested and carried out. But the only idea to become a successful fund raiser was suggested by Evelyn Lee and was called the Chili/Slaw Bash. This event began in 1987 when Evelyn, Carolyn and Suzanne Goldsmith put together the first Bash in less than 30 days. They were very happy with the results: one chef cooked chili, 200 guests attended the event (mostly personal friends and lots of relatives) and approximately \$5,000 was raised. The Bash was held at the Greek Orthodox Church because they donated the facility.

In 1988, a few more friends and relatives attended, and approximately \$8,000 was raised. The Greek Church generously donated their facility again.

The following year, Evelyn Lee, a member of Travelers Aid Society's Board of Directors, encouraged the shelter to continue with the fund raiser, and she put together a committee to plan and expand the event to be known as The Great Salt Lake Chili Affair. The event now had six chefs prepare chili, 450 people attend, and \$38,000 was raised.

In 1990 and 1991, attendance was expected to increase, so the Chili Affair was moved to the newly renovated Fairpark Grand Building at the Utah State Fairgrounds where the event occupied one floor. In both years, approximately 550 guests attended and each event raised \$40,000.

In 1992 and 1993, it was moved to the larger location of the Salt Palace North Lobby. The 1992 event hosted 650 guests and raised \$50,000. Attendance at the 1993 event was close to 800 and \$88,500 was raised.

With the construction at the Salt Palace, and the ever increasing attendance, the Chili Affair was back at the Fairpark in 1994. This time it occupied both floors of the Grand Building, hosted eight chefs, attracted nearly 1,000 people and raised \$94,000. In 1995, the event moved back to the Salt Palace. This time it was held in Exhibition Hall #4 which easily accommodated the 1,000 people in attendance and raised over \$107,000.

In 1996, the tenth anniversary of the Chili Affair, the event was held again in Exhibition Hall #4 with an attendance of 1,000 and raised nearly \$120,000.

This event has grown each year and has attracted more people because of its great reputation as a fun event that successfully raises the funds needed to help operate the shelter. If history repeats itself, this year's Chili Affair will be bigger and better than ever!

Chile refers to the plants and peppers; chili refers to tonight's main entree

Event Chair

Pearl Wright

Decorations

Sue Molitoris, Co-Chair
Pam Lanningham, Co-Chair
Susanna Collard
Connie Roller
Vicki Shanks

Facilities

Marilee Chisholm, Chair
Susan Sterzer
Krista Stoker

Invitation, Program & Sales Items

Dominique Anderson Faber, Co-Chair
Jennifer Faber, Co-Chair

Judges & Awards

George Bogler, Co-Chair
Jill Bogler, Co-Chair
Robert Shaffer
Christy Thorsen
The U.S.S. Kelly (Star Trek Fan Club)

Publicity

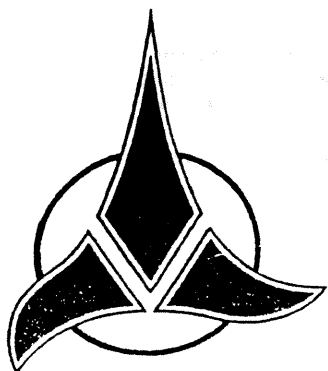
Karen Hansen, Chair
Ruth Catron
Jeanette Holmes
Bob Livingston

Volunteer

Jennifer Evans, Chair
Brett Evans
Kia Liljenquist
Shauna Lupcho

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LE'YAH NAY LE'YAH NAY HAY

Report on The Original Series Collectable card game

by **Christy Thorsen**; a crewperson in the tactical department.

The Original Series customizable card game is not a game that I would recommend anyone to buy. I am an avid Trekker, I have the Next Generation Series C C G. The time line with the original series is to hard to follow with missions and plots. The object of this game is not to reach a set point amount, the object appears to be to collect xc's. (Whatever that is). However if the thing you wish from TOS:CCG is as a collectors item, it does have some good shots of the "Big Three, and the crew.

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**QUOTE OF THE MONTH:
HE MADE ME TOUCH IT I**



**EDITOR:
LT. CMDR. RUTH J. BURNS**

AA

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CREW PROFILE ON CHRISTY M. THORSEN



I was born here in Salt Lake, have lived here all my life, am single, work for Marriott International in their Guest Services Dept. As a letter Spec.

My hobbies are crocheting, knitting, quilting, cooking and collecting books, cards and so forth. I like to fish and go camping.

My most unique quality is: I like to constantly learn new things.

I got interested in Star Trek because of my grandfather introduced me to it with his love of science fiction in general. I have been a fan since my childhood. (I can't put an exact date to it.)

What I like best about Star Trek is the IDIC, that everyone is equal. What I like least is that I can't really transport myself there.

My character is of two races: Half Vulcan and half Betazoid. My name is T'Pree. I was raised on Vulcan, my father is Vulcan and my mother is Betazoid. I attended Starfleet Academy. I also attended the Vulcan Science Academy and I hold a degree in Medical Science, and Astrophysics. I have recently joined the crew of the U.S.S. Kelly.

I am in the Tactical department. My favorite movie is ST:TVH The Voyage Home. My favorite characters are Kirk in TOS, Deanna in TNG, and Dax in DS-9.

WELCOME TO ENGAGE!

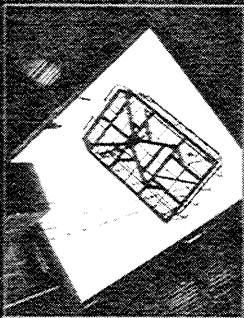
STAR TREK
THE EXPERIENCE
LAS VEGAS HILTON
P.O. Box 19745
Charlotte, NC 28219-9745

Welcome to ENGAGE!, the official newsletter of Star Trek: The Experience™ at the Las Vegas Hilton. ENGAGE! will bring you the latest information about Star Trek: The Experience as it prepares to launch Las Vegas into the 24th century. Go on-line at www.startrekexp.com for all the latest information about Star Trek: The Experience™ at the Las Vegas Hilton.

RALLY COMBINAUIQUE: OCT. THRU DEC. 1997

STAR TREK: THE EXPERIENCE™ AT THE LAS VEGAS HILTON PASSES KEY CONSTRUCTION MILESTONES

Construction of *Star Trek: The Experience* has passed a series of milestones en route to the attraction's scheduled opening in late summer.



The frames of the four motion simulator shuttlecraft arrived at *Star Trek: The Experience* last month. Workers also installed twin reproductions of the bridge of the Starship *U.S.S. Enterprise* as well as turbolifts, which will transport visitors from the bridge to the shuttlecraft.



Meanwhile, work has been completed on the film which will be the focal point of the *Star Trek: The Experience* motion simulator

5.37



**STAR TREK
THE EXPERIENCE
LAS VEGAS HILTON**

"THE DREAM COMES TO FRUITION" RICK BERMAN BREATHES LIFE INTO STAR TREK: THE EXPERIENCE



For Rick Berman, creative consultant for *Star Trek: The Experience* at the Las Vegas Hilton, the exciting new attraction represents a logical progression in the long, storied history of *Star Trek*.

"People have long dreamed of experiencing *Star Trek* - of being aboard the *U.S.S. Enterprise*, of firing photon torpedoes, of escaping from Klingons," said Berman, who has overseen all *Star Trek* projects since creator Gene Roddenberry hired him to produce *Star Trek: The Next Generation*® in 1987. "This will be a chance for those people to bring that dream to fruition."

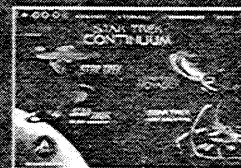
The Co-Creator and Executive Producer of the *Star Trek: Deep Space Nine*® and *Star Trek: Voyager*™ and Producer/Co-Writer of the last two *Star Trek* motion pictures, said *Star Trek: The Experience* will give visitors a visceral sensation unlike any other.

"The experience most people have had with *Star Trek* over the years has focused on watching television or a movie," Berman said. "This will blow away the proscenium. This is going to be a place where people can go and truly experience *Star Trek*."

BEAM ABOARD THE OFFICIAL STAR TREK WEB SITE

STAR TREK
CONTINUUM

STAR TREK: CONTINUUM™ (startrek.msn.com) is the official Web site for fans of the more than 30-year old television and film phenomenon. All past and present *Star Trek* movies and shows are promoted in this digital showcase which utilizes cutting-edge interactive and multimedia capabilities to highlight an exhaustive collection of information and activities.



From complete synopses and data for all eight feature movies and 400-plus television episodes, to interactive chats and events with the stars, STAR TREK: CONTINUUM delivers an on-line voyage memorable to both the ardent fan and the curious neophyte. Additionally, the latest information on *Star Trek: The Experience* is available on the web site.

STAR TREK: CONTINUUM is produced by Paramount Digital Entertainment™ exclusively for MSN™. The

In USA TODAY

Adventurous travelers reach for the stars

Are you ready to be launched into space?

Beginning today, start-up firm Space Adventures is taking bookings for flights beyond Earth's atmosphere. The trips will begin in 3 to 5 years and cost \$75,000 to \$100,000 (including a \$6,000 deposit)

The flights will take passengers to an altitude of 62 mi. And will last 60 to 90 minutes.

So get your deposit ready. You'll soon be out there aboard some sort of space craft.

Space related tourism is big business: At the U.S. Space and Rocket Center in Ala. 18,000 signed up for five-day space camps last year.

A St. Louis-based foundation has already promised a \$10 million prize to the first co. that succeeds in making the sub-orbital craft and there are 12 companies already designing the space craft.