

Star Trek Guide

From 'audet IX to Zytchin III, this book covers it all. This is the ultimate reference book for all Star Trek fans! Added to this edition are 128 new pages. This addendum highlights the latest episodes of Star Trek: Deep Space Nine®, Star Trek: Voyager® and the newest feature film, Star Trek: Insurrection™. The thousands of photos and hundreds of illustrations place the Star Trek universe at your fingertips. Planets and stars, weapons and ships, people and places are just part of the meticulous research and countless cross-reference that fill this book.

As we look around the world of today, always seemingly on the brink of calamity, Star Trek continues to insist that creatures of all shapes, colors and beliefs can work together toward something greater. Across its many iterations, Star Trek always offers tantalizing glimpses of our possible future. And year by year, decade by decade, series by series and movie by movie, that future draws ever closer.

ONE KID'S CONTINUING MISSION: CATALOG ALL ALIEN LIFE FROM STAR TREK: THE NEXT GENERATION. These are the voyages of Joshua Chapman. In 1990 at 11 years old, he wrote a field guide to the alien races of Star Trek: The Next Generation for school. He continued the project through his awkward teen years and into reluctant adulthood. Boldly go from season to season and learn about Acamarians to Zibaliens. Explore strange new feelings, like Joshua's obsession with Data, and Joshua's angst toward his mother, who's more terrifying than a Yridian's face. Engage... with humanity at its weirdest. "One of my favorite artistic discoveries of the last few years, in any medium. It's funny, touching, wholly convincing, and even profound—the kind of book you'll want to give to every misfit adolescent you now know or once did, which is to say everyone who was ever worth knowing." —Kevin Brockmeier, O. Henry Prize winning author of Things That Fall from the Sky

As the brave men and women of Starfleet carry out their duties -- mapping countless solar systems, greeting new species and establishing ties with civilizations large and small -- they live, work, and face the possibility that they could die in space. How do Starfleet's finest survive the countless dangers to be discovered as they boldly go where no one has gone before? Find out with this special edition of The Starfleet Survival Guide! Contains up to date, declassified information on STANDARD EQUIPMENT -- NONSTANDARD USES UNCONVENTIONAL MEDICINE DANGEROUS LIFE-FORMS EXTREME SCENARIOS And more! For further reference, or if you are considering and exciting and fulfilling career in the diplomatic and scientific fleet of the United Federation of Planets, please contact your local Starfleet representative.

Revised and updated to include material from Star Trek VI - The undiscovered country.

Covers the three television series and the first six films

Explore all that Vulcan has to offer in an interactive guidebook. Drawing on 50 years of 'Star Trek' TV shows, films, and novels to present a comprehensive guide to Spock's iconic home world, it covers every significant region, with historical, geographical, and cultural insights that bring the planet to life.

When the beloved and now iconic original Star Trek show was cancelled in 1969, and went into syndication, nobody was expecting how much fan support was out there for the Enterprise and its crew. As it became clear to CBS that there was a great appetite for further adventures, they debuted a Saturday morning cartoon that continued that epic five-year mission, with a number of episodes penned by science fiction notables. The Star Trek Animated Show was produced by Gene Roddenberry and featured the voices of virtually every named star, including William Shatner Leonard Nimoy, George Takei, Nichelle Nichols, and the rest of the crew in 22 animated episodes that are considered canon by Trekkies the world around. This book is the first to document the animated series, each episode lovingly and authoritatively described by authors who had astonishing access to behind-the-scenes tales, original scripts, and the talent who made it all happen. CONTENTS Beyond the Farthest Star Yesteryear One of Our Planets is Missing The Lorelei Signal More Tribbles, More Troubles The Survivor Behind the Scenes: Returning Cast The Infinite Vulcan The Magicks of Megas-Tu Once Upon a Planet Mudd's Passion The Terratin Incident Behind the Scenes: Music The Time Trap The Ambergris Element The Slaver Weapon The Eye of the Beholder The Jihad Behind the Scenes: Animation The Pirates of Orion The Practical Joker Albatross How Sharper Than a Serpent's Tooth The Counter Clock Incident Series Legacy

Provides information on the Star Trek episodes, films, characters, cast members, and extraterrestrials

When Star Trek: Discovery arrived on screens in 2017, it signaled the start of a new golden age for Star Trek. Go behind-the-scenes in this collector's edition with the cast and crew of the USS Discovery as they navigate a Klingon conflict, a mysterious angel, and go further in time than any man has gone before. Featuring interviews with stars Sonequa Martin-Green (Burnham), Doug Jones (Saru), Michelle Yeoh (Georgiou), Jason Isaacs (Lorca), Anson Mount (Pike), Ethan Peck (Spock), Anthony Rapp (Stamets), Wilson Cruz (Culber) Mary Wiseman (Tilly), and many more. Also including on-set reports, interviews with key creatives, explorations of make-up and prosthetics, and features exploring Discovery's place in the Star Trek canon.

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.

Points out bloopers, errors, equipment oddities, and plot discrepancies for six seasons of "Star Trek, the Next Generation," and includes trivia questions, odd facts, and memorable lines

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.

Casanova, Don Juan, James Bond -- these are men of legendary romance, but only one man can boast that his seductive powers take him boldly where no man has gone before: James T. Kirk. Captain Kirk's status as an interstellar stud is proven by his ability to seduce any woman, in any situation, in any part of the galaxy. From high-society princesses to unbalanced Orion slave girls, from gender-switching shape-shifters to emotion-deprived androids -- they all swoon, acquiesce, and malfunction from just one kiss. But a single question remains in the minds of millions: How does he do it? Captain Kirk's Guide to Women is the first book to answer this question by probing deeply into Kirk's character, charisma, and seductive techniques, making it possible for any man to model himself after the Casanova of the Cosmos. It is also the only warp-powered romance manual written with enough wit, charm, and humor to help the female of the species make first contact. Employing meticulous research, along with fanatic-level detail and the kind of pointy-eared logic even a Vulcan would find fascinating, Captain Kirk's Guide to Women shows you how to be as effective as Captain Kirk.

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.

For over 40 years Star Trek has made a phenomenal cultural impact. Now more popular than ever - J.J. Abrams' reinvented Star Trek movie was one of the box office hits of 2009, grossing \$385 million worldwide - the 'franchise' continues to have cultural, social and political resonance around the world. Star Trek has changed not just the way we look at space but also our own world. It gave the culture a lexicon of catchphrases, from "Beam me up, Scotty" to Dr McCoy's many complaints beginning "I'm a doctor, not a [...]!" Much of the 'future' technology depicted on Star Trek has come to feature in everyday life, from the communicator-like mobile phone to computer touch screens now taken for granted. Many of the world's most prominent scientists were inspired to pursue their careers (as were many writers and artists) due to an early exposure to Star Trek. In *A Brief Guide to Star Trek*, expert Brian J Robb charts the rise and rise of the show and explores its impact on our culture.

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

This newest volume of *Strange New Worlds* features original Star Trek®, Star Trek: The Next Generation®, Star Trek: Deep Space Nine®, Star Trek: Voyager®, and Star Trek: Enterprise™ stories written by Star Trek fans, for Star Trek fans! Each of these stories features our favorite Trek characters in new and adventurous situations. In this anthology, we get to experience a new version of the Kobayashi Maru, feel what it's like to be inside the Borg collective, delight in tasting new foods, and encourage Starfleet's future. This year's *Strange New Worlds* winners encompass newcomers and veterans alike, including Alan James Garbers, Kevin Lauderdale, Kevin Andrew Hosey, Paul C. Tseng, Kevin G. Summers, Sarah A. Seaborne, John Takis, Dan C. Duval, Amy Vincent, David DeLee, Muri McCage, Susan S. McCrackin, M.C. Demarco, Annie Reed, Amy Sisson, J.B. Stevens, Robert Burke Richardson, Lorraine Anderson, A. Rhea King, Derrek Tyler Attico, Geoffrey Thorne, and Paul J. Kaplan.

This exclusive guide to the new Star Trek game prepares players for battle by providing complete enemy and weapons profiles. Trekkies receive combat tactics for fighting in and against various space crafts, in addition to detailed walkthroughs of the 20 missions and tips and strategies for multiplayer gaming. Color interior.

Star Trek was first beamed into peoples homes in 1966 and when it went off the air three years later it was on its way to being the most successful failure in television history. Along the way it spawned nine feature films, three new television series, novels, books, video and audio tapes, records, computer games, merchandising tie-ins, fan clubs and conventions. Gibberman has summarized 25 years of just about everything written about Star Trek including details about the stars and guest-stars and information about the making of the television series and feature films. This work lists over 1,300 English-language articles about every aspect of the phenomenon; fully indexed.

"While starship captains have been exploring the final frontiers of the Star Trek universe, this book takes you for the first time to the edge of our real galaxy and beyond. Stunningly illustrated with hundreds of full-color, futuristic star charts, illustrations and astronomical photos, explore the real-life deep space destinations as seen on television and film screens. a Over its 50-year history, Star Trek has treated generations of viewers to a dazzling assortment of unforgettable images of the cosmos. Multiple star systems, alien worlds, supernova explosions, emission nebulae, and, of course, voracious black holes, just to name a few. a *Star Trek- The Official Guide to Our Universe* introduces you to the

astronomy of Star Trek and takes you on a voyage of discovery, examining the true astronomical counterparts that can be found in the night sky. From Altair to Vega and from red giants to white dwarfs, readers can visit over 50 real celestial objects visible in the night sky, as known to the Starfleet Academy. A No warp driven starship or even a telescope required to go on these voyages, as most destinations are bright enough to be seen just with the naked eye. This guide is for anyone ready to launch their own mission into space-the final frontier. Your personal voyage to explore strange new worlds begins here."

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Set in the "Star Trek" universe, "Hidden Universe: " "Star Trek: A Travel Guide to Vulcan" explores all that Vulcan Spock's home planet has to offer in an interactive guidebook. Plan your next trip to the planet Vulcan with "Hidden Universe: Star Trek: A Travel Guide to Vulcan"! Find restaurants that serve the best fried sandworms and Vulcan port. Take a trip to the Fire Plains or experience spring break at the Voroth Sea. Learn all about the native Vulcan people and their unusual customs. Discover how to correctly perform the traditional Vulcan salutation (you really don't want to get this wrong). Learn key Vulcan phrases such as "Nam-tor puyan-tvi-shal wilat" Where is your restroom? Find out what to do if you suddenly find yourself host to a "katra" a Vulcan's living spirit at an inconvenient moment. All this and more can be found within the pages of this essential travel guide to one of the most popular and logical destinations in the known universe. "Hidden Universe: " "Star Trek: A Travel Guide to Vulcan "draws on 50 years of "Star Trek" TV shows, films, and novels to present a comprehensive guide to Spock's iconic home world. Modeled after real-world travel guides, the book will explore every significant region on Vulcan with fascinating historical, geographical, and cultural insights that bring the planet to life like never before. Also featuring a dynamic mixture of classic Star Trek imagery and original illustrations created exclusively for the book, "Hidden Universe: " "Star Trek: A Travel Guide to Vulcan "is the perfect way to celebrate 50 years of "Star Trek" and will thrill pop culture fans and hardcore "Star Trek" fans alike."

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.

Star Trek the Official Guide to Our UniverseThe True Science Behind the Starship VoyagesNational Geographic Books
A companion to the popular syndicated television show offers a complete show-by-show guide to the series, including plot summaries and behind-the-scenes details.

A floor plan of the U.S.S. Enterprise encompasses a chronology of the events in the recent Star Trek movies and looks at the new "Enterprise" built to replace the destroyed old ship

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.

* Discover New Intelligence - A massive database of Star Trek research reveals new Federation Logs, Vulcan Technology and information from the Frontier. * Set Your Course - Fully detailed maps show you the best path to collecting every Tribble, Audio Log and more. * Beam In Support - All upgrades for Kirk and Spock explored with optimum load outs for weapons and gear. * Max Your Gamer Score - Complete list of every Trophy & Achievement with details to unlock all of them. * Explore New Worlds - Extensive concept art gallery including some new exclusive pieces of art.

Includes descriptions of various worlds, including Bajor, Vulcan, Ferenginar, Risa, Romulus, the Klingon homeworld, Betazed, and Cardassia, and travel advisories about the Borg, the Tholians, and the Jem'hadar

Covers the original series, the first 150 episodes of "The Next Generation", the first 20 episodes of "Deep Space Nine", and the first 6 movies.

In the future, a heroic captain and his crew explore the Galaxy in a really fast spacecraft. The crew's standing orders are: "...to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before."™ Simple, straightforward -- that's Star Trek.® So what's all the fuss? Why do news crews always seem to find someone, somewhere dressed up in a Star Trek costume? What could be so interesting to so many people? Star Trek 101 is the answer. You'll learn just a little about the heroes (Captain Kirk believes that man wasn't meant to live in paradise), the villains (Klingons have a thirst for conquest), and the important aliens (Vulcans live their lives by logic). In

the handy recaps for all things Star Trek, you'll discover that the television shows and movies run the gamut from action-adventure to comedy. Just want to sample? The ten essential episodes are offered for your consideration. Star Trek 101 is a quick primer of the television shows and movies that carry the Star Trek name.

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.

Heartbreaking, hilarious, and brutally honest, *Going There* is the deeply personal life story of a girl next door turned household name. For more than forty years, Katie Couric has been an iconic presence in the media world. In her brutally honest, hilarious, heartbreaking memoir, she reveals what was going on behind the scenes of her sometimes tumultuous personal and professional life - a story she's never shared, until now. Of the medium she loves, the one that made her a household name, she says, "Television can put you in a box; the flat-screen can flatten. On TV, you are larger than life but smaller, too. It is not the whole story, and it is not the whole me. This book is." Beginning in early childhood, Couric was inspired by her journalist father to pursue the career he loved but couldn't afford to stay in. Balancing her vivacious, outgoing personality with her desire to be taken seriously, she overcame every obstacle in her way: insecurity, an eating disorder, being typecast, sexism . . . challenges, and how she dealt with them, setting the tone for the rest of her career. Couric talks candidly about adjusting to sudden fame after her astonishing rise to co-anchor of the TODAY show, and guides us through the most momentous events and news stories of the era, to which she had a front-row seat: Rodney King, Anita Hill, Columbine, the death of Princess Diana, 9/11, the Iraq War . . . In every instance, she relentlessly pursued the facts, ruffling more than a few feathers along the way. She also recalls in vivid and sometimes lurid detail the intense pressure on female anchors to snag the latest "get"—often sensational tabloid stories like Jon Benet Ramsey, Tonya Harding, and OJ Simpson. Couric's position as one of the leading lights of her profession was shadowed by the shock and trauma of losing her husband to stage 4 colon cancer when he was just 42, leaving her a widow and single mom to two daughters, 6 and 2. The death of her sister Emily, just three years later, brought yet more trauma—and an unwavering commitment to cancer awareness and research, one of her proudest accomplishments. Couric is unsparing in the details of her historic move to the anchor chair at the CBS Evening News—a world rife with sexism and misogyny. Her "welcome" was even more hostile at 60 Minutes, an unrepentant boys club that engaged in outright hazing of even the most established women. In the wake of the MeToo movement, Couric shares her clear-eyed reckoning with gender inequality and predatory behavior in the workplace, and downfall of Matt Lauer—a colleague she had trusted and respected for more than a decade. Couric also talks about the challenge of finding love again, with all the hilarity, false-starts, and drama that search entailed, before finding her midlife Mr. Right. Something she has never discussed publicly—why her second marriage almost didn't happen. If you thought you knew Katie Couric, think again. *Going There* is the fast-paced, emotional, riveting story of a thoroughly modern woman, whose journey took her from humble origins to superstardom. In these pages, you will find a friend, a confidante, a role model, a survivor whose lessons about life will enrich your own.

First published in 1992 and last revised in 1995, this is a fitting record of a show that changed the rules by which television was made. The first adventure drama series ever to run to seven seasons and more than 170 episodes, Star Trek: The Next Generation broke audience records wherever it was shown and remains the most widely viewed and consistently popular of all the Star Trek series. This new edition of the series companion has been brought bang up to date to include not only all seven years of the TV series but also all four films which have featured the Next Generation crew. In addition to Generations (1994), we now have full details of First Contact (1997), Insurrection (1998) and the very latest incarnation, Nemesis (2002). A positive feast of information, the Companion includes complete plot summaries and credits for each individual episode and film. There are fascinating behind-the-scenes glimpses into how each one was made, and in-depth analysis really brings The Next Generation universe to life. Illustrated throughout with more than 150 black and white photographs, this is a truly invaluable reference guide. The Starship Spotter was created more than two centuries ago in the early years of deep space travel to serve as a reference guide to assorted space-going vessels. Captains of the spaceships of the United Earth Space Probe Agency used this invaluable tool to help their crews to distinguish friend from foe in the unexplored reaches of the cosmos. When the services were merged to form Starfleet, the Spotter as a paper book disappeared from use. Only recently rediscovered, the newest editions of this historic volume have until now been the sole purview of the students of Starfleet Academy. Each year a new class of Starfleet cadets carefully reviews and revises the contents. The ships displayed in the Starship Spotter are chosen as a tribute to the crews who have served on them and the valour shown, regardless of the ship's affiliation. Although only thirty ships could be selected, the cadets feel that these ships reflect the noble history of space exploration and travel. We proudly present to you the Class of 2383 edition of Starship Spotter.

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