

## Star Trek Phase II The Making Of The Lost Series

Join the crew of the original Starship Enterprise in these all-new adventures as they near the conclusion of their five-year mission. Finally returning to Federation space, the Enterprise and her crew find the Federation isn't quite the same as the one they left behind! Kirk grapples with a very personal Klingon threat, even as the Enterprise begins its homecoming victory tour, and the Federation's upcoming presidential election is upended when Harry Mudd enters the race! All this against the backdrop of a sinister malaise threatening to rot the Federation from within. Terrible secrets are revealed, among them the origin of Gary Seven and the grand designs of the shadowy AEGIS organization. Can Kirk and the Enterprise crew excise this corruption, or will the five-year mission end in failure? Collects issues #13–19 of the series.

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.

When hack agent Jimmy "Tex" Balaban discovers Ralf on a Borscht Belt stage, his act appears to be a clever joke. Ralf claims to be from the future, shouting foul-mouthed prophecies of where we went wrong. And he delivers a harrowing message. The world is in chaos. Our biosphere has been devastated, our air is unbreathable and the final stalwarts of mankind have taken refuge in pressurized shopping malls. Humanity clings to the last mediocre vestiges of life on a dead planet that we did not know how to save. But it might not be too late. Has Ralf returned to the past to awaken our consciences? Is he who he says he is or is he insane? And if we have one last chance to save the world, does any of this matter? Then Dexter D. Lampkin, a fading science fiction writer, and Amanda Robin, a New Age guru-wannabe, magnificently transform Ralf into what the world really needs: a messenger sent from the future to save us from ourselves. Together with Tex they polish Ralf's television persona to captivate America. The problem is that Ralf never goes out of character. He truly believes he is a prophet. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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.

Celebrate the 40th anniversary of *Star Trek: The Motion Picture* with this classic movie

novelization written by legendary Star Trek creator Gene Roddenberry! The original five-year mission of the Starship Enterprise to explore strange new worlds and to seek out new life and new civilizations has ended. Now James T. Kirk, Spock, Dr. McCoy, and the rest of the crew of the Enterprise have separated to follow their own career paths and different lives. But now, an overwhelming alien threat—one that is ignoring all attempts at communication and annihilating all opposition in its path—is on a collision course with Earth, the very heart of the United Federation of Planets. And the only vessel that Starfleet can send in time to intercept this menace is a refitted Enterprise, with her old crew heeding the call to once again boldly go where no one has gone before....

Celebrate Star Trek: The Original Series and the show's distinctive Midcentury modern design that would change design— and television—forever. Star Trek: The Original Series (1966-1969) was the first installment of one of the most successful and longest-running television franchises of all time. Today, Trek fans champion its writing, progressive social consciousness, and aesthetic. Designing the Final Frontier is a unique, expert look at the mid-century modern design that created and inspired that aesthetic. From Burke chairs to amorphous sculptures, from bright colors to futuristic frames, Star Trek TOS is bursting with mid-century modern furniture, art, and design elements—many of them bought directly from famous design showrooms. Together, midcentury modern design experts Dan Chavkin and Brian McGuire have created an insider's guide to the interior of original starship Enterprise and beyond, that is sure to attract Star Trek's thriving global fan base.

Star Trek, Phase II The Lost Series Pocket Books/Star Trek

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 our culture.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (films not included). Pages: 194. Chapters: Star Trek: The Motion Picture, Changeling (film), Star Trek (film), Pulp Fiction, Alien (film), Jaws (film), Transformers: Dark of the Moon, Scream (film), Inception, X-Men: First Class, Indiana Jones and the Kingdom of the Crystal Skull, Che (film), Star Wars Episode I: The Phantom Menace, Transformers: Revenge of the Fallen, The Deer Hunter, Superman (film), Star Trek III: The Search for Spock, Forrest Gump, The Incredible Hulk (film), Star Trek II: The Wrath of Khan. Excerpt: Star Trek: The Motion Picture is a 1979 American science fiction film released by Paramount Pictures. It is the first film based on Star Trek, and a sequel to the Star Trek television series. The film is set in the twenty-third century, when a mysterious and immensely powerful alien cloud called V'Ger approaches Earth, destroying everything in its path. Admiral James T. Kirk (William Shatner) assumes command of his previous starship—the recently refitted USS Enterprise—to lead it on a mission to save the planet and determine VGers origins. When the original television series was cancelled in 1969, Star Trek creator Gene Roddenberry lobbied Paramount to continue the franchise through a film. The success of the series in syndication convinced the studio to begin work on a feature film in 1975. A series of writers attempted to craft a suitably epic script, but the attempts did not satisfy Paramount, so the studio scrapped the project in 1977. Paramount instead planned on returning the franchise

to its roots with a new television series, *Star Trek: Phase II*. The box office success of *Close Encounters of the Third Kind* convinced Paramount that science fiction films other than *Star Wars* could do well at the box office, so the studio cancelled production of *Phase II* and resumed its attempts at making a *Star...*

*These Are the Voyages*, the exhaustive, award-winning book series by Marc Cushman, continues, utilizing memos and letters from *Star Trek* creator Gene Roddenberry, his colleagues, the studios, and the networks. Production reports, TV ratings, vintage press coverage, and interviews combine to document the events between the end of the Original Series and the beginning of the *Trek* movie franchise. It's the story of how Roddenberry sought to escape from *Star Trek*'s shadow and stake new ground. Meanwhile, the series stars discovered that their popularity, like Roddenberry's, was tied to a show which simultaneously typecast them. Volume 1 of this two-book set covers the first half of the 1970s, with coverage of *Pretty Maids All in a Row*, *Genesis II*, *The Questor Tapes*, *Planet Earth*, *Strange New Worlds*, *Star Trek: The Animated Series*, and much more. Volume 2 will examine the last half of the decade, including *Spectre*, "*Star Trek Phase II*," and 1979's *Star Trek - The Motion Picture*. The book is over 700 pages within a hardcover bound book.

Continuing detailed documentation of the making and impact on popular culture of the *Star Trek* series and its spin-off movies and TV series, including fan sub-culture with clubs, conventions, merchandising. This fifth volume in the book series focuses on the second half of the 1970s, with Gene Roddenberry's TV pilots and various other projects, the expansion of the *Star Trek* fandom, and the numerous efforts to make a *Star Trek* feature film, resulting in the production and release of 1979's *Star Trek - The Motion Picture*.

An anthology series that offers every fan a stopping point on the wonderful 50-year *Star Trek* journey. Reflect on stories of what's come before and look ahead to the next half-century of *Trek*. Short stories that run the gamut of *Star Trek*'s history, set during the Original Series, *The Next Generation*, *Voyager*, *Deep Space Nine*, *Enterprise*, and more, featuring all your favorite characters.

*Vaka Rangi*: In the language of the Rapa Nui, A Canoe for the Stars. *Vaka Rangi* is a work of comparative mythology. *Vaka Rangi* is an account of a spiritual journey. *Vaka Rangi* is a personal memoir. *Vaka Rangi* is an unauthorized post-structuralist critical history of *Star Trek* and the voyaging starship. Completely revised and expanded from the blog of the same name, *Vaka Rangi* Volume 2 includes critical analysis essays on *Star Trek Phase II*, the fan series that shares its name, the first four *Star Trek* feature films and every episode of *Star Trek: The Next Generation*'s first season. Each story is re-positioned within its cultural contexts and re-examined through the lenses of utopian philosophy, cultural anthropology and anarcha-feminism.

Hailed as one of the fathers of Saturday morning television, Lou Scheimer was the co-founder of Filmation Studios, which for over 25 years provided animated excitement for TV and film. Always at the forefront, Scheimer's company created the first DC cartoons with Superman, Batman, and Aquaman, ruled the song charts with *The Archies*, kept Trekkie hope alive with the Emmy-winning *Star Trek: The Animated Series*, taught morals with *Fat Albert* and the *Cosby Kids*, and swung into high adventure with *Tarzan*, *The Lone Ranger*, and *Zorro*. Forays into live-action included *Shazam!* and *The Secrets of Isis*, plus groundbreaking special effects work on *Jason of Star Command* and others. And in the 1980s, Filmation single-handedly caused the syndication explosion with *He-Man* and the *Masters of the Universe* and its successors. Now, Lou Scheimer tells the entire story to best-selling author Andy Mangels, including how his father decked Adolf Hitler, memories of the comics of the Golden Age, schooling with Andy Warhol, and what it meant to lead the last all-American animation company through nearly thirty years of innovation and fun! Profusely illustrated with photos, model sheets, storyboards, presentation art, looks at rare and unproduced series, and more —

plus stories from top animation insiders about Scheimer and Filmation's past, and rare Filmation art by Bruce Timm, Adam Hughes, Alex Ross, Phil Jimenez, Frank Cho, Gene Ha, and Mike McKone — this book shows the Filmation Generation the story behind the stories! From the public's first glimpse of the original Starship Enterprise to the brave new worlds explored in Star Trek: Voyager, the never-ending phenomenon that is Star Trek has treated generations of viewers to a dazzling barrage of unforgettable images of the future. Bizarre alien beings, breathtaking extraterrestrial landscapes, exotic costumes, state-of-the-art special effects, and remarkably convincing futuristic sets and props and equipment have brought Gene Roddenberry's inspiring vision to life before the public's awestruck eyes. The Art of Star Trek is a one-of-a-kind gallery of Star Trek artwork, as well as tribute to the many artists, designers, and technicians whose diverse talents and imagination created the distinctive look of the Star Trek universe. Every incarnation of Star Trek is explored: The Original Series, The ANimated Series, Star Trek: The Next Generation, Star Trek: Deep Space Nine, and Star Trek: Voyager, and the films -- with the complete behind-the-scenes story of Star Trek's design history. With hundreds of full-color illustrations and photographs, many from private collections, readers will at last be able to linger on Star Trek's rich visual legacy and trace the evolution of and images from their initial conceptions to their final form on television and film screens. Like all great works of art, the many sights and visual surprises of Star Trek have been built from scratch through a combination of inspiration and painstaking effort. The Art of Star Trek covers the entire universe of Star Trek artwork and production design to reveal how, in all of its various forms, Star Trek has allowed us to look boldly into the future and see what no one has seen before. The Art of Star Trek is the art of pure imagination, the art of a bright, hopeful future, and the art of three remarkable decades on nonstop action and adventure. Lavishly illustrated, it is a book to be read and referred to time after time, as well as one that will become a cherished chronicle fo Star Trek's first thirty years.

A mysterious and powerful alien being banishes Sulu to feudal Japan, Scotty to nineteenth-century Scotland on the eve of revolt, and Chekov to Russia during World War II

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.

It's all been building to this, the inevitable showdown between the Power Rangers and their allies and the biggest threat they've ever faced – the Emphyreals. And yet, the shocking conclusion of the first year of Mighty Morphin may have ended the war before it even began decimating the very heart of the Power Rangers. Can the Rangers move past their betrayals in order to save Earth and the universe itself?

### History of Star Trek, the third season

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.

Executive Officer Korie had faced and defeated seemingly invincible Morthan battleships, elusive bio-computer imps, and dreaded Morthan assassins. It would be on the starship Norway, however, that he would meet his greatest challenge—a challenge that could change the outcome of a war and the destiny of humankind. The latest installment of the Star Wolf series, this third galactic struggle concludes the popular trilogy with a rescue mission that is far from routine. Never before published, Blood and Fire is the long-awaited conclusion to the Star Wolf series.

Star Trek: The Motion Picture (1979) is one of the most beguiling and important science fiction films ever made. Its spectacular realization of Gene Roddenberry's inspirational future and humanistic storytelling are a cinematic achievement unlikely ever to be matched. At the same time, the film was a deeply troubled production that rolled without a completed script and saw a wholesale change in visual effects companies, barely making its release date. In 1979, Preston Neal Jones was given unparalleled access to the cast and creators of Star Trek: The Motion Picture for what was intended to be a cover story for Cinefantastique magazine. Owing to the late completion of the film and ambitious scope of the manuscript, it was never published, until now. This book is a priceless time capsule, an oral history in the words of 60 of the film's cast and creators, interviewed as the film was being prepared for release, and nobody had any idea if it would succeed or even be finished on time. From the stars (William Shatner, Leonard Nimoy and the entire cast) to the filmmakers (Gene Roddenberry, Robert Wise) to the brilliant visual effect artists, illustrators, model builders and technicians who realized the 23rd century on screen (costumes, sets, props, models, music, sound FX and more), no aspect of the film's creation is overlooked. Go behind the scenes of this pivotal sci-fi masterwork and hear the unvarnished, uncensored truth of how it was created.

The ultimate Star Trek visual history, complete with personal accounts, anecdotes, and full-color photos, this entertaining, informative book provides a behind-the-scenes glimpse of the world of Star Trek, and includes essays by the late master of science fiction, Isaac Asimov.

Imagine sitting at the bridge of the Enterprise. Your yellow tunic is crisp, the captain is seated behind you, and your fingers hover over the multi-colored buttons, ready to fly the ship. You look up into a gigantic camera and deliver lines written by DC Fontana. That's when you wonder: is this real Star Trek? Follow two young actors as they fly off on a runaway adventure with the sci-fi franchise they grew up loving. In 2005, Andy Bray and John Lim portrayed Chekov and Sulu in Star Trek: New Voyages, a fan film continuation of the original Star Trek. This is the behind the scenes, crazy, true story of making "To Serve All My Days," a fake Star Trek episode with Trekkies, professionals, Oscar-winners, an Elvis impersonator, and starring a real living legend: Walter Koenig. Will "To Serve All My Days" break out of orbit or stay dry docked? Find out in this rip-roaring voyage that's even more unbelievable than what's on the script. This may be fake Star Trek, but their stories are real and out of this world. Featuring a foreword by Walter Koenig.

Dateline -- Paramount Pictures announces the formation of its own television network, with a new Star Trek program as its cornerstone. The year is not 1994, but 1977 and the new series titled Star Trek Phase II would have reunited almost all of The Original Series cast members. A footnote in Star Trek history, few people realize how close Star Trek Phase II came to full-scale production. All of the actors were signed except Leonard Nimoy, whose Spock character would have been replaced by a young Vulcan, Xon. Sets and props were designed and constructed. New models, including a never seen model of the U.S.S. Enterprise, were built. A special effects company was hired, and scripts were written, including a two-hour teleplay that would have been the pilot for the series. But, the plans for the network were canceled, and Paramount decided to shift gears to feature film production, shutting down the television series -- less than two weeks before the beginning of principal photography. The result of this decision was

Star Trek: The Motion Picture. This is the story of the lost Star Trek series. Including full behind-the-series information on the show that almost-but didn't-happen. Full of never-before-seen color artwork, storyboards, blueprints, technical information and photos: Star Trek Phase II reveals the vision behind Gene Roddenberry's lost glimpse of the future.

Introduces energy vampires, giant space amoebas, ancient races, androids, and other strange creatures and alien beings encountered by the crew of the U.S.S. Enterprise in the Star Trek television series.

Like episodes of *The Twilight Zone* or *The Outer Limits*, the sixteen stories contained in *Listen To The Signal, Short Stories Volume 1* ask questions like, "What would happen if an iPhone game was addictive - to everyone?" and "Are we all living inside a simulation? And if so, who's running it?" and "When a pilot has to emergency land in a remote town near Area 51 what does he find?" Hi, Rob Dircks here. I'm the Audible bestselling author of *Where the Hell is Tesla?*, and I've been writing and narrating these stories since 2016 on my podcast, *Listen To The Signal*. But now I've made them available ONLY here in this book. They include: *Dak?* - *Today I Invented Time Travel - End Game* - November 8, 2016 - *Quick Fix* - *Horatio Breathed His Last* - *Purgatory* - *Out of the Blue* - *Tick Tick Tick* - *Rose* - *Red Parka* - *Bloop* - *Their DNA Was No Longer the Same* - *The Last One* - *Mister Personality* - *Christmas in Silver Peak*. Back when I started this project, I was thinking what the heck, writing some short stories will keep me fresh, let me try things I might not try otherwise, act as a sort-of sketch book of my story ideas: the funny, the weird, the scary, the sappy, and sometimes all of that mashed up together. Well, two years later, I had no idea how proud I would be of this body of work, and how genuinely psyched I am to be sharing these stories with you in this format. I probably shouldn't pump up the hype too much, and let you decide on your own, but man, going through these again for production, I felt like a proud papa, gathering up all my little babies, or like I was collecting a bag of gems. Wow, I just wrote "bag of gems" in all seriousness, like it's a totally everyday phrase, like I might find myself out on horseback in some medieval European country and have the need to reach into my little leather sack for a gem to purchase an entire village. Anyway, it feels like a bag of gems to me, and I hope it does to you, too. P.S. Your enjoyment of these short stories doesn't end with this book! I'll continue to write more and publish them first free on the *Listen To The Signal* podcast, I try to do one a month (but you know how that goes). And if you'd like to be reminded when they come out, you can sign up for my very occasional and not-at-all spammy email newsletter at [ListenToTheSignal.com](http://ListenToTheSignal.com) or [RobDircks.com](http://RobDircks.com). P.P.S. The introduction music and some of the individual story music snippets were composed and performed by Danny Greenlees, and used with his permission. You can find his music at [zebfrinar.bandcamp.com](http://zebfrinar.bandcamp.com).

The story of Star Trek's resurrection between the 1969 cancellation of the original series and the 1979 release of Robert Wise's *Star Trek--The Motion Picture*, has become legend and like so many other legends, it tends to get printed instead of the facts. Drawing on hundreds of contemporary news articles and primary sources not seen in decades, this book tells the true story of the first successful Star Trek revival. After several attempts to relaunch the franchise, *ST--TMP* was released on a wave of prestige promotion, hype, and public frenzy unheard of for a film based on a television show. Controversy surrounded its troubled production and \$44M budget, earning it a

reputation at the time as the most expensive movie ever made. After a black-tie premiere in Washington, D.C., its opening in 856 North American theaters broke multiple box-office records--a harbinger of the modern blockbuster era. Despite immediate financial success, the film was panned by both critics and the public, leaving this enterprise nowhere to boldly go but down.

Nurse Chapel questions whether or not to continue her medical training until a shuttle incident prompts her to make decisions that will forever change her future. In the second story, Captain Kirk is forced to work with the Romulans after a biological weapon is unleashed, with unexpected - and surprising - results.

Describes the never-produced "Star Trek" television series of 1977, from the construction of its set and hiring of actors through Paramount's decision to kill the project in favor of making the first "Star Trek" movie

Offers a visual perspective of all of the "Star Trek" series and movies

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

Hospital starcruiser USS Hope ministers to the poor and ill of backwater worlds. Nalinle, carrying his handicapped son, races to get help, while on Hope, a serial killer picks off victims one by one. Can Nalinle arrive in time? And can Dao Marik identify the killer before the ship is destroyed? Hope.

This is the unauthorized, uncensored and unbelievable true story behind the making of a pop culture phenomenon. The original Star Trek series debuted in 1966 and has spawned five TV series spin-offs and a dozen feature films, with an upcoming one from Paramount arriving in 2016. The Fifty-Year Mission is a no-holds-barred oral history of five decades of Star Trek, told by the people who were there. Hear from the hundreds of television and film executives, programmers, writers, creators and cast as they unveil the oftentimes shocking story of Star Trek's ongoing fifty-year mission -a mission that has spanned from the classic series to the animated show, the many attempts at a relaunch through the beloved feature films. Make no mistake, this isn't just a book for Star Trek fans. Here is a volume for all fans of pop culture and anyone interested in the nuts and bolts of a television touchstone.

Through four decades, five television series comprising over seven hundred episodes, ten feature films, and an animated series, fandom's thirst for more Star Trek stories has been unquenchable. From the earliest short-story adaptations by James Blish in the 1960s, followed by the first original Star Trek novels during the seventies, and on throughout the eighties, nineties, and into the twenty-first century, fiction has offered an unparalleled expansion of the rich Star Trek tapestry. But what is it that makes these books such a powerfully attractive creative outlet to some and a compelling way to experience the Star Trek mythos anew to others? Voyages of Imagination takes a look back on the first forty years of professionally published Star Trek fiction, revealing the personalities and sensibilities of many of the novels' imaginative contributors and offering an unprecedented glimpse into the creative processes, the growing pains, the risks, the innovations, the missteps, and the great strides taken in the books. Author Jeff Ayers has immersed himself in nearly six hundred books and interviewed more than three hundred authors and editors in order to compile this definitive guide to the history and evolution of an incomparable publishing phenomenon. Fully illustrated with the covers of every book included herein, Voyages of Imagination is indexed by title and author, features a comprehensive timeline, and is a must-have for every fan.

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