

INPUT GUIDE FOR PRIME DIRECTIVE

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INTRODUCTION

Prime Directive is our role-playing game universe. We publish books for both *GURPS* and *d20*, and in future plan to do things for other systems, possibly including *D6*, *Hero*, and *Fudge* among others.

Writing for *Prime Directive* is two things: writing the books and doing the conversions for the new systems. We need people to do both, to write the background and to convert existing books to new systems.

Writing for *Prime Directive* is writing for the *Star Fleet Universe*. That means you don't get to write anything you want to; you have to actually "color inside the lines". We have already published that the Gorns have three homeworlds and were settled there 13,000 years ago by a mysterious race known as the Lizard Kings. You don't get to change that, but you can "discover" another planet with transplanted Gorns who have yet to reach the space age.

We have published lots of "Input Guide" things over the years, most of which are on the web site in the same place this document was. Check those, as much of the data applies to *Prime Directive*. Here is where to find them:

<http://starfleetgames.com/input-guide/index.shtml>

GENERAL DATA

Submissions to Amarillo Design Bureau, Inc., become our property when they arrive. (If it gets published, we do pay you at our standard rates.) We own the copyrights (there is no sharing of such) and we have the final say as to what gets printed. We respect and encourage creativity, but if we want something you write changed, it will get changed. This is non-negotiable, but if we want something changed we will give you a chance to explain your point of view before we change it. See the Terms & Conditions from *Advanced Missions* on the above website.

You are writing for the *Star Fleet Universe*, not for *Star Trek*™. You cannot use Captain Kirk (or any character from any movie, book, comic, or television show) and if we say "That is not within our license and you will have to remove it" then there isn't any argument; it gets removed. We're not going to fight Paramount in court because you insist that a character in a story gets to have "Saurian Brandy" (an example of one of many Treksisms not within our license). You cannot use anything (race, planet, ship, technology from *Next Generation*™ or *Enterprise*™ or *Voyager*™ or anything else that's not already in some *Star Fleet Universe* product.

Submissions should be sent electronically. Since we use Macintosh OS9, lots of file transfer problems abound. Generally speaking, Email us first, and send us one sample page of your document. If we have problems with it, we'll find a solution before you send the whole thing.

Anything done for *GURPS* has to be approved by Steve Jackson, so if you sent it to him and he said "no" you're probably not going to get it published through ADB, Inc.

SOME VARIOUS THOUGHTS

These are some items mentioned elsewhere which we will mention here just to make it easy for you:

- New ships: Why? We have 2000 of them in the game system. If your RPG adventure needs a ship, pick one of those. If you absolutely need a new ship, ask us first whether we will agree to it. Now, small ships for five or six people (we call them "skiffs" in SFU) are no problem. Our history states that many designs exist which were not published as they aren't that important to starship combat

- New races: New starfaring races with fleets, economies, and warlike intentions are probably not going to be added, but you can ask. New planets with non-space technology that you want to go visit isn't much of an issue. Unless you want them to be major voting members of the Federation Council. That's another one of those "ask us first" things.

- Style sheets: We have published them. Feel free to use them, but I can fix problems in good writing easily enough. I cannot fix bad writing. I'm not going to reject your submission because you said "Klingon D-7" instead of "Klingon D7".

- Ship names: We have a list; feel free to check it and use it. If we have a problem with a name you pick (from the list or your own imagination) we will change it.

- The best advice I can give you is to review our other products. Don't try to write a story, adventure, or sourcebook about the Vudar without knowing something about them, and the best place to learn is from our products. Check the *Prime Directive Core Rulebooks* and (where they apply) other sourcebooks.

- Feel free to ask questions. I may not have time to do your research for you, but I can probably send you to the right source.

WORK IN PROGRESS

I wrote this page in about an hour on a day when I had promised someone that I would do it even though I had other critical items on my schedule. I don't pretend it's complete. If you have questions, suggestions, observations, and comments, please send them to me so I can include them in updated versions of this document.