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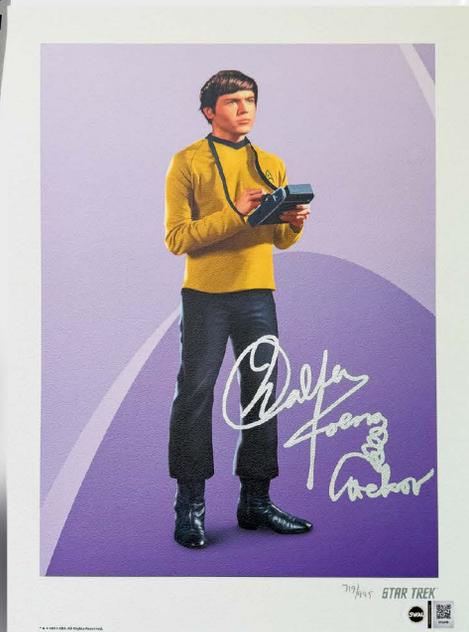
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by adam malin & gary berman

Welcome to Creation's *Trek Tour: A Celebration of the Greatest SciFi Franchise of All Time!*

It's a pleasure to welcome back our global *Star Trek* audience, both new and old. For some of you this is a new experience.

For or most of you, however, this is a homecoming. For those returning to our annual Vegas flagship event, this is the yearly gathering of our extended *Trek* family. For those of you in places such as Chicago, Nashville, New Jersey, Dallas or San Francisco (the birthplace of the *Trek* future!) we're embracing old friends after far too long while meeting new ones.

Humans are social creatures, and we love to come together and celebrate. In each city we will spend anywhere from two to four days exploring once again what it is that makes *Star Trek's* legacy so important to us all - indeed, to the world itself.

From there, it takes a community of skilled crafts-people to make the vision a reality. We are honored to be joined by many of those artisans who put *Trek* on the film and TV screens. From cinematographers to special effects/makeup artists (both practical and digital), from gaffers to stunt veterans to producers, directors, show runners and production people of multiple disciplines, we are grateful to them all.

Many of the great actors who are the face of *Star Trek* over almost six decades are joining us on our tour to meet our audiences. From the constellation of stars at our Vegas show to the more intimate assemblies across the country, it's a pleasure to welcome back both familiar faces and new actors who are joining us for the first time.

We also honor those who have passed. They enrich us all and their work lives on forever through *Star Trek's* continuing legacy.

It has never been a better time to be a *Star Trek* fan. An embarrassment of riches in drama, comedy, live action, animation (and yes, musicals) are there

Welcoming back the most exceptional fan base in pop culture history - from the men who invented the touring sci-fi/fan convention...

infinite diversities... ...infinite combinations



We start by looking back at the Great Bird of the Galaxy, **Gene Roddenberry**, our beloved mentor and inspiration, and his aspirations for the future of our species and its world.

How many of the themes of human struggle and perseverance viewed through the *Star Trek* prism are mirrored and echoed in today's global conflicts of the mind and heart? *Star Trek* in its many iterations has predicted so many of these challenges and offered insightful and visionary solutions to the problems we are facing today.

Join us as we salute the continuing voyages of those who have taken up Gene's mantle, who use their unique gifts to share stories of hope, perseverance, joy and struggle both personal and universal.

Of course, it starts on the page. We celebrate the legion of insanely talented writers who have and continue to script the *Star Trek* stories. Many of these architects of story are joining us through our weekend festivities, sharing their unique perspectives on translating the *Trek* message.

for all who seek awe-inspiring tales of galaxy-spanning adventure that speak to the human condition.

This year we also mark the conclusion of the incredible *Discovery* saga. We extend our love and congratulations to the entire acting ensemble as well as the amazing crew that brought *Star Trek* television into a new age of wonder.

We are thrilled to follow the continuing saga of *Strange New Worlds*, with a third season airing next year and a fourth season already greenlit. The show is taking *Star Trek* into incredible new directions with insightful story telling leadership, crew and its charismatic ensemble.

The buzz still lingers over the incredible conclusion last year of *Star Trek: Picard*: what an amazing achievement for everyone involved in that wonderful show.

We've loved both of the animated series, *Prodigy* and *Lower Decks*, and are proud to feature many of the members of those shows both acting and production. The unveiling finally of *Prodigy* Season 2 on



Netflix is a total joy with *Voyager's* continuing legacy strongly represented (in addition to **Kate Mulgrew**) with appearances by **Robert Picardo** and **Robert Beltran**, and the updated *Voyager* herself.

And there's more coming! We also hope to scoop upcoming *Trek* projects for both film and television this year - off the record, of course!

Our own *Trek* continues, as our ST:LV mothership launches a fleet of events across the nation!

If you're new to our Las Vegas show, we have multiple ways for you to navigate such massive programming and physical spaces: three exceptional and state of the art tracks of presentations/panels/guests/content/performance (focusing mainly of course on *Star Trek* itself, but also featuring programming with 2 degrees of separation from *Trek*, including space sciences, salutes to *Galaxy Quest*, *12 Monkeys* and *Orville* amongst others); an enormous vendors and celebrity signing space; areas for photo ops and gorgeous special exhibits; lounges for entertainment, eating and drinking; enhanced registration processes and multiple means of tracking and fine tuning our show schedule best to your liking; complimentary craftspeople in our hallway for your enjoyment; this commemorative souvenir magazine of the event; an army of professional staff people to guide you through the weekend and that are at your disposal for any assistance you may need...

Legacy attendees of ST:LV will surely be pleased by all the positive enhance-

"humans are social creatures, and we love to come together and celebrate..."

ments and changes going on at **Rio**, our home for more than a decade, now that **Hyatt Hotels** has taken over management.

Our longtime friends across the country will no doubt feel at home as we return to many of the familiar places that Creation's legendary touring *Trek* conventions visited over the years. Newly-renovated spaces and iconic locations will be both comfortably familiar and invigoratingly state-of-the-art.

Wherever we meet, as always please be proactive in telling us any way we can enhance and make your attending experience better and more satisfying. We're so grateful to have you with us!

The entire Creation Team has worked nonstop for a year to put together what we think are the best events in the 54-year history of our company. That's right, for almost six decades we've been creating live events and *Fun for Fans* since our teenage years in 1971!

Providing places for fans of all varieties to gather and share a love for the legacy of Gene Roddenberry is a long tradition and a responsibility we do not take lightly. It's been a long time, but it feels like we're just getting started - we are energized and excited to plunge into what will be many epic weekends to remember.

So follow Gene's principles and help us make a better, more loving, more inclusive world for tomorrow. Gene would have wanted it that way!

Adam & Gary, July 2024

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Scroll down to p. 30 of this DIGITAL EDITION to access SCHEDULE OF EVENTS for ST:CHI plus BONUS CONTENT PAGES!



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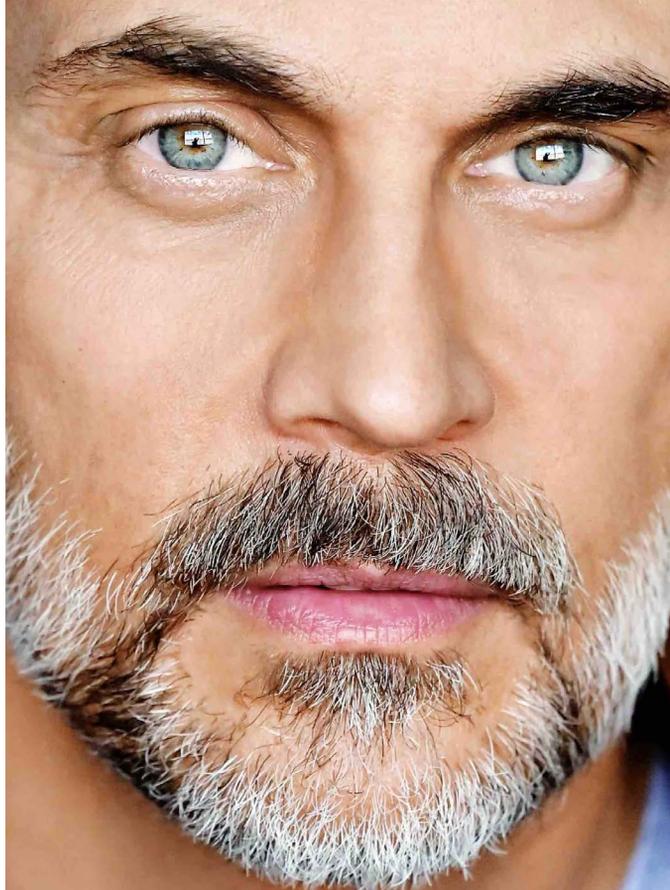
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ALSO
FEATURING...



AND
MANY
MORE...

Todd Stashwick's genre cred is out of this world. The actor counts among his TV and film projects everything from *Angel*, *Buffy the Vampire Slayer*, *Dark Angel*, *Supernatural*, *Ghost Whisperer*, *Terminator: The Sarah Connor Chronicles*, *Heroes*, and *Supah Ninja* to *Revolution*, *Warehouse 13*, *The Originals*, *Teen Wolf*, *Gotham*, *Strange Angel*, *Mockingbird*, *12 Monkeys*, and, of course, *Star Trek: Enterprise* and *Star Trek: Picard*. He guest starred as Talok, a Romulan posing as a Vulcan, in the *Enterprise* episode, "Kir'Shara" and co-starred -- to great acclaim and a Saturn Award nomination -- on season three of *Picard* as the love-him/hate-him Cap-



by ian spelling

lutely spectacular.

IS: What's your definition of "Spock dead"?

TS: Well, what's your definition of "Spock dead"?

IS: Dead doesn't mean dead, especially in *Star Trek*.

TS: Your words, not mine.

IS: So, how open would you be to Shaw being resurrected if the opportunity ever presented itself?

TS: Are you kidding? Bring me on board.

IS: You acted in one episode of *Enterprise*. At conventions, especially prior to really immersing yourself in the franchise with *Picard*, how often are you asked to sign "Kir'Shara" photos?

cont'd on p. 10

The surprise star of Season Three of *Star Trek: Picard* and self-proclaimed nerd talks to the legendary pop culture journalist about life on both sides of fandom.

todd stashwick



tain Liam Shaw.

Beyond his acting exploits, Stashwick flies his freak flag in numerous other ways. He runs D&D games, which occasionally feature his *Trek* pals, from his mighty impressive mancave. He operates **Nerd Circus**, a company that sells "geeky wares and nerdy paraphernalia," including D&D gear, t-shirts, and glasses. Stashwick is also launching another project, called **ProgCore**, and he's on the convention circuit, fast becoming a favorite at **Creation** events. In advance of STL:V: *Trek to Vegas*, we caught up with Stashwick for an interview in which he discussed all the above and more. Here's what he had to say...

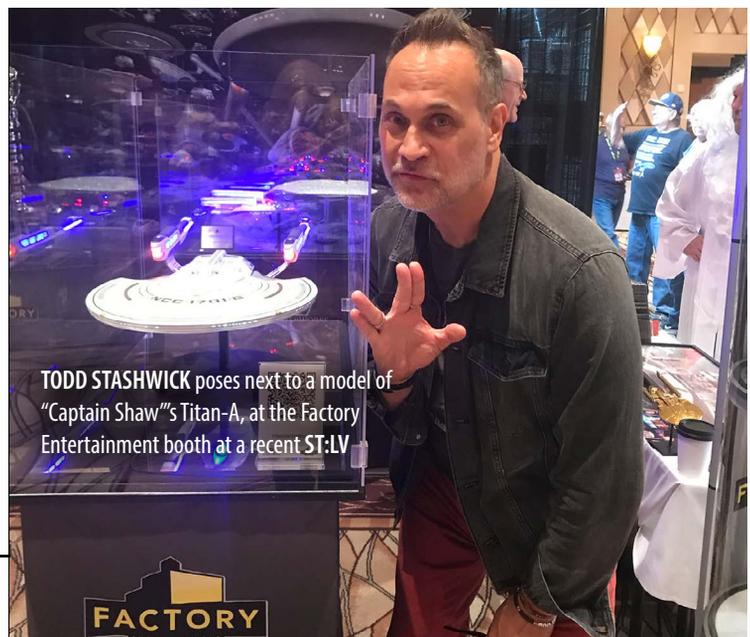
IAN SPELLING: Let's start with *Picard*. As an actor, how full a meal was Shaw?

TODD STASHWICK: Soup to nuts. I got to play every note on the scale. He was an a-hole. He was sympathetic. He was funny. He was heartbreaking. He was an action man. That's a rare, wonderful thing, to be given 10 episodes to play all those notes, and to be treated as important.

IS: Where does his demise rank among the best death scenes you've gotten to play?

TS: Oh, wow. It's up there with *12 Monkeys*. It was pretty spectacular. Look. I got to die in the arms of Jeri Ryan, so it might be the top. I've died a lot on television, but it was abso-

"i have been an attendee at conventions long before i was ever appearing at them.."



TODD STASHWICK poses next to a model of "Captain Shaw's" Titan-A, at the Factory Entertainment booth at a recent ST:LV

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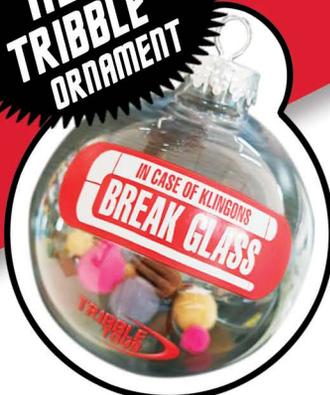
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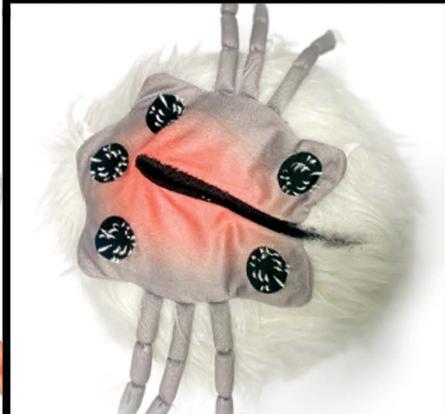
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TS: I will say this -- I haven't had *Enterprise* photos to sign. I will have them for Vegas, though. We will now be bringing them to Creation events.

IS: What's the kick you get out of the convention experience?

TS: It was beautifully put to me by **Zach Levi**. He said, "When you do a play, the audience pays for a ticket. They come to the show, you do the show, they applaud, and you meet at the stage door. You get to share with the people about what



HAVE DUNGEON, WILL TRAVEL: TODD in his native environment, running D&D games, both at home and on the road.

the event was that you just all experienced together, then sign programs and pose for pictures. With working in television and film, the only feedback you get is often through the internet, which can be a swamp. People feel free to attack you in certain ways or compliment you, but when they come visit you at a convention, it can be this genuine connection." It's like our stage door.

IS: Did you ever attend conventions?

TS: I sure did. I was a nerd from the time that I could walk. I've been to **Star Wars Celebration** numerous times, and **D23**. I went to **San Diego Comic Con** for 10 years, as a participant from the comic book side, because I wrote a comic book,

and as a fan. I have been an attendee of conventions long before I was appearing at them for shows I was in.

IS: Who from *Star Trek* have you been most excited to get to know at conventions, and who from the franchise do you wish you could've gotten to meet?

TS: I was excited to spend a great amount of time with **Jess Bush** and **Melissa Navia** from *Strange New Worlds*. I love their work and love their show, so it was quite wonderful to spend time with them. Also getting to know **Anthony Rapp** and playing **Dungeons & Dragons** with him has been fun. Who from the convention circuit do I want to still meet in the *Star Trek* fran-

meet him backstage. We were work-adjacent. We were in the same episode, but didn't work together. Then, of course, **Walter**. I did meet **Nichelle** at a convention once, but I never got to meet **Gene Roddenberry**. My favorite piece of *Star Trek* anything is *Wrath of Khan*. That to me is peak-time *Star Trek*, and I wish I'd met **Ricardo Montalban**.

IS: You appear at many conventions, especially post-*Picard*. What makes Creation's events unique?

TS: Creation puts on a good show. The event isn't just a panel, and then we sit at the table or pose for pictures. There's all these other events. I'm running **Dungeons & Dragons** live in front of a crowd. I perform with **Greg Grunberg's** band

chise? That's a terrific question because it goes so far back. I've gotten to hang out with **George (Takei)**, **Walter (Koenig)** -- who is my neighbor -- and **(William) Shatner**, because that's where my *Trek* fandom lives, in *The Original Series*. I've been to **Walter's** house, we've talked about *Star Trek*, and I've looked at his toy collection. It's been a treat because I, too, am a collector. Who's out there that I haven't met yet, that I'm excited to meet? I haven't met **Celia (Rose Gooding)**. I never got to meet **Doochan**, **Kelley**, and **Nimoy**, and those would've been special. I got to work with **Shatner** on *S#! My Dad Says*. I did an episode *Supah Ninjas* that **George** was a part of, so I got to

and get to sing. Creation, they put together a unique show. I've done their *Supernatural* events, too. It's a party as much as it's a fan event. I also love an event that's mostly *Star Trek*-specific. I've done other conventions that have a broader experience of fandoms, so you're there with hobbits, daredevils, and whatnot, but the fact that we can concentrate *Star Trek* fans into one place, and all celebrate this thing, is great. It doesn't mean there aren't *Galaxy Quest*, *The Orville*, and *12 Monkeys*. . . , that have crossover with us, but I like the party. It's a *Star Trek* party.

IS: What would you say makes the *Trek* fandom

cont'd on p. 28

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With the arrival of podcasts, the world has seen a shift in the way we communicate and tell stories. This is a new freedom. No topic is off limits.

From health and wellness to true crime stories and finance to pop culture, podcasts have opened up a global dialogue - giving voice to experts and ordinary folks alike.

Star Trek is no exception to this modern day phenomenon. Like other fandoms, *Star Trek* podcasts have unlocked the accessibility of exchanging ideas and knowledge.

Conversations can be had between creators, actors, and fans in a way we've never experienced before.

tainment, we have shows such as *Mission Log* and *Trek Geeks*. *Women at Warp* have been diving deep into *Star Trek* for nearly a decade!

There are podcasts that have blurred the lines between *Star Trek* alumni and fans. These shows give fans first hand stories from actors and creators alike.

The *D-Con Chamber* with **Connor Trinneer** (Trip Tucker) and **Dominic Keating** (Malcolm Reed) is the newest addition to the pool of celebrity podcasts (see sidebar). **Gates McFadden Investigates** (**Dr. Beverly Crusher**), *Star Trek: The Pod* with **Tawny Newson** (**Beckett Mariner**), *The Delta Flyers* with

by malissa longo

his friends and colleagues from the show - people he greatly admired and looked up to until the very end of his life. Aron relished his time on *Star Trek: Deep Space Nine*.

In a way, *The 7th Rule* was his love letter to the franchise. *The 7th Rule* was his way of giving back to a show and a family that gave him so much.

The 7th Rule provided another opportunity for Aron to explore. It was a chance to bring fans into the conversation of *Trek*.

Who better to have conversations with and to learn more about *Star Trek* than the people whose passion and knowledge of the franchise exceeded his own? To achieve this goal, *The 7th Rule* invites fans to join in the conversation of each episode - allowing them to share their own perspectives. Building a unified community was so important to Aron. What better way to achieve that dream, than to build a bridge between the people who are equally important in keeping the *Star Trek* franchise alive? He saw the symbiosis of these two groups - creators and fans. He knew that adding to the nourishment of this vital relationship would only help to improve the longevity of this beloved franchise.

Magic happened when *The 7th Rule's* team was solidified. Cirroc, Ryan, and

cont'd on p. 28

There are as many *Trek* podcasts as there are stars in the galaxy. We share just a handful of our favorites, and a personal story about one of them.

podcasts: infinite and diverse



To some respect, *Star Trek* podcasts serve as a tool that aids in the pursuit of **Gene Roddenberry's** vision. IDIC. Infinite Diversity in Infinite Combinations. The diversity that is found within the numerous podcasts available to audiences is a colorful array of voices from all walks of life.

From the *SyFy Sistas* and their fresh perspectives on *Trek*, to *Trekland's*, "**Dr. Trek**" **Larry Nemecek's** encyclopedic knowledge of the franchise, *Star Trek* veterans such as **Mark A. Altman** and **Daren Dochtorman** who share their behind-the-scenes involvement in *Star Trek* via *Inglorious Trekspeerts*.

With Roddenberry Enter-

Robert Duncan McNeill (Tom Paris) and **Garrett Wang** (Harry Kim), and *The 7th Rule Podcast* with **Cirroc Lofton** (Jake Sisko) and **Ryan T. Husk** are a handful of notable shows that are available to the delight of fans everywhere.

When **Aron Eisenberg** (Nog) was approached to create a new podcast, his excitement for this new venture was palpable. He was eager to talk about ALL aspects of *Star Trek*. He had a curiosity about this universe that extended beyond his own experiences on *Star Trek: Deep Space Nine*.

The 7th Rule Podcast allowed Aron to do just that. It allowed him to have conversations with



Star Trek: Enterprise's **Connor Trinneer** and **Dominic Keating** have teamed up again to bring us *The D-Con Chamber*, a podcast and veritable chat show that follows on from their prior venture, *the Shuttlepod Show*.

Much like its on-screen namesake, *The D-Con Chamber* is an intimate and humorous jaunt, exploring the lives of *Star Trek* screen icons and honored alums behind the scenes.

Featuring guests from all walks of *Trek*, including **William Shatner**, *DS9's* **Terry Farrell**, *Discovery's* **Sonequa Martin-Green**, and *TOS* film luminary **Robin Curtis**. And soon, a certain NX-01 captain comes by to chat with his old shipmates for the first time in years...!

New episodes premiere weekly on YouTube at 11 AM PST / 2 PM EST. Dominic and Connor join in the chat every week, to welcome new and returning members of the *D-Con Chamber* family. **Patreon** membership is open for those who are interested in exclusive perks and behind-the-scenes content.

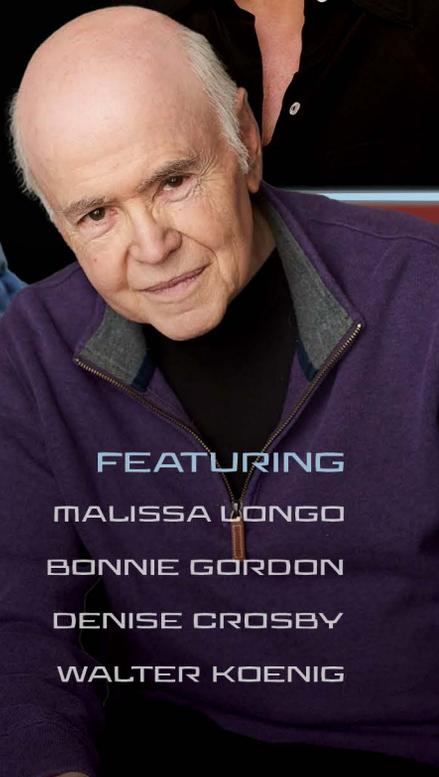
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AND WHEREVER AUDIO
PODCASTS ARE FOUND



The triple-threat voice actress of *Star Trek: Lower Decks* talks to our veteran correspondent about how *Trek* fandom has transformed her crazy ex-life.

gabrielle ruiz



Gabrielle Ruiz often stole the show during her stint as Valencia on the musical-comedy-romance series *Crazy Ex-Girlfriend*, so it's been no surprise that she's done the same by voicing **T'Lyn**, **Ensign Castro**, and **Lt. Lemonts** on *Star Trek: Lower Decks*. A vivacious and funny actress, singer, and dancer who hails from Texas, Ruiz has appeared on Broadway (*Evita*), as well as in live-action shows (*Modern Family*) and films (*Dance Dads*). Now also part of the *Star Trek* convention circuit, she'll make her **Creation Entertainment** debut at **STLV: Trek to Vegas**. We recently caught up with her for an interview in which she talked about conventions, the fate of *Lower Decks*, the evolution of her Vulcan character, being a mom, and her upcoming projects.

IAN SPELLING: How did *Star Trek: Lower Decks* come your way?

GABRIELLE RUIZ: It was an audition that came through. A lot of voiceover, more than television, more than Broadway, is coded. You don't know

by ian spelling

(her audition). I told my husband that night, "It's not right. I've got to do it again." I woke up early to send it in before the deadline, because Vulcan is very specific. It's already established, and then it's comedy with *Lower Decks*. I'm so glad I took a second stab at it before I sent it in.

IS: How would you say T'Lyn has evolved thanks to her time aboard the ship?

GR: She was introduced "wej Duj," where the dynamics she has with High Command on her cruiser ship, Sh'vhal, are very similar to Mariner with her mom, her captain. I took that angle of her already being the Vulcan example of rebellious, out of control, and the one who's pushing everyone's buttons. What's different is she thinks she is not that. She's been struggling to not be that. She feels like being in Starfleet is a punishment, but what she's realizing, where we ended in season four, is that she does belong in Starfleet.

what you're going in for when you're auditioning for things in Voiceover Land. When it said **Mike McMahan**, and I read the script, everyone was named differently. I remember getting a callback for **Tawny's** role, for **Mariner**. When I got the callback information, I told my husband, "I think this is *Star Trek*. Oh, my God, this is a big deal! And it's Mike McMahan. He's so freaking amazing in everything he does." I didn't book that role, but when T'Lyn came around, I felt like I was already in the *Lower Decks* family with a lot of small roles. I'm also Ensign Castro. She's such a snob. We love her so much. There's a lot of Valencia in Ensign Castro. I also played one little role here, one computer line there, so I feel like I was already in the family.

My mother is a Trekkie. I grew up watching *Star Trek: The Next Generation* with my mom a lot. I'd fall asleep to her watching it at nighttime, so it's near and dear to my heart. When this came through, I remember going back and re-recording

This is her crew. She can be herself and relax -- as much as possible for a Vulcan.

IS: Do you voice her for laughs or play it straight to create the comedy?

GR: The writing is so good. What I'd think in my head before I delivered a line, was, "What would **Spock** do?" I'd read it dramatically. I didn't read it with comedy, because she's the straight line through all the fun chaos of this Cerritos crew. She doesn't need to try to be funny, which is such a beautiful characteristic of Vulcan culture. There's no reason to be emotional, but she's being honest. I did play it rather dramatically. I wish you could hear some of the cuts, because in voiceover you give the same lines at least three times in a row for the director or producers later to pick which one they want. The producers on the spot will be like, "I liked the third one. Let's keep the third one." We never ran whole scenes together in one big room, or at least I hadn't. Every time I read a line for T'Lyn, it was serious and then I'd giggle.



GABRIELLE RUIZ in her breakout role as "Valencia" on TV's *My Crazy Ex-Girlfriend*, with (L to R) creator/star RACHEL BLOOM and co-star VELLA LOVELL

You never hear that in the show, but there was a lot of laughter happening when we were recording T'Lyn.

IS: How many episodes will we hear you in during Season 5?

GR: Who knows what I can tell and can't tell with all these spoilers. We record so far back compared to when you see it that I cannot even tell you that I remember. What I can tell you is, it's not minimal. I'm around. She's got a lot to say and do. There are still some more girl group hangouts with Mariner and Tendi. I love it when they hang out. It's very funny.

IS: The show may be ending, but your connection with the franchise is just beginning. What kind of reaction have you gotten from fans?

GR: Everyone has been so loving and caring. I mostly enjoy the conversations at my booth, talking about what we love -- mutually -- about not only T'Lyn but *Star Trek*, period. It's been a warm welcome into the family of *Star Trek*, and it's a dream come true. That's not in any way cheesy because, again, my mom is a Trekkie. Has she ever gone to a convention? No, not in the past, but now that her daughter is a part of it, I get to invite her to see the magic. She saw that Gates

McFadden will also be in Vegas, and she almost fell off the couch when she realized Gates and I are now friends. So, I'll get to introduce her to Dr. Beverly Crusher, and she's going to die. She's going to pass out.

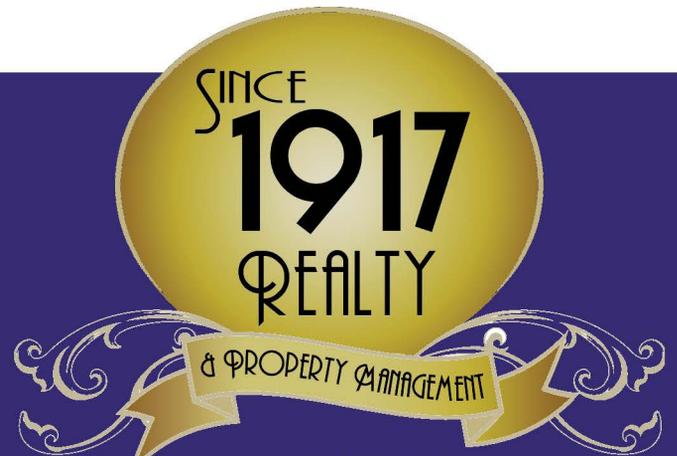
IS: And what have conventions been like for you?

GR: It's important that not only do I show up, but I'm rested, I'm focused. I am giving them all my time, because they are not only spending time with me, but they're also spending a budget... their dreams, their fun, their cash. Whether it be fun money or they've saved money and time to be there with us, that's important to me. They don't see my face on TV; they see T'Lyn. That's another special aspect about *Lower Decks*; they don't see us in front of the camera. They hear us. They know who we are. It's flattering that they do their homework, so it's important that I do mine, that I'm there for them, that I'm ready to talk about all things *Star Trek*, and just admire how much effort they've spent to be there and meet me.

IS: You're about to appear at your first Creation convention. How excited are you to join the Creation family?

GR: I have been gearing up for joining the Cre-

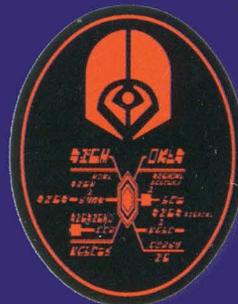
cont'd on p. 28



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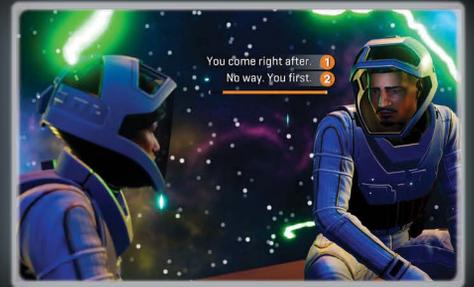
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Violence
Blood
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ROCKETS AND RAYGUNS: Factory Entertainment replicas (clockwise, from far left): the *ST:TNG* "cricket" hand phaser, the *ST:SNW* reimagining of the classic phaser, the *ST:TNG* "Dustbuster" phaser in and out of premium collector case; the USS Titan-A from *Star Trek: Picard*

giving props



TREK TOUR: How long has Factory Entertainment been in business?

JORDAN SCHWARTZ: We celebrated 13 years in business this past April. I believe that makes us the longest-standing company specializing in prop replicas.

TT: How did Factory Entertainment secure the *Star Trek* license?

JS: When we started the company, the *Star Trek* prop replica license was in the hands of another company that only produced one product over a 3-year period. When that license expired, it migrated to another company that again did very little with it. In the meantime, we were able to establish ourselves as the premier producer of high-end prop replicas by releasing scores of replicas from other franchises, so that when the license came available again, it was easy to make the case for entrusting it to us.

TT: What sets Factory Entertainment apart from other companies in the collectibles industry?

JS: Our culture can be summed up in three words: experience, passion, and execution. Our creative team has over 80 years of

Known for their meticulous attention to detail and commitment to authenticity, FACTORY ENTERTAINMENT is a trusted name among collectors and fans alike. In this exclusive Q&A, we talk to Factory CEO JORDAN SCHWARTZ, exploring the challenges, triumphs, and future projects that continue to captivate Star Trek enthusiasts around the world.

combined experience in the licensed collectibles business. But for us, it's not just business, it's about a passion for the properties we work with. That means we always approach a new product by asking ourselves, "is this something that we, as fans, would want to own?" *Star Trek*, in particular, is a top priority for us. From the moment I saw my first TOS episode in 1966 (yes, I'm that old), I was hooked. It's been an honor and delight to create replicas of iconic *Star Trek* props and meet the actors and artisans who originally brought the franchise to life.

What also sets our company culture apart is execution. I spent almost 40 years as a transactional lawyer in New York, which taught me how to execute complex projects with a can-do attitude and attention to detail. At Factory Entertainment, we've brought that client service mentality to everything we

do, earning a reputation for delivering high-quality products on time and standing behind them. We're not always perfect, but we strive to deliver on our promises for our studio partners and customers.

In terms of our products, we differ from about 95% of other licensed entertainment collectibles companies because our products are predominantly non-figural. The figure market was already well-served by the time we entered the collectibles space, so we concentrated on non-figural products, particularly prop replicas. *Star Trek's* focus on character relationships and social issues, along with its memorable props, makes it a perfect fit for our passion and expertise. Prop replicas create a unique emotional and physical connection between collectors and their favorite properties, unlike any other collectible.

TT: Can you walk us through the process of creating a prop replica?

JS: There's no simple answer to that question because each prop replica is a unique design and production challenge. It generally starts with an assessment of the availability of reference assets from the licensor, how the original prop was made, and whether it still exists. Before around 1980, it was rare for studios to archive screen-used props. They were often discarded, recycled, or removed from the set by crew members. If they were kept, they were not necessarily handled with care. Even after studios recognized the value of screen-used props, they sometimes sold them off as ancillary revenue rather than retaining them for posterity.

In cases where original props are difficult or impossible to locate, we rely on screen references, still images, production drawings and notes, and interviews with crew members to create a 3D model or physical prototype. For modern productions, where on-screen props might not physically exist, we obtain digital files used to create them, though adjustments are often needed to simulate effects created by CGI. If physical props exist, we may access the original molds. The common element in all replicas is extensive research to ensure authenticity and accuracy. Our customers expect and deserve nothing less.

TT: How do you ensure the accuracy and authenticity of your replicas?

JS: Accuracy and authenticity are ensured through approval from studios and creators, and extensive research. Many different props are used in production, some with mechanical and electronic functions (hero props), some made of dura-

ble materials for stunt work, and some that exist only through the magic of editing. Props made for TV series may evolve over seasons due to plot changes or production needs. In the modern era, some props are entirely CGI creations.

Our job is to produce replicas that are accurate to what fans perceived on screen, preserving the cinematic reality and making the replicas fun to own. We often include features that different iterations of a prop had and use materials like metal, which would have been used in the real world rather than the less durable materials used in pro-

duction. button lighting effect on the P2 because no script required the use of a P1 phaser.

Our team spent months designing features and functions fans expect, which were reviewed and approved by **Paramount's** archivists and the *Strange New Worlds* production team. Our replica, set to arrive later this year, includes these features, which may become canon in future episodes.

TT: What role does fan feedback play in the development of new products?

JS: Fan feedback is crucial. We've heard from many people who bought our popular replica



"FACTORY" WORKERS: CEO Jordan Schwartz (top row, right) and his team of creative geniuses at Factory Entertainment at a recent ST:LV event.

duction.

TT: What has been your most challenging project to date?

JS: For *Star Trek*, the creation of a replica phaser from *Strange New Worlds* was particularly challenging. While *The Original Series*, *The Next Generation*, and other series have well-established canon, *Strange New Worlds* is still in production and evolving. We accessed original props in the *Star Trek* archives and found that the phaser was only as fully realized as it needed to be at that time. For example, the P1 (hand) phaser was a hollow cover over the batteries powering the selector

of the Enterprise encased in lucite from the *TOS* episode "Catspaw" that they'd like to purchase just the ship itself. We plan to release it once the first run sells through. However, we need a critical mass of interest to make a replica financially viable. While we can't act on every request, we value and consider all fan input. If there are 500 fans who want a replica of the control unit from "Spock's Brain" or Odo's bucket, we encourage them to reach out to us!

TT: What is your favorite *Star Trek* prop or ship that you have replicated and why?

cont'd on p. 28



The Executive Producer of *Star Trek: Prodigy* pays tribute to the *Trek* franchise, while providing a heartfelt retrospective of his team's experience on the show.

"it's not in the stars to hold our destiny, but in ourselves"



At last, *Star Trek: Prodigy* Season Two has arrived on Netflix. We are so tremendously grateful that the animated adventures aboard the USS Voyager-A and the USS Protostar, venturing across spacetime into the great unknown, can be finally enjoyed by young and old alike.

And what a long, strange journey it's been to get here.

Before *Strange New Worlds* or *Discovery*... before *The Next Generation* or *Wrath of Khan*... *Star Trek* was alone on an island. With its third season delivered to NBC with no plans for another, what is now known as *The Original Series* could have ended then and there, lost to the sands of television ephemera.

But there was hope. Although the sets of the USS Enterprise were torn down, the ideas remained. Audiences rallied around this curious science fiction show and championed it in syndication. *Star Trek* conventions became synonymous with the series itself, the ur-template for what we now celebrate as fandom.

Wisely, **Gene Roddenberry** and the powers that be recognized *Star Trek* could flourish in any medium, if its core ideas persevered. Spearheaded by **D.C. Fontana** and staffed with many of *Trek's* original writers, what became *Star Trek: The Animated Series* ran two seasons and 22 episodes. It sustained interest

by aaron j. waltke

in the franchise, brought in a generation of new Trekkies, and allowed the series to blossom into the Renaissance to come, while developing a following of its own.

So, here we are... sixty years, thirteen movies and twelve series later (soon to be thirteen). *Star Trek*, if nothing else, is a survivor.

In a nod to its enduring influence, three of those series are animated.

Animation as a medium embraces those limitless horizons *Star Trek* is known for, stretching the limits of the human imagination in design and scope and pushing the boundaries of what its storytelling could be. Roddenberry himself said in a 1973 interview, "We hope to attract all age groups... I don't think the difference between what children watch and adults watch is that far apart. If you want a **Mr. Spock** fifty foot tall... go to a planet where there is an intelligent life form

"everyone on the team was willing to take on the challenge of fulfilling Gene's vision"

that is derived from plants... an exotic spaceship fifty miles across, it's as easy to draw that as it is to do one the size of the Enterprise." The possibilities, quite literally, were endless.

This is a philosophy we have striven to bring to *Star Trek: Prodigy*.

From its very inception, *Star Trek: Prodigy* was at its warp core a tale of hope and exploration, one that boldly goes towards the new and unknown to better understand ourselves, and in doing so reach for our better angels. For the first time in history, *Prodigy* is the story of those strange new worlds and civilizations that Starfleet is always seeking out, only this time in the inverse — on a journey back to the familiarities of the Alpha Quadrant.

At first, like all *Star Trek* stories, some longtime fans were unsure what to make of this new approach. Where are the humans? Where is Starfleet? But as our story continued, they discovered the subtle threads we'd set out to weave from the beginning.

A ragtag crew of **Dal R'El**, **Gwyndala**, **Jankom Pog**, **Zero**, **Rok-Tahk**, **Murf**.



DRESSING THE PART: AARON WALTKE (2nd from L) and the *Star Trek: Prodigy* SEASON ONE WRITING STAFF, shown here employing the Method Scripting technique.

All species resurrected from one-off TOS episodes, beta canon, or entirely new. Characters unfamiliar with Starfleet and its ideals, who discovered a derelict Federation ship — and, in pretending to be cadets, come to embrace the very ideals that Starfleet represents. As the mystery of the starship's origins unfolded, it became obvious our series was tied to Starfleet more intimately than most initially realized, with the revelation it was **Captain Chakotay's** command before his disappearance. And now, **Vice Admiral Janeway** was on the hunt for them to find her missing Number One.

And by the end of the season, it was clear that our young cadets would influence Starfleet just as much as Starfleet did them.

The first season wrapped up a lot of personal story arcs for our young heroes in its harrowing finale. The *Prodigy* crew successfully returned to the Alpha Quadrant, having sacrificed so much to save the very Starfleet they idolized, and made it into an NCO training program to become warrant officers under the command of Admiral Janeway herself. But there were other matters left unresolved by their initial adventure.

Season Two brought with it its own challenges we had to address. Gwyndala's isolationist homeworld was still doomed to fall to civil war once they made first contact with alien life — unless she could find a way to convince them otherwise. Chakotay was still lost in time — trapped in a dark alternate future reality where said civil war had ravaged Solum and turned them into militant warlords bent on revenge against Starfleet. And our young crew, though they were now enrolled a cadet training program, would have to prove to themselves and the galaxy that they were worthy of it — in a very big pond known as the Federation.

Thankfully, the **Hageman brothers** created a series — and a space — for the unbelievably talented artists and passionate *Star Trek* fans on our show to shine. Everyone on the *Prodigy* team was more than willing to take on the

challenge of creating a series that truly fulfilled Gene Roddenberry's vision of a 'Saturday morning cartoon' which could transcend expectations and become something equally enjoyed by adults with their children and foster an intelligent and eager fanbase... one we knew was hungering for more stories in the 24th and 25th centuries.

We wrote all of Season Two while locked down from the pandemic. We met over Zoom, taking solace in a future brighter than the one we saw outside our windows. We believed if we trusted our instincts and made the sort of *Star Trek* we wanted to see, others would follow.

Due to unprecedented market forces in the streaming wars, our series almost never made it to the screen. But **CBS Studios** believed in us, and allowed us to continue producing our season. The fans rallied behind us. They watched where they could. They bought our merchandise and they purchased the series on BluRay. They even flew a plane over Netflix with the banner, #SaveStarTrekProdigy. And to their immense credit, Netflix listened.

Thankfully, it seems that the world is finally discovering our series. The outpouring of love from *Star Trek* fandom and beyond has been overwhelming, as new audiences can see what we've been up to at our new home on Netflix. All we ever asked was for *Star Trek: Prodigy* to be seen. And you, the fans, have shot it into the stratosphere.

It was the honor of a lifetime to contribute to this incredible franchise. I hope we can continue to do so, in some form or another. I am comforted to know that at least in some small way, we have succeeded in bringing the next generation of *Star Trek* fans into our humble galaxy. In the immortal words of Hologram Janeway, all I can say is...

... Welcome aboard. We'll see you out there, cadets.





Star Trek Wines and Spirits, born from a passion for the Star Trek universe, is a collaboration between CBS and Wines That Rock. They bring the spirit of Star Trek into homes worldwide through limited-edition releases that pay homage to iconic characters, moments, and episodes from the series. Working closely with prop masters and the Star Trek archive team, they craft authentic and immersive experiences. Each bottle tells a story, allowing fans to toast to their favorite franchise with a drink that embodies the essence of Star Trek.

a tasting tour through the cosmos

CHATEAU PICARD: A LEGACY IN EVERY BOTTLE

Chateau Picard wine dates back over five generations in Bordeaux, France. In collaboration with Chateau Picard winemakers, Star Trek Wines crafted a limited-edition release featuring Jean-Luc Picard's family label. This wine plays a significant role in *Star Trek: Picard*, offering fans a taste of Starfleet history. It's a blend of 85% Cabernet Sauvignon and 15% Merlot, aged 14 months in oak, reflecting the strength and complexity of its namesake.



KLINGON BLOODWINE: A WARRIOR'S TRADITION

At the Star Trek Convention in Las Vegas, fans overwhelmingly requested Klingon Bloodwine. Creating it involved Star Trek, Viacom CBS Consumer Products, Wines That Rock, and award-winning winemaker Andrew Nelson, with assistance from Klingon experts. The result is a powerful Cabernet Sauvignon, capturing the essence of Klingon tradition. Klingon Bloodwine features a unique silk-screened bottle designed to resemble Klingon armor, with each bottle hand-filled and wax-dipped.



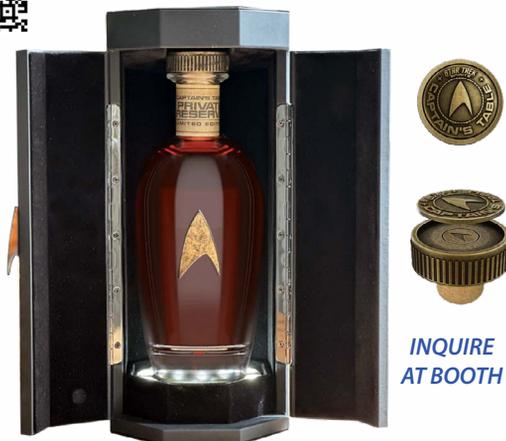
CARDASSIAN KANAR: A COLLECTIBLE GEM

The Cardassian Kanar is a 'holy grail' collectible in the Star Trek universe, featured in *Star Trek: Deep Space Nine* and *Star Trek: The Next Generation*. The Star Trek Wines team embarked on a quest to find an original Cardassian Kanar bottle, a unique serpent-shaped vessel from mid-20th century Europe. The team rendered these bottles in 3D and collaborated with a facility in Southern Italy to forge identical replicas. Each Kanar bottle includes an ornamental headpiece and a unique glass bottle seal featuring a glowing Cardassian logo. The wine itself is a premium blend of Cabernet Sauvignon, Tannat, and Petite Sirah, resulting in a dark, rich wine with notes of ripe blackberries and juicy blueberries.



THE CAPTAIN'S TABLE: A PREMIUM EXPERIENCE FOR SPIRITS ENTHUSIASTS

Inspired by the legendary interdimensional tavern in the Star Trek Universe, The Captain's Table program offers exceptional single-barrel releases for spirits enthusiasts. With 10 planned releases, each batch represents a distinctive style, highlighting various expressions of whiskey, bourbon, and rye. Guided by distillery master Crispin Cain, each batch meets the highest standards, providing a unique tasting journey. Members enjoy exclusive benefits like early access to new releases, private tastings, and special events.

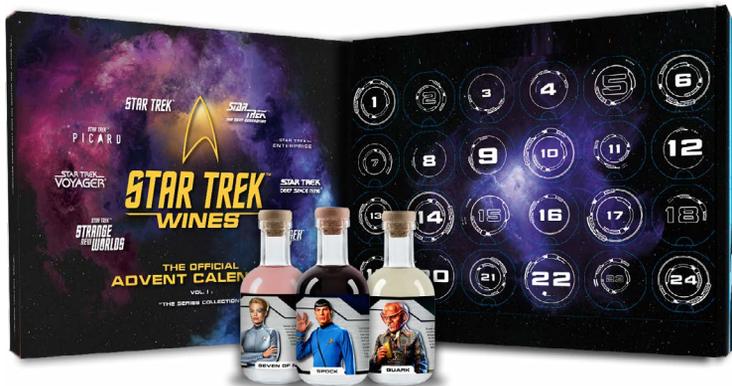


INQUIRE AT BOOTH

STAR TREK WINES ADVENT CALENDAR

Star Trek Wines introduces a *Star Trek*-themed Advent Calendar. **Volume One: The Series Collection** features 24 top-quality wines in individual 187ml bottles, each hidden behind a special *Star Trek*-themed portal. This unique collection includes wines inspired by eight beloved *Star Trek* series, featuring iconic ships, locations, and legendary figures. Each wine label honors the *Star Trek* universe, enhancing the tasting experience. The selection includes a variety of wines from around the world, crafted sustainably and designed to offer the perfect pour every time.

INQUIRE
AT BOOTH



RISAN WINES: A TASTE OF PARADISE

Star Trek Wines collaborated with *Star Trek* prop masters to replicate the original bottle used on *Star Trek: Enterprise*.

Risan Enterprise Edition Rosé

The **Risan Enterprise Edition Rosé** is a delightfully crisp wine. Scanned from the original bottle used on *Star Trek: Enterprise*, this unique bottle is replicated for Star Trek Wines.

Risan Picard Edition White Wine

The **Risan Picard Edition White Wine**, scanned from the original bottle used on *Star Trek: Picard*, offers vivid flavors of pink grapefruit and white peach with notes of lemon zest and citrus blossom. This enticing white wine captures the essence of Risa, making it a standout choice for any *Star Trek* fan. As **William T. Riker** remarked, "This place is called Risa, and believe me, Captain, it's a paradise."



INQUIRE
AT BOOTH



UNITED FEDERATION OF PLANETS WINE SERIES

Star Trek Wines crafted a trio of wines designed to evoke the grandeur of **United Federation of Planets** banquets. This series includes a distinguished red, a crisp white, and a striking blue wine, each reflecting the elegance and unity of the Federation.

Sauvignon Blanc

Made from North Coast California grapes, this limited-edition **Sauvignon Blanc** features a futuristic design inspired by **Starfleet** uniforms. It boasts flavors of elegant tropical fruits and white peach, balanced by refined acidity and ripe citrus aromas.

Andorian Blue White Wine

Inspired by **Andorian** culture, this unique blue wine has natural color and features floral notes. With flavors of citrus, peach, and apricots, it offers a bright, fresh acidity and a long finish.

Old Vine Zinfandel

Crafted from grapes sourced from ancient vineyards in **Sonoma County**, this blend includes Zinfandel, Petit Sirah, and Syrah. It offers concentrated strawberry, blackberry, and plum preserve aromatics.

ROMULAN ALE: A CLASSIC BROUGHT TO LIFE

From its first appearance in *Star Trek II: The Wrath of Khan*, **Romulan Ale** has achieved legendary status. This iconic beverage is now available as a meticulously crafted blue vodka. Distilled from premium Midwest grain, **Romulan Ale Blue Vodka** is produced in **Napa**, distilled four times, and bottled at 80 proofs. The distillation process highlights a touch of corn sweetness and the higher notes of quality wheat grain, resulting in a smooth and refined taste. **Romulan Ale Blue Vodka** boasts a striking electric blue appearance.

STAR TREK WINES: A CINEMATIC TRIBUTE

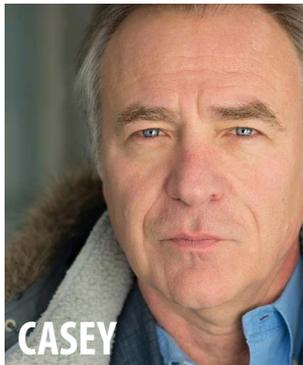
Star Trek Wines introduced two movie-themed wines to honor classic *Star Trek* films, celebrating iconic moments and providing fans with a unique tasting experience.

Wrath of Khan 40th Anniversary Cabernet Sauvignon

In 2023, Star Trek Wines unveiled a homage to *Star Trek II: The Wrath of Khan* with their **Premium Cabernet Sauvignon**. This limited-edition, individually numbered bottle celebrates the film's 40th anniversary. The wine combines rich flavors of blackberries, toasty oak, and espresso, merging with finely polished tannins for a luxurious finish. Each back label is inscribed with one of six classic quotes from the film.

First Contact Sauvignon Blanc

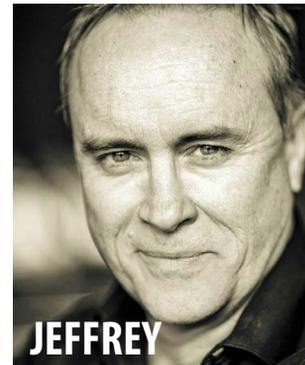
Star Trek: First Contact is celebrated with an elegant **Sauvignon Blanc**, embodying the spirit of exploration and courage against the **Borg**. This wine presents vibrant flavors, with citrus delivering a refreshing zest and peach adding a tantalizing sweetness.



CASEY

So many *Trek* stars graciously took the time to share with us their experiences and insights, funny, insightful or harrowing:

CASEY BIGGS (*DS9*'s Damar), **JEFFREY COMBS** (nine different roles), **ROBIN CURTIS** (*Star Trek III*'s Saavik), **JG HERTZLER** (*DS9*'s General Martok), **DOMINIC KEATING** (*Enterprise*'s Malcolm Reed), **CHASE MASTERSON** (*DS9*'s Leeta), **ROBERT O'REILLY** (*TNG/DS9*'s Gowron), **ARMIN SHIMERMAN** (*DS9*'s Quark), **CONNOR TRINEER** (*Enterprise*'s "Trip" Tucker), **NANA VISITOR** (*DS9*'s Kira Nerys – and author of the upcoming *Open A Channel: A Woman's Trek* – coming from Simon and Schuster)



JEFFREY

What follows is a curated selection of their contributions. For the full, unedited versions and answers to more questions, scan the code at the end of this article to download the Digital Edition of this magazine!

compiled by *Iolita fatjo*

What was your initial reaction when you found out you were cast in *Star Trek*?

DOMINIC KEATING: Mostly relief! Very excited of course, but I had been knocking around Los Angeles for about 7 years by the time this juggernaut hit. I knew it was going to be a life-changer!

CASEY BIGGS: I had no idea what I was getting into...I had only watched the original. I thought, "What the hell was I doing here... they could cast an extra in this part!!"

JEFFREY COMBS: Since I've always been a *Star Trek* fan from the very first episode that aired September 8, 1966, I was, of course, ecstatic to be invited into *ST* canon. I turned 12 years old the next day after the first airing of *ST* and it continues to be one of the greatest birthday gifts I've ever received!

J.G. HERTZLER: While reading for Gen. Martok...I hurled a sharp-footed folding chair into the audition-room wall ...where it stuck. I got the role, and as far as I know, that chair is still there.

ROBIN CURTIS: Great elation. Gratitude. Being cast as Saavik was the sweetest news while my family



ROBIN

background - I showed up 10 minutes early and knew my lines.

ROBIN CURTIS: I put myself in Mr. Nimoy's hands and stayed out of his way. He asked me to practice my lines in a mirror without moving the muscles in my face. "Vulcans exude 1,000 years of wisdom behind the eyes," he said.

ARMIN SHIMERMAN: I have a friend, Frank Kopyc, who I believe has many of Quark's good and slightly less than inglorious qualities. When flustered about what to do with a moment, I would picture Frank and ask his image, "What would you do?"

ROBERT O'REILLY: I got a Hammer and bashed my face

a constellation of stars

DIGITAL



EDITION

grappled with my dad's cancer battle.

ARMIN SHIMERMAN: When I knew I would play Quark on *DS9*, I remember thinking that I had won the lottery. I had been a great fan of the Original *Star Trek* and was gob-smacked that the Fates had now included me in that pantheon of Gods. I told my mother that from that moment on, my life would never be the same. History has proved me right.

CONNOR TRINEER: My initial reaction to getting the role of Trip was that "Great! I'm the engineer. I'll have loads of time off!" When I finally got the pilot script, I realized just how much I was in it. In hindsight I'm so thankful that I was such a big part of it. It's the best role I've ever played in my humble opinion.

ROBERT O'REILLY: I turned them down. They didn't have peanuts on the set. Then they got them - the peanuts - and I reconsidered. (I was an original series fan - I WAS IN HEAVEN !!!!!)

CHASE MASTERSON: *DS9* was literally the one show I prayed to be on. I was thrilled. Still am. Specifically, why? Come by my table and I'll tell you. :-)

NANA VISITOR: My manager felt - and it was true at the time - that I would get typecast. My relationship with my manager didn't last, my relationship with *Star Trek* will never end. The women guest stars I interviewed for my book told me that even though they had huge accomplishments other than this show, they knew their obituary would start with the sentence "Best known for their role on *Star Trek*....."

How did you prepare for your role, especially considering the unique aspects of your character?

DOMINIC KEATING: I tried to read *Dune* and failed miserably! Other than that, - I did come from an army

in. Seriously, I had just finished the role of Edmund in *King Lear* - the characters seemed to have similar motivations. I used it in the audition and for the character. Hopefully it worked but the greatest similarity was we both got killed off.

NANA VISITOR: I dropped Major Kira's thoughts and experiences into my brain and told my mind and body to believe them. Since she was a war survivor and freedom fighter, much of what I planted in my brain was deeply disturbing. Our bodies and minds believe the stories we tell them. Was this healthy for me? No, I put my body and mind through trauma that wasn't mine. I've learned since how to toggle between storytelling and my life in a much healthier way - what made for truthful scenes took a toll on me.

What was the most challenging aspect of playing your character?

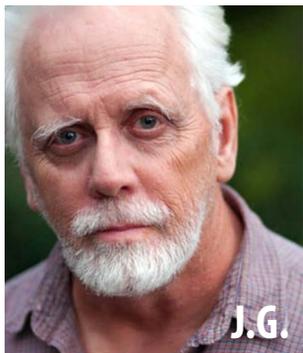
DOMINIC KEATING: Wearing the EV suits hours at a time...!

CASEY BIGGS: Trying to be relatable in all that makeup.

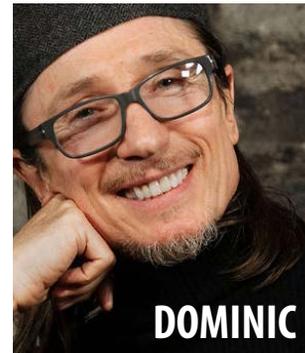
ROBIN CURTIS: The restriction of any emotion, gesticulation or the enthusiasm with which I express myself.

ARMIN SHIMERMAN: The most challenging aspect has to be the long hours being encased in airless rubber. By hours 10-11 of a 16-hour day, I began to fade. Nevertheless, I expected myself to be as fresh as when I had started at 7 AM. Luckily for me, I worked with superb people who inspired me to do my best, even when the sealed headpiece was sloshing with sweat and my mind was flagging.

ROBERT O'REILLY: The damn costume. Put a 400 lb porcupine in a straitjacket and then turn on an oven at 420 - that what it felt like!



J.G.



DOMINIC



CHASE

Do you have any funny or interesting behind-the-scenes stories you can share?

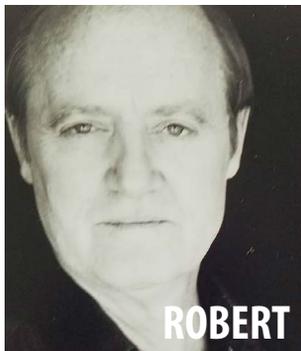
DOMINIC KEATING: I showed up to work one morning and found Bill Gates sat in the captain's chair. I'd just spent the morning, since 5:30 AM, at the smog impact center, finally making my English dune-buggy street legal. I'd pushed that car around this town, much like my career, for 7 years! I was looking around thinking, "I've just been at the smog center for 3 hours, and now I'm kneeling down in a photo op next to the richest man in the world. What a life!"

ROBIN CURTIS: I'm sorry I don't. I was as serious as a heart attack while working on *Star Trek III*. No joke. To work on *Gambits I and II*, was such a

joy. But no great yucks.

ARMIN SHIMERMAN: One of the most thrilling moments behind the scenes was the day Dr. Stephen Hawking came calling on me when I was shooting *House of Quark*. He had told Rick Berman that he was a fan of mine and wanted to be introduced to me. Can you imagine how thrilled I was and still am at that?!!

ROBERT O'REILLY: NO - I cannot share - especially about J.G. Hertzler, because he would beat the very living daylights out of me...



ROBERT

What message or theme from *Star Trek* do you find most relevant or inspiring today?

DOMINIC KEATING: Inclusivity, definitely. *Star Trek: Discovery* has put that front and center in a very modern light.

CASEY BIGGS: Just Let everyone be who they are.

JEFFREY COMBS: An overarching tenet of *Star Trek* is respect and tolerance for those that we perceive as different or alien from ourselves. Sadly, this is a belief that appears to be in dangerous retrograde these days.

ROBIN CURTIS: Infinite diversities in infinite combinations. The richness of possibilities Spock's statement represents will resonate with me FOREVER.

ARMIN SHIMERMAN: Teamwork! The need to put partisanship aside and work towards the greater good.

NANA VISITOR: One of the most inspiring and important things that Roddenberry baked into the show is the inclusion of women and minorities. I spoke to so many people in my interview process for the book that told me that *Trek* was the door they walked through to imagine a wider range of possibilities for their lives.

CHASE MASTERSON: The need for celebration of IDIC is the prevailing message of our time. In our social and political climate, our lives are at stake, silence is complicity. And it is not enough to be "tolerant." As a society, as a country, as a planet, humankind must get to a place where we are wholly in support of each person's right to be who they are — in support of their life, liberty, and the pursuit of happiness — and to treat them exactly as we want them to treat us. When we get there, we will have a planet where we can all live long and prosper.

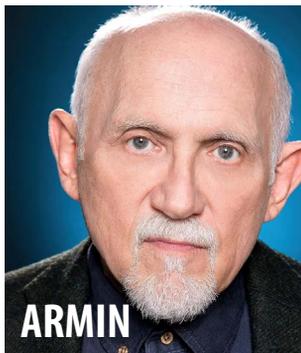
What is your favorite part of the *Star Trek* convention/fan interaction experience?

DOMINIC KEATING: It never gets old hearing from the fans how much your show or performance has meant to them, especially at particularly difficult times in their lives, and in bringing families together to enjoy something. The love and appreciation of your work means everything to an actor.

CASEY BIGGS: Seeing how much the show and our work have affected so many people.

J.G. HERTZLER: Meeting people by the tens of thousands whom I would never have known but for our shared love of *Star Trek*, great storytelling, arresting visions of a future age, even a future universe.

ROBIN CURTIS: If you know me, you know I pretty much love all of it. The nuggets of real human connection are exquisite. And I've been especially touched by the charity and generosity that *Star*



ARMIN



CONNOR

Trek fandom demonstrates again and again.

ARMIN SHIMERMAN: There are two aspects that tickle me. 1) The fans' stories of different generations coming together to watch *Star Trek* as a family. It gratifies me to know this programming is important enough for everyone to put away routines and collectively set aside time to be inspired. A familial bonding process takes place, and sometimes, there is even meaningful conversation. 2) That somehow our shows helped people through really tough times. That our stories gave succor when living looked bleak. It

gives me great pleasure when people share that one of their reasons for coming to conventions is because they want to say "thank you" to those who momentarily were virtual caregivers. It more than suggests that *Star Trek* made a difference in people's lives.

CHASE MASTERSON: Seeing old friends and making new ones is my favorite thing. It's something that is very rare, except for during a convention experience. I love you guys, and I can't wait to see you.

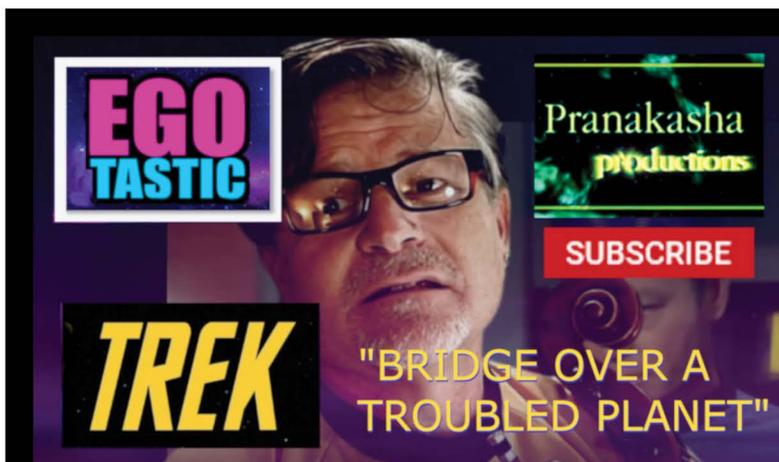


NANA

but wait...there's MORE!

Which episodes are their favorites? How has *Trek* enriched their lives? See the complete, unedited Q&A session from this article in the BONUS PAGES of this DIGITAL EDITION.

CLICK HERE TO SEE THEM NOW!



Egotastic Trek
Star Trek fan series

With a comprehensive range of services, including autograph verification and hologram certification, SWAU ensures that collectors can trust the legitimacy of their prized possessions. In this interview, we delve into the origins, challenges, and future plans of SWAU, offering a glimpse into the meticulous world of autograph authentication.

TREK TOUR: How did SWAU get started in the autograph authentication business?

SWAU: SWAU is the largest entertainment memorabilia company in the world. SWAU has conducted exclusive signings with celebrities including Robert Downey Jr, Natalie Portman, Harrison Ford, Chris Evans and hundreds more. With our extensive in-house experience, providing authentication service is a natural fit.

TT: What sets SWAU apart from other authentication services?

SWAU: Our service, price, and the SWAU Guarantee. Our service is designed with the collector in mind. We offer services such

Reliable as a (genuine) tricorder, SWAU AUTHENTICATORS ensure the integrity of all your Trek memorabilia!

reality checker

as same-day Letter of Authenticity (LOA), same or next-day database uploads to ensure your items are online as fast as possible, and speedy item turnaround at the booth. For this reason we are the show authentication partner for many of the best shows in the world, including Creation events, and my favorite events, the *Trek Tour* shows!

TT: Can you describe the process you use to verify the authenticity of autographs?

SWAU: At shows, all autographs that come into our booth are verified by an on-site authentication team. Our process is unique; our authentication team reviews each piece that comes to the booth in detail, whether it is signed at the show or was brought in from outside. We not only check each item against our extensive database, but obtain exemplars from each celebrity signing that day to verify that items we receive match the celebrity's signature. If there are any discrepancies we will go as far as to check with the celebrity to ensure the items were signed on site, that day. We want collectors to know that if they see the SWAU hologram, they can rest assured the item is authentic.

TT: What has been the most unique item you've authenticated?

SWAU: We have seen some truly amazing pieces. SWAU Auc-



In the world of pop culture collectibles, authenticity is paramount, and no one understands this better than SWAU Authentication. Established as a leader in verifying autographs and collectibles, SWAU has earned a stellar reputation for its meticulous process and dedication to authentic-

tions sold an incredible completed *Avengers Infinity War* poster with Chadwick Boseman for \$20,000. An extremely rare Heath Ledger signed Joker photo recently sold for almost \$15,000. The most challenging orders are when people mix good autographs with bad ones. It can be labor-intensive to identify the authentic from inauthentic pieces. Often, people do not even know their items are not authentic. They sent an item through the mail 30 years ago, but were never aware that it was signed by a secretary, or is even a stamp or auto pen machine signature.

TT: How do you stay updated with the latest trends and forgeries in the collectibles market?

SWAU: This is a never-ending process. We are constantly having to educate ourselves and ensure we are up-to-date. As SWAU's Funko Pop Authenticator, I can say that this is incredibly challenging. There are always new stick-

ers, new fakes, and worse, corrections to fakes to make them harder to detect. The good news is, this is what we do. We spend the time to learn, research and identify these trends so collectors can focus on what they enjoy most: the collecting experience and having authentic items.

TT: What is the most common type of forgery

autograph with a practiced hand. Having seen this full-spectrum of autographs and having exemplars of authentic and inauthentic items to review, as well as our extensive experience, we are confident we can determine which items should carry our COA.

TT: Can you share a memorable success story

The little boy was so excited to drop off his item for authentication! We were more than happy to give him an honorary sticker of authenticity.

TT: How does technology play a role in your authentication process?

SWAU: Historically the only way to verify autographs has been through extensive experience and research, and a practiced eye. Currently, we are working on ways for AI to play a role in the initial determination of authenticity. While we feel that a human review will always be needed for a final determination, our extensive database of authentic exemplars is playing a significant role in the training of future AI technology.

TT: What trends are you seeing in the autograph collectibles market?

SWAU: The sky is the limit for the autograph collectibles market. There are always new and exciting collectibles coming and we never know what the next hit product will be. Ten years ago, nobody thought that half of autograph signings would be Funko Pops, but here we are. They are here to stay, just like posters, photos, comics, props and cards, but you never know what people will like 10 years from now. With all the choices available, it's an exciting time to be a collector!

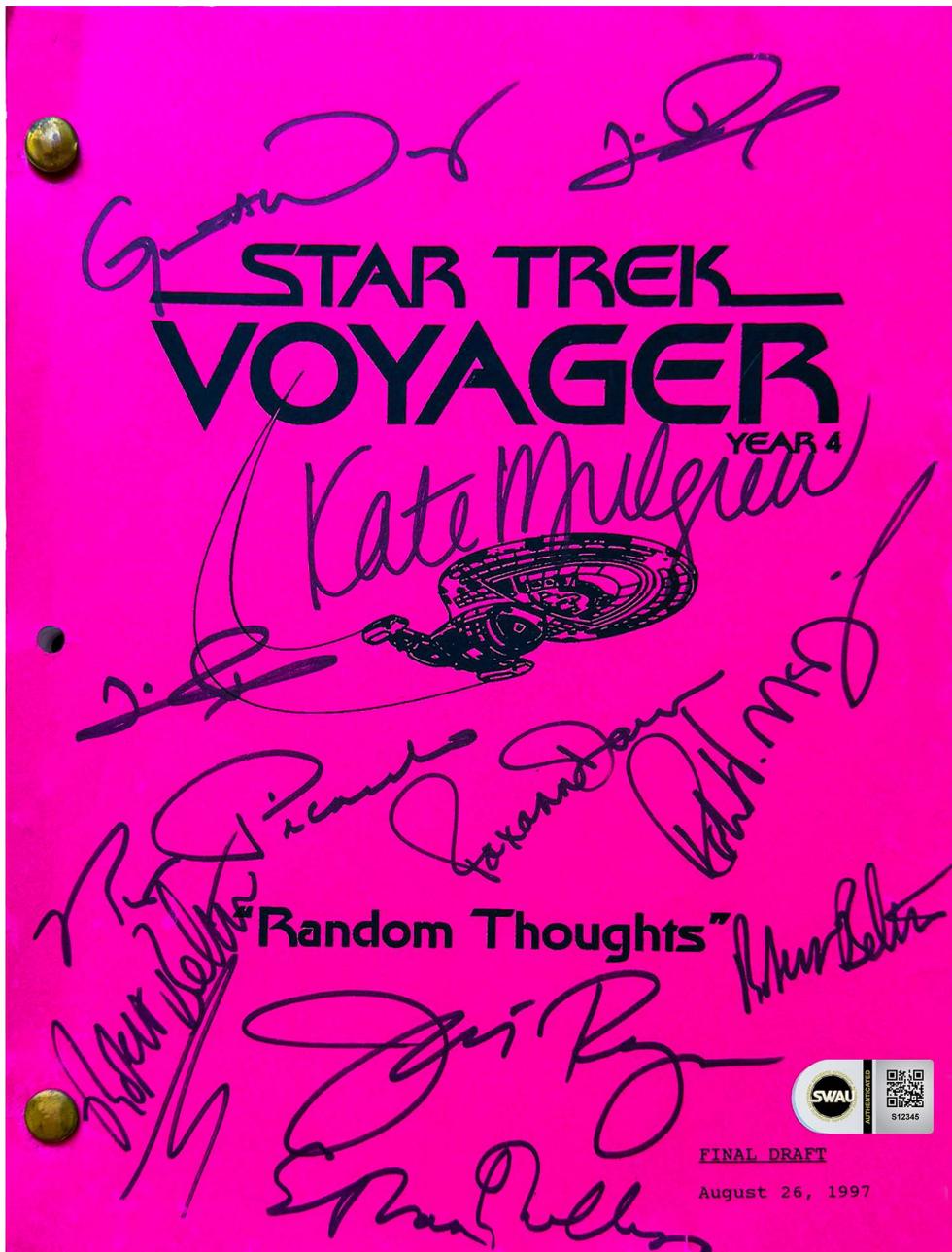
TT: How do you handle disagreements or disputes over authenticity?

SWAU: We understand that a negative opinion can be an emotionally difficult experience for a customer. Generally, we are able to answer questions as to the reason behind the opinion. However, we are the protectors for all collectors against forgeries, and as Spock himself says, the needs of the many outweigh the needs of the few (or the one)!

SWAU: What future plans or innovations does SWAU have in the pipeline?

SWAU: SWAU has many future plans! Some of the most exciting ones are the **Funko Encapsulation and Grading** service. This will be available as a send-in or drop-off service at any SWAU Authentication booth, including at *Trek Shows*. SWAU has recently added music and vintage Hollywood to our authentication range of services, and **SWAU Sports** is already taking submissions online. SWAU Auctions is also going at full-steam, with incredible hammer prices and some of the most amazing pieces in the industry.

I always recommend checking our website at auth.swau.com and our main site at swau.com for all of our current signings and future events!



you encounter, and how do you detect it?

SWAU: Sadly, as long as there are autographs, there are going to be forgeries. There are many different types of forgeries, from non-malicious ones like secretarial, auto pen, or pre-printed/stamped items all the way to an experienced and detail-oriented forger who can duplicate an

where your authentication helped a collector?

SWAU: Everyone is happy when their item passes authentication review, even if they just had it signed. However one customer sticks out in recent memory. A father had brought his young son to a show to verify a **Disney** book signed by "Iron Man" from one of the character breakfasts.

stashwiok (cont'd from p. 10)

different from any other fandom you've been exposed to?

TS: Well, it -- in many ways -- invented the convention. It's been around longer than *Star Wars*. *Star Wars* is probably the second multi-generational fandom, but *Star Trek*. . . It was introduced to me when I was 6, in 1974. It spans so much time, generations, and content, because there are now so many different avenues. After *The Original Series*, there was *The Animated Series*. Then you had those three shows in the 90s, and now we're back to a renaissance of different versions of *Star Trek* running simultaneously. In some ways, it's a perpetual nostalgia machine, because I was raised with *Star Trek*, then I raised my kids with *Star Trek*, and they will raise their kids with *Star Trek*. The beat goes on.

IS: You always seem to have a lot going on. What is on your radar currently in terms of Nerd Circus, ProgCore, and any acting you might be squeezing in?

TS: Acting, I can't talk about yet. We live under perpetual secrecy in these worlds. The ProgCore Kickstarter will have been hopefully funded by the time we get to Las Vegas. That's a big thing. We're launching a company, essentially. Nerd Circus is a platform, and I'm a businessman with that. ProgCore is a multi-headed production company in many ways. We're producing a book, an animated short, an actual play *Dungeons & Dragons*, an audio book, and an album. It's a very ambitious project to celebrate my love of that dark fantasy from the late 70s, early 80s -- the Rankin/Bass *Hobbit*, Bakshi's *Lord of the Rings*, *Legend*, and *Dragon Slayer*. Then all the music of *Styx*, the synth and prog music, *Jethro Tull*. That's where fantasy lives in my heart, and I wanted to -- with my partner, **David Nett** -- create something that celebrates that excitement of wonder, mystery, and danger. It will be out there. People will still be able to go to progcorefantasy.com when it launches.

I'm also co-writing a *Captain America and Black Panther* ensemble video game called *Marvel 1943: Rise of Hydra*. I've been working on that. You can see a trailer for it that's quite spectacular. Like I said about the acting stuff, it will be revealed when it's revealed.

ruiz (cont'd from p. 15)

ation family and all the events, because I hear it is not a game. It is not anything where we will be having downtime where we're bored or have nothing to do. Not only do I have things to do, I also have things to watch. I'm excited to see the vendors that come and sell their own artwork. It's impressive to see everyone's imaginations and creations. I just hope I can hold on tight and hang with not only the other actors of *Star Trek*, but also the vendors and fans. I am going to be equally excited and exhausted. As many Creation conventions I can get invited to, I am so ready to join the fun.

IS: What else are you working on at the moment?

GR: Being a mom has been wonderful. I have a six-month-old. She's my second, after my three-year-old. I have had two movies released this year. *Dance Dads* is streaming on **Tubi**. It's fun. I also choreographed that film, which I'm very proud of. Just like Gates! We're both choreographers. Another film I did just premiered at a festival. It's called *Guns and Moses*. It's a beautiful story about a Jewish community that is becoming under threat. I play a synagogue security guard. I just saw it; they did a beautiful job with the film and the story behind it. I'm also about to go shoot another film, so it's been a fun film year.

IS: If somebody discovers you from *Lower Decks*, and says, "I want to see what else this woman has done," what would you steer them toward?

GR: Definitely *Crazy Ex-Girlfriend*. Get on the train! Better late than never. Our fans are small and mighty. I say small because we're not

from the CW's superhero universes. We're not like *Pretty Little Liars*, *The Vampire Diaries*, and *Riverdale*. We were just this cool, small, and mighty musical theater touring truck that could. **Rachel Bloom** and **Aline Brosh McKenna**, who created the show, believed in what they were doing. It was my big breakthrough in Hollywood. I can't wait for people who are reading this to hear about *Crazy Ex-Girlfriend* for the first time, then sit down and watch it.

podcasts (cont'd from p. 12)

Aron's collaboration in bringing *The 7th Rule* to the world five years ago sparked something very special. It ignited a journey no one expected.

Losing Aron shook *The 7th Rule* to its core. How would it continue without its creator? Should it continue?

After Aron's services and a hiatus of a few months, Ryan and Cirroc approached Aron's widow, **Malissa Longo**, as to what the appropriate course of action would be with regard to the show. The blessing to continue was given. It had been made clear Aron wanted the show to live for as long as possible. Even if for some reason Aron was unable to continue himself, he very much wanted *The 7th Rule* to live.

Something arose from the ashes of pain, grief, and loss for *The 7th Rule* team. A family was created. Cirroc and Ryan became wonderful ambassadors to a community wounded by such a devastating loss.

Their collective and individual growth during the turmoil of the past several years, their resilience, their strength, their compassion, their generous dedication to one another, to Aron, to Aron's widow, and *The 7th Rule* is a thing of beauty.

They are thoughtful, fun, intelligent men, who are eager to con-

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...tinue to create and build upon the foundation laid out since *The 7th Rule's* infancy. Like Aron, Cirroc Lofton and Ryan T. Husk are eager to absorb the knowledge and experiences of every one of their guests. This graciousness extends just as importantly to the fans who have continued to provide fuel to *The 7th Rule's* fire. People like Homer Frizzell, Dr. Ann Marie Segal, and Eve England whose contributions to the show have been vital from the very beginning.

In more recent years, *The 7th Rule*, has welcomed two new faces and voices to its family. Denise Crosby (Tasha Yar) and Walter Koenig's (Pavel Chekov) experiences provide a richness to the tapestry of *Star Trek's* story.

This is the beauty of podcasts as a whole. Every show is an opportunity for a chorus to raise their collective voices to the gospel of *Star Trek*. No matter the individual family you find yourself in, *Star Trek* podcasts' serenade unifies the *Star Trek* universe towards the goal in which the franchise was started. To coexist in IDIC. Live long and prosper.

factory (cont'd from p. 19)

JS: Choosing a favorite is like choosing among your children! The Refit Enterprise from *Star Trek: The Motion Picture* stands out for its elegant design in our Masterworks™ line of studio scale models. The *Strange New Worlds* Phaser is a favorite due to the creative input involved, and the *Next Generation* Medical Tricorder is another favorite because of its screen-accurate lights, sounds, and working video screens.

TT: How do you balance creating high-end collectibles and more accessible items for all fans?

JS: We offer products ranging from under \$10 to over \$20,000, catering to different collectors with various resources. Our commitment to quality craftsmanship is consistent across all price

points. Whether a fan buys a *Wrath of Khan* keychain and enamel pin set or a handmade studio scale starship, we want the Factory Entertainment name to be synonymous with high-quality craftsmanship.

TT: How do you engage with the *Star Trek* fan community, and what has been the most rewarding interaction?

JS: We engage with fans through events like *Mission Las Vegas*, social media, and supporting causes like the Hollywood Food Coalition's *Trek Talks* fundraiser. Meeting fans in person and seeing their reactions to our products is incredibly rewarding. Seeing the excitement and passion fans have for our products is a testament to our dedication and hard work.

TT: What advice would you give to aspiring collectors who are new to the world of prop replicas?

JS: Always buy from an officially licensed manufacturer to ensure quality and support the creators. Unlicensed products often lack the same level of detail and authenticity. While hobbyists may produce impressive replicas, the quality and accuracy of officially licensed products are unmatched. Exhibiting at conventions allows us to showcase the superior quality of our replicas, making an immediate impact on collectors.

TT: How do you see the market for collectibles and prop replicas evolving in the next few years?

JS: The market's future depends on economic conditions. Collectibles don't have the same priority as essential items like food, shelter, and healthcare. In times of economic stress, lower-priced collectibles may become more popular, and consolidation among collectibles companies may continue. We're investing in our lower-priced collectible lines, such as scaled replicas, to make iconic objects accessible to fans with lower budgets or space limitations.

TT: What are Factory Entertainment's long-term goals for the *Star Trek* line and beyond?

JS: We're excited about the constant new activity in the *Star Trek* franchise, which will give rise to many new and interesting props for us to replicate. Our growth is closely tied to the growth of the franchise, and we look forward to continuing to create high-quality replicas that resonate with fans.



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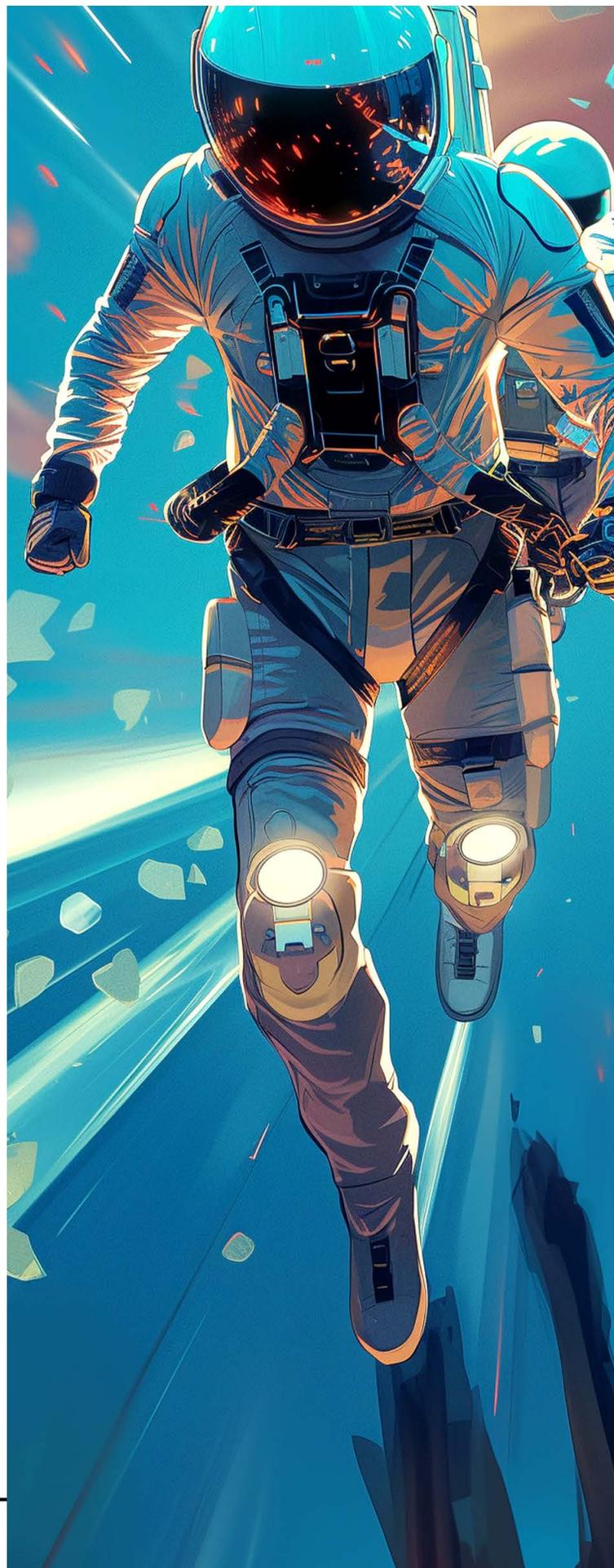
31 SCHEDULE: FRIDAY

32 SCHEDULE: SATURDAY

33 SCHEDULE: SUNDAY

34 THE CONSTELLATION
CONTINUES...

Originally edited for print , this bonus digital content contains the unedited Q&A with almost a DOZEN Trek actors!



bonus pages

The version of this Q&A on pp 24-25 was carefully curated and edited for space. As a special BONUS FEATURE of this DIGITAL EDITION, what follows is the complete, unedited responses of:

CASEY BIGGS (*DS9*'s Damar), **JEFFREY COMBS** (*nine* different roles), **ROBIN CURTIS** (*Star Trek III*'s Saavik), **JG HERTZLER** (*DS9*'s General Martok), **DOMINIC KEATING** (*Enterprise*'s Malcolm Reed), **CHASE MASTERSON** (*DS9*'s Leeta), **ROBERT O'REILLY** (*TNG/DS9*'s Gowron), **ARMIN SHIMERMAN** (*DS9*'s Quark), **CONNOR TRINNEER** (*Enterprise*'s "Trip" Tucker), **NANA VISITOR** (*DS9*'s Kira Nerys – and author of the upcoming *Open A Channel: A Woman's Trek*)

compiled by lolita fatjo

What was your initial reaction when you found out you were cast in Star Trek?

DOMINIC KEATING: Mostly relief! Very excited of course, but I had been knocking around Los Angeles for about 7 years by the time this juggernaut hit. I knew it was going to be a life-changer!

CASEY BIGGS: I had no idea what I was getting into...I had only watched the original. I thought, "What the hell was I doing here... they could cast an extra in this part!!"

JEFFREY COMBS: Since I've always been a *Star Trek* fan from the very first episode that aired September 8, 1966, I was, of course, ecstatic to be invited into *ST* canon. I turned 12 years old the next day after the first airing of *ST* and it continues to be one of the greatest birthday

NANA VISITOR: My manager felt - and it was true at the time - that I would get typecast. My relationship with my manager didn't last, my relationship with *Star Trek* will never end. The women guest stars I interviewed for my book told me that even though they had huge accomplishments other than this show, they knew their obituary would start with the sentence "Best known for their role on *Star Trek*..."

Can you describe a memorable moment or favorite scene from your time on the show?

DOMINIC KEATING: The scene between Connor and myself, saying good-bye in Engineering in our final episode, probably sticks out as one for the memory books, because art was im-

a constellation of stars unedited

gifts I've ever received!

J.G. HERTZLER: While reading for Gen. Martok...I hurled a sharp-footed folding chair into the audition-room wall ...where it stuck. I got the role, and as far as I know, that chair is still there.

ROBIN CURTIS: Great elation. Gratitude. Being cast as Saavik was the sweetest news while my family grappled with my dad's cancer battle.

ARMIN SHIMERMAN: When I knew I would play Quark on *DS9*, I remember thinking that I had won the lottery. I had been a great fan of the original *Star Trek* and was gob-smacked that the Fates had now included me in that pantheon of Gods. I told my mother that from that moment on, my life would never be the same. History has proved me right.

CONNOR TRINNEER: My initial reaction to getting the role of Trip was that "Great! I'm 'the engineer'. I'll have loads of time off!" When I finally got the pilot script, I realized just how much I was in it. In hindsight I'm so thankful that I was such a big part of it. It's the best role I've ever played in my humble opinion.

ROBERT O'REILLY: I turned them down. They didn't have peanuts on the set. Then they got them - the peanuts - and I reconsidered. (I was an original series fan - I WAS IN HEAVEN !!!!!)

CHASE MASTERSON: *DS9* was literally the one show I prayed to be on. I was thrilled. Still am. Specifically, why? Come by my table and I'll tell you. :-)

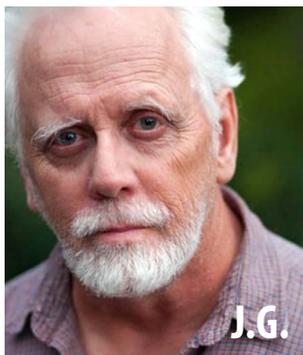
itating life. We were looking around Engineering, and looking at each other, knowing that we were saying good-bye to this extraordinary run at Paramount Studios at a time when it was the last of the iconic Hollywood stages.

CASEY BIGGS: One of the last episodes when Andy, Nana and I were hiding out in a basement and we shot til one in the morning and I couldn't stop laughing at Andy's bug eyes.

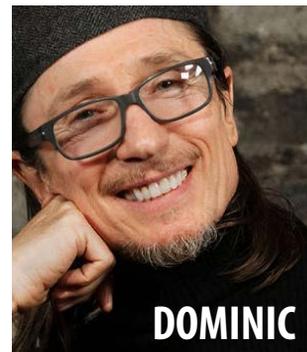
J.G. HERTZLER: Rene and Avery were approaching backstage arguing about the degree of anger Rene was showing in a scene from *Far Beyond the Stars*. As director of the episode, Avery kept pushing Rene for more and more and more heat...until finally Rene exploded! And Avery exclaimed "THAT'S IT!!! THAT'S WHAT I WANT!" - to which Rene fired back... "Well THAT'S MINE!!!!!!!, and YOU CAN'T HAVE IT!!!" Never in my 50 years of acting have I ever heard such an odd exchange! But Rene was a true genius of the stage...and if that's his choice...well...end of discussion.

ROBIN CURTIS: My favorite moments were when Mr. Nimoy would take me aside before each scene and talk me through it, lines and all. I will be eternally grateful for his sensitive, caring and thoughtful direction.

ARMIN SHIMERMAN: My mind is a bucket filled with memorable scenes from the show. The writers were so excellent at creating colorful, comical situations or meaningful philosophical debates for me to indulge in. These include scenes from *the*



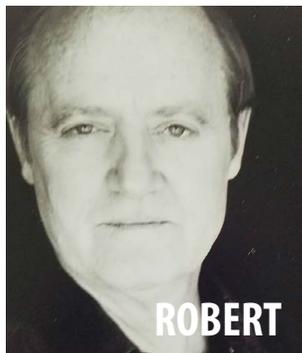
J.G.



DOMINIC

Ascent, Far Beyond the Stars, the Magnificent Ferengi, Way of the Warrior, and many more. But if I had to pick only one, I would choose the root beer scene with Garrick. Not only was it a meaningful sequence for me, but I fought with the director and the writers to perform it the way Andy and I wanted to do it. In retrospect, we made the right choice.

CHASE MASTERSON: The last day of principal photography for *Deep Space Nine* was a day I will never forget. All of the writers, and many of the behind-the-scenes people, were there in Vic's bar, all dressed up in wardrobe and haircuts, and the scene we shot was Vic's song, "The Way You Look". Those of us who weren't in the scene were there, because we just didn't want the show to end – we wanted to relish every minute. When Jimmy sang, there wasn't a dry eye, either on set or off. Like our beautifully loyal audience, we were so sorry to see the show end. We were so truly sad for what we would leave behind. But it was because all of our experiences were so deeply, gloriously life-changing. With *Deep Space Nine*, we knew what we had when we had it.



How did you prepare for your role, especially considering the unique aspects of your character?

DOMINIC KEATING: I tried to read *Dune* and failed miserably! Other than that, I showed up 10 minutes early and knew my lines. I did come from an army background, and I hearken back to a young Dominic who actually may have joined the forces.

ROBIN CURTIS: I put myself in Mr. Nimoy's hands and stayed out of his way. He asked me to practice my lines in a mirror without moving the muscles in my face. "Vulcans exude 1,000 years of wisdom behind the eyes," he said.

ARMIN SHIMERMAN: There are three prime factors. 1) I have a friend, Frank Kopyc, who I believe has many of Quark's good and slightly less than inglorious qualities. When flustered about what to do with a moment, I would picture Frank and ask his image, "What would you do?" 2) It is no secret that I am eternally embarrassed by my first performance as a Ferengi on *TNG*. It was an inelegant one-dimensional disaster. That ignominy prompted me to look for the nobility in the character despite his nefarious ways. I tended to want to present myself as more of a lovable reprobate than a spirit of corruption. 3) Because of the rigors and enervation of long hours in prosthetics, I quickly broke all the actor Union rules by asking my co-stars to rehearse with me at my home on the weekends in preparation for the next week's work. Doing this cemented my lines and my choices into a place of second nature rather than flailing with the uncertainty of being caught unprepared on set.

ROBERT O'REILLY: I got a hammer and bashed my face in.

Seriously, I had just finished the role of "Edmund" in the *Play King Lear*. The characters seemed to have similar motivations and thru-lines. I used it in the audition and for the character, it was already in me so I took full advantage of it when coming to the set. Hopefully it worked but the greatest similarity was we both got killed off.

NANA VISITOR: I dropped Major Kira's thoughts and experiences into my brain and told my mind and body to believe them. Since she was a war survivor and freedom fighter, much of what I planted in my brain was deeply disturbing.

Our bodies and minds believe the stories we tell them. Was this healthy for me? No, I put my body and mind through trauma that wasn't mine. I've learned since how to toggle between storytelling and my life in a much healthier way – what made for truthful scenes took a toll on me.

What was the most challenging aspect of playing your character?

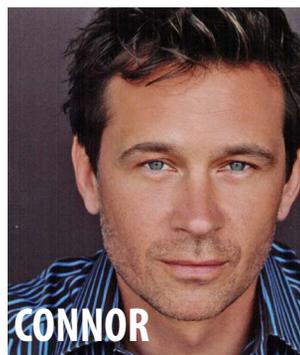
DOMINIC KEATING: Wearing the EV suits hours at a time...!

CASEY BIGGS: Trying to be relatable in all that makeup.

ROBIN CURTIS: The restriction of any emotion, gesticulation or the enthusiasm with which I express myself.

ARMIN SHIMERMAN: The most challenging aspect has to be the long hours being encased in airless rubber. The make-up was fine most of the day. But by hours 10-11 of a 16-hour day, I began to fade. Nevertheless, I expected myself to be as fresh as when I had started at 7 AM. Luckily for me, I worked with superb people who inspired me to do my best, even when the sealed headpiece was sloshing with sweat and my mind was flagging. The weekend rehearsals went a long way in getting me through the difficulties.

ROBERT O'REILLY: The costume – the damn costume – put a 400 lb porcupine in a staight jacket and that's what it felt like and then turn on an oven at 420 and shove me into it – that what it felt like!



How has being part of the Star Trek franchise impacted your career and personal life?

DOMINIC KEATING: There really hasn't been a day since I was cast as Malcolm Reed that *Star Trek* has not had some influence on my daily life. It changed it beyond all recognition, and I am eternally grateful that I was fortunate enough to be cast. It continues to provide feed me – both literally and spiritually.

CASEY BIGGS: Pretty much every aspect from financial to being apart of a never ending legacy.

JEFFREY COMBS: *ST's* impact on my life is immeasurable

both personally and professionally. All those years of high quality scripts and working with all those topnotch actors many of whom are now steadfast lifelong friends. We are family.

J.G. HERTZLER: *Star Trek* changed just about everything in my life in theatre. My last performance in *DS9* was 25 years ago. And for the last quarter century, I've been circling the Earth appearing at *Star Trek* conventions, often with my best friend, Robert O'Reilly. Life is good!

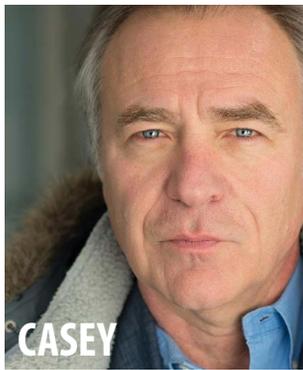
ROBIN CURTIS: It has blessed my life immeasurably and abundantly. It was a beautiful gift in 1983 and 1984 at the time of my father's cancer battle and death. The forty years since have brought me nothing but rewarding travels, profound friendship, and prosperity. I might add *Star Trek* introduced me to my second husband.

ARMIN SHIMERMAN: On the personal side, I have so many wonderful friends who are members of the franchise. Their friendship is a constant gift, and with the accumulation of more *Star Trek* shows, I have acquired more friends. Wonderfully interesting, kind-hearted people who have welcomed Kitty and me into their lives. It has allowed me to travel around the world and see places I never would have dreamed of seeing as a small-town boy from New Jersey. Otherwise, the job, residuals, and conventions have given me financial stability that makes my senior years free from hardship. As to how it has impacted my career, it is a double-edged sword. On the plus side, it has given me a leg up in my stage career where theaters are more likely to give me a second look. It has made publishing houses more open to publishing my novels. But on the minus side, I do believe film/television has pigeon-holed me as a strictly science fiction actor – unsuitable for more down-to-earth roles.

CONNOR TRINEER: Being a part of the *Star Trek* family has impacted my life tremendously. I've met some incredible people and made dear friends. Actors and friends alike. I've been able to travel the world representing *Enterprise* at cons. I'm incredibly proud to be a part of this wonderful community. There's nothing like *Star Trek* fans. They're the best fans out there!

Do you have any funny or interesting behind-the-scenes stories you can share?

DOMINIC KEATING: I showed up to work one morning and found Bill Gates sat in the captain's chair. I'd just spent the morning, since 5:30 AM, at the smog impact center, finally making my English dune-buggy street legal. I'd pushed that car around this town, much like my career, for 7 years! I was looking around thinking, "I've just been at the smog center for 3 hours, and now I'm kneeling down in a photo op next to the richest man in the world. What a life!"



J.G. HERTZLER: (See above!)

ROBIN CURTIS: I'm sorry I don't. I was as serious as a heart attack while working on *Star Trek III*. No joke. To work on *Gambits I* and *II*, was such a joy. But no great yucks. Sorry.

ARMIN SHIMERMAN: One of the most thrilling moments behind the scenes was the day Dr. Stephen Hawking came calling on me when I was shooting *House of Quark*. He had told Rick Berman that he was a fan of mine and wanted to be introduced to me. Can you imagine how thrilled I was and still am at that?!!

ROBERT O'REILLY: Do I have any interesting and funny behind the scenes stories I can share? I have lots of fabulous and interesting stories that were behind the scenes stories but NO- I cannot share-especially about J.G. Hertzler because he would beat the very living daylight out of me...

What do you think is the enduring appeal of Star Trek for audiences around the world?

DOMINIC KEATING: Exploration. For my money, man's need to know what's at the top of the mountain would explain why we look at the stars and wonder how we might find our way there. As a TV show, it doesn't hurt to have good stories, good actors, and an overall message of hope and diversity.

CASEY BIGGS: It speaks to a moral and ethical code that is sorely lacking today.

JEFFREY COMBS: Its message of tolerance and respect for those who are different is a powerful message for humanity and all served up with a big dose of swashbuckling adventure.

J.G. HERTZLER: HOPE! In a world and a time now that's filled with war, strife and hate...*Star Trek*, as envisioned by Gene Roddenberry, offers mankind another choice...understanding, peaceful co-existence, and belief in a brilliant future, sans religious persecution, racial prejudgement, and political rejection. HOPE for MANKIND in a time of MANKIND facing the end of ALL HOPE!

ROBIN CURTIS: The incredible intelligence with which the stories are told, projecting hope and harmony for the future. The way *Star Trek* celebrates the best of humankind.

ARMIN SHIMERMAN: Hope. Hope for the Future. Hope for mankind. Hope that we can all get along together.

NANA VISITOR: I think the enduring appeal is what a young Army Chaplain told me *Star Trek* taught her, three things she uses in her challenging work every day: to have hope, to have courage, and to always remember none of us are ever truly alone.

Have you formed lasting friendships or connections with your co-stars?

DOMINIC KEATING: Absolutely. As is well known, Connor Trinneer and I are very good friends, as are we with the rest of our cast, including Anthony Montgomery and John Billingsley. Scott and Chelsea Bakula have been busy but recently come back into the fold. The glue of the fandom has meant that we have all been fortunate enough to see one another regularly in places around the world as we go from convention to convention. That is icing on an otherwise fabulous, cherry-laden cake.

CASEY BIGGS: Absolutely!

JEFFREY COMBS: Absolutely. So many lifetime friendships. Too numerous to count.

ROBIN CURTIS: Of course. With rare exception, my fellow actors understand the distinction and privilege that has been bestowed upon them by having been cast in a *Star Trek* franchise. I witness their great kindness and energy in the way they connect with the fans and this endears them to me. We know we are so very lucky. I count many of the actors as great friends.

ARMIN SHIMERMAN:

That's a rather dull-witted question. Of course, I have. We all have. And not only with my show's co-stars but with scores of actors on other *Star Treks*: *TNG*, *Voyager*, *Enterprise*, *Strange New Worlds*, the *Original*, ad infinitum. In addition, I have many friendships with the crew, the writers, the producers, the designers, the directors, and the fans. *Star Trek* is an astronomical community with an infinite amount of interesting people.

ROBERT O'REILLY: Yes Hertzler has become my brother - alas I have very bad taste, I cannot blame that on the writers (although I could try). We are like a club - in most cases many of us have known each other for over thirty years and we get along too! Armin I have known for over 40 years - I love him, but it was his ears that attracted me first. And he actually saved me when I played Hamlet. I at least owe him a peanut butter and jelly sandwich - which he will never receive.

NANA VISITOR: Some of my deepest friendships are from the show- and now, from other shows in the franchise. Conventions have been a place to meet and hang with cast members from all of *Trek*. It's a pretty spectacular group!

What is one thing you learned from working on Star Trek that you've carried with you in your career?



DOMINIC KEATING: I can learn a 3-page scene in 20 minutes, word-perfect.

CASEY BIGGS: Let the costume and makeup do the work!

JEFFREY COMBS: I not so much learned, but deeply appreciated the high level of skill, craftsmanship and professionalism from each of the myriad departments of the production team assembled for *Star Trek*. I literally could not have done what I've without their support and talent.

ROBIN CURTIS: We don't necessarily pick our roles. They choose us. And rather than question the logic or ramifications of that, relish it.

ARMIN SHIMERMAN: **How ridiculously easy it is to act without prosthetics.**

ROBERT O'REILLY: 1. Pull up your fly

2. I should have killed Martok right away

And 3, the great line in which Brando said "You eat life or life eat you", oh sorry that was Mutiny on THE BOUNTY --sorry about that. O'REILLY and thank you very much

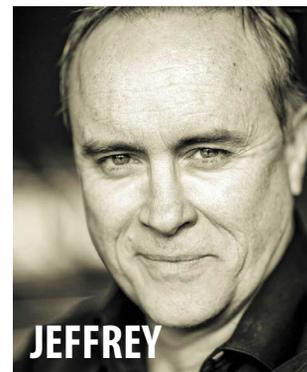
Are there any particular episodes or storylines that stand out to you as particularly significant or meaningful?

DOMINIC KEATING: "Shuttlepod One", for obvious reasons, is a very memorable episode for me. "Minefield" was another one. In one scene at the end of "The Communicator", the captain and I are banged up in a prison waiting for the gallows. We started this emotional scene on a Friday night at 3:45 AM, having already worked a 15 hour day, knowing we weren't going to be driving out until 7:30 AM Saturday morning. I always remember the short drive home, thinking to myself, "Well done, lad. That's what being a professional actor is all about."

CASEY BIGGS: When I got to stop drinking kanar. It was awful!

JEFFREY COMBS: Treachery, Faith and the Great River is a stand out episode for me. It hit a lot of points of meaning for me...for only a handful of recurring characters did the writers place the main focus of an episode. I was honored to be one of them. Above and beyond that, having all of my scenes with René Auberjonois had deep significance for me. I wouldn't have played with Brunt and therefore eventually Weyoun without René's advocacy. I am also deeply honored to have been a small part of one of the greatest *ST* episodes ever, *Far Beyond the Stars*.

ROBIN CURTIS: *Plato's Stepchildren* changed my life. The very last episode of *The Next Generation* was epic. I





love *Strange New Worlds*. What an amazingly talented cast who got to tell beautifully written, magical stories.

ARMIN SHIMERMAN: *Star Trek*, at its best, is meant to shine a spotlight on human efforts, attainments, and

failures. *DS9* was particularly good at doing that, and so were other shows. So, amongst many, I can point with pride to our extraordinary episode on *DS9* of *Far Beyond the Stars*, which dealt with the discriminatory racial mindset of America in the 50s (and beyond). The superpower of science fiction is that it can criticize society without poisonous hostility. *Far Beyond the Stars* is not only good *Star Trek*, it is television at its best. If *DS9* had only done this one episode, we would be justifiably remembered for our excellence.

CONNOR TRINEER: Some of my favorite episodes are: *Shuttlepod One*, *Similitude*, *Cogenitor*, *Desert Crossing*, *Unexpected*. I was blessed to get so many wonderful storylines. I never knew what crazy scenario they were going to put me in

How do you feel about the evolution of your character(s, in Jeffrey's case) throughout the series?

DOMINIC KEATING: I liked the fact that Malcolm Reed became the "action man" on *Enterprise*. I got to do quite a lot of my own stunts. Big up to my stunt double, Marty Murray, who made me look very good.

CASEY BIGGS: I had a better arc than anyone on the show!!! Including Jeff Combs!!

JEFFREY COMBS: I deeply appreciated the writers belief in me. Often they were inspired by how actors played their roles and expanded storylines from those observations. Because he was a replaceable clone I never tried to play Weyoun any differently from episode to episode. The situations he was put into certainly varied his demeanor at times, but I took the approach that any one of the Weyouns would have reacted the same. I think there's something frightening about the idea of instant replacement. Of course, Brunt is always Brunt and Shran certainly evolved.

ROBIN CURTIS: I can't really speak to this. Counter to the collective wisdom after *Star Trek III*, Saavik was abandoned in *IV*.

ARMIN SHIMERMAN: Quark became more multidimensional as time went by. He lost some of his self-centeredness and became acutely aware of others surrounding him. Dare I say it, he became more "hew-mane." He stepped out of himself and saw his friendships with Odo, Dax, and Rom were worth sacrificing himself for. Yet, with all his needs, foibles, self-absorption, and good-natured camaraderie, he

evolved into the most human-like character on the show.

CONNOR TRINEER: The evolution of Trip made a huge leap in season 3 when his sister passed. I felt honored to be able to tell that story. In my mind it represented the loss people felt during and after 9/11. I was very sensitive to that as we went through that season.

CHASE MASTERSON: Leeta's character arc — from Dabo girl, to passionate union member, to falling in love with the boss's little brother because he was pretty on the inside, to being Nog's stepmom and Rom's wife, and eventual First Clerk of Ferenginar (as we say on *Lower Decks*) — that has been extremely powerful, especially considering how well loved *DS9* is. Add to that the fun of being Mirror Leeta, who becomes Emperor of the Terran Empire in *Star Trek Online* — and having this experience be for 31 years and counting? Dreams do come true. Thank you, *Star Trek*.

What message or theme from Star Trek do you find most relevant or inspiring today?

DOMINIC KEATING: Inclusivity, definitely. *Star Trek: Discovery* has put that front and center in a very modern light.

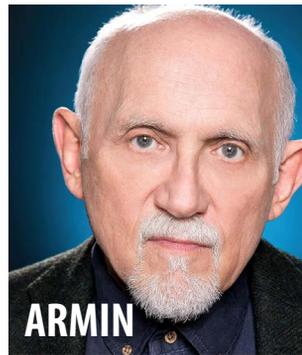
CASEY BIGGS: Just Let everyone be who they are.

JEFFREY COMBS: An overarching tenant of *Star Trek* is respect and tolerance for those that we perceive as different or alien from ourselves. Sadly, this is a belief that appears to be in dangerous retrograde these days.

ROBIN CURTIS: Infinite differences in infinite combinations. The richness of possibilities Spock's statement represents will resonate with me FOREVER.

ARMIN SHIMERMAN: Teamwork! The need to put partisanship aside and work towards the greater good.

NANA VISITOR: One of the most inspiring and important things the Roddenberry baked into the show is the inclusion of women and minorities. I spoke to so many people in my interview process for the book that *Trek* was the door they walked through to imagine a wider



range of possibilities for their lives.

CHASE MASTERSON: The need for celebration of IDIC is the prevailing message of our time. In our social and political climate, our lives are at stake, silence is complicity. And it is not enough to be "tolerant." As a society, as a country, as a planet, humankind must get to a place where we are wholly in support of each person's right to be who they are — in support of their life, liberty, and the pursuit of happiness — and to treat them exactly as we want them to treat us. When we get there, we will have a planet where we can all

live long and prosper.

What is your favorite part of the Star Trek convention/fan interaction experience?

DOMINIC KEATING: It never gets old hearing from the fans how much your show or performance has meant to them, especially at particularly difficult times in their lives, and in bringing families together to enjoy something. The love and appreciation of your work means everything to an actor. While Hollywood has its moments of glitz and glam, make no mistake, it is work, and to bring a show to life — hopefully, with credibility and characters you love and believe in — takes an army of attention and detail, both in front and a lot behind the camera.

CASEY BIGGS: Seeing how much the show and our work have affected so many people.

J.G. HERTZLER: Meeting people by the tens of thousands whom I would never have known but for our shared love of *Star Trek*, great storytelling, arresting visions of a future age, even a future universe. In general, I am drawn to the posing of questions facing humanity that deal with unknowns, unexplored, unpredictable and perhaps even unimaginable concepts. Curiosity is a driving force among humanity and nothing challenges our curiosity like travel among the stars.

ROBIN CURTIS: If you know me, you know I pretty much love all of it. The nuggets of real human connection are exquisite. And I've been especially touched by the charity and generosity that *Star Trek* fandom demonstrates again and again.

ARMIN SHIMERMAN: There are two aspects that tickle me. 1) The fans' stories of different generations coming together to watch *Star Trek* as a family. It gratifies me to know this programming is important enough for everyone to put away routines and collectively set aside time to be inspired. A familial bonding process takes place, and sometimes, there is even meaningful conversation. 2) That somehow our shows helped people through really tough times. That our stories gave succor when living looked bleak. It gives me great pleasure when people share that one of their reasons for coming to conventions is because they want to say "thank you" to those who momentarily were virtual caregivers. It more than suggests that *Star Trek* made a difference in people's lives.

CHASE MASTERSON: Seeing old friends and making new ones is my favorite thing. It's something that is very rare, except for during a convention experience. I love you guys, and I can't wait to see you.



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the voyage home

Sometimes, if you're lucky, life hands you a do-over.

During the 1990s, I had the great fortune of handling all creative at **Creation**. One of the joys of the job was producing the program book for the annual Pasadena **Star Trek: The Grand Slam Show**, the precursor to the now-flagship **ST:LV**. Technology was different back then, so we were limited to a Playbill-sized book with a black-and white interior. I wanted to publish magazines like *Famous Monsters*, *Starlog* or *Fangoria* since I was a kid, so the program became my outlet, adding editorial to show info. Later in my career, I transitioned to online content, but man, there's nothing like print.

LA's **Monsterpalooza** convention allowed me to launch an ad-supported magazine-style program for their show, and with powerhouse ad sales superstar **Jody Infurnari**, I've been playing monster magazine mogul for over a decade.

But I always wished I could go back to the Pasadena days and re-do all those programs: size, paper quality, infuse it with full-color and improve the cringey, pretentious film-school-student trash I wrote.

You hold in your hands the manifestation of that wish.

I thank all of you readers for supporting my old mentors these last several decades while they honed their shows into the best Fun For Fans™ experience in the convention business. With this book, I feel I am part of this new family you've all built together. Thanks to **Jody** for stepping out of his comfort zone and hitting it out of the park, to **Ian Spelling** The Great And Powerful, to **Ryan Husk**, **Malissa Longo** and my longtime dear friend **Lolita Fatjo** for facilitating some great content, **Aaron Waltke** for his infectious enthusiasm for the franchise and **All Our Advertisers** who took a chance on us.

Lastly, for more than they'll ever realize, I am truly grateful to the mighty **GARY BERMAN** and **ADAM MALIN**. Not just for giving this project a chance, but for my time as their employee - still grappling with who I was and what I wanted to become. They shaped my life. It is reflected in my work, my worldview and my family. I love you guys - it's good to be home.

Joe Sena

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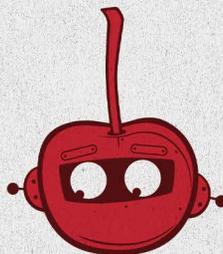


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