

# **BLUE ALERT!!! ISSUE 1 RELEASED!!!!**

February 2009 – Captain Christian, Editor

---

## **\*\*Blue Alert\*\***

An Online Starbase Publication

### **ON-BASE REPORT**

#### **SECURITY REPORT**

By Lieutenant Mike

The number of viruses, worms and trojans in circulation has topped the one million mark. The new high for malicious programs was revealed by security firm Symantec in the latest edition of its bi-annual Internet Security Threat Report.

The vast majority of these viruses are aimed at PCs running Microsoft Windows and are variants of already existing malicious programs that have proved useful to hi-tech criminals in the past.

Symantec said part of the rise was down to criminals increasingly using trojans as a "beachhead" to gain access to a PC and then use that route to download and install a variety of other malicious programs.

Popular malicious installations include key loggers that spring to life if particular websites are visited or programs, such as online games, are started up.

The report also put the growth in malicious code down to the increasingly professional digital criminal underground.

Typically, groups engaged in hi-tech crime employ groups of programmers to generate the novel variants.

The fact that these programmers expect to be paid drives the criminals to make as much money as possible out of the information they steal and to be constantly on the look out for new victims..

Said the report: "The combination of these factors results in a high volume of new malicious code samples that threaten users online."

Action:

Always make sure you have anti-virus such as Symantec, or the free software Avast switched on. More importantly make sure you update this software at regular intervals.

The vast majority of these viruses are aimed at PCs running Microsoft Windows and are variants of already existing malicious programs that have proved useful to hi-tech criminals in the past..

### **FEATURE**

*From One Galaxy To Another: The History Of Star Trek Gaming*

By LTJG Richard Boudreau

The Star Trek Gaming Universe has been around almost as long as Star Trek itself. The very first Star Trek game was a Text-Only, BASIC computer game in 1971. The object of this game was very simple, you used text based commands to move The Enterprise from one quadrant or one sector to another. And you had to destroy all enemy Klingon Ships before your ship, the Enterprise was destroyed. Although to today's standards this game would seem very outdated and archaic, it was a stepping stone for future Star Trek Video Games.

Fast Forwarding to 1985, there was another Text-Only Star Trek Game that was very popular among Trek fans. It was called Star Trek: The Kobayashi Alternative. This game was available for many Computer systems, such as the Commodore 64, Apple Plus II, and MacIntosh. The plot was the old Kobayashi Maru scenario was being replaced by a new test based on one of the Enterprise

Mission Logs. This game had several bugs, but overall it was well reviewed for its game design and character portrayals.

We move on to 1997, and a game I know everybody in the Star Trek world either is familiar with or has played for years on end, Star Trek: Starfleet Academy for Windows and Mac. The plot for this game, you are a Starfleet Cadet, learning all you need to know about flying a Starship, and eventually, you become a Starfleet Captain. And best of all, you get command of your very own Starship. It also included a Battle-Simulation Mode, in which the pilot can pick a ship of his choosing to battle it out with other ships of many of the races from Star Trek. This game was a personal favorite of mine, although I never played it for the PC, I did play it for the Super NES. And I loved every minute of it.

Moving on to 2002, and without a doubt. This game is probably one of the best Star Trek Games for the PC. Star Trek: Bridge Commander. This game was for Both PC and Mac. The plot revolves around a newly promoted captain who is assigned to investigate an explosion of a star in the Maelstrom. It was an excellent Battle-Simulation Game, very accurate to the Star Trek Universe. You, as the Captain, had full, and I mean full control of your ship, from Tactical, to Engineering, even to the Science Station. This game instantly became a cult-classic. Nowadays, this game can fetch as much as 100 dollars on ebay and amazon because of the in abundance of copies available. But, I dare say that this game is definitely worth the money.

Although there were several, and I do mean several Computer Games from the Star Trek Universe, these were the games in my own mind that stood out the most, and became cornerstones in the gaming world for Star Trek. Moving onto Console Star Trek Games. Console gaming took off in the early 80's, with such systems as the Atari, Coleco-Vision, and the NES. So, as such, the Star Trek Universe beamed over to this new form of gaming.

The very first Console Star Trek Game was a game called, Star Trek: Phaser Strike for Milton Bradley's Microvision, which was the very first hand-held console game with interchangeable cartridges released in 1979. The object of this game was to destroy Klingon Ships with Phaser Banks at the bottom of the screen. Although this game was quickly changed to Phaser-Strike, and with the quick demise of Microvision. This game was a pinnacle for future Star Trek Console Games.

We now shift to 1991, Nintendo released Star Trek: 25th Anniversary. Which, of course celebrated 25 years of Star Trek, by centering the plot around the original crew of the USS Enterprise that we all know. The plot starts out with the Enterprise heading to the Planet Sigma Lotia II, the ship is confronted with a tear in Space-Time, that sends them to an unknown section of space. The Dilithium Crystals on the ship have become fused and useless, so the crew beam down to an unknown planet to find some more Dilithium, which Spock notices a small trace from his sensors. The game switches to a side-scrolling, puzzle-solving, object-finding adventure. This is one of the best and classic Console Star Trek Games of all time.

With the Year 2000 here and the welcoming of the new millennium. Next-Gen Gaming was here. In 2000, Sony Playstation released, Star Trek: Invasion. This game is another Battle-Sim, which centered around the Valkyrie Fighter. You played Ensign Ryan Cooper, of the Starfleet "Red Squad" group, flying through 30 Missions, fighting against the Cardassians, Ferengi, and other notable Star Trek races. But you fight against a new race called the Kam'Jahtae. This was the first Star Trek game for the Playstation, which marked a new day for Star Trek, bringing it into the year 2000, and beyond.

We move on to 2004, and the Playstation had a new console called the Playstation Portable, or PSP. Which they released a game called Star Trek: Tactical Assault. Which was a Battle-Sim, you could pick either the Federation, or the Klingon Empire, and battle through 15 missions. The Federation Missions are set after the events of Star Trek II: The Wrath Of Khan, and the Klingon Missions are set after the Khitomer Massacre. This game is excellent, in my opinion, you can play multi-player, and you have your pick from a multitude of Federation, Klingon, and other classic races such as the Gorn, Romulan, and Orion ships.

That's about it in a nutshell, although there are many, many more Star Trek Games, I could talk about them all. But, I would be here all day, and I would need much more paper. These games I have talked about today, are, in my opinion stood out in the Video Game world for me. The last couple of years there have been a lot of disappointing Star Trek Games, that have been made just to gain a profit from the Star Trek world. But I know, and hope that Star Trek Gaming will jump into Warp 9, and hopefully go "Where No Man Has Gone, Before".

## SHIP SPOTLIGHT

*Constitution* Class- the original Star Trek beauty  
By Lt. Liz Sur'Shess

The *Constitution* class starship is most commonly associated with the original Enterprise- the first ship to ever grace the corridors of Star Trek's fame. This ship was designed on-set by Mark Jefferies, one of the directors. Despite this, the name "*Constitution* class' is never mentioned on-screen, the name only appearing in an obscure readout on Scotty's display in *Trouble With Tribbles*.

On-screen, the *Constitution* class ships were state-of-the-art equipment in the late 23rd century. They were specifically designed for deep-space exploration, galactic aid missions, and diplomatic corps work, equipped to survive for a matter of years with little to no outside support. Their missions typically lasted five or more years.

Classified as a heavy cruiser, the *Constitution* class weighed in at 1,000,000 metric tons. 289 meters long, with 30 decks, a standard crew complement of 430, warp 9 speed capabilities, twelve phaser banks, and six photon torpedo launchers, a *Constitution* class vessel was an impressive, imposing sight.

In the 2270s, the class underwent a major refit, now stealing the show with 305 meters of awe-inspiring metal, 432 crewmembers gracing her decks, 18 phaser banks, and 2 photon torpedo launchers. Both models were also able to separate in times of crisis, much as the later Enterprise of Captain Picard fame.

The *Constitution* class vessels were beautiful, functional, and original. What more could you ask for a blockbuster TV show premier?

## OFFICER PROFILE

Officer Profile: Ensign Richard Bourdeau

**Name :** Richard Boudreau

**Position :** Moderator/security

**Location :** Online Starbase

**Age :** 30

**Hobbies :** All things Trek, Video Games, Drawing..

**Enjoys :** Star Trek in all it's forms, TNG, DS9, VOY, TOS, ENT. My favourite Star Trek Movie of all time is Star Trek II: The Wrath Of Khan. I also enjoy Movies of pretty much all Genre's; Action, Drama, Comedy, Horror.

**Hates :** Fake People, Cold Winters.

**Guilty Pleasures :** Food, in all it's forms, Pizza, Italian Food, Chinese Food, Sweets(Chocolate).

**Interesting Facts :** I served 5 years in the Canadian Armed Forces Army Engineer Corps from 1995 to 2000. I assisted in two Domestic Operations in Canada; The Red River Flood in Manitoba in 1997, and the Cleanup and Recovery for Swissair Flight 111 in Peggy's Cove Nova Scotia in 1998.

**First Encountered Star Trek :** When I was in Junior High, my friend at the time Shawn introduced me to an old TNG Episode, I have been hooked ever since.

**Any other Interesting facts? :** In 1995, while in Ottawa, Ontario on a trip with Air Cadets, I attended a Star Trek Convention, and the Guest Speaker was none other than the legend, William Shatner. It was an experience I will never forget.