

## Klingon For The Galactic Traveler Star Trek English Edition

Does it take faith to be a Jedi? Are droids capable of thought? Should Jar Jar Binks be held responsible for the rise of the Empire? Presenting entirely new essays, no aspect of the myth and magic of George Lucas's creation is left philosophically unexamined in *The Ultimate Star Wars and Philosophy*. The editors of the original *Star Wars and Philosophy* strike back in this *Ultimate* volume that encompasses the complete *Star Wars* universe. Presents the most far-reaching examination of the philosophy behind *Star Wars* – includes coverage of the entire film catalogue to date as well as the Expanded Universe of novels, comics, television series, games and toys. Provides serious explorations into the deeper meaning of George Lucas's philosophically rich creation. Topics explored include the moral code of bounty-hunter favourite Boba Fett, Stoicism and the Jedi Order, the nature of the Dark Side, Anakin and Achilles in a nihilism face-off, feminism and being chained to a giant slug, cloning, de-extinction, fatherhood, Wookiees, loyalty, betrayal, guardians, republics, tyrants, terrorism, civic duty, friendship, family, and more! Publishing in time for the global release of *Star Wars Episode VII: The Force Awakens* on December 18, 2015 – hotly anticipated to become the first film to top \$3 billion in worldwide box office sales.

Klingon Captain Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace. Suddenly he must fight a secret battle of his own. His empire has a covert plan to shatter the Federation. Only Krenn can prevent a war -- at the risk of his own life!

"Heghlu'meH QaQ jajvam." "It is a good day to die." What is the proper response to this? What should I do? Now, with *Klingon for the Galactic Traveler* you will know. Organized into four easy-to-use sections, this book will guide your steps through the Klingon language and customs: The regional dialects of the Empire Common, everyday usage of the language. The slang phrases and curses that color the Klingon vocabulary. Most importantly, the proper verbal, physical, and cultural responses. A misspoken word to a Klingon, who is quick to take offense and even quicker to take action, could have dire consequences. This book is the indispensable guide for the galactic traveler.

A compendium of the infinite wisdom of the Klingons, a fierce warrior race, presents information on the Klingon language, lore, and a collection of adages in Klingon and English. Original.

A soup-to-nuts overview of just what it takes to successfully design, develop and manage an online game. Learn from the top two online game developers through the real-world successes and mistakes not known to others. There are Case studies from 10+ industry leaders, including Raph Koster, J. Baron, R. Bartle, D. Schubert, A. Macris, and more! Covers all types of online games: Retail Hybrids, Persistent Worlds, and console games. *Developing Online Games* provides insight into designing, developing and managing online games that is available nowhere else. Online game programming guru Jessica Mulligan and seasoned exec Bridgette Patrovsky provide insights into the industry that will allow others entering this market to avoid the mistakes of the past. In addition to their own experiences, the authors provide interviews, insight and anecdotes from over twenty of the most well-known and experienced online game insiders. The book includes case studies of the successes and failures of today's most well-known online games. There is also a special section for senior executives on how to budget an online game and how to assemble the right development and management teams. The book ends with a look at the future of online gaming: not only online console gaming (Xbox Online, Playstation 2), but the emerging mobile device game market (cell phones, wireless, PDA).

The funniest book about travel you will ever read: a travel guide to the fictional European republic 'Molvania', birthplace of the polka and whooping cough. The text and design draw on the standard travel guide format and include: background information on the destination, including cultural details, useful phrases, holidays, and calendar of events; accommodation and restaurant listings; activities and excursions; as well as text break-outs, colour photos and maps throughout.

Discover Vulcan's geography and customs in this illustrated travel guide that "takes readers on an extensive tour of the Federation's most logical planet" (*Entertainment Weekly*). Plan your next trip to the planet Vulcan! Find restaurants that serve the best fried sandworms and Vulcan port. Take a trip to the Fire Plains or experience spring break at the Vorothe Sea. Learn all about the native people of Spock's home planet and their unusual customs. Discover how to correctly perform the traditional Vulcan salutation (you really don't want to get this wrong). Learn key Vulcan phrases such as Nam-tor puyan-tvi-shal wilat: "Where is your restroom?" Find out what to do if you suddenly find yourself host to a katra—a Vulcan's living spirit—at an inconvenient moment. All this and more can be found within the pages of this essential travel guide to one of the most popular—and logical—destinations in the known universe. "Noted *Star Trek* novelist Dayton Ward wrote *Star Trek: A Travel Guide to Vulcan*, and the book hilariously refuses to break character even when it describes the way that visitors to this world might be drawn into a conflict over a Vulcan arranged marriage." —*Nerdist*

They have been the Federation's staunchest allies, and its fiercest adversaries. Cunning, ruthless, driven by an instinct for violence and defined by a complex code of honor, they must push ever outward in order to survive, defying the icy ravages of space with the fire of their hearts. They are the Klingons, and if you think you already know all there is to learn about them...think again. From its highest echelons of power to the shocking depths of its lowest castes, from its savagely aggressive military to its humble farmers, from political machinations of galactic import to personal demons and family strife, the Klingon Empire is revealed as never before when the captain and crew of the I.K.S. Gorkon finally return to their homeworld of Qo'noS in a sweeping tale of intrigue, love, betrayal, and honor.

*Engaging the Crusades* is a series of volumes which offer windows into a newly emerging field of historical study: the memory and legacy of the crusades. Together these volumes examine the reasons behind the enduring resonance of the crusades and present the memory of crusading in the modern period as a productive, exciting, and much

needed area of investigation. This volume considers the appearance and use of the crusades in modern games; demonstrating that popular memory of the crusades is intrinsically and mutually linked with the design and play of these games. The essays engage with uses of crusading rhetoric and imagery within a range of genres – including roleplaying, action, strategy, and casual games – and from a variety of theoretical perspectives drawing on gender and race studies, game design and theory, and broader discussions on medievalism. Cumulatively, the authors reveal the complex position of the crusades within digital games, highlight the impact of these games on popular understanding of the crusades, and underline the connection between the portrayal of the crusades in digital games and academic crusade historiography. *Playing the Crusades* is invaluable for scholars and students interested in the crusades, popular representations of the crusades, historical games, and collective memory.

*paq'batlh: The Klingon Epic* is the definitive edition of the grand Klingon epic of the Kahless the Unforgettable (qeyllS IljlaHbogh pagh). The story of Kahless is a tale of legendary proportions comparable to those of our own ancient heroes Hercules, Ulysses and Gilgamesh. Betrayed by his brother and witness to his father's brutal slaying, Kahless is pitted against his bitter enemy, the mighty tyrant Molor. To regain his honor he must travel into the Underworld, create the first bat'leth, and unite with his true love, Lady Lukara, to fight many epic battles. Through this awe-inspiring adventure Kahless redefines what it is to be truly Klingon. Reconstructed from several sources, this bilingual Klingon/English edition provides a keen insight into the nature of Klingon culture and mythology, and features the first publication of Ancient Klingon (no'Hol) fragments. Meticulously translated by the world's leading Klingon language expert, Marc Okrand, this classic epic is a must have for anyone interested in Klingon culture and language.

Create your own Klingon flash cards using our proven spaced repetition system (instructions provided in the book). This notebook is Ideal for those looking to learn the Klingon language from the hit show Star Trek. Includes a Spaced Repetition and Lapse tracker to monitor progress and remember what you learn. About this Notebook: 200 flashcards. Spaced Repetition system and Lapse Tracker (instructions provided at the back). Perfect size at 6 x 9 inches / 15.24 x 22.86 cm High-quality matte cover for a professional finish. Perfect bound Perfect for learning new Klingon words Benefits using Notebook: All your vocabulary flash cards all in one place Encourages active recall (most effective way to learn) Encourages spaced repetition (scientifically proven to improve memory retention) Track Lapses and mistakes (monitor progress over time) Study more efficiently Easily swap flash cards with others learning Klingon

Following on from Juan Ortiz's fabulous Original Series movie-poster collection, this latest treat for art-loving Trek fans features 178 posters that capture the essence of The Next Generation. Inspired by indie-film and black-light posters, comics and rock/punk culture and showcasing Ortiz's unique creative vision, this new instalment of original Trek art is sure to delight fans worldwide."

How are languages invented? Why are they invented? Who uses them? What are the cultural effects of invented languages? This fascinating book looks at all manner of invented languages and explores the origins, purpose, and usage of these curious artefacts of culture. Written by experts in the field, chapters discuss languages from Esperanto to Klingon and uncover the motives behind their creation, and the outcomes of their existence. Introduction by Michael Adams Linking all invented languages, Michael Adams explains how creating a language is intimidating work; no one would attempt to invent one unless driven by a serious purpose or aspiration. He explains how the origin and development of each invented language illustrates inventors' and users' dissatisfaction with the language(s) already available to them, and how each invented language expresses one or more of a wide range of purposes and aspirations: political, social, aesthetic, intellectual, and technological. Chapter 1: International Auxiliary Languages by Arden Smith From the mythical Language of Adam to Esperanto and Solrésol, this chapter looks at the history, linguistics, and significance of international or universal languages (including sign languages). Chapter 2: Invented Vocabularies: Newspeak and Nadsat by Howard Jackson Looking at the invented vocabularies of science fiction, for example 1984's 'Newspeak' and Clockwork Orange's 'Nadsat', this chapter discusses the feasibility of such vocabularies, the plausibility of such lexical change, and the validity of the Sapir-Whorfian echoes heard in such literary experiments. Chapter 3: 'Oirish' Inventions: James Joyce, Samuel Beckett, Paul Muldoon by Stephen Watt This chapter looks at literary inventions of another kind, nonsense and semi-nonsense languages, including those used in the works of James Joyce and Samuel Beckett. Chapter 4: Tolkien's Invented Languages by Edmund Weiner Focussing on the work of the accomplished philologist J.R.R. Tolkien, the fifteen languages he created are considered in the context of invented languages of other kinds. Chapter 5: Klingon and other Science Fiction Languages by Marc Okrand, Judith Hendriks-Hermans, and Sjaak Kroon Klingon is the most fully developed of fictional languages (besides Tolkien's). Used by many, this chapter explores the speech community of 'Trekkies', alongside other science fiction vocabularies. Chapter 6: Logical Languages by Michael Adams This chapter introduces conlangs, 'constructed languages'. For example, Láaden, created to express feminine experience better than 'patriarchal' languages. Chapter 7: Gaming Languages and Language Games by James Portnow Languages and games are both fundamentally interactive, based on the adoption of arbitrary sign systems, and come with a set of formal rules which can be manipulated to express different outcomes. This being one of the drivers for the popularity of invented languages within the gaming community, James Portnow looks at several gaming languages and language games, such as Gargish, D'ni, Simlish, and Logos. Chapter 8: Revitalized Languages as Invented Languages by Suzanne Romaine The final chapter looks at language continuation, renewal, revival, and resurrection - in the cases of Gaelic, Welsh, Cornish, and Breton - as well as language regulation.

For too long, readers throughout the Federation have been exposed to *The Tragedy of Khamlet, Son of the Emperor of Qo'nos*, that classic work of Klingon™ literature, only through inadequate and misleading English translations. Now at last, thanks to the tireless efforts of the Klingon Language Institute, this powerful drama by the legendary Klingon

playwright, Wil'yam Shex'pir, can be appreciated in the elegance and glory of its original tongue. This invaluable volume contains the complete text of the play, along with an English translation for easy consultation and comparison. In addition, an incisive introduction explains the play's crucial importance in Klingon culture, while copious notes illustrate how the debased English version diverges from the original, often distorting and even reversing the actual meaning of the verses. *Khamlet, the Restored Klingon Version*, is a work that belongs in the library of every human who hopes truly to understand what it means to be Klingon.

Anthropologists have long sought to engage and describe foreign or “alien” societies, yet few have considered the fluid communities centered around a shared belief in alien beings and UFO sightings and their effect on popular and expressive culture. Opening up a new frontier for anthropological study, the contributors to *E.T. Culture* take these communities seriously. They demonstrate that an E.T. orientation toward various forms of visitation—including alien beings, alien technologies, and uncanny visions—engages primary concepts underpinning anthropological research: host and visitor, home and away, subjectivity and objectivity. Taking the point of view of those who commit to sci-fi as sci-fact, contributors to this volume show how discussions and representations of otherworldly beings express concerns about racial and ethnic differences, the anxieties and fascination associated with modern technologies, and alienation from the inner workings of government. Drawing on social science, science studies, linguistics, popular and expressive culture, and social and intellectual history, the writers of *E.T. Culture* unsettle the boundaries of science, magic, and religion as well as those of technological and human agency. They consider the ways that sufferers of “unmarked” diseases such as Chronic Fatigue Syndrome come to feel alien to both the “healthy” world and the medical community incapable of treating them; the development of alien languages like Klingon; attempts to formulate a communications technology—such as that created for the spaceship *Voyager*—that will reach alien beings; the pilgrimage spirit of UFO seekers; the out-of-time experiences of Nobel scientists; the embrace of the alien within Japanese animation and fan culture; and the physical spirituality of the Raëlian religious network. Contributors: Debbona Battaglia, Richard Doyle, Joseph Dumit, Mizuko Ito, Susan Lepselter, Christopher Roth, David Samuels

Master the harsh, guttural language of Klingon with this indispensable audio phrasebook. This amusing and enlightening primer on ill-tempered and proud Klingon culture uses a built-in sound module to teach readers an array of crucial compliments ("You bludgeon divinely."), toasts ("Today is a good day to die"), and insults ("Your mother has a smooth forehead") as well as phrases used commonly in intergalactic travel ("Passport? My fist is my passport!"), theatergoing ("Two for Romulan and Juliet"), and more. Illustrated scenarios set the scene and offer additional useful phrases, making *How to Speak Klingon* an essential guide for any Star Trek® fan.

In all of his travels Captain Jean-Luc Picard has never faced an opponent more powerful than Q, a being from another continuum that Picard encountered on his very first mission as Captain of the *Starship Enterprise*™. In the years since, Q has returned again and again to harass Picard and his crew. Sometimes dangerous, sometimes merely obnoxious, Q has always been mysterious and seemingly all-powerful. But this time, when Q appears, he comes to Picard for help. Apparently another member of the Q continuum has tapped into an awesome power source that makes this being more powerful than the combined might of the entire Q continuum. This renegade Q is named Trelane, also known as the Squire of Gothos, who Captain Kirk and his crew first encountered over one hundred years ago. Q explains that, armed with this incredible power, Trelane has become unspeakably dangerous. Now Picard must get involved in an awesome struggle between super beings. And this time the stakes are not just Picard's ship, or the galaxy, or even the universe, this time the stakes are all of creation.

The Klingon Dictionary is the first comprehensive sourcebook for Klingon language and syntax, including fundamental rules of grammar as well as words and expressions that illustrate the complex nature of Klingon culture. It features a precise pronunciation guide, rules for proper use of affixes and suffixes, and a small phrasebook with Klingon translations for essential expressions such as "Activate the transport beam," "Always trust your instincts," and the ever-popular "Surrender or die!"

An alien scientist invents the Intergalactic Inversion Drive, an engine system that transcends warp drive -- and the U.S.S. *Enterprise*™ will be the first to test it! The Klingons attempt to thwart the test, but a greater danger looms when strange symptoms surface among the crew -- and time becomes meaningless. Now Captain Kirk and his friends face their greatest challenge -- to repair the fabric of the Universe before time is lost forever!

This book is the first to explore the varied ways in which invented languages can be used to teach languages and linguistics in university courses. There has long been interest in invented languages, also known as constructed languages or conlangs, both in the political arena (as with Esperanto) and in the world of literature and science fiction and fantasy media - Tolkien's Quenya and Sindarin, Dothraki in *Game of Thrones*, and Klingon in the *Star Trek* franchise, among many others. Linguists have recently served as language creators or consultants for film and television, with notable examples including Jessica Coon's work on the film *Arrival* Christine Schreyer's Kryptonian for *Man of Steel*, David Adger's contributions to the series *Beowulf*, and David J. Peterson's numerous languages for *Game of Thrones* and other franchises. The chapters in this volume show how the use of invented languages as a teaching tool can reach a student population who might not otherwise be interested in studying linguistics, as well as helping those students to develop the fundamental core skills of linguistic analysis. Invented languages encourage problem-based and active learning; they shed light on the nature of linguistic diversity and implicational universals; and they provide insights into the complex interplay of linguistic patterns and social, environmental, and historical processes. The volume brings together renowned scholars and junior researchers who have used language invention and constructed languages to achieve a range of pedagogical objectives. It will be of interest to graduate students and teachers of linguistics and those in related areas such as anthropology and psychology.

Explore the homeworld and vast dominion of Star Trek's formidable Klingons in this "fun and engaging" travel guide full of "fascinating facts"(Starburst Magazine). nuqneH! Bored of standard vacations to places like Risa or Wrigley's Pleasure Planet? Want to discover a unique and ancient culture not bound by standard niceties and social mores? Then Qo'noS and the vast Klingon Empire are for you! This one-of-a-kind travel guide will give you all the information you need to plan, enjoy, and survive your trip to the very heart of Klingon territory, from an overview of Klingon history to tips on what to wear (fur and leather are very popular) to a glossary of important phrases like "maml' DaneH'a'? nltebHa' maml' DaneH'a'?" (Would you like to dance with me?). Every major location in the Klingon Empire is covered in depth, with tips on where to eat (you've not lived until you've eaten Klingon skull stew), how best to get to and from your chosen destination, and what to do if you find yourself challenged to a bat'leth battle to the death. Locations include the homeworld Qo'noS and its famous locales such as the First City, the Caves of No'mat, the Hamar Mountains, and the city of Krennla, plus neighboring moons Corvix and Praxis, and many, many more must-see areas. The book also features exclusive maps and illustrations that bring to life the Klingon Empire and form the perfect reference guide for any visitor. So what are you waiting for? Qapla'!

The Ferengi are greedy, avaricious, ruthless, cowardly and completely unscrupulous. For centuries the famous Ferengi Rules of Acquisition have been the guiding principles of the galaxy's most successful entrepreneurs. These 285 Rules of Acquisition range from, #1 "Once you have their money, never give it back." to #21 "Never place friendship before profit." These rules and hundreds more have taken many successful Ferengi to new frontiers of profit.

More than four hundred men and women serve aboard the USS Enterprise. While we are very familiar with Kirk and Spock, what do we know of those who live, and sometimes die, under their command? These are the best of the Federation, men and women of exceptional courage and skill. But not all of them can be trusted. Lieutenant Jon Anderson is the newest security officer aboard the Enterprise, joining the crew at a time of mounting tension between the Federation and the Klingon Empire. Previous battles have been inconclusive, but Starfleet Command fears that the Klingons are gearing up for a major offensive, and the Enterprise would be on the front line of an all-out interstellar war. Lt Anderson, however, has a secret: he is a Klingon infiltrator, assigned to sabotage Starfleet from within. His first mission: kill Captain James T Kirk.

There are more than four hundred crew members on a Federation starship, and each of the men and women who serve under Captain James T. Kirk has his or her own story. Each has a different part to play in the saga of the USS Enterprise -- and the role of one in particular stands out from the rest... The USS Enterprise is patrolling the Klingon border when sensors detect a massive power source on a planet supposedly without advanced technology. Suspecting a Klingon plot, Kirk beams down to investigate in person, accompanied only by Dr McCoy and a small security team. But Kirk is in danger from an unexpected quarter, for the landing party includes Lieutenant Jon Anderson -- and Anderson is a Klingon agent on an undercover mission, briefed to report on the Enterprise and its crew. Anderson does not know if the Klingon Empire is at work on the unnamed planet, but if it is, then his duty requires that Kirk be stopped -- by any means necessary.

The unpredictable cosmic entity known only as Q has plagued Captain Jean-Luc Picard and the crew of the Starship Enterprise™ since their very first voyage together. But little is known of Q's mysterious past or that of the unearthly realm from which he hails. Now Picard must learn Q's secrets -- or all of reality may perish! Ever since its discovery, the great galactic barrier has impeded humanity's exploration of the universe beyond the Milky Way. Now a brilliant Federation scientist may have found a way to breach the barrier, and the Enterprise is going to put it to the test. The last thing Picard needs is a return visit from an omnipotent troublemaker so, naturally, Q appears. But Q has more in mind than his usual pranks, and while the Enterprise struggles to defeat a powerful inhuman foe, Captain Picard must embark on a fantastic odyssey into the history of the Q Continuum itself, with the fate of the galaxy hanging in the balance.

Passed down from the time of Kahless, ten precepts have shaped Klingon culture and indoctrinated Klingons in the Way of the Warrior. With this new translation, people from all walks of life—and all worlds—can harness the ancient Klingon wisdom and learn to embody courage, discipline, and honor.

- Choose your enemies well.
- Strike quickly or strike not.
- Always face your enemy.
- Seek adversity.
- Reveal your true self in combat.
- Destroy weakness.
- Leave nothing until tomorrow.
- Choose death over chains.
- Die standing up.
- Guard honor above all.

A Klingon assassin has infiltrated the U.S.S. Enterprise. His mission: To ambush the horrible, dishonorable Captain James T. Kirk. But when Kirk turns out not to be what his Klingon superiors had said he was, the Klingon assassin must decide whether to do what he was told to do, or to follow the dictates of his honor. There are more than four hundred sagas aboard the Starship Enterprise™, one for each of the unique men and women serving under the command of Capt. James T. Kirk. For years their personal adventures, their individual struggles and successes, have gone largely untold...until now. The U.S.S. Enterprise™ is patrolling the Klingon border when sensors detect a massive power source on a planet supposedly populated only by a race of primitive humanoids. Suspecting some sort of Klingon plot, Captain Kirk decides to investigate the matter personally, beaming down to the planet with Dr. McCoy and a team of security officers. But Kirk is in more danger than he knows. Among the landing party is Lt. Jon Anderson, a Klingon infiltrator on an undercover mission aboard the Enterprise. Anderson does not know if the Empire is at work on the unnamed planet, but if it is, then his duty demands that Kirk be stopped—by all means necessary.

The American Villain: Encyclopedia of Bad Guys in Comics, Film, and Television seeks to provide one go-to reference for the study of the most popular and iconic villains in American popular culture. Since the 1980s, pop culture has focused on what makes a villain a villain. The Joker, Darth Vader, and Hannibal Lecter have all been placed under the microscope to get to the origins of their villainy. Additionally, such bad guys as Angelus from Buffy the Vampire Slayer and Barnabas Collins from Dark Shadows have emphasized the desire for redemption—in even the darkest of villains. Various incarnations of Lucifer/Satan have even gone so far as to explore the very foundations of what we consider "evil." The American Villain: Encyclopedia of Bad Guys in Comics, Film, and Television seeks to collect all of those stories into one comprehensive volume. The volume opens with essays about villains in popular culture, followed by 100 A–Z entries on the most notorious bad guys in film, comics, and more. Sidebars highlight ancillary points of interest, such as authors, creators, and tropes that illuminate the motives of various

villains. A glossary of key terms and a bibliography provide students with resources to continue their study of what makes the "baddest" among us so bad. Examines in detail how villains and villainesses have appeared in comics and other media over the decades Shows how villains and villainesses have reflected the fears, anxieties, and hopes of American society at any given period Provides scholarly material that gives readers additional important historical context in five essays Ensures that diverse and obscure villains and villainesses are given equal coverage One hundred years ago, four crewmembers of the "U.S.S Enterprise™ crossed the dimensional barrier and found a mirror image of their own universe, populated by nightmare duplicates of their shipmates. Barely able to escape with their lives, they returned, thankful that the accident which had brought them there could not be duplicated, or so they thought. But now the scientists of that empire have found a doorway into our universe. Their plan is to destroy from within, to replace a Federation Starships with one of their own. Their victims are the crew of the "U.S.S. Enterprise NCC-1701-D, who now find themselves engaged in combat against the most savage enemies they have ever encountered, themselves.

An astonishing effort on the part of the leading Klingon scholars of today, telling a story of blood, honour and vengeance in true Klingon tradition. With the English-language version printed on the left and the Klingon on the right, this best-known of Shakespeare's plays, a tour-de-force of Elizabethan theatre, can now be read and understood in the great warrior tongue even by non-Klingon speakers. As General Chang (Christopher Plummer) was heard to remark in the movie Star Trek IV: The Undiscovered Country: "Shakespeare is better in the original Klingon."

Building on the groundwork of linguist Marc Okrand, author of The Klingon Dictionary, who constructed a fully spoken language out of what began as little more than a background prop, the Klingon Language Institute in Flourtown, Pennsylvania, is dedicated to the study and teaching of Klingon as a living tongue. Translating the great works of literature, Hamlet among them, is central to their philosophy of education and discovery.

Is there one food that humans, 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, 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 had to, just as a matter of self-preservation. Ethan Phillips, in the persona of Neelix, and William J. Birnes, the New York Times bestselling coauthor of The Day After Roswell, throw wide the vaults 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 movie are here, all adapted for easy use in twentieth-century kitchens. The Star Trek Cookbook also features a complete guide for whipping up the all the drinks served at Quark's. Fun, and easy to use, the Star Trek Cookbook is your indispensable guide to the food of the stars!

Can you converse in Klingon? Ask an Elf the time of day? Greet a speaker of Esperanto? These are among the more than 100 constructed languages you'll find in this book. For each one, author Stephen D. Rogers provides vocabulary, grammatical features, background information on the language and its inventor, and fascinating facts. What's more, easy-to-follow guidelines show you how to construct your own made-up language--everything from building vocabulary to making up a grammar. So pick up this dictionary! In no time, you'll be telling your friends, "Tsun oe nga-hu ni-Na'vi pangkxo a fi-u oe-ru prte' lu." ("It's a pleasure to be able to chat with you in Navi.")

Are you a word person? A curiosity seeker? An explorer? Take a look at these twenty-six extraordinary individuals for whom love of language is an extreme sport. Step right up and read the genuine stories of writers so intoxicated by the shapes and sound of language that they collected, dissected, and constructed verbal wonders of the most extraordinary kind. Jean-Dominique Bauby wrote his memoirs by blinking his left eyelid, unable to move the rest of his body. Frederic Cassidy was obsessed with the language of place, and after posing hundreds of questions to folks all over the United States, amassed (among other things) 176 words for dust bunnies. Georges Perec wrote a novel without using the letter e (so well that at least one reviewer didn't notice its absence), then followed with a novella in which e was the only vowel. A love letter to all those who love words, language, writing, writers, and stories, Alphamaniacs is a stunningly illustrated collection of mini-biographies about the most daring and peculiar of writers and their audacious, courageous, temerarious way with words.

Well-known writer Michael Hemmingson offers a history and critique of the original Star Trek TV series, and the impact it has had on our culture, language, and science. Also included is the first coverage in book form of the 2009 Star Trek motion picture.

The "fifth season" saga of the Star Trek: Enterprise TV series continues with this action-packed original novel! Admiral Jonathan Archer has barely settled in as Starfleet Chief of Staff when new crises demand his attention. The Starfleet task force commanded by Captain Malcolm Reed continues its fight against the deadly Ware technology, but one of the task force ships is captured, its Andorian crew imprisoned by an interstellar Partnership that depends on the Ware for its prosperity. Worse, the Partnership has allied with a renegade Klingon faction, providing it with Ware drone fleets to mount an insurrection against the Klingon Empire. Archer sends Captain T'Pol and Endeavour to assist Reed in his efforts to free the captured officers. But he must also keep his eye on the Klingon border, for factions within the Empire blame Starfleet for provoking the Ware threat and seek to take revenge. Even the skill and dedication of the captains under Archer's command may not be enough to prevent the outbreak of the Federation's first war! ™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

A thrilling Star Trek adventure novel featuring Captain Kirk and members of the original crew as they face an unknown phenomenon headed to destroy a planet and its possible origins of a past coming back to haunt them. Lt. Jon Anderson is the newest security officer aboard the U.S.S. Enterprise. He joins the crew at a time of mounting tension between the Federation and the Klingon Empire. Previous battles have been inconclusive, but Starfleet Command fears that the Klingons are gearing up for a major offensive. The Enterprise would be on the front lines of an all-out interstellar war. But Lieutenant Anderson has a secret: he is actually a Klingon infiltrator assigned to sabotage Starfleet from within. His first mission: kill Capt. James T. Kirk.

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