

01

March
2010

SLA Monthly

BREAKING NEWS



**Andrew Koenig
1968-2010**

Best known for playing the role of Richard "Boner" Stabone on Growing Pains, Andrew Koenig was found dead on February 25th in Stanley Park, located in Vancouver, Canada. His father, Walter Koenig, best known as Chekov from the original Star Trek series, had him declared missing on February 21st after receiving a letter where Andrew sounded despondent.

He had apparently been suffering from depression, for which he had stopped taking his medication a year prior, and cleaned out his apartment in California. Reports indicated that he hung himself from a tree in a secluded area of the park, not wanting anyone to find his remains.

In addition to his role on Growing Pains, Andrew had a guest appearance as Tumak in the Deep Space 9 episode "Sanctuary."

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Changing of the Guard – New Council Moderator

2010 has proven to be a year of changes for the SLA, and that has started this February with the election of a new Council Moderator, Tavey Burgon. Tavey has been part of the Council for a couple of years, fulfilling the role of Personnel Chair – a position held for a long time by the late-Ande Swaine. She has also served as CO of both our Torchwood Ten and Firefly Monarch sims.

Tavey takes over for James "Warp" Mitchell, who decided not to seek re-election for the position of Council Moderator in November 2009. He held the position for almost three and a half years, since early 2006 following the departure of Pamela Kyle from the SLA and the brief term of Acting Council Moderator Jean-Luc Morimame.

In his statement to the hosts, when he announced that he was not seeking re-election, Warp admitted, "My time on the Council has been very important to me, but I feel it is time for my role to change, and for others to take on the position of Council Moderator and make their mark upon it."

In her position as Personnel Chair, Tavey has worked hard to connect with various individuals within the SLA. She has reached out, providing advice to experienced hosts who may have needed a bit of help, while carefully molding and guiding potential hosts.

When she officially took over the duties as Council Moderator, one of her first acts was to thank her predecessor by writing, "I want to say thank you. I hope I lead the rest of the gang in echoing this sentiment. You have been an amazing strength for the SLA. Your enthusiasm has helped so many to learn and love Simming. Your generosity in the amount of time you have devoted can only be guessed at."

Already, in the short time since taking on the role, her positive influence is starting to be felt as she has started to inspire greater activity within the Council, and among the hosts. This only serves as a sign for a bright and promising future of the SLA!





Monthly exclusive: New SLA Logo!

At long last, the SLA has a new logo!

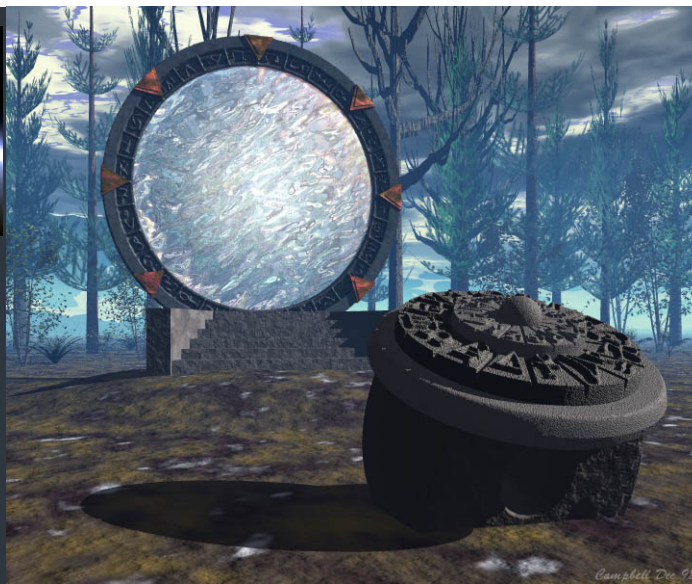
The old logo was originally created by the late-Michael Back (aka Seth Cotis), one of the founders of the SLA and long-time Council Moderator until his tragic death in July 2005. Although the motto was one that could literally encompass any genre, including non-Sci-Fi, the Orinal-class station used within the background was limiting as it put the emphasis on Star Trek.

Before Seth passed away, a contest was held to come up with a new SLA motto. Ryan King, former Publications Chair, had submitted the winning motto of "Where we touch the stars."

When the SLA website was redesigned shortly after the server move to Dreamhost, it was discovered that a revamp of the old logo was used, and it excluded the new motto.

In 2009, a contest was held – open to all members – to develop a new logo for the SLA. Several designs were submitted, and after a long and arduous process, the new one was selected!

Congrats to Tavey Burgon, who submitted the winning design!



How long have you been simming?

I began simming at age 15. I am now 26 so eleven years. My first sim was a Dawson's Creek sim. I played Dawson.

How long have you been with the SLA?

Ummm, I'm not sure, I think a year.

What sims do you host?

I host the USS Ark Royal and I am the CO of the USS Pegasus.

What other sims might someone see your character? Are they all within the SLA, or are there some outside of the SLA?

Well, I play several different characters, but the only place to see Kerri is the Ark. I however do play in lots of other sims, historical ones and modern life ones as well as Sci Fi.

Being a new face to the Council, what has your experience been like so far?

It's been very nice, everyone's been very helpful. I like debating ideas and things so this is like heaven to me.

What other skills do you have in real life which you feel will help you with contributing to this position?

I'm a people person. I love people and love to talk. That being said, I am also very stubborn which means I can pursue things until they are done.

Could you share with us what your experience has been with recruiting?

Well, I have been XO (co host or mode in other terminology of many other games. For those games I wrote the adverts and put them up about once a month in one advertising group I was in. I'm always on the look out for yahoo groups to advertise in, as well as other advert sites. So please send me a PM if you know of any.

If a host is struggling with coming up with an effective ad for their sims, what is your process in which you'd provide them with support?

Well, first I'd have to know the sims or genre in which they are set. Once I find that out I'd offer to either write the advert for them, or offer my suggestions as to what might draw a player in.

As Recruiting Chair, what do you see that the biggest challenges are when it comes to recruiting new people for sims in the SLA?

Well, I must admit I had never heard of the SLA before I was recruited to join the Ark, so I think that is one obstacle. I know the Sci-Fi community thinks highly of the SLA, but there are other simmers who may be interested in Sci-Fi who haven't heard of us and are not in the Sci-Fi community, those are the ones we need to reach.

Is one genre seemingly harder than others when it comes to recruiting? If so, which one and why?

Speaking from experience, I think historical sims are the hardest to recruit for because they demand a knowledge of a subject most people find boring. The key to any recruiting however, regardless of genre, is to make the game itself sound interesting. The focus of any advertisement should be the game, not the genre.

Which genre seems to be the easiest when it comes to recruiting, and why?

Honestly? Star Trek I think is the easiest. Almost anyone, especially with the new movie out there, has heard of Trek and knows enough about it to be easily inserted. Let's face it, except for what's on Memory Alpha as established canon, much of Trek is left up to the writer's imagination.

Are there any specific recruiting websites or resources that tend to yield more results than others? If so, which ones?

I've had the best luck in recruiting using yahoo groups. Now, those were recruiting adverts for other yahoo groups, but Yahoo tends to reach out to a lot of different roleplayers, not just ones that are exclusively science fiction and that means a lot of fresh faces looking at your sim (or fleet).

What are your plans to capitalize off various things (i.e. DVD releases, etc) to help give the SLA's recruiting efforts a boost?

Star Trek is an easy sell right now because of the new movie. Even I wanted to be Kirk. So I plan once I can get adverts written, to use that to tie in to the Star Trek groups. I know other genres have a cult following, like

Someone You Should Know: Jeff Rist

Interview with the SLA Recruiting Chair, and CO of the USS Pegasus e-mail sim

"The focus of any advertisement should be the game, not the genre"

Stargate and Monarch, so those are easy as well. I have a friend online who runs the British stargate convention every year, so I'm going to ask her for resources as well.

Are there any areas of recruiting that you feel that the SLA is underutilizing, and what are your plans to try and correct this?

The yahoo groups is definitely one avenue I think can be utilized more. I intend to join some of those. Also, Facebook and Myspace. Those are great ways to advertise to people who may not even be reachable otherwise.

What other avenues or ideas do you plan on exploring during your tenure with recruiting for the SLA?

I know this is blasphemy possibly, considering that the basis for the SLA was Sci Fi, but I'd like to see other sims join our group. SLA has a great open door policy that I think would attract smaller non sci fi games.

Are there any genres that the SLA isn't involved in currently, which you hope the organization will expand into and you can recruit for? Why do you think the SLA should pursue it?

Historical is definitely one I would love to see on the SLA. Also a CSI or NCIS type game would be cool too. I think, especially with CSI and NCIS that there is an interest in these sorts of sims based on audience response and viewership. I think it will bring new, interested writers to the SLA, which is what any sim group needs. I personally would also like to see a D&D/WoW/LOTR type sim.

Are there any untapped mediums that you think the SLA should try to explore for simming, or recruiting?

I'd love to see a simulation set in the medium of Second Life. There is a HUGE Trek fanbase there that we can tap into. I know also that they have a stargate fanbase as well. A fan, fresh interested writers. The SLA should look into establishing a presence on SL.

What is your vision of the future when it comes to recruiting, and for the SLA?

My vision is for a waiting list to get into sims, and sims knocking on our door to be involved with us.



On February 2, 2010, the much anticipated and beleaguered Star Trek Online was finally released to the public. For a many years, it seemed as if the game would never see the light of store shelves or computer screens at all.

Perpetual Entertainment initially held the license to develop the game from 2004-2008. Various sketches and screen shots were released, tantalizing Trek fans who were disappointed over the failure of Enterprise and low box office returns for Nemesis.

Releases became less and less frequent, as fans were left wondering what happened. In January 2008, Perpetual filed for bankruptcy, leaving the future of the game in question.

It wasn't until July 2008 that there was a ray of hope. Cryptic Studios, which also

had experience in multi-player online games, picked up the license to develop Star Trek Online. Unfortunately, the code remained with Perpetual, so the developers at Cryptic literally had to start all over again from scratch.

So, is the game worth the wait, and does it live up to the hype?

Visually, the graphics are stunning. The images from space are simply amazing, and the details given to planetary surfaces are of a very high quality.

As the game progresses, and you gain more in-game currency, you can eventually upgrade to a better ship, or get more powerful weapons.

Game play itself is another story. Character selection is based on a limited number of species, and you can only select two attributes to boost how

your character reacts in different situations. Although this is done to create a balance, it can be pretty limiting.

Ship control during fights can be difficult, and it's often easy to have your view skewed to where you can't use weapons against an enemy ship in combat. You're also limited to using NPC crew members, and can't have other active players become crew on your ship.

So far, the jury on the game is still out; however, like with any MMORPG, potential add-ons could solve a lot of these problems and keep the interest piqued. Interaction with others and team work can be essential on some missions, so the worry is that STO may lose most of it's players and suffer the same fate as Star Wars Galaxies. For now, it's a recommended buy.



Sci-Fi On TV "Chuck"

With the Winter Olympics over, that means that the lovable nerd with the super computer in his head, Chuck, is back on Monday nights.

The 2nd season reached out to sci fi fans by introducing Quantum Leap and Star Trek star, Scott Bakula, as Chuck's father. In spite of this, there was considerable doubt that a 3rd season was going to happen.

Thanks to an extensive campaign by loyal fans, the show was saved, although promised only half a season due to NBC's move to put Jay Leno at an earlier time.

This move, unfortunately, cost NBC in the ratings for many of the series that they had high hopes for, which were cancelled after only a few episodes. This prompted Chuck to be aired earlier than anticipated, which also prompted NBC to order additional episodes.

So far, the series has continued it's attempt to reach out to sci fi fans by introducing Brandon Routh (Superman Returns) as part of Team Bartowski, and Kristin Kreuk (Smallville) as the newest member of the Nerd Herd.

The romantic sparks will definitely be flying, leaving fans wondering if Chuck and Sarah will ever get together.

You can watch Chuck, Mondays on NBC at 8pm/7pm EST/CST. Viva Buymoria!

"V"

When the 4-part mini series aired in November, it left fans wanting more for this updated re-telling of the classic movie series! Due to the popularity, V will be introduced into the regular ABC schedule starting on March 30th. Look for the review in the April Monthly.

SLA Star Trek Online Team!

Share the experience of Star Trek Online with fellow SLA members!

Online gaming is always best done with friends, and Star Trek Online is no different! Cryptic has included the ability for players to get together and form a team. The team leaders have complete control over the rules, as well as accepting or rejecting applicants.



Once you've joined up, team members can share items that have been collected throughout the game, and even assist each other during missions. This is the closest that one can get to having other SLA members as part of your ship's crew!

If you want to join the SLA STO Team, send an e-mail to zania@slasims.com with your player name and display name in the following format:

playername@displayname





SLA Monthly

The SLA Monthly is a publication of the Starfleet Legacy Alliance, featuring news from the Council, various interviews, highlighted logs from our sims, reviews, and much, much more! For more information, visit <http://monthly.slasims.com>

Did You Know?

- **SLA Donations**

Did you know that you can pitch in and help keep the SLA running? Donations of any amount can be made via Paypal to the address of finance@slasims.com. Live in a different country? No worries! Paypal will convert the currency automatically!

- **Follow Us! Facebook, MySpace, & Now Twitter!**

Want to keep on top of what's going on around the SLA? We have groups in Facebook and MySpace, and now you can follow us on Twitter (SLASims)! We also have a news blog, located at <http://monthly.slasims.com>, where you can get the latest inside information from the Council, or things happening in the sci fi world.

- **Write for the Monthly!**

Dedicated writers are needed to help bring the Monthly alive! Whether it's an interview with some of our hosts or Council members, reviews of TV shows or movies, or more, we want to know what's going on! Even outstanding logs can be submitted to be featured on the news blog! For more info on how you can help, send an e-mail to publications@slasims.com

SLA Monthly Issue 01 March 2010



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