

Department Of Temporal Investigations Forgotten History Star Trek

An all new Star Trek e-novella from the world of Deep Space Nine, featuring the fan-favorite Federation bureau the Department of Temporal Investigations! The dedicated agents of the Federation Department of Temporal Investigations have their work cut out for them protecting the course of history from the dangers of time travel. But the galaxy is littered with artifacts that, in the wrong hands, could threaten reality. One of the DTI's most crucial jobs is to track down these objects and lock them safely away in the Federation's most secret and secure facility. As it happens, Agent Gariff Lucsly and his supervisor, DTI director Laarin Andos, are charged with handling a mysterious space-time portal device discovered by Starfleet. But this device turns out to be a Trojan horse, linking to a pocket dimension and a dangerous group of raiders determined to steal some of the most powerful temporal artifacts ever known...

Three original novels set in the universe of Star Trek: The Original Series! This ebook bundle includes: The Rings of Time That Which Divides Department of Temporal Investigations: Forgotten History

There's likely no more of a thankless job in the Federation than temporal investigation. While starship explorers get to live the human adventure of traveling to other times and realities, it's up to the dedicated agents of the Federation Department of Temporal Investigations to deal with the consequences to the timestream that the rest of the Galaxy has to live with day by day. But when history as we know it could be wiped out at any moment by time warriors from the future, misused relics of ancient races, or accident-prone starships, only the most disciplined, obsessive, and unimaginative government employees have what it takes to face the existential uncertainty of it all on a daily basis . . . and still stay sane enough to complete their assignments. That's where Agents Lucsly and Dulmur come in—stalwart and unflappable, these men are the Federation's unsung anchors in a chaotic universe. Together with their colleagues in the DTI—and with the help and sometimes hindrance of Starfleet's finest—they do what they can to keep the timestream, or at least the paperwork, as neat and orderly as they are. But when a series of escalating temporal incursions threatens to open a new front of the history-spanning Temporal Cold War in the twenty-fourth century, Agents Lucsly and Dulmur will need all their investigative skill and unbending determination to stop those who wish to rewrite the past for their own advantage, and to keep the present and the future from devolving into the kind of chaos they really, really hate.

The saga of the Star Trek: Enterprise TV series continues with this thrilling original novel! The time has come to act. Following the destructive consequences of the Ware crisis, Admiral Jonathan Archer and Section 31 agent Trip Tucker both attempt to change their institutions to prevent further such tragedies. Archer pushes for a Starfleet directive of non-interference, but he faces opposition from allies within the fleet and unwelcome support from adversaries who wish to drive the Federation into complete isolationism. Meanwhile, Tucker plays a dangerous game against the corrupt leaders of Section 31, hoping to bring down their conspiracy once and for all. But is he willing to jeopardize Archer's efforts—and perhaps the fate of an entire world—in order to win?

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The X-Men come to the rescue of a group of alien refugees that crash land on Earth while fleeing pursuers intent on their destruction and find their loyalties tested when they discover that the refugees are a form of life that is so alien that its very existence threatens Earth itself. Original.

An original eBook novella set in the acclaimed Typhon Pact series! An original e-novella in the acclaimed Typhon Pact series! The Enterprise-E is on a diplomatic mission to the Talarian Republic, the last holdout in the Federation's efforts to expand the Khitomer Accords in response to the emergence of the Typhon Pact. In the wake of Andor's recent secession, the Federation is more concerned than ever with strengthening its alliances. The Talarians have been a tenuous potential partner at best, given the history of conflict and mistrust between them and the Federation. But the negotiations between Picard and the Talarians are disrupted by a growing public protest of those who are demanding greater rights—and before long, it becomes clear that the dissidents are not limiting themselves to nonviolent means....

The Starship Rhea has discovered a cluster of carbon planets that seems to be the source of the quantum energies rippling through a section of space. A landing party finds unusual life-forms inhabiting one of the planets. One officer, Lieutenant T'Ryssa Chen -- a half-Vulcan -- makes a tenuous connection with them. But before any progress can be made, the Rhea comes under attack from the Einstein -- a Starfleet vessel now controlled by the Borg. The landing party can only listen in horror as their comrades are assimilated. The Borg descend to the planet, and just as Chen accepts that she will be assimilated, the lieutenant is whisked two thousand light-years away. A quantum slipstream -- instantaneous transportation -- is controlled by these beings in the cluster, and in the heart of the cluster there is now a Borg ship. Cut off from the rest of the Borg collective, the Einstein cannot be allowed to rejoin it. For the sake of humanity, the Borg cannot gain access to quantum slipstream technology. Starfleet Command gives Captain Picard carte blanche: do whatever he must to help the beings in the cluster, and stop the Einstein no matter the cost.

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.

It's been said that for any event, there are an infinite number of possible outcomes. Our choices determine which outcome will follow, and therefore all possibilities that could happen do happen across countless alternate realities. In these divergent realms, known history is bent, like white light through a prism -- broken into a boundless spectrum of what-might-have-beens. But in those myriad universes, what might have been...is what actually happened. A Less Perfect Union: More than a hundred years after the Terra Prime movement achieved its dream of an isolationist Earth,

humanity is once again at a fork in the river of history...and the path it follows may ultimately be determined by the voice of a single individual: the sole surviving crewmember of the first Starship Enterprise.™ Places of Exile: Midway through Voyager's journey across the galaxy, Captain Kathryn Janeway and Commander Chakotay must choose whether to brave a deadly war zone or abandon their quest for home. But an attack by Species 8472 cripples the ship, and the stranded crew must make new choices that will reshape their destinies...and that of the Delta Quadrant itself. Seeds of Dissent: Khan victorious! Almost four centuries after conquering their world, genetically enhanced humans dominate a ruthless interstellar empire. But the warship Defiance, under its augmented commander, Princeps Julian Bashir, makes a discovery that could shake the pillars of his proud civilization: an ancient sleeper ship from Earth named the Botany Bay. The agents of the Department of Temporal Investigations are assigned to look into an anomaly that has appeared deep in Federation territory. It's difficult to get clear readings, but a mysterious inactive vessel lies at the heart of the anomaly, one outfitted with some sort of temporal drive disrupting space-time and subspace. To the agents' shock, the ship bears a striking resemblance to a Constitution-class starship, and its warp signature matches that of the original Federation starship Enterprise NCC-1701—the ship of James T. Kirk, that infamous bogeyman of temporal investigators, whose record of violations is held up by DTI agents as a cautionary tale for Starfleet recklessness toward history. But the vessel's hull markings identify it as Timeship Two, belonging to none other than the DTI itself. At first, Agents Lucsly and Dulmur assume the ship is from some other timeline . . . but its quantum signature confirms that it came from their own past, despite the fact that the DTI never possessed such a timeship. While the anomaly is closely monitored, Lucsly and Dulmur must search for answers in the history of Kirk's Enterprise and its many encounters with time travel—a series of events with direct ties to the origins of the DTI itself. . . .

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 continuing conflict between Spider-Man and crusading newspaper publisher J. Jonah Jameson continues to escalate, with Jameson exploiting a series of mysterious attacks in Manhattan to manipulate public opinion, just when Spider-Man needs every ally in his corner as he searches for the truth about the killer robots he is trying to stop. Original. As the U.S.S. Titan ventures beyond the outermost reaches of known space, the telepaths in her crew -- including Diplomatic Officer Deanna Troi -- are overwhelmed by an alien cryof distress, leading the ship to the scene of a shocking act of carnage: a civilization of interstellar "whalers" preying upon and exploiting a familiar species of sentient spaceborne giants. Appalled but reluctant to rush to judgment, Captain William Riker and his crew investigate, discovering a cosmic spawning ground in a region of active star formation -- the ecosystem for a bewildering array of diverse but similarly vast life-forms. While attempting to negotiate an end to the victimization of these creatures, Riker's crew inadvertently grants them the means to defeat their hunters' purpose...only to learn that things are not exactly as they seem.

Neuroscientist V.S. Ramachandran is internationally renowned for uncovering answers to the deep and quirky questions of human nature that few scientists have dared to address. His bold insights about the brain are matched only by the stunning simplicity of his experiments -- using such low-tech tools as cotton swabs, glasses of water and dime-store mirrors. In *Phantoms in the Brain*, Dr. Ramachandran recounts how his work with patients who have bizarre neurological disorders has shed new light on the deep architecture of the brain, and what these findings tell us about who we are, how we construct our body image, why we laugh or become depressed, why we may believe in God, how we make decisions, deceive ourselves and dream, perhaps even why we're so clever at philosophy, music and art. Some of his most notable cases: A woman paralyzed on the left side of her body who believes she is lifting a tray of drinks with both hands offers a unique opportunity to test Freud's theory of denial. A man who insists he is talking with God challenges us to ask: Could we be "wired" for religious experience? A woman who hallucinates cartoon characters illustrates how, in a sense, we are all hallucinating, all the time. Dr. Ramachandran's inspired medical detective work pushes the boundaries of medicine's last great frontier -- the human mind -- yielding new and provocative insights into the "big questions" about consciousness and the self.

"Fascinating. Doidge's book is a remarkable and hopeful portrait of the endless adaptability of the human brain."—Oliver Sacks, MD, author of *The Man Who Mistook His Wife for a Hat* What is neuroplasticity? Is it possible to change your brain? Norman Doidge's inspiring guide to the new brain science explains all of this and more An astonishing new science called neuroplasticity is overthrowing the centuries-old notion that the human brain is immutable, and proving that it is, in fact, possible to change your brain. Psychoanalyst, Norman Doidge, M.D., traveled the country to meet both the brilliant scientists championing neuroplasticity, its healing powers, and the people whose lives they've transformed—people whose mental limitations, brain damage or brain trauma were seen as unalterable. We see a woman born with half a brain that rewired itself to work as a whole, blind people who learn to see, learning disorders cured, IQs raised, aging brains rejuvenated, stroke patients learning to speak, children with cerebral palsy learning to move with more grace, depression and anxiety disorders successfully treated, and lifelong character traits changed. Using these marvelous stories to probe mysteries of the body, emotion, love, sex, culture, and education, Dr. Doidge has written an immensely moving, inspiring book that will permanently alter the way we look at our brains, human nature, and human

potential.

With half a million copies in print, *How to Read a Book* is the best and most successful guide to reading comprehension for the general reader, completely rewritten and updated with new material. A CNN Book of the Week: "Explains not just why we should read books, but how we should read them. It's masterfully done." –Farheed Zakaria Originally published in 1940, this book is a rare phenomenon, a living classic that introduces and elucidates the various levels of reading and how to achieve them—from elementary reading, through systematic skimming and inspectional reading, to speed reading. Readers will learn when and how to "judge a book by its cover," and also how to X-ray it, read critically, and extract the author's message from the text. Also included is instruction in the different techniques that work best for reading particular genres, such as practical books, imaginative literature, plays, poetry, history, science and mathematics, philosophy and social science works. Finally, the authors offer a recommended reading list and supply reading tests you can use measure your own progress in reading skills, comprehension, and speed.

An original novel continuing the saga of the TV series *Star Trek: Enterprise*—featuring Captain Jonathan Archer and the crew of the *Enterprise*! Years ago, Jonathan Archer and T'Pol helped unearth the true writings of Vulcan's great philosopher Surak, bringing forth a new era of peaceful reform on Vulcan. But when their discovery is seemingly proven to be a fraud, the scandal threatens to undo a decade of progress and return power to the old, warlike regime. Admiral Archer, Captain T'Pol, and the crew of the U.S.S. *Endeavour* investigate with help from their Vulcan allies, but none of them suspect the identity of the real mastermind behind the conspiracy to reconquer Vulcan—or the price they will have to pay to discover the truth. Meanwhile, when a long-forgotten technological threat re-emerges beyond the Federation's borders, Captain Malcolm Reed of the U.S.S. *Pioneer* attempts to track down its origins with help from his old friend "Trip" Tucker. But they discover that other civilizations are eager to exploit this dangerous power for their own benefit, even if the Federation must pay the price! ™, ®, & © 2015 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

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.

An all-new *Star Trek* movie-era adventure featuring James T. Kirk! Investigating the massacre of a telepathic minority, Captain James T. Kirk and the crew of the U.S.S. *Enterprise* confront a terrifying new threat: faceless, armored hunters whose extradimensional technology makes them seemingly unstoppable. Kirk must team with the powerful telepath Miranda Jones and the enigmatic Medusans to take on these merciless killers in an epic battle that will reveal the true faces of both enemy and ally!

Admiral Jonathan Archer and Ta Pol investigate when the writings of the Vulcan philosopher Surak, which they uncovered, are seemingly proved to be a fraud, threatening the peaceful reform that followed their discovery.

William Riker, former first officer of the USS *Enterprise* in *Star Trek: The Next Generation*, takes command of the new USS *Titan* in this white-knuckled adventure perfect for longtime and new *Star Trek* fans. After almost a decade of strife against foes such as the Borg, the Cardassians, the Klingons, and the Dominion, the United Federation of Planets is at the dawn of a new era. Starfleet is renewing its mission of peaceful exploration, diplomacy, and the expansion of knowledge. Among the starships spearheading that endeavor is the USS *Titan*, commanded by Captain William T. Riker and manned by the most biologically varied and culturally diverse crew in Starfleet history. But their mission does not begin according to plan. In the wake of *Star Trek: Nemesis*, Praetor Shinzon, slayer of the Romulan Senate, is dead. The power vacuum created by his demise has put the Romulan Star Empire, longtime adversary of the Federation, at the brink of civil war. Competing factions now vie for control of their fragmenting civilization, and if the empire should fall, that entire area of the galaxy may destabilize. To restore order to the region, *Titan*'s long-anticipated mission of exploration is delayed as Starfleet assigns Riker to set up power-sharing talks among the Romulan factions. But even as the first tentative steps are taken toward building a new Romulus, the remnants of the Tal Shiar, the dreaded Romulan intelligence service, are regrouping behind the scenes for a power play of their own. With no other help available, Riker and the *Titan* crew become the last hope to prevent the quadrant from falling into chaos.

An all-new *Star Trek* e-novella featuring the Department of Temporal Investigations! The dedicated agents of the Federation Department of Temporal Investigations have their work cut out for them protecting the course of history from the dangers of time travel. But the galaxy is littered with artifacts that, in the wrong hands, could threaten reality. One of the DTI's most crucial jobs is to track down these objects and lock them safely away in the Federation's most secret and secure facility. When Agents Lucsly and Dulmur bring home an alien obelisk of incredible power, they are challenged by a 31st-century temporal agent who insists they surrender the mysterious artifact to her. But before they know it, the three agents are pulled into a corrupted future torn apart by a violent temporal war. While their DTI colleagues attempt to track them down, Lucsly and Dulmur must restore temporal peace by setting off on an epic journey through the ages, with the future of the galaxy hanging in the balance...

To protect the cargo ships essential to the continuing existence of the fledgling Coalition of Planets, the captains of the United Earth's Starfleet are ordered to interstellar picket duty, with little more to do than ask "Who goes there?" into the darkness of space. Captain Jonathan Archer of the *Enterprise*™ seethes with frustration, wondering if anyone else can

see what he sees. A secret, closed, militaristic society, convinced that their survival hangs by a thread, who view their neighbors as a threat to their very existence -- the Spartans of ancient Greece, the Russians of the old Soviet Union, the Koreans under Kim Il-sung -- with only one goal: attain ultimate power, no matter the cost. The little-known, never-seen Romulans seem to live by these same principles. The captain realizes that the bond between the signers of the Coalition charter is fragile and likely to snap if pushed. But he knows that the Romulans are hostile, and he believes they are the force behind the cargo ship attacks. If asked, Archer can offer no proof without endangering his friend's life. To whom does he owe his loyalty: his friend, his world, the Coalition? And by choosing one, does he not risk losing all of them? What is the solution to a no-win scenario?

When a new threat emerges from a force so alien and hostile that negotiation seems impossible, a group of unaligned worlds turned to Starfleet for protection. Original. 60,000 first printing.

Department of Temporal Investigations: Forgotten History Simon and Schuster

An all new Star Trek e-novella featuring the fan-favorite Federation bureau the Department of Temporal Investigations! The stalwart agents of the Department of Temporal Investigations have tracked down many dangerous artifacts, but now they face a greater, more personal challenge: retrieving a time-travel device stolen from their own vault by a rogue agent of the Aegis, a powerful, secretive group that uses its mastery of time to prevent young civilizations from destroying themselves. Blaming the Aegis itself for a tragedy yet to come, this renegade plans to use the stolen artifact to sabotage its efforts in the past, no matter what the cost to the timeline. Now the DTI's agents must convince the enigmatic Aegis to work alongside them in order to protect history—but they must also wrestle with the potential consequences of their actions, for preserving the past could doom countless lives in the future!

The mysterious "missing years" of Captain Picard's life—before he commanded the Enterprise—are revealed at last in this Star Trek: The Next Generation novel! 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 Romulan Star Empire engages in all out war against Earth, determined once and for all to stop the human menace from spreading across the galaxy. Earth stands alone. The Coalition of Planets has shattered, with Vulcan, Andor, and Tellar abrogating the treaty. Their pledge to come to the mutual defense of any power that is attacked has been shunted aside. Horrified by how easily the Romulans can seize control of their advanced starships, turning them into weapons, Andor and Tellar have joined Vulcan on the sidelines. Humanity is now the only thing that stands between the Romulan Star Empire and total domination of the galaxy. To drive humans from the stars, the Romulans employ ruthless and murderous tactics...and even dare to strike on the Vulcan homeworld with the hopes of demoralizing their Vulcan brethren. Heartened by their victories, the Romulans carry their all-out war assault closer to the heart of humanity—Earth. But the tattered remains of Starfleet stand unwavering, with the resolution that never again would any enemy strike ever reach Earth. On the front lines of the Earth- Romulan War is the United Earth flagship, the Starship Enterprise. Her captain, Jonathan Archer, has seen his vessel of exploration become a battleship. Once hailed for his work bringing the Coalition of Planets into existence, Archer is now a pariah. Undaunted, the captain keeps fighting, searching for allies and determined to do his duty: to save Earth and forge a new federation of planets.

. Renewal of Life by Transmission. The most notable distinction between living and inanimate things is that the former maintain themselves by renewal. A stone when struck resists. If its resistance is greater than the force of the blow struck, it remains outwardly unchanged. Otherwise, it is shattered into smaller bits. Never does the stone attempt to react in such a way that it may maintain itself against the blow, much less so as to render the blow a contributing factor to its own continued action. While the living thing may easily be crushed by superior force, it none the less tries to turn the energies which act upon it into means of its own further existence. If it cannot do so, it does not just split into smaller pieces (at least in the higher forms of life), but loses its identity as a living thing. As long as it endures, it struggles to use surrounding energies in its own behalf. It uses light, air, moisture, and the material of soil. To say that it uses them is to say that it turns them into means of its own conservation. As long as it is growing, the energy it expends in thus turning the environment to account is more than compensated for by the return it gets: it grows. Understanding the word "control" in this sense, it may be said that a living being is one that subjugates and controls for its own continued activity the energies that would otherwise use it up. Life is a self-renewing process through action upon the environment.

Continuing the milestone 50th anniversary celebration of Star Trek—a brand-new novel of The Original Series featuring James T. Kirk, Spock, and the crew of the USS Enterprise! Investigating a series of violent raids by a mysterious predatory species, Captain James T. Kirk discovers that these events share a startling connection with the First Federation, a friendly but secretive civilization contacted early in the USS Enterprise's five-year mission. Traveling to the First Federation in search of answers, the Enterprise suddenly comes under attack from these strange marauders. Seeking refuge, the starship finds its way to the true home of the First Federation, an astonishing collection of worlds hidden from the galaxy beyond. The inhabitants of this isolated realm are wary of outsiders, and some accuse Kirk and his crew for bringing the wrath of their ancient enemy down upon them. When an attempt to stave off disaster goes tragically wrong, Kirk is held fully accountable, and Commander Spock learns there are even deeper forces that threaten this civilization. If Kirk and Spock cannot convince the First Federation's leaders to overcome their fears, the resulting catastrophe could doom them all!

When forces who oppose plans to bring the rich and powerful Rigel system into the fledgling Federation capture vital information and Starfleet personnel, captains Malcolm Reed and T'Pol and their crews work to rescue the captives.

Following the events of Star Trek: The Motion Picture the captain and crew of the USS Enterprise found themselves haunted by their extraordinary encounter with the vast artificial intelligence of V'Ger, and by the sacrifice and ascension of their friend and shipmate, Willard Decker. As James T. Kirk, Spock and Leonard McCoy attempt to cope with the personal fallout of their ordeal, a chapter from their mutual past is reopened, raising troubling new questions about the relationship of God, man and A.I. On the recently settled world of Daran IV, the former refugees of the Fabrini worldship Yonada are divided by conflicting ideologies, some clinging to their theocratic past while others envision a future governed by reason alone. Years ago the officers of the Enterprise helped overthrow the Oracle, the machine-god that controlled Yonada. Now confronting the consequences of those actions, together with echoes of their strange encounter with V'Ger, Kirk, Spock and McCoy face choices which will decide the fate of a civilization - and which may change them forever.

The legendary Starfleet Captain Lucien Murat, a contemporary of Christopher Pike, disappeared during a battle with the alien Tarn. Now, generations later, Captain Picard is conducting delicate diplomatic negotiations with the Tarn when the Starship Enterprise™ discovers the descendants of Murat and his crew stranded on a desolate planet, still fighting a war that ended decades ago. The human castaways face destruction, but more than these precious lives are at stake. Unless Picard can find a solution, a lost hero's legacy may ignite a new era of

interstellar war!

The early Christian Church was a chaos of contending beliefs. Some groups of Christians claimed that there was not one God but two or twelve or thirty. Some believed that the world had not been created by God but by a lesser, ignorant deity. Certain sects maintained that Jesus was human but not divine, while others said he was divine but not human. In *Lost Christianities*, Bart D. Ehrman offers a fascinating look at these early forms of Christianity and shows how they came to be suppressed, reformed, or forgotten. All of these groups insisted that they upheld the teachings of Jesus and his apostles, and they all possessed writings that bore out their claims, books reputedly produced by Jesus's own followers. Modern archaeological work has recovered a number of key texts, and as Ehrman shows, these spectacular discoveries reveal religious diversity that says much about the ways in which history gets written by the winners. Ehrman's discussion ranges from considerations of various "lost scriptures"--including forged gospels supposedly written by Simon Peter, Jesus's closest disciple, and Judas Thomas, Jesus's alleged twin brother--to the disparate beliefs of such groups as the Jewish-Christian Ebionites, the anti-Jewish Marcionites, and various "Gnostic" sects. Ehrman examines in depth the battles that raged between "proto-orthodox Christians"--those who eventually compiled the canonical books of the New Testament and standardized Christian belief--and the groups they denounced as heretics and ultimately overcame. Scrupulously researched and lucidly written, *Lost Christianities* is an eye-opening account of politics, power, and the clash of ideas among Christians in the decades before one group came to see its views prevail.

An all-new Star Trek adventure set during The Original Series era and featuring James T. Kirk! The saga of James T. Kirk's historic command of the U.S.S. Enterprise is known throughout the galaxy. But one part of the legend has barely been touched upon until now: the story of Kirk's first starship command and the remarkable achievements by which Starfleet's youngest captain earned the right to succeed Christopher Pike as the commander of the famous Enterprise. From his early battles with the Klingons to the rescue of endangered civilizations, Kirk grapples with difficult questions: Is he a warrior or a peacemaker? Should he obey regulations or trust his instincts? This thrilling novel illustrates the events and choices that would shape James T. Kirk into one of the most renowned captains in Starfleet history. In a universe where history as we know it could be wiped out at any moment, only the most disciplined, obsessive, and unimaginative government employees have what it takes to face the existential uncertainty of it all: Federation investigators Lucsly and Dulmur. The agents of the Department of Temporal Investigations are assigned to look into an anomaly that has appeared deep in Federation territory. It's difficult to get clear readings, but a mysterious inactive vessel lies at the heart of the anomaly, one outfitted with some sort of temporal drive disrupting space-time and subspace. To the agents' shock, the ship bears a striking resemblance to a Constitution-class starship, and its warp signature matches that of the original Federation starship Enterprise NCC-1701—the ship of James T. Kirk, that infamous bogeyman of temporal investigators, whose record of violations is held up by DTI agents as a cautionary tale for Starfleet recklessness toward history. But the vessel's hull markings identify it as Timeship Two, belonging to none other than the DTI itself. At first, Agents Lucsly and Dulmur assume the ship is from some other timeline . . . but its quantum signature confirms that it came from their own past, despite the fact that the DTI never possessed such a timeship. While the anomaly is closely monitored, Lucsly and Dulmur must search for answers in the history of Kirk's Enterprise and its many encounters with time travel—a series of events with direct ties to the origins of the DTI itself. . . .

The first novel in an epic crossover trilogy uniting characters from every corner of the Star Trek universe, revealing the shocking origin and final fate of the Federation's most dangerous enemy—the Borg. Half a decade after the Dominion War and more than a year after the rise and fall of Praetor Shinzon, the galaxy's greatest scourge returns to wreak havoc upon the Federation—and this time its goal is nothing less than total annihilation. Elsewhere, deep in the Gamma Quadrant, an ancient mystery is solved. One of Earth's first generation of starships, lost for centuries, has been found dead and empty on a desolate planet. But its discovery so far from home has raised disturbing questions, and the answers harken back to a struggle for survival that once tested a captain and her crew to the limits of their humanity. From that terrifying flashpoint begins an apocalyptic odyssey that will reach across time and space to reveal the past, define the future, and show three captains—Jean-Luc Picard of the U.S.S. Enterprise, TM William Riker of the U.S.S. Titan, and Ezri Dax of the U.S.S. Aventine—that some destinies are inescapable.

NEW YORK TIMES BESTSELLER • This instant classic explores how we can change our lives by changing our habits. **NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Wall Street Journal • Financial Times** In *The Power of Habit*, award-winning business reporter Charles Duhigg takes us to the thrilling edge of scientific discoveries that explain why habits exist and how they can be changed. Distilling vast amounts of information into engrossing narratives that take us from the boardrooms of Procter & Gamble to the sidelines of the NFL to the front lines of the civil rights movement, Duhigg presents a whole new understanding of human nature and its potential. At its core, *The Power of Habit* contains an exhilarating argument: The key to exercising regularly, losing weight, being more productive, and achieving success is understanding how habits work. As Duhigg shows, by harnessing this new science, we can transform our businesses, our communities, and our lives. With a new Afterword by the author “Sharp, provocative, and useful.”—Jim Collins “Few [books] become essential manuals for business and living. *The Power of Habit* is an exception. Charles Duhigg not only explains how habits are formed but how to kick bad ones and hang on to the good.”—Financial Times “A flat-out great read.”—David Allen, bestselling author of *Getting Things Done: The Art of Stress-Free Productivity* “You’ll never look at yourself, your organization, or your world quite the same way.”—Daniel H. Pink, bestselling author of *Drive* and *A Whole New Mind* “Entertaining . . . enjoyable . . . fascinating . . . a serious look at the science of habit formation and change.”—The New York Times Book Review

In a near-future world of genetically engineered super-humans inspired by classic comic book heroes, Troubleshooter Emerald Blair helps to restore order to unstable space habitats in the Asteroid Belt only to find her loyalties tested by rival factions.

After the disastrous events in the Bajoran system, Captain Benjamin Sisko must confront the consequences of the recent choices he has made in his life. At the same time, the United Federation of Planets and its Khitomer Accords allies have come to the brink of war with the Typhon Pact. While factions within the Pact unsuccessfully used the recent gestures of goodwill—the opening of borders and a joint Federation-Romulan exploratory mission—to develop quantum-slipstream drive, they have not given up their goals. Employing a broad range of assets, from Romulus to Cardassia, from Ab-Tzenketh to Bajor, they embark on a dangerous new plan to acquire the technology they need to take control of the Alpha and Beta Quadrants. While UFP President Bacco and Romulan Praetor Kamemor work feverishly to reestablish peace, Captains Sisko, Jean-Luc Picard, and Ro Laren stand on the front lines of the conflict . . . even as a new danger threatens the Bajoran wormhole as it once more becomes a flashpoint of galactic history.

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