



First Edition Play Tester Application

Version 2 - April 15th, 2011

Instructions:

1. Send your responses in an email to 1etesters@trekcc.org, with the subject, "STCCG Testing"
2. Answer each question on this application. Number each answer to correspond with each question.
3. Keep your answers concise.

1. What is your name and your trekcc.org handle?
2. Where do you live?
3. Will you be able to get a group of 3-5 discreet players [counting yourself] together at least every other week to test?
4. Which dilemma do you dislike facing the most?
5. What is the best verb in STCCG? Why?
6. What affiliation [or faction] do you think your group will test the least with?
7. What was the best turn of STCCG 1E you have ever experienced?
8. What are the three worst episodes [not movies or animated series] of Star Trek?
9. How would you evaluate the following cards? List the card title and ID [lower left hand corner of card] of each card with your response:

The image shows three Star Trek: The Next Generation cards. The first is a Dilemma card titled 'A FEW MINOR DIFFICULTIES' (ID: AD 03) with a picture of the Enterprise-D. The second is an Event card titled 'RULE OF ACQUISITION #89' (ID: BC \$ 01) with a picture of a Ferengi. The third is a Character card titled 'Sirano Jones' (ID: BN 13) with a picture of the character Sirano Jones. Each card has a 'NOT ENDORSED BY CBS OR PARAMOUNT PICTURES' watermark.

Card ID	Card Type	Card Title	Card Description	Attributes
AD 03	DILEMMA	A FEW MINOR DIFFICULTIES	The <i>U.S.S. Enterprise-D</i> picked up an infestation with their new warp core from Thantos VII. Admiral Nakamura was upset that Picard missed the banquet. Place on ship. Reduces Range by 4 and Weapons by 4. Nullify with 2 Engineer.	
BC \$ 01	EVENT	RULE OF ACQUISITION #89	Ferengi are not responsible for the stupidity of other races. Plays on your Acquisition personnel. When that personnel is on an opponent's planet mission, when you play a card, you may play an additional non-👉 card this turn. (Cumulative.)	
BN 13	CHARACTER	Sirano Jones	Captain of the Uwana Buyer. Dealer of antiques and rare artifacts. Knows how to avoid spilling a drink.	INTEGRITY 4, CUNNING 7, STRENGTH 5