



# INPUT GUIDE

## The Top Ten Ways to get a scenario rejected

10. Make your scenario too big for people to actually play, such as maxing out the command rating for five different races.
9. Make sure your scenario just isn't interesting or fun.
8. Make sure your scenario is so unbalanced that there is no way for one side to win.
7. Build a "trick key" into your scenario, some simple thing one side can do (and the enemy cannot stop him from doing) to automatically win, such as disengaging on Turn #1 and scoring the "appearance money" points you get just for showing up.
6. Write a scenario that is just a BPV battle, or is just SG2 with no special rules or situations.
5. Write a scenario where carriers don't have their escorts because you think that the escort requirement rules are silly.
4. Don't pick a year for your scenario, just select ships, weapons, and political situations from all over the timeline and roll them into one battle.
3. Write a scenario that is historically impossible.
2. Write a scenario without a hook, or anything else to make it catch our interest.
1. Write a scenario that is "the first time they saw a \_\_\_\_ and boy were they surprised!" (Hint: both players read the scenario and nobody is surprised. *Rarely*, someone can write rules to account for a surprise, but like we said, it is very rare.)

## The Top Ten Ways to get a ship rejected

10. Include this sentence: "They improved the turn mode by doing [something you cannot see on the SSD and which has no cost]." A favorite here is "lowering the engine struts".
9. Take a sheet of graph paper and see how many boxes you can draw on it to make a really big ship.
8. Create a grid listing all of the common variants for the selected race and all of the basic hull types. Then fill in the grid with the ships already in the game. The empty boxes are then the ships you submit. For example, the survey version of the Kzinti CL and the drone bombardment version of the Klingon E7.
7. Add foreign technology to your ship. The Klingons always wanted ESGs, didn't they? If the Feds can buy plasma-Fs from the Gorns then why can't the Kzintis?
6. Create a single ship designed for at least two missions that do not work well together, for example, a commando ship that does drone bombardment, or a base construction ship that mounts extra heavy weapons so it can defend itself. Give rare technology to ships likely to get killed (penal-SFG) or to a low-priority ship that would never have it (police carrier with F14s).
5. Take any SSD in the game and add a couple of weapons (or even less creatively, a couple of fighters) and some more power by rearranging (but not eliminating) the existing boxes.
4. Create a ship for which there is no valid mission, or create a special mission ship for a race that never does that mission.
3. Combine sections of ships from at least two different races, and call it an "allied project" or "conversion of a captured ship".
2. Create a ship that carries things that are very rare, such as a Federation carrier with F14s, F15s, and F111s.
1. Adding nuclear space mines to any non-Romulan ship other than a minelayer. This includes adding mine racks to standard warships just because you want those NSMs.

## The Top Ten Mistakes in Fiction

10. It's the middle of a war and your characters refer to the border (as in "we must get back to the border"). Guys, the border became irrelevant when the invasion started. It's the front line you want. Of course, if you're talking about pushing the enemy back to the original border, then border is the correct word.

9. Using the word it's as a possessive. The possessive form is simple its as it's means it is.

8. Be careful using dashes. Any time a dash can be used, another punctuation mark would work, but there are rare cases when it makes sense — such as a pause in the conversation.

7. It seems that grammar schools no longer teach people how to punctuate dialog.

Wrong: "Take the ship to the left helmsman." Said the captain. "And bring us behind them."

Right: "Take the ship to port, helmsman," said the captain, "and bring us behind them."

6. Klingons, more than anyone else, avoid being chatty in combat. When writing Klingon dialogue, go back and see how many words you can delete. Consider:

Chatty Human: "The warp power is at maximum. Engines are running within acceptable parameters. That new flux coupler Korik-than installed seems to be hanging in there. The batteries are at 100% status."

Terse Klingon: "Warp power max, parameters acceptable, new coupler stable, batteries 100%."

5. Write a story about a great, anguished, heart-rending debate about something every SFB player knows the result of.

4. Fight the entire battle without launching a drone from your racks. In fact, totally ignore the fact that the ship in your story even has drone racks. Alternately, ignore reserve power.

3. Be sure to get the year wrong. Pick a year for your story when the two races were not at war, or when the ship you are using had not been built, or when the situation your story presents could not have happened.

2. Give the hero of your story your own name.

1. Have the ship's crew do something that makes no sense, such as stopping in enemy territory without charging the phasers.

## The Top Ten bad ideas for submissions

10. Start off your cover letter by insulting the company and game designers, such as "You people are probably going to reject this because you are morons."

9. Forget to include your name and address. For bonus points, just list your initials and assume we know who you are.

8. Leave your submission at the Origins judges' desk. This is especially cool if combined with #9.

7. Include a statement claiming that if we do not print it within 90 days you acquire the right to print your own SFB products. (Hint: Under copyright law, you can't print your own SFB products as they would be "derivative works". You also cannot impose your own conditions unilaterally.)

6. Insist that no changes can be made by ADB.

5. Copy characters, ships, and weapons from non-trek scifi.

4. Use characters from any TV show, movie, or book. We're not licensed to use "literary elements" of Trek.

3. Submit something, and get our response. Then resubmit it without fixing the problems listed in our response. Even better, don't even try to answer or explain away our objections.

2. Cruise the web. Find somebody's web site with his SFB stuff on it. Copy the stuff and submit it under his name (or even better, under your name).

1. Use material from a published Star Trek book. (Hint: if we were licensed to use that book, we would have already printed everything that could possibly be based on it.)