

# — THE STAR TREK EXPERIENCE —

9:30 - Breakfast

10:30 - 11:30 - Starfleet cadet training on the ROPES COURSE

11:45 - Briefing in Bunk 26

12:00 - Divide into units

Make starfleet communicators out of sticky paper

12:15 - 2:45 - Stations

Visit different planets - gather information

→ stop for lunch whenever the group wants

2:45 - Gather in Bunk 26

Units will compare notes

3:15 - Free time

Optional showing of a Star Trek episode in Bunk 26

5:15 - Gather in Bunk 26

Dirty Harry Chase

~6:15 - The chase ends in front of 32 - At the end of the chase the kids will find out who the enemy is

Conclude the day

After dinner - gather in Bunk 26 ("Ter-Forward Lounge")  
for food and a movie

## 11:45 Briefing -

Flight recorder recovered from a starship on patrol

Play intro to Star Trek VI

Someone has destroyed an outlying Federation colony

Who has committed this act of aggression? It's the cadets' mission to find out!

## Stations -

Visit these different planets and gather information

At many planets, the cadets must complete a task before receiving the information

At the start, each group is given 3 Starfleet credits and 3 bars of gold pressed latinum per person - to be used at some different planets

- ① Earth - The center of the United Federation of planets  
In the 24th century, it's become a virtual paradise  
Activity : Slip 'n Slide  
Food - can be bought with Starfleet credits

- ② Deep Space Nine - A space station in orbit of the planet Bajor  
Built by the Cardassians, it's now under Federation control  
It's home to a huge variety of aliens from different species  
Activity : Visit Quark's Bar + have food - can be bought with gold pressed latinum  
★ Quark will not give the information - he must be bribed with either 1 bar of gold pressed latinum or 2 Starfleet credits

③ Bajor — For many years, Bajor was occupied by the Cardassian Empire  
7 years ago ~~the~~ Bajoran rebels successfully drove the  
Cardassians away  
Bajor is now applying for membership in the United  
Federation of Planets  
Activity : Meditation exercises  
(the Bajorans are a very spiritual people)

④ Chronos — The Klingon homeworld  
The Klingons are a violent, warrior race  
They are now uneasy allies of the Federation  
Activity : Obstacle course

⑤ Romulus — The Romulan homeworld  
For hundreds of years, the Romulans have been enemies  
of the Federation  
The Romulans are a sneaky, cunning race  
Activity : Red light / Green Light

⑥ Betazed — Member of the United Federation of Planets  
Home of the Betazoids — a telepathic race  
Activity : The Mewleywed Game (to practice telepathy)  
— divide kids in pairs — let them get to know each other for  
a few minutes — then ask them questions about the other  
— if they don't know — must use their telepathy!

⑦ Vulcan — long-time member of the United Federation of Planets  
Vulcans devote themselves entirely to logic  
They enjoy challenging their intellects by playing 3-D Chess  
Activity: 3-D tic tac toe

⑧ Cardassia Prime — the central world of the Cardassian Empire  
The Cardassians conquered many neighboring star systems  
They occupied the planet Bajor for many years  
Recently they allied themselves with the evil empire from  
the Gamma Quadrant, The Dominion  
A very military society  
Activity: Different types of ~~and~~ tag  
regular tag — triangle tag — elbow tag

⑨ The Demilitarized Zone — the area of space between the Cardassian  
Empire and the Federation  
A terrorist organization called The Maquis operates out  
of the DMZ  
Activity: water balloon toss (need to be sharp to handle)  
the terrorists  
★ Need to bribe the station leader to even enter  
the DMZ (with 1 bar of gold pressed latinum)  
Before the kids do anything they must pay

⑩ The Badlands — An area of space filled with fierce plasma storms  
It's used as a hideout by the terrorist organization  
called The Maquis  
Activity: Shuttle Run (you need to be fast, hurrying  
in + out of the Badlands — ~~it's~~ it's dangerous to stay  
for too long)

Plus 2 Counselors roving, selling information to whatever groups they pass  
(one sells the info for 1 bar of gold pressed latinum, the other for 1 starfleet credit)

And 1 counselor to help serve lunch by the laundry room

2:45 - Gather in Bunk 26

The kids in each unit will pick who they think destroyed the colony

5:15 - Dirty Harry Chase

At the end, each group will get a sealed envelope with the answer inside

When everyone gathers in front of 32 at the end, each group will tear open their envelope at the same time to discover the answer

## — INFORMATION —

Earth - A Borg vessel was sighted in Federation space around the time the colony was destroyed.

Deep Space Nine - Listening posts in the Gamma Quadrant detected several Dominion warships on patrol. Could the Dominion be preparing for another invasion of the Federation?

Bajor - The Bajoran government suspects the Cardassians. They feel the Cardassians can never be trusted - after all, they occupied Bajor for over 50 years, and allied themselves with the Dominion.

Chronos - The Klingon High Council suspects the Dominion. Remember, the Dominion is controlled by the Changelings, who are shape-shifters. They could easily have struck a planet-cracking bomb into the colony.

Romulus - The Romulan government suspects the Klingons. While the Romulans, Klingons, + the Federation were all allies against the Dominion in the recent Dominion war, the Klingons cannot be trusted. Their thirst for battle could have led them to target a new enemy - the Federation.

Betazed - Starfleet Security has determined that a planet-cracker bomb was responsible for the destruction of the colony.

Vulcan - The Vulcan government has kept silent on the affair. However, the Vulcan ambassador has noted that the Klingons have used planet-cracking bombs before. Therefore, logic dictates that they fall under suspicion.

Cardassia Prime - Several Cardassian terrorist groups have sprung up recently. They seek revenge on the Federation for the way Cardassia was devastated in the recent Dominion war. They might be responsible.

The Denilitarized Zone - Don't trust the shapeshifters! The changelings who run the Dominion can never be trusted!

The Badlands - The Romulans have been enemies of the Federation for 300 years. Who trusts them now?

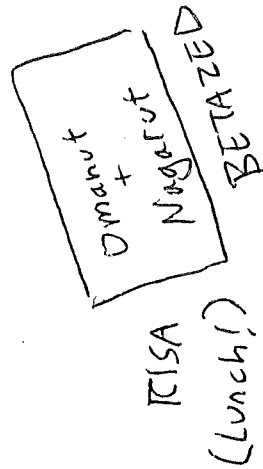
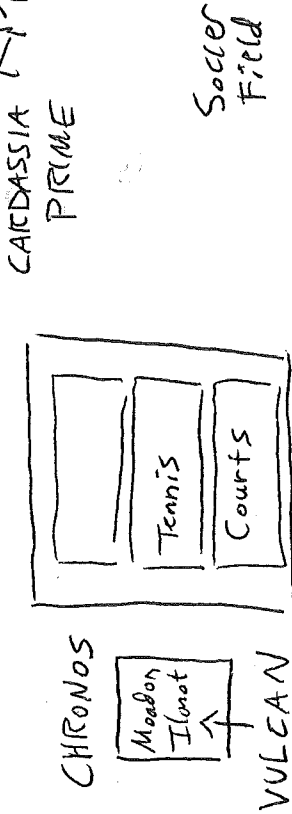
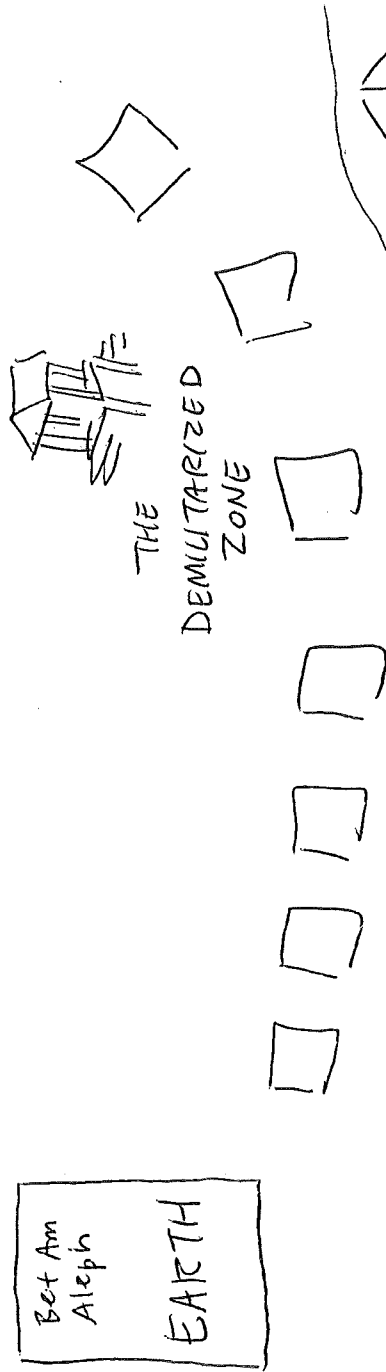
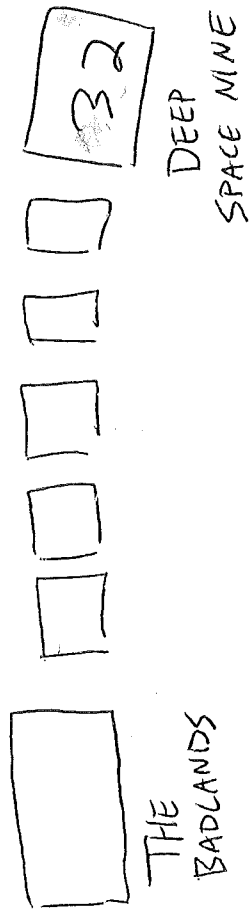
Merchant #1 - The Cardassian Empire was crippled by the recent Dominion War. There's no way they could be responsible for this recent attack.

Merchant #2 - The Borg are the Federation's deadliest enemy. But they assimilate worlds. They don't destroy them.

Merchant #3 - The Maquis are a band of human terrorists. They could certainly have been involved.

Lunch - Has the Dominion really been defeated? Could they be planning another invasion of the Federation?

FROM THE FILES OF  
STARFLEET  
SECURITY,  
STARCHART FOR  
THE ALPHA  
QUADRANT



Socier  
Field

ROMULUS



— DIRTY HARRY CHASE —  
 (1)

		5:30	* Bring (4) clue 11 to the Misrad
1	Merca z	6:02	5:36:02
2	Basement of the sif	3:59	5:40:01
3	<del>Aganot</del> Omanut ✓	6:00	5:46:01
4	Porch of 32 *	3:40	5:49:41
5	Misrad Password: Twinkies	3:32	5:53:13
6	Water fountain	3:00	5:56:13
7	Bet Am Aleph ✓ Callus	3:30	<del>6:00:43</del> 5:59:43
8	Building 26	2:30	6:02:13
9	Side door of the Marp	5:58	6:08:11
10	Bank window	4:25	6:12:36

- New password: The needs of the many  
~~Sister Jane + Dabbi + ...~~

6:15:36 - front of 32

(2)

			5:30	* Bring (3) clue 9 to the guardhouse
1	Radio door - Password: Yehudah Gubani	3:48	5:33:48	
2	Bet Am Aleph ✓	2:57	5:36:45	
3	Back of bunk 15 *	3:00	5:39:45	
4	Guard house ✓ Callus	4:02	5:43:47	
5	Side door of the Marp	7:01	5:50:48	
6	Merca z	3:59	5:54:47	
7	Banah Kitarah	3:00	5:57:47	
8	<del>Sports box</del> Fence - New password: Kobiyashi Maru	6:59	6:04:46	
9	<del>Fence</del> Sports box	4:01	6:08:47	
10	Tents	4:25	6:13:20	

6:14:00 - front of 32

(3)

		5:30	* Bring (2)
1	Omanut ✓	3:40	5:33:40
2	Amphitheater	3:40	5:37:20
3	Water fountain-sif	3:47	5:41:07
4	Banah Kitarah *	7:03	5:48:10
5	Fence	6:46	5:54:56
6	Swings - Password: blueberry Soda	3:32	5:58:28
7	B-Ball court (by 23)	2:47	6:01:25
8	Back of bunk 18	2:40	6:04:05
9	Guard House ✓ callus	3:59	6:08:04
10	Porch of Joel's house - Password: Enterprise	3:49	6:11:53
11	Bunk 1	3:30	6:15:23
			6:16:23 - front of 32

(4)

			5:30	
1	Tents *	4:00	5:34:00	* Bring (1)
2	Marp - side door	6:51	5:40:51	clue 9 to the
3	Fence - Password: Make It So	5:01	5:45:52	Marp side door
4	B-ball court (by 23)	4:00	5:49:52	
5	Bench at the top of the Amphitheater	2:27	5:52:19	
6	Bet Am Aleph ✓	2:51	5:55:10	
7	Radio window	3:00	5:58:10	
8	<del>A side Aman</del> Omanut ✓ callus	2:20	6:00:30	
9	Basemat of the sif	4:00	6:04:30	
10	Bank window New password: Engage	4:17	6:08:47	
11	Misrad	7:01	6:15:48	
				6:17:10 - front of 32

- 5:33 - call Omarot - group 3  
Send them to the Amphitheater by 5:37:20
- 5:36 - call Bet Am Aleph - group 2  
ask for password: Yehudah Gubari  
Send them to the back of bunk 15 by 5:39:45
- 5:43 - group 2 will call us from the Guard House  
Send them to the side door of the Marp by 5:50:48
- 5:46 - call Omarot - group 1  
Send them to the porch of 32 by 5:49:41
- 5:55 - call Bet Am Aleph - group 4  
ask for password: "Make It So"  
Send them to the Radio window by 5:58:10
- 5:59 - group 1 will call us from the Bet Am Aleph  
ask for password: "Twinkies"  
Send them to Building 26 by 6:02:13
- 6:00 - group 4 will call us from Omarot  
Send them to the basement of the sif by 6:04:30
- 6:08:04 - group 3 will call us from the Guard House  
ask for password: "blueberry Soda"  
Send them to the porch of Joel's house

The culprit is :

The Dominion

The shape-shifting  
Changelings planted the  
planet-cracker bomb that  
destroyed the colony.

Congratulations on

Successfully identifying this  
threat to Federation

Security.