

Star Trek Discovery 2018 Wall Calendar

An original novel based upon the explosive new Star Trek TV series on CBS All Access. Lieutenant Saru is a Kelpien, a member of a prey species born on a world overrun by monstrous predators...and a being who very intimately understands the nature of fear. Challenged on all sides, he is determined to surpass his origins and succeed as a Starfleet officer aboard the USS Shenzhou. But when Saru breaks protocol in order to prove himself to his crewmates, what begins as a vital rescue mission to save a vessel in distress soon escalates out of control. Forced into a command role he may not be ready for, Saru is caught between his duty and the conflicting agendas of two antagonistic alien races. To survive, he will need to seek a path of peace against all odds, and risk compromising the very ideals he has sworn to uphold...

Summary Spring in Action, 5th Edition is the fully updated revision of Manning's bestselling Spring in Action. This new edition includes all Spring 5.0 updates, along with new examples on reactive programming, Spring WebFlux, and microservices. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Spring Framework makes life easier for Java developers. New features in Spring 5 bring its productivity-focused approach to microservices, reactive development, and other modern application designs. With Spring Boot now fully integrated, you can start even complex projects with minimal configuration code. And the upgraded WebFlux framework supports reactive apps right out of the box! About the Book Spring in Action, 5th Edition guides you through Spring's core features, explained in Craig Walls' famously clear style. You'll roll up your sleeves and build a secure database-backed web app step by step. Along the way, you'll explore reactive programming, microservices, service discovery, RESTful APIs, deployment, and expert best practices. Whether you're just discovering Spring or leveling up to Spring 5.0, this Manning classic is your ticket! What's inside Building reactive applications Spring MVC for web apps and RESTful web services Securing applications with Spring Security Covers Spring 5.0 Over 100,000 copies sold! About the Reader For intermediate Java developers. About the Author Craig Walls is a principal software engineer at Pivotal, a popular author, an enthusiastic supporter of Spring Framework, and a frequent conference speaker. Table of Contents PART 1 - FOUNDATIONAL SPRING Getting started with Spring Developing web applications Working with data Securing Spring Working with configuration properties PART 2 - INTEGRATED SPRING Creating REST services Consuming REST services Sending messages asynchronously Integrating Spring PART 3 - REACTIVE SPRING Introducing Reactor Developing reactive APIs Persisting data reactively PART 4 CLOUD-NATIVE SPRING Discovering services Managing configuration Handling failure and latency PART 5 - DEPLOYED SPRING Working with Spring Boot Actuator Administering Spring Monitoring Spring with JMX Deploying Spring

In celebration of one of science fiction's most beloved franchises, an updated edition of the acclaimed Ships of the Line hardcover collection. They dared to risk it all in a skiff of reeds or leather, on a ship of wood or steel, knowing the only thing between them and certain death was their ship. To explore, to seek out what lay beyond the close and comfortable, every explorer had to embrace danger. And as they did so, what arose was a mystical bond, a passion for the ships that carried them. From the very first time humans dared to warp the fabric of space, escaping from the ashes of the third World War, they also created ships. These vessels have become the icons of mankind's desire to rise above the everyday, to seek out and make the unknown known. And these ships that travel the stellar seas have stirred the same passions as the ones that floated in the oceans. While every captain has wished that their starship could be outfitted in the same manner as the sailing ship H.M.S. Beagle—without weapons—that proved untenable. From the start, Starfleet realized that each vessel, due to the limited range of the early warp engines, must be able to stand alone against any attack. Thus arose the idea, taken from the days of wooden sailing ships, that every Starfleet vessel must stand as a ship of the line. Through the actions of their captains and crews, countless starships have taken on that role. Here we remember some of those ships and their heroic crews. In celebration of one of science fiction's most beloved franchises, this updated edition of the acclaimed Ships of the Line hardcover collection now includes dozens of additional images brought together for the first time in book format—spectacular renderings featured in the highly successful Star Trek: Ships of the Line calendar series. With text by Star Trek's own Michael Okuda, the story of each of these valiant starships now comes to life. ™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

Star Trek: Discovery: Fear Itself Simon and Schuster

A celebration of the diversity and evolution of birds, as depicted in the Cornell Lab of Ornithology's magnificent 2,500-square-foot Wall of Birds mural by artist Jane Kim. Part homage, part artistic and sociological journey, The Wall of Birds tells the story of birds' remarkable 375-million-year evolution. With a foreword by John W. Fitzpatrick, director of the Cornell Lab of Ornithology, and full of lush photographs of gorgeous life-size birds painted in exacting detail, The Wall of Birds lets readers explore these amazing creatures family by family and continent by continent. Throughout, beautifully crafted narratives and intimate artistic reflections tell of the evolutionary forces that created birds' dazzling variety of forms and colors, and reveal powerful lessons about birds that are surprisingly relevant to contemporary human challenges. From the tiny five-inch Marvelous Spatuletail hummingbird to the monstrous thirty-foot Yutyranus, The Wall of Birds is a visual feast, essential for bird enthusiasts, naturalists, and art lovers alike.

Captain James T. Kirk's Original Starship Enterprise! Everything you want to know about this iconic starship in the FIRST full color volume ever published. Featuring details from both TV series and the first six movies. This volume, featuring the U.S.S. Enterprise NCC-1701 and the U.S.S. Enterprise NCC-1701-A, is a detailed, illustrative account of the TV starship from the original 1966-1969 series, and the movie starship from STAR TREK: THE MOTION PICTURE (1979), STAR TREK II: THE WRATH OF KHAN (1982), STAR TREK III: THE SEARCH FOR SPOCK (1984), STAR TREK IV: THE VOYAGE HOME (1986), STAR TREK V: THE FINAL FRONTIER (1989), and STAR TREK VI: THE UNDISCOVERED COUNTRY (1991). Plus, Captain Pike's Enterprise from the hit TV series STAR TREK: DISCOVERY. With isometric illustrations of all the key locations, annotated plan views, detailed technical information, Starfleet equipment, and uniforms and insignia, the chapters follow the starships through time and provide an extraordinary reference guide to these iconic Federation vessels.

The Starfleet Reference Library: Stellar Cartography collects together ten original, never-before-seen large-format maps of the Star Trek universe. Pulled from the cartography archives of Starfleet Academy, these beautifully reproduced maps provide a rare opportunity to view the expanse of Federation space (and beyond) through the multiple lenses of the Galaxy's key players. The maps include an ancient Vulcan map, a Klingon Empire map from the pre-Organian Peace Treaty era (in the native Klingon), an official Romulan government map of the Empire, a native Cardassian Union map from the Bajor occupation, along with Federation maps from the modern era. Housed in a handsome clamshell case and paired with a fully-illustrated reference book providing detailed information on planets, systems, and topography, this exclusive collection showcases the Star Trek universe like never before. Product Features: A tri-fold clamshell case 48-page 8" x 10" hardcover book Ten 24" x 36" removable maps Fascinating compilation of previously unseen and fully restored stills from The Original Series, showing William Shatner, Leonard Nimoy and other cast crew filming the iconic show. Think you know everything about the Original Series? Think again. Star Trek: The Lost Scenes is packed with hundreds of never-before-seen color photos of the world's ultimate sci-fi series. Professionally restored images are used to chronicle the making of the series, reassemble deleted scenes, and showcase bloopers from the first pilot through the last episode. Whether you're a new Star Trek fan or a seasoned veteran, this

book is a must-have.

As the last year of their original mission begins, the crew of the U.S.S. Enterprise will have to use all of the skills they've acquired along the way as they prepare to face the biggest challenge of their lives--a dark threat that doesn't just threaten their existence, but the existence of the entire Federation as well...

Auf posthumanistischen Wegen – der Rundgang durch die Science Fiction 2019 "Das Science Fiction Jahr" ist ein Kompendium, das seit 1986 in ununterbrochener Folge erscheint – erst im Heyne Verlag unter der Schirmherrschaft von Wolfgang Jeschke, dann unter Federführer Sascha Mamczak, und seit 2015 im Golkonda Verlag, ab 2020 bei Hirnkost. Das Science Fiction Jahr 2019 blickt auf das zurück, was die Science Fiction in Buch, Film, Spiel und Allgemeinen im letzten Jahr zu bieten hatte. Ein spezieller Fokus wird in dieser Ausgabe auf der Frage "Was ist eigentlich posthumane Science Fiction?" liegen. In Essays, Interviews, aber auch in unseren Rückblicken wird den Leser*innen das Thema immer wieder begegnen. Buchrezensionen, eine Bibliographie der in Deutschland erschienenen SF, eine Übersicht der vergebenen Genre-Preise sowie ein Nekrolog runden das Jahrbuch ab. Mit Beiträgen von Lars Schmeink, Judith Vogt, Karlheinz Steinmüller, Wolfgang Neuhaus, Mirko Strauch u. v. m.

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.

A designer's deep dive into seven science fiction films, filled with “gloriously esoteric nerdery [and] observations as witty as they are keen” (Wired). In Typeset in the Future, blogger and designer Dave Addey invites sci-fi movie fans on a journey through seven genre-defining classics, discovering how they create compelling visions of the future through typography and design. The book delves deep into 2001: A Space Odyssey, Star Trek: The Motion Picture, Alien, Blade Runner, Total Recall, WALL-E, and Moon, studying the design tricks and inspirations that make each film transcend mere celluloid and become a believable reality. These studies are illustrated by film stills, concept art, type specimens, and ephemera, plus original interviews with Mike Okuda (Star Trek), Paul Verhoeven (Total Recall), and Ralph Eggleston and Craig Foster (Pixar). Typeset in the Future is an obsessively geeky study of how classic sci-fi movies draw us in to their imagined worlds.

To coincide with the 50th anniversary of the original Star Trek TV series, CBS Consumer Products have commissioned a series of art pieces to celebrate moments, characters, storylines and episodes from the franchise. Artists from around the world as well as famous fans have contributed lovingly made posters, photos, sculptures, comic strips, textiles and much more to commemorate this beloved show.

Foreword by Nicholas Meyer.

For D.E., only two certainties exist: his grandfather is dead and life will never be the same. During-the-Event is a dystopian adventure that roams across a fallen United States, introducing an unforgettable cast of characters along the way. In the near future, climate change has ravaged the United States, leading the government to overcorrect through culls and relocation. Those who survive the mandated destruction are herded into “habitable production zones,” trading their freedom for illusions of security. The few who escape learn quickly that the key to survival is to stay hidden in the corners of the country. For seventeen years, During-the-Event, or D.E., has lived free in a pastoral life with his grandfather in North Dakota. But when death reaches their outpost. D.E. is forced on a journey that will change his life—and reveal surprises about his past. Once taught that strangers are only sources of pain, D.E. must learn to trust the people he meets on his journey. During-the-Event is a soaring coming-of-age story that grapples with achingly familiar issues: coming to terms with loss and loneliness, finding what our identities really mean, and searching for love in an often strange and bewildering world.

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!

This book looks at how the original Star Trek became a cultural phenomenon, generating numerous spin-offs and feature films and inspiring multiple series, films, books, etc. In addition to the show's creation and its place in science fiction, the author looks at the series through the prisms of American political history, technology, and fandom.

In a world in which political opportunity and liberation seem far away, the genre of science fiction grows in cultural importance and popularity. The contributors to this collection are political and social theorists from a range of disciplines who use science fiction as inspiration for new theories and examples of speculative politics. In dystopian governments, they find locations and forms of resistance. Representations of Political Resistance and Emancipation in Science Fiction explores a range of political and social theoretical concerns for the twenty-first century. Contributors analyze themes of post-humanism, resistance, agency, political community making, and ethics and politics during the Anthropocene.

An all-new storybook based on Space Jam: A New Legacy, starring LeBron James and the Looney Tunes! Basketball superstar LeBron James, Bugs Bunny, and the rest of the Looney Tunes team up in Space Jam: A New Legacy, the biggest adventure of the summer! Boys and girls ages 3 to 7 will enjoy this storybook that includes more than 30 stickers.

Journey back in time to a decade before Captain Kirk and the Enterprise set out on their five-year mission, when the United Federation of Planets is locked in conflict with the mysterious Klingon Empire. But just who are these formidable foes? Delve into the shocking world of the Klingons in a story you can only find in this miniseries, which ties directly into the show.

An original novel based upon the explosive new Star Trek TV series on CBS All Access! It is 2246, ten years prior to the Battle at the Binary Stars, and an aggressive contagion is ravaging the food supplies of the remote Federation colony Tarsus IV and the eight thousand people who call it home. Distress signals have been sent, but any meaningful assistance is weeks away. Lieutenant Commander Gabriel Lorca and a small team assigned to a Starfleet monitoring outpost are caught up in the escalating crisis, and bear witness as the colony's governor, Adrian Kodos, employs an unimaginable solution in order to prevent mass starvation. While awaiting transfer to her next assignment, Commander Philippa Georgiou is tasked with leading to Tarsus IV a small, hastily assembled group of first responders. It's hoped this advance party can help stabilize the situation until more aid arrives, but Georgiou and her team discover that they're too late—Governor Kodos has already implemented his heinous strategy for extending the colony's besieged food stores and safeguarding the community's long-term survival. In the midst of their rescue mission, Georgiou and Lorca must now hunt for the architect of this horrific tragedy and the man whom history will one day brand “Kodos the Executioner”....

Captain's log: We have entered a galaxy where beloved illustrator Jenny Parks has conjured an astonishingly vivid homage to the original Star Trek series with an unexpected twist: a cast of cats. Featuring a hilarious new take on iconic characters and scenes—from Kirk in the Captain's chair to Spock offering his Vulcan wisdom—this eye-opening adventure stays true to the tone of the classic TV show. Playful, loving, and from a strange new world, Star Trek Cats is the perfect gift for fans of, well, Star Trek and cats.

Along with its interrelated companion volume, The Content, Impact, and Regulation of Streaming Video, this book covers the next generation of TV—streaming online video, with details about its present and a broad perspective on the future. It reviews the new technical elements that are emerging, both in hardware and software, their long-term trend, and the implications. It discusses the emerging ‘media cloud’ of video and infrastructure platforms, and the organizational form of such TV.

Nations in Southeast Asia have gone through a period of rapid change within the last century as they have grappled with independence, modernization, and changing political landscapes. Governments and citizens strive to balance progress with the need to articulate identities that resonate with the pre-colonial past and look towards the future. *Puppets and Cities: Articulating Identities in Southeast Asia* addresses how puppetry complements and combines with urban spaces to articulate present and future cultural and national identities. Puppetry in Southeast Asia is one of the oldest and most dynamic genres of performance. Bangkok, Jakarta, Phnom Penh, and other dynamic cities are expanding and rapidly changing. Performance brings people together, offers opportunities for economic growth, and bridges public and private spheres. Whether it is a traditional shadow performance borrowing from Star Wars or giant puppets parading down the street-this book examines puppets as objects and in performance to make culture come alive. Based on several years of field research-watching performances, working with artists, and interviewing key stakeholders in Southeast Asian cultural production-the book offers a series of rich case studies of puppet performance from various locations, including: theatre in suburban Bangkok; puppets in museums in Jakarta, Indonesia; puppet companies from Laos PDR, the National Puppet Theatre of Vietnam, and the Giant Puppet Project in Siem Reap, Cambodia; new global puppetry networks through social media; and how puppeteers came together from around the region to create a performance celebrating ASEAN identity.

Hidden in plain sight. Within the Scriptures are truths that our Father in heaven wants to reveal to us. These truths will challenge every human being to reconsider what we thought we knew. Since the dawn of man, theories, math, science, lies, and speculation have been at odds with God's word. No more! *Gospel Earth* illuminates all the questions, including the messages that are not preached about on Sundays. The one who seeks to kill and destroy, uses false narratives and fake news to make even bold followers of Christ complacent. Liars beware: *Gospel Earth* is truth, and the truth will set you free. Anyone who belongs to God listens gladly to the words of God. But you don't listen because you don't belong to God. (John 8:47)

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.

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.

Star Trek emerged alongside mini-skirts, bellbottoms, and VW vans; flourished in the shadow of Madonna, big hair, and greed; and expanded with computers, Beanie Babies, and religious revitalization. *Star Trek* survived the culture shock of 9/11 and experienced a revival in the era of yoga pants, hybrid cars, and Starbucks. After more than 5 decades, *Star Trek* is alive and well, still voyaging through space and time. But, why is that? How has this science fiction franchise managed to anticipate and adapt to such rapid culture change? In *The Voyages of Star Trek: A Mirror on American Society through Time*, authors K. M. Heath and A. S. Carlisle, investigate the enduring appeal of *Star Trek*, noting how it has mirrored, foreshadowed, and adapted to contemporary American culture from 1966 to the present. Through anthropological analysis, the authors examine the evolution of *Star Trek* by tying its storylines to events and developments in the U.S., assessing the extent to which the visual image of *Star Trek* is reflected on the screen from "snapshots" of randomly selected episodes and all of the films. By examining how *Star Trek* addressed contemporary social issues through a sci-fi lens over time, the authors postulate, Americans can better understand their own changing culture. If *Star Trek* can continue to anticipate and adapt to our rapidly changing world, then it should remain a part of the cultural landscape for another 50 years, truly going where few franchises have gone before.

Explore the behind the scenes process to reveal the thinking - and the artwork - behind the creation of the most iconic ships in *Star Trek's* history! This book, which covers more than 30 ships including the U.S.S. *Voyager*, *Delta Flyer*, *V'ger*, and the *Enterprise-J*, is packed with original concept art, and includes work from legendary artists Syd Mead and Robert McCall. Continue the exploration of the design process that led to the iconic *Star Trek* ships from the hit television programs and films. Featuring interviews with the ship designers and screen model builders, this first-time ever explored subject will appeal to all *Star Trek* fans. Includes first-time ever collected concept art and sketches. Learn about the real-world people events behind one of the greatest science fiction universes.

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.

"This collection explores the politics, protest and resistance of recent popular culture in relation to Brexit Britain and the Trump-era United States"--

The official *Star Trek: Discovery* art book. *Star Trek: Discovery*, the newest chapter in the *Star Trek* Universe, follows the exploits of Vulcan-raised science officer Michael Burnham and the crew of the U.S.S. *Discovery* as they boldly go where no one has gone before. *The Art of Star Trek: Discovery* explores behind the scenes of CBS's hit show, with cast and crew interviews, set photography, concept art and storyboards. With exclusive content from the first two seasons, this book is a must-have for every *Star Trek* fan.

The second volume in a chronological history of the Starfleet starships in *Star Trek* TV and films, from the 24th century to the far future! This in-depth reference book covers Starfleet vessels including the U.S.S. *Enterprise*, NCC- 1701-D, U.S.S. *Voyager* and Starfleet's first true warship - the U.S.S. *Defiant*. The final chapter features time traveling ships from the distant future. All the featured ships are illustrated with CG artwork, including original VFX models made for the TV show. The second volume presenting the first chronological history of all of the Starfleet ships featured in the *Star Trek* television programs and films. This volume presents the technical information, service history, and artwork of the iconic ships featured in *Star Trek: The Next Generation*, *Star Trek: Voyager*, *Star Trek: Deep Space Nine*, *Star Trek: First Contact*, and *Star Trek: Nemesis*.

In this, the second *Discovery* miniseries from IDW Publishing, your favorite characters from the hit CBS All Access series dive into an adventure tied directly into the second half of the first season!

In unabashed celebration of Captain James T. Kirk's singular fighting skills, *Star Trek: Kirk Fu Manual* is every Starfleet cadet's must-have training guide for surviving the final frontier. As captain of the legendary U.S.S. *Enterprise*, James T. Kirk engaged in his share of fisticuffs, besting opponents with a slick combination of moves and guile that remains unmatched. Is there anyone you'd rather have watching your back as you take on Klingons, alien gladiators, genetically engineered supermen, and even the occasional giant walking reptile? *Kirk Fu* is a series of unarmed combat techniques developed by one of Starfleet's most celebrated starship captains over several years of encounters with alien species on any number of strange new worlds. A blend of various fighting styles, *Kirk Fu* incorporates elements

of several Earth-based martial arts forms as well as cruder methods employed in bars and back alleys on planets throughout the galaxy. It is as unorthodox in practice as it is unbelievable to behold. Including excerpts from Kirk's own notes and personal logs, the Star Trek: Kirk Fu Manual is the perfect training guide for surviving the depths of space. With proper training and practice, every Starfleet cadet can become one with Kirk Fu.

Presents an account of the U.S.S. Enterprise history, discussing her voyages, propulsion, and tactical abilities.

Here, from Ric Merrifield, author of Rethink, are the inspiring stories of five men and women - Henry Ford, Reed Hastings, Alfred Sloan, Sam Walton, and Oprah Winfrey - and their practical, time-tested lessons for everyone who aims to lead.

A haunting gothic tale by master mystery writer John Bellairs--soon to be a major motion picture starring Cate Blanchett and Jack Black! "The House With a Clock in Its Walls will cast its spell for a long time."--The New York Times Book Review When Lewis Barnavelt, an orphan, comes to stay with his uncle Jonathan, he expects to meet an ordinary person. But he is wrong. Uncle Jonathan and his next-door neighbor, Mrs. Zimmermann, are both magicians! Lewis is thrilled. At first, watching magic is enough. Then Lewis experiments with magic himself and unknowingly resurrects the former owner of the house: a woman named Selenna Izard. It seems that Selenna and her husband built a timepiece into the walls--a clock that could obliterate humankind. And only the Barnavelts can stop it!

Over the past few decades, John Eaves has had a major impact on the look of the Star Trek Universe and played a pivotal role in shaping Gene Roddenberry's vision. Starting with his work on Star Trek V: The Final Frontier, Eaves has worked as a production designer, illustrator, and model maker across the franchise. He has been responsible for creating many of the props and ships, and helped develop the Federation design, from the U.S.S. Enterprise NCC-1701-E to the U.S.S. Discovery NCC-1031. Star Trek: The Art of John Eaves represents the most extensive collection of designs and illustrations created by Eaves across the Star Trek Universe. Featuring fascinating pencil sketches and stunning concept art, this visually dynamic book gives fans a unique in-depth look into Eaves' creative vision and the wealth of his remarkable work at the center of this spectacular franchise.

A thrilling Star Trek: The Original Series adventure featuring Captain James T. Kirk and the USS Enterprise in a strange battle for dilithium crystals against the Klingons. Dilithium. In crystalline form, the most valuable mineral in the galaxy. It powers the Federation's starships...and the Klingon Empire's battlecruisers. Now on a small, out-of-the-way planet named Direidi, the greatest fortune in dilithium crystals ever seen has been found. Under the terms of the Organian Peace Treaty, the planet will go to the side best able to develop the planet and its resources. Each side will contest the prize with the prime of its fleet. For the Federation—Captain James T. Kirk and the Starship Enterprise. For the Klingons—Captain Kaden vestai-Oparai and the Fire Blossom. Only the Direidians are writing their own script for this contest—script that propels the crew of the Starship Enterprise into their strangest adventure yet!

In the vein of Randall Munroe's What If? meets Brian Green's Elegant Universe, a senior writer from Space.com leads readers on a wild ride of exploration into the final frontier, investigating what's really "out there." We've all asked ourselves the question. It's impossible to look up at the stars and NOT think about it: Are we alone in the universe? Books, movies and television shows proliferate that attempt to answer this question and explore it. In OUT THERE Space.com senior writer Dr. Michael Wall treats that question as merely the beginning, touching off a wild ride of exploration into the final frontier. He considers, for instance, the myriad of questions that would arise once we do discover life beyond Earth (an eventuality which, top NASA officials told Wall, is only drawing closer). What would the first aliens we meet look like? Would they be little green men or mere microbes? Would they be found on a planet in our own solar system or orbiting a star far, far away? Would they intend to harm us, and if so, how might they do it? And might they already have visited? OUT THERE is arranged in a simple question-and-answer format. The answers are delivered in Dr. Wall's informal but informative style, which mixes in a healthy dose of humor and pop culture to make big ideas easier to swallow. Dr. Wall covers questions far beyond alien life, venturing into astronomy, physics, and the practical realities of what long-term life might be like for we mere humans in outer space, such as the idea of lunar colonies, and even economic implications. Dr. Wall also shares the insights of some of the leading lights in space exploration today, and shows how the next space age might be brighter than ever.

Join the crew of the U.S.S Enterprise in all-new adventures as they near the end of their five-year mission, featuring the characters from the Original Series! The crew of the Enterprise left Earth four years ago. They've traveled to strange new worlds, defeated impossible foes, and made universe-changing decisions. But now, with the end in sight, they'll have to face their biggest challenge yet. Step aboard the Enterprise with Kirk, Spock, Bones, Uhura, Sulu, Scotty, and Chekov as they begin the end of their original five-year mission and boldly go into an uncertain future in this new continuing Star Trekseries!

Collects issues #1–6.

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