



INCOMING MESSAGE

THE
CONTINUING
COMMITTEE

Monthly Newsletter
JANUARY 2017

Hey Space Goobers!

Is it REALLY 2017 already? Is this REALLY the 10th year the TREKCC has been in operation? Are we REALLY about to swear in the 45th President of the United States? The answer to all those questions is yep, we are! And the best news about all those things is for every year that passes our scientists get closer to inventing transporters that get zap people all around the world in an instant, making multinational TREK events a weekend occurrence!

Until then, let's use the TREKCC website and newsletter as ways to keep our terrific communities in touch with each other.

Kieren Otton, Editor-in-Chief

From the Deputy Chair

By Maggie Geppert

Peldor Joi everyone! I hope everyone had a wonderful holiday season and are doing well in the New Year. Since it is the New Year and

the time to talk of fresh starts, I thought I would share with you my TrekCC - related goals for 2017.

1. Hire a Chief Financial Officer for the Continuing Committee (application coming January 9th)
2. Create new content for the Beam-in page for new players
3. Relearn how to play *First Edition* and play in at least one high-level tournament
4. Succeed in the *Second Edition* Tier One environment with a Ferengi Deck
5. Play more with the Project Discovery objectives and think about what a curated card pool for *Second Edition* will look
6. Actively seek players from diverse locations and with diverse viewpoints to join the Continuing Committee as positions open up
7. Keep players better updated on the status of website concerns and questions

I know this is an ambitious set of goals. I hope that in a year I'll be able to look back at this list and see that I have managed to complete most of them. Until that time, please keep sending me questions and concerns.

From the 2e Brand Manager

By Ross Fertel

Hope you guys are enjoying D'Argo. It's a neat product that the design team has been working hard on. Take a look and get your feedback out.

If that paragraph makes no sense to you, you're not on Creative or Rules. Those teams got access to the set a week or so before the end of the year. Rules makes sure that the words on the cards are absolutely correct and that there's no room for error while Creative does the exact opposite; finding bits and pieces of Trek to fit the cards that could be very open to interpretation.

Don't worry, we'll get to spoiler territory soon enough.

If you haven't played a game with Objectives and given your feedback, please do so quickly; we will be pulling data from the survey on January 15. Just play a game and give us some feedback since that will be a primary source of information and helping guide us as we go forward. This project has a lot more moving pieces affecting more departments than usual.

Happy New Year. 2017 has some really neat stuff coming!

News From Down Under

By Kieren Otton

After a very fun, relaxing afternoon at our tradition end of year wind down Claytonmas (I never realised I was so good at Dragon Racer!) the year begins in a very newbie encouraging way in Australia as our first tournament of the year is a very newbie friendly tournament at CANCON, the biggest "grass roots" convention (and I think most fun) in Australia. All those who take a demo and seem to enjoy it get to keep the deck they use for free, and they'll get free entry into the 2e TREK event starting late on the Sunday morning. Putting decks in people hands (especially simple but also competitive) as well as a flyer letting them know when and where the next TREK event is the best way to help grow your local communities. Flyers are cheap, we have access to EVERY card ever printed, so making fast, fun but easy decks is, well, easy, I encourage everyone who plays TREK to make one such deck, give it to a friend, and show them how to play.

Well, that's about it for this month, I hope you enjoyed this edition. Until next time, enjoy these great games, take care of yourselves, and play nice!

Cheers

Kieren
PR Guy

