STAR DATE 7611.01

ONE DOLLAR

STAR TREK

GIANT POSTER BOOK

VOYAGE THREE

STAR TREK "BLOOPER" PHOTOS!

THE TROUBLE WITH TRIBBLES

HOW TO PLAY FIZZBIN – "TAKE THE CARDS BIG MAN!"

I'M A DOCTOR...NOT A MECHANIC...

EDITOR'S LOG

VOYAGE THREE STAR DATE 7611.01

WELCOME BACK, once again, to this, our third issue. Starting with this issue we've decided to change things around a bit. Instead of our usual selection of articles dealing with various STAR TREK subjects, we've concentrated our efforts on one theme . . . "THE HUMOR OF STAR TREK".

Every episode of STAR TREK saw at least one light moment. It was something we came to expect from our friends aboard the Enterprise. Even during the most critical situation we were frequently given a breather while Spock and McCoy engaged in their lovable verbal antics, or while Kirk played strategic shenanegans with some alien. Some episodes, like *PIECE OF THE ACTION* and *THE TROUBLE WITH TRIBBLES*, were written for the sole purpose of having fun . . . to get a few laughs. After all, the universe can't *always* be a dead serious business with Klingons and Romulans around every corner.

Perhaps the most important reason for the success and believability of STAR TREK humor was the fact the crew of the Enterprise were real people with real emotions. The only exception to the rule being Spock, of course, who managed quite easily to inject his own dry wit and cynicism whenever given the opportunity.

So, in keeping with this concept we've put together this entire issue around the humor of STAR TREK. We've included an indepth critique on *THE TROUBLE WITH TRIBBLES*; an article on the overall humor of STAR TREK; a healthy selection of some choice "blooper" photos; PLUS, a real exclusive . . . the first terran translation of the Antarian card game known as FIZZBIN!

OUR DEEPEST THANKS TO THE NATIONAL AERONAUTICS AND SPACE ADMINISTRATION, THE PRESIDENT OF THE UNITED STATES, AND THE DEDICATION THAT IS STAR TREK FANDOM. THE "ENTERPRISE" SPACE SHUTTLE PROGRAM HERALDS THE OPENING OF A NEW FRONTIER ..."TO BOLDLY GO WHERE NO MAN HAS GONE BEFORE."

NEXT VOYAGE

YOU TREKKERS better have read the contents of this issue before you take a peek at what's coming next issue. It just isn't logical otherwise! So, stop now and first digest this issue if you're one of those illogical humans who do things backwards.

Now, assuming you've taken the logical approach to reading this magazine, we'll fill you in on what's in store for next issue.

In keeping with our new theme concept, our 4th issue will deal exclusively with "THE ALIENS OF STAR TREK".

One of the most exciting and therefore most successful ingredients in STAR TREK were the myriad of aliens encountered by the crew of the Enterprise. Aliens of all shapes, sizes, and descriptions were to greet us and it is through their actions that we were able to examine and reflect upon some of our own human foibles.

Accordingly our episode critique next issue will be on *JOURNEY TO BABEL*. In *BABEL* we not only gained enormous insight into a host of aliens, but got our first look at Spock's parents.

Next issue will also see an indepth exploration into the world of "THE SUPER-ALIENS OF STAR TREK". Beings like the Preservers, Mettrons, Organians and others all seemed to transcend our understanding of life forms. Were they all relatives of some super race of aliens or were they just beyond the evolutionary scale as we know it?

Rounding off next issue will be a close look at the Klingon and Romulan Empires. All-in-all there should be enough coming your way next issue to please even the most exacting STAR TREK fan so don't miss it.

STAR TREK MONTHLY

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STAR TREK BLOOPERS

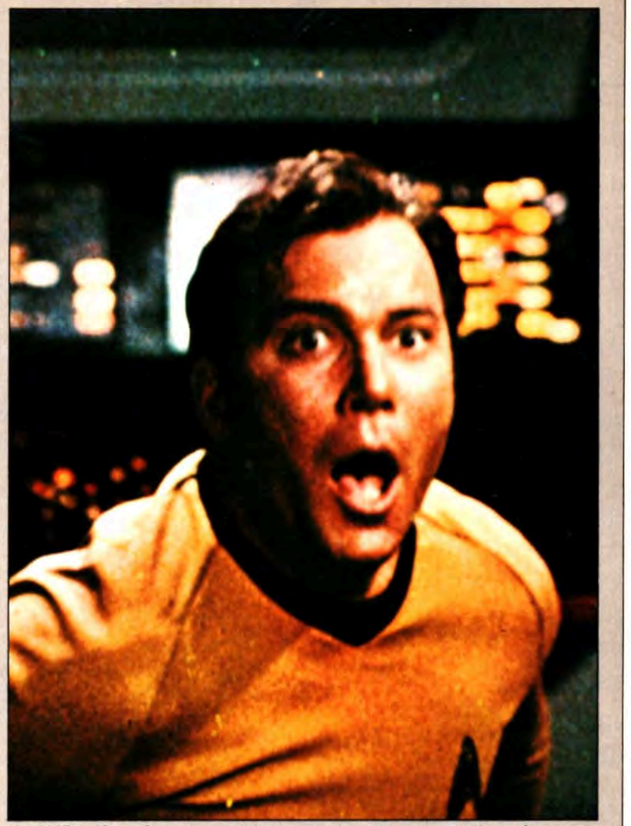
"SOMEBODY HELP THE CAPTAIN!"

by EL MONO

ABOVE: "HELLO? . . . HELLO? . . . HELLO? . . . HELLO? . . . HELLO? . . ."

ABOVE: "CUT! . . . SAVE IT!" (And happily they did.)

ABOVE: De Kelley looks dismayed as Leonard Nimoy blows a line.



ABOVE: If you've guessed this shot to be a blooper, *well*, you're wrong. The episode is *TURNABOUT INTRUDER* and the scene's a print.

HOW TO PLAY FIZZBIN—"HEY!...YOUR SHOELACE IS UNTIED"

ON THE PLANET Beta Antares Four the game of chance known as Fizzbin is not a mere entertainment but a way of life. The game is named after the Antarian ancient, Saint Fizzbin, who, it is said, learned the game from the Dark One, then proceded to win back his life each time Fate called him to eternal rest. Saint Fizzbin passed away after a lifetime of 1600 years and Antarians have adopted Fizzbin as a method of emulating their honoured ancestor, hoping to earn the favor of the gods and win health, wealth, and longevity. Fizzbin is a way of settling all debts, public and private. It is the basis of the Antarian court system, criminals being able to win pardon by defeating the local magistrates at the gaming tables. Indeed, the most skillful Fizzbin players occupy Beta Antares highest government posts. Marking Fizzbin cards is punishable by death, and the traditional, ceremonial rules, steeped in superstition, seem most strange by Earth standards, but on Beta Antares Four their faithful observation is the framework of civilization itself!

by ANTHONY FREDRICKSON

Certain anatomical and cultural differences prevent humans from playing Fizzbin exactly as Antarians who shuffle the cards using their feet as well as their hands. Antarian cards are actually hand-painted animal skins but a workable deck can be found in any standard "Bicycle" pack.

All bets are laid down before the cards are dealt. Antarians allow free betting, anything goes. They will wager for money, property, or favors (unless the participants are under twelve years of age when they play for jellybeans) and the winner collects from each of the others.

The dealer is determined by argument and he goes first, the play moving counterclockwise around the table. If the game is being played on the floor, play moves clockwise. Each player gets six cards except the dealer and the player to the dealer's right who get seven. The second card dealt to the dealer and player to his right get turned up, except on Tuesdays when the third card is upturned. A final card is dealt face up to each additional member of the game. These cards form the "discard" piles, one for each person.

There are four kinds of winning hands in Fizzbin, each successively beating the one below it. They are the One-half Fizzbin (lowest), the Fizzbin (or Full Fizzbin), the Three-quarter Fizzbin, and the Royal Fizzbin. A One-half Fizzbin consists of two Jacks, two Aces, or two Sevens of any suit. A Full Fizzbin occurs when a player holds two Jacks, a King and a Deuce (any suit), two Aces, a King and a Deuce, or two Sevens a King and a Deuce except at night when it is two Jacks, a Queen and a Four, two Aces, a Queen and a Four, or two Sevens, a Queen and a Four. The Three-quarter Fizzbin is a Three, a Five, a Six, an Eight, a Nine, and a Ten, all of them red cards. At night however, they must all be black cards. Finally, the Royal Fizzbin is the highest rank. It consists of two Jacks, two Aces, a King and a Deuce, or two Jacks, two Sevens, a King and a Deuce, or two Aces, two Sevens, a King and a Deuce. When dark the sequence is the same except that Queens and Fours replace the King and Deuce. The odds of getting a Royal Fizzbin have never been computed.

At the end of a hand, when the last card is drawn, if one or more players have attained the same highest rank the game is given to the one who first pins his opponent to the floor.

Any Queens or Fours that are dealt to a player in daytime must be immediately thrown out of the game as they are worth nothing. All Kings and Deuces are tossed out at night and a player may not replace them but loses the cards he must throw away. After each hand however, these cards must be reshuffled into the pack. They serve the important purpose of irritating the players. In daytime, a player drawing a King or Deuce from the fresh pack (or discard piles) may draw another card. Another card is allowed when a Queen or Four is drawn at night. Should anyone have in his hand three cards of a kind at the end of the hand a "shronk" is declared and he is disqualified. The sequence of play is thus: a player draws a card from either the regular pack or one of the top cards he can see on the discard piles. After arranging his new hand he must leave one card on any of the discard piles he chooses. If someone draws a card that allows him to take another he must show that card to all other players (although he need not draw again at all if he chooses). It is possible to get several cards in succession in this manner but after completion he need only discard one card. The hand has ended when the last card has been drawn from the regular deck and no other cards may be taken. At this point a participant may drop out only if they are married and have children. Each game lasts only one hand unless the winner accepts the traditional challenge . . . "Best two out of three?"

	½ Fizzbin	Full Fizzbin	¾ Fizzbin	Royal Fizzbin
DAY	JJ AA 77	JJK2 AAK2 77K2	3568910 red	JJAAK2 JJK277 K2AA77
NIGHT	JJ AA 77	JJQ4 AAQ4 77Q4	3568910 black	JJAAQ4 JJQ477 Q4AA77

DON'T SEARCH for any ulterior motives deep in the meat of The Trouble With Tribbles *next time you see it, it's strictly a "fun" episode, but part of its appeal is that the unusual situation that the crew of the Enterprise find themselves adds another facet to their patented personalities.* The Trouble With Tribbles *remains among the general Star Trek audience as one of the most popular episodes. Like* A Piece Of The Action *its script is humor oriented, and in fact, the strongest influence upon Star Trek's longevity has been the fans' ability to draw laughs from every episode, regardless of the gravity of the situation. David Gerold's script for* Tribbles *was reinforced by the talents of associate producer Gene Coon and the group effort paid off with a story that featured a bevy of characters in illuminating circumstances.*

THE TROUBLE WITH TRIBBLES

RIGHT: Hundreds and hundreds and hundreds (or at least as many as we can afford) of tribbles come tumbling out of the door, cascading down around Kirk, tumbling and seething and mewling and writhing and throbbing and trilling and purring and ...what we can see of Kirk reacts. [*From the script* The Trouble With Tribbles]

O'HURA: "Oh, but they do give us something, Mister Spock, they give us love." *KIRK:* "Lieutenant ... too much of anything ... (besieging her with tribbles) even love ...is not necessarily a good thing!"

by ANTHONY FREDRICKSON

Firstly, we are treated to life aboard Space Station K-7, a sort of travelers stopover and trading post. Infested with visiting Klingons in a sort of latter-age detente, the installation becomes a tangle of sub-plots for a harried Kirk, who really flexes his commander's muscles in dealing with the various characters aboard the station.

He is unusually harsh in dealing with Federation Undersecretary Baris, who is in distress over the possibility of Klingon espionage. Kirk takes every opportunity to insult Baris, displaying an almost rebellious disrespect for authority. He flaunts his own powers in a moment of coy diplomacy with the Klingon leader, Koloth, in effect, daring the Klingon to make trouble by assuring that every Klingon soldier would be matched by one of Enterprise's security personnel. Kirk is chastised however, when a message from Star Fleet Admiral Komack insists he cooperate with Baris and then in a rare scene (cut from the syndicated series in the New York area) he is forced to discipline Montgomery Scott and Pavel Chekov for starting a fight with Klingons! Kirk is rendered quite impotent finally, when even the furry "tribbles" invade the starship, getting into Kirk's chair, his food, and then burying him in their bloated bodies. It is William Shatner's comic sense, so much in evidence in *A Piece Of The Action*, which carries the miserable Captain through this episode as memorably.

James Doohan's role as the technical intellect, Engineer Scott, seems at times rather one dimensional. He has been portrayed as cool and competent when in the command chair and in *The Lights Of Zetar* he came across as a rather sappy lover, but he remained in character a fellow absorbed in engines and technical journals. However, in the famous barroom brawl scene aboard Space Station K-7 his fetish for the mechanical superiority of the Enterprise was so expertly handled that it worked quite well for him. Our familiarity with Scott's soft spot in combination with the relative newness of drunken Klingonese insults and our astonishment at finding him involved in an old-fashioned fist fight provided us with a delightfully violent diversion. His initiative in ridding the Enterprise of tribbles by transporting them aboard the Klingon warship was obviously an act of revenge which he expected to draw another reprimand for and it was a wonder that Spock had anything to do with it. The tribbles could not have met with a very happy end at the hands of so many vicious Klingons.

Despite Spock's Vulcanian reputation as an emotionless man, he definitely possesses a sense of humor, a dry wit, and he can be quite acidic, especially in conversation with his nemesis Doctor McCoy. Throughout *The Trouble With Tribbles* Spock displays a certain amusement at the foibles of human activity, including their fondness for "useless" tribbles. In one subtle and pointed scene, Kirk arrives on the bridge to find it blanketed with the creatures. Spock is seated at his station, arms folded. Apparently he has made no move to clear the bridge of tribbles but has allowed Kirk to make the irritating discovery for himself. Later, when Kirk confronts Cyrano Jones, who brought tribbles to the space station, Spock makes him extremely uncomfortable by quoting the penalties for the illegal transportation of alien animals. Finally, by suggesting the method of disposal for the creatures he at once initiates an immense joke and displays a tinge of calculated cruelty . . . it is a strange thing indeed that the crew finds the fate of the poor tribbles so amusing.

The tribbles themselves were favored over a number of other story possibilities despite the enormous cost of creating so many of them. Added to that the expense of constructing a Space Station K-7 and its appropriate interiors and you realize that the producers saw in it a superior story worthy of the extra effort (K-7 *was* used again in *The Ultimate Computer*). Like *Journey To Babel*, very close to *The Trouble With Tribbles* in the show's production line, we were provided with a view of the Star Trek universe rarely seen. Often the Enterprise encounters civilizations never before dealt with by humans, but every bit as interesting is the common political atmosphere surrounding Federation civilians, aliens, and military. Jam-packed into one episode is information on the method of peaceful competition between Klingons and the Federation for disputed areas . . . in this case the development of Sherman's Planet, as well as the strong presence of civilian life even so close to the Klingon borders. K-7's Commander Lurry was not a military man and his station handled both government projects as well as the occasional deep space prospector. We discovered what may be the only other sub-section of the Federation we know of besides Star Fleet and the "interplanetary treasury" mentioned at the end of *A Piece Of The Action* . . . a department for Agricultural Affairs. Perhaps the Federation even maintains a star cruising Sanitation Department, at least one Klingon suggested that the Enterprise should be hauling trash!

Uncluttered by the mysterious workings of vast intelligences or hostile planets, Gerold's script was a refreshing move towards what was almost common-place in the Star Trek universe, subliminally putting the audience at ease and setting the groundwork for several amusing, well timed conflicts. We saw members of the crew in a relaxed, convivial atmosphere rather than the usual breathless crisis, a refreshing change that reinforced our concept of the crew as human beings. In fact, *The Trouble With Tribbles* creates an almost party atmosphere that is maintained throughout the episode. Even the ending, a tribble that exposes Klingon infiltration into Baris's staff, comes unexpectedly to the first-time viewer and there is a lot to be said for even that.

McCOY: **"Jim, I think I've got it. All we have to do is stop feeding them. Once they stop eating, they'll stop breeding."**

"I'M A DOCTOR... ...NOT A MECHANIC, MOON SHUTTLE CONDUCTOR, BRICKLAYER, ETC..."

-THE HUMOR OF STAR TREK

STAR TREK . . . a comedy series? . . . Ridiculous! One certainly could not expect to laugh at the tremendous struggles, conflicts, dangers, and deep moral issues that were set upon the crew of the Enterprise. Beyond all the disasters, tension, and traumatic experiences involved in saving a galaxy or two, however, there was still room for humor amongst the chief characters. Through this humor we, the captive audience, derived our understanding of the characters' individual personalities, the way in which we related to, identified with and familiarized ourselves with our friends on the Enterprise.

by EILEEN PALESTINE

"..... Ah'm dead Jim ....."

A separate and unique type of humor can be attributed to each of the major characters. Much of the characters' special humor can be ascribed to their specific duties aboard the ship. Obviously the wit surrounding chief engineer Scott can be traced to his supreme and neurotic pride in maintaining and preserving the Enterprise, (regardless of the number of dilitium crystals left or in spite of how badly Kirk abused the ship). When realizing how sensitive Scotty can be about "his" ship, one can understand his dismay when in *THE TROUBLE WITH TRIBBLES*, the Klingon referred to the Enterprise as "something that should be hauled away as garbage". Fortunately Scotty can redirect his interest from the ship from time to time to an equally amusing bottle or two of Saurian brandy.

The remaining three leading characters, Captain Kirk, Science Officer Spock, and head medical officer McCoy each have their own amusing aura encompassing them and their positions on the ship. Ironically, much of the major comedy centered upon Mr. Spock, the serious, unemotional, unsmiling Vulcan. One has two choices when examining the humorous side of Spock. The first is to laugh "at" him as McCoy and Kirk do in the form of sadistic insults to the Vulcan's mind and anatomy, (as in *CATSPAW* when they more than implied that Spock would make a terrific Trick or Treat disguise, or in *SPOCK'S BRAIN* when McCoy decided that the worst thing he had done was to reconnect the Vulcan's speech center). The second choice is to laugh "with" Spock which is almost impossible since Vulcans never laugh. Even though Spock could not laugh at his human tormentors, he did, on numerous occasions, allow his vengeful streak to come through. In *PATTERNS OF FORCE* we all remember how Spock stood mercilessly upon Kirk's bleeding back for an unnecessary and prolonged period of time. And who could even begin to count the times Spock cut McCoy into tiny pieces. Most of Spock's revengeful, but totally amusing antics originated from his perplexed perception of those "illogical" humans he was forced to serve with.

ABOVE: **"Scotty's dead! He died of too much happiness . . . but now he's happier that he's dead!" The bizarre humor of *I Mudd* reaches out.**

Next we have James T. Kirk . . . the Captain and father image who, perhaps because of his responsibilities, was least caught up in the comedy aspects of STAR TREK. It is always a joy, however, to find Kirk ridden with embarrassment. In *CHARLIE X* we found Kirk struggling desperately for explanations and answers to Charlie's adolescent and confusing questions. Kirk's greatest comic service, however, came from his action as pivot point between Spock and McCoy. He not only served as a catalyst to promote the Spock-McCoy warfare, but actually seemed to derive great pleasure and security from it.

Finally, and perhaps most importantly, we have the overly emotional good doctor without whom a great deal of STAR TREK's amusing charm would have been lost. Everyone aboard the Enterprise always seemed to think of McCoy as a general handyman (at least in McCoy's mind) . . . thus originated the classic line . . . "I'm a doctor, not a — (mechanic, moonshuttle conductor, psychiatrist, etc.)" Certainly one of the most amusing aspects of McCoy was his limited vocabulary in regard to his diagnostic ability. Time and time again those immortal words were to ooze from between McCoy's lips . . . "HE'S DEAD JIM!"

ABOVE: **"Brain and brain! . . . What is brain!?! Something this episode may well have asked itself. (Spock needn't ask! Spock knows it!! Spock *shows* it!!!)**

Aside from McCoy's occasional bursts of anger or ribs at Spock, one of his most amusing characteristics was his innocence and virtue. These two qualities alone plagued McCoy throughout the entire three year run of STAR TREK. Whatever situation McCoy found himself thrust into, he never seemed to fit in. He was definitely much too innocent with those baby blues to suddenly make like the mafia in *PIECE OF THE ACTION*, nor could we expect his virtue to crumble enough to convince anyone that he could become a Nazi officer. Put McCoy in the sickbay, however, and he becomes God. That meek and innocent creature, so out of place everywhere else, suddenly becomes his usual power hungry self just waiting for any excuse to get Kirk, Spock, or some unsuspecting alien within his clutches.

Another humorous attraction which lightened the tension of the show were the costumes worn by the crew during some of their planetary escapades. Just think of all the times poor Spock was forced to cover those magnificent ears with some ridiculous hat or helmet. Nevertheless, if it hadn't been for the aid of a hat in *CITY* Spock would have had to walk the streets of New York posed as a Chinaman who had gotten his head caught in a "mechanical rice picker". Or how about the "proper Scottsman" draped in his dress uniform, knobby knees and all, as he prepared to meet President Lincoln. And who could forget the moment the half dressed McCoy beamed down inside a closet to join Kirk and Spock in *PATTERNS OF FORCE*, or the sweatsuits that so graciously adorned our trio in *BREAD AND CIRCUSES*, or Spock's monk garb in *ERRAND OF MERCY*, or those devastating gangster get-ups in *PIECE OF THE ACTION*. This list is endless.

Unfortunately space doesn't permit us to cite every light moment in the STAR TREK universe, but no humor article could hope to be complete without mentioning a few of the classics. *A PIECE OF THE ACTION* is riddled with them . . . Spocko's comments on Kirk's alarming driving, Scotty's feeble attempt at gangster jargon with his unforgettable "concrete goloshes", those priceless moments as Kirk relates the zany rules of Fizzbin and the general ease with which Kirk adapts to the gangster infested society . . . language and all. *THIS SIDE OF PARADISE* gave us our first look at a Vulcan monkey and who can forget the sheer, unadulterated joy, overly expressed by the emotionless Vulcan in *AMOK TIME* upon discovering Kirk alive, and his desperate attempts to cover it up with logic. Attempts which were, of course, in vain as McCoy thrust the final thorn in Spock's side with the closing comment.. "..in a pig's eye!".

All in all, despite the gentle combat between the characters, there lurks a deep attachment and sincere feeling of admiration amongst the men. It must be remembered that, above all, the humor in the series was provided for the distinct purpose of allowing us to know the crew of the Enterprise as well as we do. No matter how hopeless the situation may seem throughout the universe, one can count on the crew to come up with something funny!

ABOVE: **"I'd advise you'se to keep dial'n Oxmyx!" (Vulcans never bluff!)**

TRIVIA QUIZ

1. According to Spock's calculations, how many Tribbles did Kirk unwittingly discover in the Quadrotritacale?
2. Several spectators of the K-7 barroom brawl scene sported costumes designed for earlier instalments. Name at least two, and their corresponding episodes.
3. As property master, Irving Feinberg contracted the "manufacture" of tribbles. How many different sizes and colors were contracted, and what was the grand total?
4. What member of the *Tribbles* guest cast was once known as "Pop-o"?
5. The principal K-7 saucer is lettered much like that of the Enterprise. What does it spell?
6. What departed series backlot was utilized in the filming of *A Piece Of The Action*?
7. . . . And what *Action* guest star once called the series home?
8. Who is the maker of the "sweetest little automatic in the world"?
9. "You are an excellent Starship captain, but as a taxi-driver you leave much to be desired." Name of the taxi?
10. What is the publication date of "Ganglands of Chicago"? (And no cracks about "The Book".)

Answers in next month's issue.

ANSWERS VOYAGE II

1. In *This Side Of Paradise* McCoy denied having said he could like Spock "if he would mellow out."
2. *Galileo Seven.*
3. *Journey To Babel.*
4. Mr. Sulu in *Corbomite Maneuver*
5. Lt. Cmdr. Gary Mitchell.
6. It was during *Conscience Of The King* that Capt. Kirk referred to himself as "a very human source."
7. "Slum Angel" Edith Keeler ran the 21st St. Mission.
8. Selected circuits passing through a small block of platinum would have resulted in Spock's utilizing a "duodynetic field core".
9. February 23, 1936, "FDR confers with slum angel".
10. A famous novelist from Orion's belt will recommend the words "let me help" even over "I love you".
11. "If we hurry we can catch Clark Gable at the *Orpheum*.
12. As for the "Guardian of Forever" being "machine or being" it was "both and neither" . . . Remember?

THIS MONTH'S POSTER

FIRST OFFICER SPOCK RELAXES with his library computer while seated at the control console. To the right is the Sciences and Technology Function Patch-In Panel, and to his left is the Command Intelligence Visual Display Complex control panel. Spock must feel particularly at home with all the Enterprise's logic circuitry at his fingertips.

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