

Riva Star A Jem Ben

FIGURE 2. NL63 infection in the human Intestine Chip and effect of drugs on viral load. **(A)** Relative NL63 subgenomic RNA expression levels measured by RT-qPCR at 2, 24, 48, and 72 h from the start of infection. Similar results obtained in a three independent experiments with two different donors. **(B)** Effects of NL63 infection on the apparent permeability (Papp) of the intestinal barrier measured on-chip at 0, 48, and 72 h after infection by quantifying the translocation of Cascade Blue from the apical to the basal channel of the Intestine Chip. Similar results obtained in a three independent experiments (squares and empty or filled circles) with two different donors. **(C)** Comparison of relative NL63 infection levels measured by RT-qPCR 24 h after infection when Intestine Chips were treated with vehicle (DMSO), remdesivir (Rem, 9 μ M), nafamostat (Naf, 10 μ M), both drugs combined (Rem + Naf) starting 1 day prior to infection. Data from two experiments are shown (empty and filled circles); each data point is one chip. **(D)** Papp of NL63 infected Intestine Chips measured at 0, 48, or 72 h after infection under the conditions described in C. In all graphs, data represent the mean \pm s.d. (n = 3); *p < 0.05. Developed by Disruptor Beam, the game allows you to command a starship and assemble a crew of your favorite *Star Trek* characters while steering the fate of the galaxy through diplomacy, science and force of arms. On 4 March 2020, Tilting Point acquired the game from Disruptor Beam and created a new studio Wicked Realm Games to support the title.[1] Set after the events of *Star Trek Nemesis* and *Star Trek: Voyager's* series finale, *Star Trek Timelines* begins as the player captains their first starship command to investigate an unknown temporal anomaly. Upon arriving at the anomaly, the player meets Q, who immediately explains that a full-on temporal crisis has begun throwing people, places, and objects from other timelines (including the primary universe, the mirror universe and the "warship universe") into this one. *Star Trek Timelines* lets players recruit characters from all eras of the *Star Trek* TV series, including *Deep Space Nine*, *Voyager*, *Enterprise*, plus *the Original Series* and *Next Generation* movies. Players take on the role of captain, in command of their first starship (a *Constellation*-class starship, just like Jean-Luc Picard's first command.) Soon, players must recruit crew and build starships from across the timelines in order to aid Q by sending crew on away missions, engaging in starship battles, and completing main missions to progress the story and choose which game factions take further control of a galaxy in chaos. Described as, "*real-time conflicts between two starships and their respective crew.*"[3] Before a starship battle, the player assigns 1-5 characters to a starship's battle station. Each character, when placed in a battle station, is able to temporarily increase the output of a ship. Currently, this is represented by three core stats: Damage, Accuracy, and Evasion. Set after the events of *Star Trek Nemesis* and *Star Trek: Voyager's* series finale, *Star Trek Timelines* begins as the player captains their first starship command to investigate an unknown temporal anomaly.



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