



***SPACE***

***The Final  
Frontier***

A dramatic space scene featuring a bright, glowing star in the upper right, casting a strong light across the scene. In the foreground, a large, ringed planet (resembling Saturn) is partially visible on the right. To the left, a smaller planet is seen in the distance. The background is filled with a complex network of glowing, reddish-orange filaments, suggesting a nebula or a star-forming region. The overall color palette is dominated by deep reds, oranges, and purples, creating a sense of intense energy and cosmic scale.

***Until Now!***

***Well, kind of...***

The Visualization  
Lab Presents...

# Artemis

# *What is “Artemis”?*

*Artemis* is a multi-player, strategy-based starship bridge simulator game. There are multiple computer stations creating the LAN in ISELF 204. Journey through virtual space by battling against enemies, monsters, mine fields, black holes, other players, and more.

*The VizLab in ISELF 204 is launching an Artemis League this spring with competitions and team rankings. Anyone is welcome including students, faculty, and staff. No experience necessary! It's basically intramural spaceship battling. For free!*

# *How does the game work?*

There are 6 roles in the bridge room. Each computer runs one or two of these roles, splitting them up among the team (the set-up is perfect!)

- Captain
- Engineer
- Scientist
- Weapons Specialist
- Communications
- Helmsperson

The objective is to travel through space battling alien ships, other player's ships, save NPC ships and docking stations, and so on.

# *Recruitment Video*

<https://www.youtube.com/watch?v=RC8iEQWUFWo>

**OPTN** **HELM** **WEAPON** **ENGNR** **SCIENCE** **COMMS**

ENERGY	992
FRNT SHLD	100
REAR SHLD	100
BEAM WEAPONS	AUTO
WEAPON LOCK	IDLE
Type 1 Homing	8
Type 4 Nuke	2
Type 6 Mine	6
Type 9 EMP	4
SHIELDS	--
PRIMARY BEAM	100%
TORPEDO	100%
SENSORS	100%
MANEUVER	100%
IMPULSE	100%
WARP	100%
FRONT SHLD	100%
REAR SHLD	100%

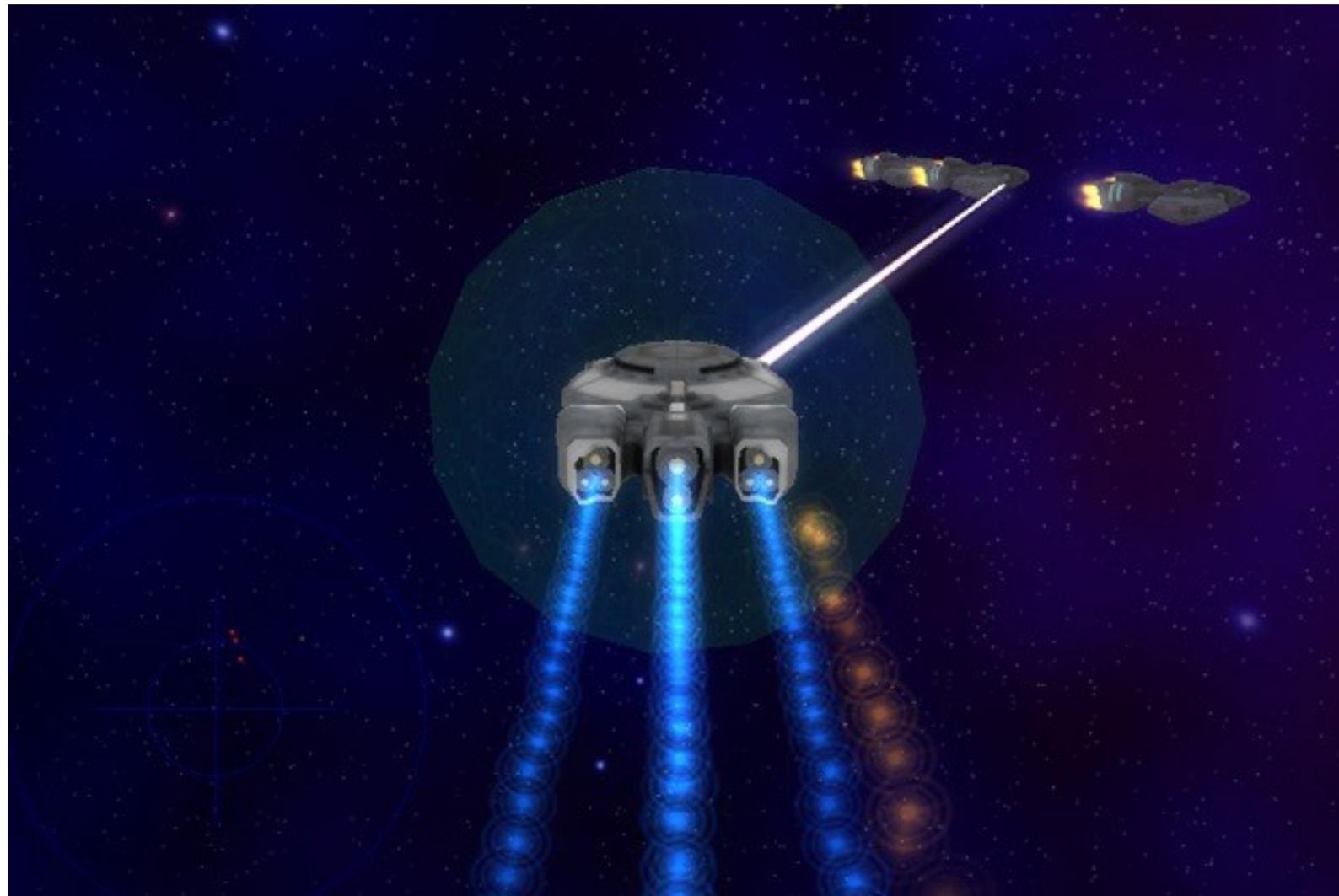
Autonomous

STORE

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

100% (5.0)	100% (1.7)	100% (1.7)	100% (3.3)	100% (6.6)	100% (9.9)	100% (8.3)	100% (8.3)
<b>PRIMARY BEAM</b>	<b>TORPEDO</b>	<b>SENSORS</b>	<b>MANEUVER</b>	<b>IMPULSE</b>	<b>WARP</b>	<b>FRONT SHLD</b>	<b>REAR SHLD</b>

F1 for help







# *What are the next steps?*

## 1. Register!

A team will consist of 3 or 4 people based on the VizLab's set-up. Email Brikken Jensen with the following info:

- All team members' names
- Team member emails
- Team name for the rankings

## 2. Practice!

Brikken Jensen at [scsuvizlab@gmail.com](mailto:scsuvizlab@gmail.com)

*Teams and Individuals: Feel free to stop by the VizLab  
to train anytime during these hours:*

Mondays @ 11am to 3pm

Wednesdays @ 11am to 3pm

**Next Skirmish:**

Saturday April 18th  
12pm to 3pm



*So venture over to ISELF 204 and check out...*

# Artemis

A man with a balding head, wearing a red Star Trek uniform, is pointing his right index finger directly at the viewer. He has a pleading or urgent expression on his face. The background is a blurred Star Trek bridge with other crew members.

***C'mon!***  
***Join already!***

***scsu vizlab***

