



Scott Pearson authored the short story "Finders Keepers" from [Space Grunts: Full-Throttle Space Tales #3](#). Scott was first published in 1987. Over the last twenty years he has published a smattering of humor, poetry, nonfiction, reviews, and short stories, including three *Star Trek*TM stories: "Full Circle" in *Strange New Worlds VII*, "Terra Tonight" in *Strange New Worlds 9*, and "Among the Clouds" in *The Sky's the Limit*. "Out of the Jacuzzi, Into the Sauna," his first mystery story, is in the anthology *Resort to Murder*. Scott's *Star Trek* novella *Honor in the Night* will be published in *Myriad Universes: Shattered Light*. Scott makes his living as an editor for Zenith Press, a military history publisher in Minneapolis, and X-comm, a regional history publisher in Duluth. He lives in St. Paul with his wife, Sandra, and daughter, Ella. Please visit his official website at www.yeahsure.net and his blog at <http://scottpearson.livejournal.com>.

How did you get involved with *Space Grunts*?

I know Dayton Ward through *Star Trek*. I met him at [Shore Leave](#) when I was in a *Strange New Worlds* anthology, and we eventually shared a table of contents in the *Next Generation* anthology *The Sky's the Limit*. At Shore Leave 2008 Dayton invited me to submit to *Space Grunts*. I jumped at the chance to do a non-*Trek* sci-fi story. Writing

military sci-fi intrigued me, because I knew I could draw on stuff I've learned from my day job as a military history editor. I told Dick Camp, a retired Marine colonel and the author of a number of books I've edited, that I was inspired by his book about the Marines aboard the battleship *Arizona* at Pearl Harbor. He told me I owed him royalties!

What angle did you explore on the theme of space soldiers in your story “Finders Keepers”?

I kept it personal. My main character wakes up and realizes she's the only crewmember on her ship who's conscious, then she discovers that there's a lone intruder aboard hijacking the ship. She knows her duty and that the fate of entire ship and crew depends on her. It becomes a very personal contest to her, beyond the immediate objectives.

Where do you get your story ideas?

I think they come from having an (over)active imagination and reading a wide variety of fiction and nonfiction, watching a lot of movies, playing video games. It all keeps your mind stimulated, lots of ideas bouncing around in there.

What do you see as some of the advantages of the short story format over longer fiction formats, such as novels?

Being able to finish one! I'm working on an original novel, but finding the time to write a novel on spec is challenging when you have a day job and a family. So I plan on taking breaks during the long haul of the novel to work on short stories—like “Finders Keepers”—to keep my name out there. Of course, that just makes the novel take longer.

Did you choose to write, or did writing choose you?

I started my first creative writing on a whim in the fifth or sixth grade because a friend was writing a novel and it sounded like fun. By the seventh grade I knew I wanted to be a writer. So I feel like I walked toward it, and then it just grabbed me and wouldn't let go.

What is the best writing advice you've ever received?

“Show, don't tell.” It's a golden oldie, but it's true, the best advice in a nutshell that any writer can know. It's the difference between “Bob was very angry” and “Bob slammed the door, swore, and threw his car keys across the room. He would make someone pay.” It's about developing a full-fledged scene for the reader to experience.

What can readers expect from you next?

My novella *Honor in the Night* comes out August 2010, in the next *Star Trek: Myriad Universes* anthology. This is a “What if?” series, where something happens differently than the established back story and then you see where it takes you. My novella concerns what happens when the events of “The Trouble with Tribbles” take a different turn. The story covers about a hundred years, so it moves from the original series to *Next Generation* and has characters from both shows plus *Deep Space Nine*.