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The Star Trek
Customizable
Card Game is an
out-of-print
collectible card

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game based on the Star Trek universe. The name is commonly abbreviated as STCCG or ST:CCG. It was first introduced in 1994 by Decipher, Inc., under the name Star Trek: The Next Generation Customizable

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The game now has two distinct editions, though both forms of the game have many common elements.

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Customizable
Card Game -
Wikipedia*
Star Trek CCG
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1st Edition is a Collectible Card Game based on the TV series Star Trek. It is published by Decipher from 1994 - 2003. It is designed by Tom Braunlich, Evan Lorentz, Bill Martinson, Jason Robinette and Roland L.

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Tesh. At first,
Decipher
acquired only
the license for
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but later on
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other Star Trek
series and
movies.

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combat missions
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strategies, this
work highlights
the basics of
the game, and
shows how to
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deck for maximum
results.

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humans,

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Klingons, Bajorans, and Vulcans would like? If so, what would it taste like? How would you prepare it? Could you find all the ingredients locally? This is the task that faces Neelix,

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chef for the U.S.S. Voyager™, every time he takes on the challenge of trying to feed its crew of 140 food critics. But over the course of their journey, Neelix's learned a few tricks of the trade. He

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had to, just as
a matter of self-
preservation.

Ethan Phillips,
in the persona
of Neelix, and
William J.

Birnes, the New
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bestselling

coauthor of The
Day After

Roswell, throw
wide the vaults

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of interstellar
haute cuisine,
revealing for
the first time
the secret
preparation
techniques
behind all those
exotic dishes
and drinks. The
favorite foods
of characters
from every Star
Trek series and

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movie are here,
all adapted for
easy use in twen
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kitchens. The
Star Trek
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features a
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for whipping up
the all the
drinks served at
Quark's. Fun,
and easy to use,

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them to date. As

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film or
television—but
game design has
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theoretical
framework or
critical
vocabulary. In
Rules of Play
Katie Salen and

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Eric Zimmerman
present a much-
needed primer
for this
emerging field.
They offer a
unified model
for looking at
all kinds of
games, from
board games and
sports to
computer and
video games. As

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active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding

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games. Building
an aesthetics of
interactive
systems, Salen
and Zimmerman
define core
concepts like
"play,"
"design," and
"interactivity."
They look at
games through a
series of
eighteen "game

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Design schemas,"
or conceptual
frameworks,
including games
as systems of
emergence and
information, as
contexts for
social play, as
a storytelling
medium, and as
sites of
cultural
resistance.

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Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a

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solid
theoretical
framework for
the emerging
discipline of
game design.

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and other
strange
creatures and

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alien beings
encountered by
the crew of the
U.S.S.

Enterprise in
the Star Trek
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From the #1 Best-
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comes the latest
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series, with more than 500 NPCs ready to populate your campaign whenever you need them! As is often the case in tabletop roleplaying games, players often venture into locales or

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Players for answers
in places and
among people
busy Game
Masters simply
didn't
anticipate. Or,
just as often,
an adventure
won't have fully
fleshed out
characters in
place for the
locations and

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outlined for
gameplay. The
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solves these
issues and more
by providing
Game Masters
with the
information they
need to "fill in

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the holes" in their campaign play. It will enable GMs to instantly add depth, color, motivation and unique physical characteristics at a moment's notice to unexpected or underwritten characters as

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they pop up during gameplay, ensuring every session is a memorable one for players and GMs alike. This edition also includes more than 50 hand-drawn illustrations of select NPCs detailed in the

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