

## Star Trek Bu

An epic new trilogy begins—a tie-in for the milestone fiftieth anniversary of Star Trek: The Original Series—that stretches from the earliest voyages of the Starship Enterprise to Captain Kirk's historic five-year-mission...and from one universe to another! Hidden aboard the U.S.S. Enterprise is a secret that has been passed from captain to captain, from Robert April to Christopher Pike to James T. Kirk. Now the return of the enigmatic woman once known as Number One has brought that secret to light, and Kirk and his crew must risk everything to finish a mission that began with April so many years ago... Nearly two decades earlier, April and his crew first visited the planet Usilde, where they found both tragedy and a thorny moral dilemma. Today, the legacy of that fateful occasion will compel Kirk to embark on a risky voyage back to that forbidden world—which is now deep in territory claimed by the Klingon Empire! ™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

"Based on Star trek created by Gene Roddenberry and Star trek: Voyager created by Rick Berman & Michael Piller & Jeri Taylor."

Captain Picard, Mr. Spock, and your Star Trek favorites from A to Z star in an out-of-this-world Little Golden Book! A is for alien, B is for Borg, and C is for communicator. Now even the youngest Star Trek fans can go boldly into the universe as they learn Earth's alphabet! Explore the worlds of Star Trek, The Next Generation, Deep Space 9, and Discovery while learning the ABCs in this Little Golden Book--perfect for boys and girls 2 to 5, as well as fans and collectors of all ages. TM & © 2019 CBS. All rights reserved.

Witness the Aftermath of the stunning second season of Star Trek: Discovery! An all-new graphic novel that ties directly into Season Two of the hit CBS All Access series! After the disappearance of the U.S.S. Discovery, Captain Pike and Chancellor L'Rell seek to forge a peace treaty between the Federation and the Klingons. But when a new enemy threatens to sabotage the negotiations, Spock must reclaim his place in Starfleet to save his friends and prevent the outbreak of a new war!

At head of title: Star Trek the original series.

When Quark brokers a lucrative deal to trade trellium crystals from the Gamma Quadrant for gold-pressed latinum, the potential for profit seems too good to be true. It is. Pretty soon, Deep Space Nine is under fire from at least three different alien races, each accusing the others of theft, piracy, and worse. Then, angry Klingons get involved, and so do the Ferengi... Odo wouldn't mind seeing one of Quark's schemes backfire, but not when it places the entire station in the middle of a shooting war that might consume them all!

"Based upon Star Trek created by Gene Roddenberry and Star Trek: Enterprise created by Rick Berman & Brannon Braga."

"Manu Saadia has managed to show us one more reason, perhaps the most

compelling one of all, why we all need the world of Star Trek to one day become the world we live in." — Chris Black, Writer and Co-Executive Producer, *Star Trek: Enterprise* What would the world look like if everybody had everything they wanted or needed? *Treconomics*, the premier book in financial journalist Felix Salmon's imprint PiperText, approaches scarcity economics by coming at it backwards — through thinking about a universe where scarcity does not exist. Delving deep into the details and intricacies of 24th century society, *Treconomics* explores post-scarcity and whether we, as humans, are equipped for it. What are the prospects of automation and artificial intelligence? Is there really no money in Star Trek? Is *Treconomics* at all possible?

Just in time for the milestone 50th Anniversary of *Star Trek: The Original Series*, an epic new trilogy that stretches from the earliest voyages of the Starship *Enterprise* to Captain Kirk's historic five-year-mission—and from one universe to another! *A Debt of Honor*: One brave woman ventures alone into a parallel universe to save her old shipmates, exiled there decades earlier by a mysterious device called the Transfer Key. She soon learns the alternate universe harbors not just an alien invasion force, but a secret that underpins its very existence. *A Mission of Peace*: A long-awaited Klingon-Federation peace conference convenes, led by Ambassador Sarek of Vulcan and Councillor Gorkon of Qo'noS. But both sides have enemies who would prefer the two great powers remain at war—and who will do anything to make certain hate wins the day. *An Errand of Justice*: Captain Kirk and his crew seek the stolen Transfer Key that opens a door between universes, but their hunt is cut short by Ambassador Sarek's plea for help. The *Enterprise* crew soon becomes targets in a deadly crossfire—one whose outcome will decide the fate of two universes. ™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Jean-Luc Picard. His name has gone down in legend as the captain of the U.S.S. *Stargazer* and two starships *Enterprise*. But the nine years of his life leading up to the inaugural mission of the U.S.S. *Enterprise*™ to Farpoint Station have remained a mystery -- until now, as Picard's lost era is finally unearthed. Following the loss of the *Stargazer* and the brutal court-martial that resulted, Picard no longer sees a future for himself in Starfleet. Turning to his other love, archaeology, he embarks on a quest to rediscover a buried age of ancient galactic history...and awakens a living survivor of that era: a striking, mysterious woman frozen in time since before the rise of Earth's dinosaurs. But this powerful immortal has a secret of cataclysmic proportions, and her plans will take Picard -- aided along the way by a brilliant but naive android, an insightful Betazoid, and an enigmatic El-Aurian -- to the heights of passion, the depths of betrayal, and the farthest reaches of explored space.

The first and only guide to the beloved and star-studded *Star Trek: The Animated Series*, the in-canon (mostly) continuation of the iconic *Star Trek: Original Series*. *Star Trek: The Animated Series* (TAS) was a critical success, airing 22 episodes over two seasons and earning the franchise its first Emmy Award in 1975. The show featured the voices of almost the entire original cast, including William Shatner and Leonard Nimoy, along with the original series writers Dorothy Fontana ("Journey to Babel"), David Gerrold ("The Trouble with Tribbles"), acclaimed science-fiction author Larry Niven, and many more. *Star Trek: The Official Guide to The Animated Series* reveals the efforts it took to translate *Star Trek: The Original Series* into animated form, with a Databank illustrating how the animated series ties into other *Star Trek* shows. This book provides fans with behind-the-scenes production documents, never-before-seen art, and all-new interviews with the people who produced the *Enterprise*'s new animated adventures.

Celebrate 50 years of one of the longest running and beloved sci-fi franchises with *The Star*

Trek Book. This comprehensive guide to the series delves into the myriad worlds and different dimensions visited by the crew of the U.S.S. Enterprise. Discover the amazing science of Star Trek and how it has influenced real-world technology such as flip phones. Featuring informative and analytical text combined with exciting photography and infographics throughout, The Star Trek Book is broken down into main categories such as science and technology, Starfleet, allies and enemies, and more. Perfect for fans of the various Star Trek TV series, including The Next Generation, Deep Space Nine, Voyager, and Enterprise, The Star Trek Book details everything you need to know about 50 years of excitement and adventure on the final frontier. ® & © 2016 CBS Studios Inc. © 2016 Paramount Pictures Corporation. STAR TREK and related marks are trademarks of CBS Studios Inc. All Rights Reserved.

The official parody guide to the unaired eighth season of Star Trek: The Next Generation, based on the popular @TNG\_S8 Twitter account from creator Mike McMahan! In the basement of the Star Trek archives, behind shelves of U.S.S. Enterprise NCC-1701-D models, bags of wigs, and bins of plastic phasers, sits a dusty cardboard box. Inside is a pile of VHS tapes that contain never-before-seen episodes and behind-the-scenes footage for something truly amazing. The world thinks there are only seven seasons of Star Trek: The Next Generation, but there's one more. A secret season. Actually, not really. But that didn't stop Mike McMahan, creator of the parody Twitter account @TNG\_S8, from making a guide full of REAL\* TNG SEASON 8 FACTS AND STORIES! REAL\* TNG SEASON 8 DIALOGUE AND IMAGES! (\* Again, not really, of course. This is humor. Sorry.) So impress your friends and bewilder your enemies with your newfound knowledge of these very lost Star Trek episodes! Engage! ™, ®, & © 2015 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Is there a God? What evil lurks beyond the stars? Can science save one's soul? Profound questions like these have consumed human thought over the ages; they also inspired the original creators of the Star Trek canon of TV series and films. Religions of Star Trek tackles these challenging questions head-on in a remarkable look at one of sci-fi's great success stories. Analyzing more than three decades of screen adventure, the authors depict a Star Trek transformed, corresponding to the resurgence of religion in American public discourse. The authors identify the many religious characters in Star Trek, tracing the roots of scientific humanism to more contemporary aspects of religion and spirituality. Through it all, the creators' visionary outlook remains constant: a humanistic faith in free will and the salvific nature of dispassionate scientific inquiry. This book was not prepared, licensed, approved, or endorsed by any entity involved in creating or producing the Star Trek television series or films.

The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse—only to find that some fates really are inevitable. STARFLEET'S FINEST FACES A CHALLENGE UNLIKE ANY OTHER TOMORROW IS DOOMED Time is coming apart. Countless alternate and parallel realities are under attack, weakening and collapsing from relentless onslaught. If left unchecked, the universe faces an unstoppable descent toward entropy. WANDERER, ORACLE, ALLY Scarred and broken after decades spent tracking this escalating temporal disaster, while battling the nameless enemy responsible for it, an old friend seeks assistance from Captain Jean-Luc Picard and the crew of the Starship Enterprise. The apocalypse may originate from their future, but might the cause lie in their past? EVERYTHING THAT WILL BE Identifying their adversary is but the first step toward defeating them, but early triumphs come with dreadful costs. What will the price be to achieve final victory, and how will that success be measured in futures as yet undefined? ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Traces the influence of early ocean vessels on Starfleet ships and incorporates more than

seventy-five additional images featured in the "Star Trek: Ships of the Line" calendar series. When Voyager's Seven of Nine is accidentally transported across time and space and meets Captain James T. Kirk of the U.S.S. Enterprise, he tries to help her get back to her time before her presence in the past causes problems.

An all-new Star Trek movie-era adventure! While attempting to settle in as commandant of Starfleet Academy, Admiral James T. Kirk must suddenly contend with the controversial, turbulent integration of an alien warrior caste into the student body—and quickly becomes embroiled in conflict when the Academy controversy escalates to murder. Meanwhile, Captain Spock of the USS Enterprise and Commander Pavel Chekov of the USS Reliant are investigating a series of powerful cosmic storms seemingly targeting Federation worlds—unstoppable outbursts emitting from the very fabric of space. Endeavoring to predict where the lethal storms will strike next, Spock and Chekov make the shocking discovery that the answer lies in Commander Nyota Uhura's past—one that she no longer remembers....™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Investigating the disappearance of a secret Romulan fleet, the U.S.S. Titan, commanded by Captain William Riker, is unexpectedly propelled more than 200,000 light-years into the Small Magellanic Cloud. One of the Milky Way's satellite galaxies, the Cloud is also home to the Neyel, the long-sundered offshoots of Terran humanity, with whom the Federation has had no contact in over eighty years. Nearby, Riker's uncertain ally, Commander Donatra of the Romulan Warbird Valdore, rescues a young Neyel, the survivor of a mysterious cosmic upheaval that seems at times to be both unraveling and reweaving the very fabric of space...the fulfillment of an apocalyptic vision that has already claimed millions of lives. Titan's science team soon finds evidence that the ravaging of Neyel space is the work of a vast and powerful intelligence: the stirrings of a dormant consciousness that is maintaining the existence of the Small Magellanic Cloud -- and all life within it -- from one moment to the next. And if it should awaken, the consequences are unimaginable. As Riker considers his options, his new crew struggles with the scientific and philosophical implications of what they've discovered...while the young Neyel in their midst forges a bond with the captain, conjuring old ghosts Riker has yet to lay to rest.

Dig through the many pages of advice in this fun pop philosophy book as narrated by Captain Kirk, based on the characters from Star Trek: The Original Series. The cosmos is filled with a great many wonders--uncharted worlds, bizarre life forms, chaos and calm. Tread carefully as you navigate through this collection of scenarios as Captain Kirk teaches you how to handle even the most challenging situations. The possibilities are as limitless as the universe itself. Few films have been so keenly awaited or the subject of so much internet debate as the twelfth Star Trek movie -- the first since 2002 -- which is scheduled to be released in May 2009. Directed by J.J. Abrams, creator of cutting-edge cult television shows Lost and Alias, the film is expected to launch the Star Trek franchise into a new stellar era. Going back to the very beginnings of the classic Star Trek, the film tells how James T. Kirk, the half-Vulcan Spock, Dr McCoy, engineer Montgomery Scott and crew members Chekov, Sulu and Uhura first came together as rookie Starfleet recruits, and how they embraced the destiny that would later send them out across the galaxy accompanied by the immortal words: 'These are the voyages of the Starship Enterprise...' A largely brand new cast including Chris Pine as Kirk, Zachary Quinto (Heroes) as Spock, Simon Pegg as Scotty, Karl Urban as McCoy alongside Eric Bana, Winona Ryder and Leonard Nimoy will bring Star Trek to a whole new audience, while at the same time Alan Dean Foster's novelization will enthrall both existing fans and a new generation of readers.

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HEADQUARTERS UNITED FEDERATION OF PLANETS FRANZ JOSEPH UNITED

FEDERATION REPRESENTATIVE STARDATE 7512.02 To: Ballantine Books Planetary Agents, NA, USA, 10019 1. A printed Terran version of the Starfleet Technical Manual was approved by the Federation Council for release to civilians and civilian auxiliaries on your planet. We have reviewed copies of this version as printed by you, and wish to assure you and the others that these copies are precisely correct and complete as authorized. We believe some of your civilians are confused because they are unfamiliar with the system and arrangement of Technical Orders, therefore, we offer the following by way of clarification. 2. The print-out version of the Starfleet Technical Manual, as used by the Starfleet Academy, is a collection of only those Technical Orders necessary to the indoctrination of new cadets until such time as they become experienced in the use of the data read-out stations of Mastercom/SFHQ. Further, the Terran version contains even fewer Technical Orders because of the prohibition of the Prime Directive. Neither version is a book of pages as the questioners seem to think—nor do they contain all of the technical information stored in the data banks of Mastercom/SFHQ. Your civilians must understand these technical data banks contain all the knowledge presently known to the United Federation of Planets from all the member planets. If it were to be published in book form, the sum total would amount to more books than you now have stored in your libraries. Obviously, this cannot be done. It is equally obvious that you cannot have the galactic knowledge of future centuries given to your planet as a gift; you must earn it by your own efforts just as others have done. 3. In the Terran version, the General Index summarizes the subject area groupings by Technical Order number blocks as a part of the total system of classification. It does not give the total classification system, nor does it indicate whether or not such subject matter is available. The Introduction (T.O:00:00:06) for instance, is not included because it has not been authorized for release at this time. Each Section Index lists the Technical Orders currently approved for each section, and shows the correct issue by authentication date (and amendment code—if required). Thus a Section Index shows whether or not a particular manual contains the correct issues. Those listed with an asterisk may become available in a future print-out from Mastercom/SFHQ. Other Technical Order numbers that are missing do not appear by reason of the prohibition of the Prime Directive, or they have not been approved for release at this time. 4. In as gentle and as diplomatic a manner as we may, we would like to point out that this confusion is just another example of the many primitive attributes of your planet that prevents its acceptance into the United Federation of Planets at this time in your current calendar. But be patient, the day will come when your planet will have finally overcome these obstacles, and take its place in the intergalactic community of intelligent life forms. Live long and prosper.

Journeying to the gravesite of James Kirk, a mourning Spock is alarmed when he learns that the Borg have brought Kirk back to life for the purpose of hunting down and killing Jean-Luc Picard. Reprint.

Based on the classic television and movie franchise! Beam me up, Scotty! Star Trek Mad Libs features 21 stories inspired by the classic Star Trek television series and films!

How does the Star Trek universe stack up against the real universe? What warps when you're traveling at warp speed? What is the difference between a wormhole and a black hole? Are time loops really possible, and can I kill my grandmother before I am born? Anyone who has ever wondered "could this really happen?" will gain useful insights into the Star Trek universe (and, incidentally, the real world of physics) in this charming and accessible guide. Lawrence M. Krauss boldly goes where Star Trek has gone—and beyond. From Newton to Hawking, from Einstein to Feynman, from Kirk to Picard, Krauss leads readers on a voyage to the world of physics as we now know it and as it might one day be.

The third volume in this acclaimed series focuses on the J.J. Abram's Star Trek films - featuring nearly 20 ships, including the new Enterprise! Explore the process behind the creation of the ships features in the Star Trek, Star Trek: Into Darkness and Star Trek: Beyond films. This is the story of how some of the most talented designers in Hollywood created STAR TREK's starships from the first sketches to the finished models that appeared on screen. This book covers nearly 20 new ships from the modern STAR TREK movies, from the new Enterprise to a fleet of Federation ships that was barely seen. Along the way it covers the thinking behind Klingon and Romulan ships and the heavily-armed U.S.S. Vengeance. This third volume in the Designing the Starships series collects the profiles and design history from the rebooted Star Trek "Kelvin Timeline" film universe. The "Kelvin Timeline" is an alternate reality timeline in which the current Star Trek film universe operates. It is named after the ship captained by Captain Kirks father in the first of J.J. Abrams' Star Trek films, the U.S.S. Kelvin. Ships included: U.S.S. Enterprise, U.S.S. Enterprise-A, Narada, U.S.S. Kelvin, Spock's Jellyfish, U.S.S. Yorktown Space Station, and many more. Includes 6 ships that were designed for the final sequence of Star Trek: Beyond which were not used and have never been seen before.

IDW Publishing and DC Comics are proud to present the greatest tale of the 23rd century! Or is that the 31st century? The crew of the Starship: Enterprise and the Legion of Super-Heroes come face to face as they deal with a changed history and timeline that neither knows the cause of. Traveling to the past and the future to find answers both teams must work together to set things right.

Explores the television programs' success, drawing from classical literature and popular culture to explain the importance of Star trek's fictional universe to the series' popularity

To boldly expand your Star Trek horizons. Re-engage! The new edition of The Star Trek Book takes readers even further into one of the greatest science fiction universes ever created. This unique, insightful, and comprehensive examination of an enduring, much loved franchise features every era of Star Trek in one volume, from the pioneering 1960s TV series to the latest movies and streaming shows, including Star Trek: Beyond, Star Trek: Discovery, Star Trek: Picard, and Star Trek: Short Trek. Written by Star Trek experts, this ebook includes stunning film and TV stills, illuminating infographics, and incisive, specially curated essays that unlock the mysteries of the ever-expanding Star Trek Universe. From new and legendary heroes such as James T. Kirk, Jean-Luc Picard, and Michael Burnham to iconic villains like Khan, Q, and the Borg, to fascinating alien species like the Vulcans, Klingons, and Ferengi, this ebook explores the central characters, technology, civilizations, and events that have shaped the complex, epic story of Star Trek. Resistance is futile. This is the (star) trek of a lifetime you don't want to miss! TM & © 2020 CBS Studios Inc. © 2020 Paramount Pictures Corp. STAR TREK and related marks and logos are trademarks of CBS Studios Inc. All Rights Reserved.

The official guide to the film artistry of Star Trek: The Motion Picture. Forty years ago, Star Trek: The Motion Picture brought Kirk, Spock, and the Enterprise crew to the big screen and changed the course of the Star Trek franchise. Now, celebrate this landmark anniversary by discovering the visual artistry that made this an enduring science fiction classic. For the first time ever, explore archival material created by legendary Star Trek collaborators, including Robert Abel, Syd Mead, Ralph McQuarrie, Andrew Probert, and Ken Adams.

An epic new Star Trek saga by New York Times bestselling author Dayton Ward set during the original Five-Year Mission! For years, Starfleet Intelligence agents have carried out undercover assignments deep within the Klingon Empire.

Surgically altered and rigorously trained in Klingon culture, they operate in plain sight and without any direct support, while collecting information and infiltrating the highest levels of imperial power. Their actions have given Starfleet valuable insight into the inner workings of Klingon government and its relentless military apparatus. After three of Starfleet's longest serving agents fear exposure, they initiate emergency extraction procedures. Their planned rendezvous with the USS Endeavour goes awry, threatening to reveal their activities and the damaging intelligence they've collected during their mission. Tasked by Starfleet to salvage the botched rescue attempt, Captain James T. Kirk and the crew of the USS Enterprise must discover the truth behind a secret weapons experiment while avoiding an interstellar incident with the potential to ignite a new war between the Federation and one of its oldest adversaries.

By the Book Simon and Schuster

A collection of highly logical essays that provide a thorough examination of the Star trek universe-- from the original series to Star trek into darkness (2013). The questions raised-- and sometimes answered-- range from the ethics of the Prime Directive to the identity of Data and holograms as people.

An original spin-off novel set in the popular Star Trek: The Next Generation universe from New York Times bestselling author David Mack. Death slumbers in the ashes of silent planets, waiting to be awakened and unleashed... Twenty years have passed since the interstellar scourge known as the Husnock were exterminated without warning by a being with godlike abilities. Left behind, intact but abandoned, their desolate worlds and derelict ships brim with destructive potential. Now a discovery by a Federation cultural research team has drawn the attention of several ruthless factions. From black market smugglers to alien military forces, it seems every belligerent power in the quadrant hopes to capture the Husnock's lethal technology. All that stands between the galaxy and those who have come to plunder the cruelest secrets of the Husnock are Admiral William Riker, Captain Christine Vale, and the crew of the Starship Titan. ™, ®, & © 2017 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

A fully illustrated guide that bridges the nexus between stasis and health, Star Trek: Body by Starfleet provides real, practical, and fun exercises for Star Trek

fans of all ages and physical abilities so that they may boldly live long and prosper. Drawing from the most celebrated and iconic elements of over 50 years of Star Trek, *Body by Starfleet* will provide any pop-culture (or junk-food) junkie a fun and healthy way to engage their warp core and get moving. Whether you view the gym as an impenetrable final frontier or regularly bench press boulders like a Gorn, these simple, easy-to-follow instructions -- created in consultation with a certified fitness trainer -- is for readers of all ages and fitness levels to navigate through a series of enterprising exercises. Everyone, from an ensign in the Command Training Program to an admiral who's voyaged through every quadrant, will benefit from the more than 30 exercises featuring Klingon Tribble Twists, Chekov's Cossack Squats, Jefferies Tube Climbers, and Wesley Crunchers. All of the exercises in *Body by Starfleet* are designed for standard gravity so they can be performed with little to no equipment everywhere from living rooms to gyms to holodecks. Also included is a section covering nutrition so readers can program their replicators to eat better and cleaner, a workout log for recording activities and progress, and special exercises aimed toward non-humanoid species including Horta and Medusans.

Back by popular demand -- again! Our third anthology featuring original Star Trek®, Star Trek: The Next Generation®, Star Trek: Deep Space Nine®, and Star Trek: Voyager® stories written by Star Trek fans, for Star Trek fans! Each *Strange New Worlds* competition draws a greater response than the last. The final selections gathered here were chosen from an overwhelming number of entries by virtue of their originality and style. With wit, compassion, and an affection for all things Star Trek, these brand-new authors take us where Star Trek has never gone before. Their tales rocket across the length and breadth of Federation time and space, from when Captain Kirk explored the galaxy on the first Starship Enterprise™, through Captain Picard's U.S.S. Enterprise™ 1701-D and Captain Sisko's Deep Space Nine™, to Captain Janeway's Starship Voyager™, with many more fascinating stops along the way. Find out what happens in the Star Trek universe when fans -- like you -- take the helm! The USA TODAY bestseller—based on the new Star Trek TV series! “Fifteen years ago...you led us out of the darkness. You commanded the greatest rescue armada in history. Then...the unimaginable. What did that cost you? Your faith. Your faith in us. Your faith in yourself. Tell us, why did you leave Starfleet, Admiral?” Every end has a beginning...and this electrifying novel details the events leading into the new Star Trek TV series, introducing you to brand-new characters featured in the life of Jean-Luc Picard—widely considered to be one of the most popular and recognizable characters in all of science fiction.

In their first few weeks in space, Captain Jonathan Archer and the crew of the Enterprise™ have already discovered several new species and explored strange new worlds. But each planet brings new discoveries...and new dangers. BY THE BOOK *The Fazi*, whose ultraregulated culture ranges from strict conversation protocols to unvarying building designs, inhabit half of a planet discovered by the

Enterprise. But after a disasterous first contact with the ruler of the Fazi, Archer must depend on Vulcan science officer T'Pol and communication specialist Hoshi Sato to help him mend relations with the people of this planet, and unravel the mystery of the other creatures living on the world.

In *The World of Star Trek*, David Gerrold opens up dialogue on the people, places, and events that made Star Trek one of the most popular series ever. Gerrold discusses what was successful and what wasn't, offering personal interviews with the series' legendary stars and dissecting the trends that developed throughout the seasons. The complete inside story of what happened behind the scenes of the Star Trek universe, from scriptwriters' memos to special effects and more, *The World of Star Trek* is the companion all Trekkies need for the most all-encompassing breakdown and analysis of Star Trek.

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