

Star Trek Stardate 1998 Calendar

A behind-the-scenes chronicle of the three spinoff Star Trek series includes commentary by the actors, writers, producers, and directors; presents an inside scoop on the forthcoming movie; and includes a show-by-show guide. Original.

An invaluable resource for working programmers, as well as a fount of useful algorithmic tools for computer scientists, astronomers, and other calendar enthusiasts, The Ultimate Edition updates and expands the previous edition to achieve more accurate results and present new calendar variants. The book now includes coverage of Unix dates, Italian time, the Akan, Icelandic, Saudi Arabian Umm al-Qura, and Babylonian calendars. There are also expanded treatments of the observational Islamic and Hebrew calendars and brief discussions of the Samaritan and Nepalese calendars. Several of the astronomical functions have been rewritten to produce more accurate results and to include calculations of moonrise and moonset. The authors frame the calendars of the world in a completely algorithmic form, allowing easy conversion among these calendars and the determination of secular and religious holidays. LISP code for all the algorithms is available in machine-readable form.

A Simon & Schuster eBook. Simon & Schuster has a great book for every reader.

Witness the events leading to the new CBS All Access series PICARD in this graphic novel where new characters are introduced and secrets will be revealed. Before he retired to his vineyard, Jean-Luc Picard was the most decorated admiral in Starfleet. Then one mission changed his life forever. What could make this dedicated and disciplined leader question his calling?

History of calendars. The Millenium - do we have the correct date? Why do we celebrate Easter Sunday when we do? Find out in this book.

No Marketing Blurb

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.

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.

The unpredictable cosmic entity known only as Q has plagued Captain Jean-Luc Picard and the crew of the Starship Enterprise™ since their very first voyage together. But little was known of Q's mysterious past or of the unearthly realm from which he hails. Until now. A brilliant scientist may have found a way to breach the energy barrier surrounding the Milky Way galaxy, and the Enterprise is going to put it to the test. The last thing Captain Picard needs is a surprise visit from Q, but the omnipotent trickster has more in mind than his usual pranks. Kidnapping Picard, he takes the captain back through time to the moment the Q Continuum faced its greatest threat. Now Picard must learn Q's secrets -- or all of reality may perish!

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....

In Search of the Good Life Have you ever felt that your life--and budget--is spiraling out of control? Do you sometimes wish you could pull yourself together but wonder exactly how to manage all the scattered pieces of a chaotic life? Is it possible to find balance??? In a word, yes.?? Ruth Soukup knows firsthand how stressful an unorganized life and budget can be. Through personal stories, biblical truth, and practical action plans, she will inspire you to make real and lasting changes to your personal goals, home, and finances. With honesty and the wisdom of someone who has been there, Ruth will help you: * Discover your "sweet spot"--that place where your talents and abilities intersect. * Take back your time and schedule by making simple shifts in your daily habits. * Reduce stress in your home and family by clearing out the clutter. * Stop busting your budget and learn to cut your grocery bill in half. Who Needs This Book? Living Well, Spending Less was written to bring hope and encouragement to every woman who currently feels overwhelmed or stressed with a life--and budget--that feels out of control. It speaks to the mom trying to juggle all the demands of a busy life with the pressure to keep up with those around her. It is a practical guide for those of us who often long to pull ourselves together but don't always know how. It is real, honest, packed with practical tips, and speaks to the heart of the matter--how can we live the life we've always wanted? Want to know if this book is for you? * Do you ever find yourself comparing your life to those around you? * Have you ever wished for the courage to follow your dreams? * Do you ever struggle to stay organized or get things done? * Have you ever felt loaded down with stuff you don't really need....or even really want? * Do you ever struggle to keep your finances on track? * Do you sometimes long for deeper, more authentic relationships in your life? If the answer to any of these questions is YES, this book provides real and practical solutions from someone who has been there. Ruth doesn't just offer advice, she walks it with you, and shares with brutal honesty her own mistakes, failures, and shortcomings. It is encouraging, motivating, and life-changing. What Others Are Saying: "An incredible book that will teach you how to spend smart without compromising a great life. Ruth's

stories and practical advice will make you want to be a better mother, wife, sister, and friend." --RACHEL CRUZE, coauthor with Dave Ramsey of *Smart Money Smart Kids* "Ruth knows firsthand how mamas like us live crazy busy lives, and she steps in as a friend to help us manage and love every minute of it. She offers her best tips for gaining control over the chaos with wisdom-based insights on all things thrifty and family. I'll be reading it again and again!" --RENEE SWOPE, bestselling author of *A Confident Heart*

Calendars were at the heart of ancient culture and society, and were far more than just technical, time-keeping devices. *Calendars in Antiquity* offers a comprehensive study of the calendars of ancient Mesopotamia, Egypt, Persia, Greece, Rome, Gaul, and all other parts of the Mediterranean and the Near East, from the origins up to and including Jewish and Christian calendars in late Antiquity. In this volume, Stern sheds light on the political context in which ancient calendars were designed and managed. Set and controlled by political rulers, calendars served as expressions of political power, as mechanisms of social control, and sometimes as assertions of political independence, or even of sub-culture and dissidence. While ancient calendars varied widely, they all shared a common history, evolving on the whole from flexible, lunar calendars to fixed, solar schemes. The Egyptian calendar played an important role in this process, leading most notably to the institution of the Julian calendar in Rome, the forerunner of our modern Gregorian calendar. Stern argues that this common, evolutionary trajectory was not the result of scientific or technical progress. It was rather the result of major political and social changes that transformed the ancient world, with the formation of the great Near Eastern empires and then the Hellenistic and Roman Empires from the first millennium BC to late Antiquity. The institution of standard, fixed calendars served the administrative needs of these great empires but also contributed to their cultural cohesion.

David Gerrold, the creator of "Tribbles," recalls how this popular episode of *Star Trek* was made, from conceptualizing the first draft to the final script, shooting on set, and explaining the techniques and disciplines of TV writing. Plus, receive 32 pages of photos, original illustrations by Tim Kirk, and much more!

For a general audience interested in solving mysteries in art, history, and literature using the methods of science, 'forensic astronomy' is a thrilling new field of exploration. Astronomical calculations are the basis of the studies, which have the advantage of bringing to readers both evocative images and a better understanding of the skies. Weather facts, volcano studies, topography, tides, historical letters and diaries, famous paintings, military records, and the friendly assistance of experts in related fields add variety, depth, and interest to the work. The chosen topics are selected for their wide public recognition and intrigue, involving artists such as Vincent van Gogh, Claude Monet, Edvard Munch, and Ansel Adams; historical events such as the Battle of Marathon, the death of Julius Caesar, the American Revolution, and World War II; and literary authors such as Chaucer, Shakespeare, Joyce, and Mary Shelley. This book sets out to answer these mysteries indicated with the means and expertise of astronomy, opening the door to a richer experience of human culture and its relationship with nature. Each subject is carefully analyzed. As an example using the study of sky paintings by Vincent van Gogh, the analytical method would include: - computer calculations of historical skies above France in the 19th century - finding and quoting the clues found in translations of original letters by Van Gogh - making site visits to France to determine the precise locations when Van Gogh set up his easel and what celestial objects are depicted. For each historical event influenced by astronomy, there would be a different kind of mystery to be solved. As an example: - How can the phase of the Moon and time of moonrise help to explain a turning point of the American Civil War - the fatal wounding of Stonewall Jackson at Chancellorsville in 1863? For each literary reference to astronomy, it was determined which celestial objects were being described and making an argument that the author is describing an actual event. For example, what was the date of the moonlit scene when Mary Shelley first had the idea for her novel "Frankenstein?" These and more fun riddles will enchant and delight the fan of art and astronomy.

Sonichu #0 is the first issue of Christian Weston Chandler's magnum opus. At this initial stage, the comic was almost entirely about Sonichu and Rosechu, although bits of Chris's life still managed to find their way in. The "hand-drawn premiere issue" is a special zero issue. In the comics industry, zero issues are used as either a sales-enhancing gimmick (Image Comics is a notable user of this) or a special preview of work that will not truly begin until issue #1. Given that it previews nothing, which one Chris was going for is probably the former, though given that it's not legally able to be sold, it fails even that. The comic consists of Sonichu's first three adventures. In "Sonichu's Origin", the core cast of the series is introduced as Sonichu and Rosechu are created. Then, in "Genesis of the Lovehogs", the two protagonists meet and immediately fall in love. Finally, in "Sonichu vs. Naitirhc", our yellow hero does battle with his first real villain, who but foreshadows the challenges awaiting the hedgehogs in the following issue. Bonus material in *Sonichu #0* includes various advertisements for imaginary Sonichu products, "classic" Sonichu comic strips drawn outside of the narrative of the main comic book, and the first "Sub-Episode".

Adventures In Time And Space Star Trek All Series Simon and Schuster

In the distant future the entire galaxy has been completely assimilated by Borg and it's king—_ Locutus! The only hope for the future lies in the past, in the hands of Captain Jean-Luc Picard and the crew of the Starship Enterprise—_ as Picard faces off against the Borg collective in one final, terrifying, and definitive encounter!

Captain Calhoun and the crew of the U.S.S. *Excalibur* are on Thallon when their sensors detect strange vibrations coming from beneath the surface of the planet. Original.

The *Klingon Dictionary* is the first comprehensive sourcebook for Klingon language and syntax, including fundamental rules of grammar as well as words and expressions that illustrate the complex nature of Klingon culture. It features a precise pronunciation guide, rules for proper use of affixes and suffixes, and a small phrasebook with Klingon translations for essential expressions such as "'Activate the transport beam,'" "'Always trust your instincts,'" and the ever-popular "'Surrender or die!'"

Gallop around the cosmos and celebrate the legacy of one of the most iconic and beloved sci-fi franchises with *Star Trek: The Official Poster Collection*. In 1966, *Star Trek* dared to boldly go where no man had gone before, launching one of the one of the most beloved and longest-running sci-fi franchises of all time. This official poster collection includes 32 removable posters featuring imagery from the iconic series and movies. Now fans can proudly display images of their favorite characters from the original series, such as Captain James T. Kirk, Spock, Uhura, Sulu, and more!

By revealing the facts behind the fiction of some of the finest films in the sci-fi genre, *Fantastic Voyages* offers a novel approach to teaching science: using scenes from science fiction films to illustrate fundamental concepts of physics, astronomy, and biology.

From the #1 *New York Times* bestselling author of *Astrophysics for People in a Hurry* comes a follow-up guide to more of the most popular questions about the universe. In this companion volume to *Merlin's Tour of the Universe*, Neil de Grasse Tyson presents a completely new collection of questions and answers about the cosmos for stargazers of all ages. Whether waxing about Earth and its environs, the Sun and its stellar siblings, the world of light, physical laws, or galaxies near and far, Merlin--a fictional visitor from Planet Omniscia and our guide to the universe--is easy to understand, often humorous, and always entertaining. Merlin fields a wide range of questions from many curious mortals, and in so doing draws on his own vast knowledge as well as the expertise of many close friends, including Archimedes, Galileo, Einstein, and Santa. Merlin hasn't been stumped yet, responding to questions including: If aliens exploded our moon, what effect would it have on us? What are your thoughts on the theory that a star named Nemesis is circling our solar system and was responsible for killing off the dinosaurs? Is it true that if I leave a container on my roof for a period of time, I can actually collect space particles from outer space? Delightfully illustrated throughout, *Just Visiting This Planet* is a timeless book for lovers of the universe by one of its brightest lights.

For 50 years, *Star Trek* has been an inspiration to its fans around the world, helping them to dream of a better future. This inspiration has

entered our culture and helped to shape much of the technology of the early 21st Century. The contributors to this volume are researchers and teachers in a wide variety of disciplines; from Astrophysics to Ethnology, from English and History to Medicine and Video Games, and from American Studies to the study of Collective Computing Systems. What the authors have in common is that some version of Star Trek has inspired them, not only in their dreams of what may be, but in the ways in which they work - and teach others to work - here in the real world. Introduced with references to Star Trek films and television shows, and illustrated with original cartoons, each of the 15 chapters included in this volume provides insights into research and teaching in this range of academic fields.

Devotees of Star Trek have always written stories about their favourite characters. They circulate in fanzines, at conventions, and latterly on the Internet. Now for the first time Star Trek fans have the chance to find their stories in print in an official Star Trek book. STRANGE NEW WORLDS is the result of a competition run by Pocket Books to find new Star Trek authors, and out of thousands of entries the book includes the eighteen winning stories selected by top Star Trek author Dean Wesley Smith and the Pocket US editorial team. The quality of these stories is astounding and has won Strange New Worlds critical acclaim. Buy this book and find out what it takes to get into Star Trek print! 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.

Compelling tips and tricks to improve your mental skills Don't you wish you were just a little smarter? Ron and MartyHale-Evans can help with a vast array of witty, practical techniques that tune your brain to peak performance. Founded in current research, Mindhacker features 60 tips, tricks, and games to develop your mental potential. This accessible compilation helps improve memory, accelerate learning, manage time, spark creativity, hone math and logic skills, communicate better, think more clearly, and keep your mind strong and flexible.

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. Actual photographs of the ark evidence, including the ark hull impression, and the upper landing place impression, and many ancient dwelling foundations of the city of Noah- Mesha-Naxuan.

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.

From The Entropy Effect to The Q Continuum, Pocket Books has published hundreds of pulse-pounding, thought-provoking Star Trek novels in the twenty years since Pocket Books US became the official Star Trek publisher. To date there have been 87 Original Series novels featuring Captain Kirk, Mr Spock and their crew; 50 Next Generation novels featuring the Captain Picard and the crew of the Enterprise-D and -E; 26 set on Captain Sisko's space station Deep Space Nine and 18 following the adventures of Star Trek's newest crew on the USS Voyager. Plus there've been numerous unnumbered series novels, five multi-volume crossover series and several movie tie-ins. From this abundance of riches editor Mary Taylor has compiled the ultimate anthology of gripping writing and memorable moments, guaranteed to delight all Star Trek fans.

The unpredictable cosmic entity known only as Q has plagued Captain Jean-Luc Picard and the crew of the Starship Enterprise™ since their very first voyage together. But little is known of Q's mysterious past or that of the unearthly realm from which he hails. Now Picard must learn Q's secrets -- or all of reality may perish! Ever since its discovery, the great galactic barrier has impeded humanity's exploration of the universe beyond the Milky Way. Now a brilliant Federation scientist may have found a way to breach the barrier, and the Enterprise is going to put it to the test. The last thing Picard needs is a return visit from an omnipotent troublemaker so, naturally, Q appears. But Q has more in mind than his usual pranks, and while the Enterprise struggles to defeat a powerful inhuman foe, Captain Picard must embark on a fantastic odyssey into the history of the Q Continuum itself, with the fate of the galaxy hanging in the balance.

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.

Chronicles the seven-year history of the television series with in-depth synopses, interviews with cast and crew, and photographs and illustrations that span all 176 episodes.

While astronomy is a burgeoning science, with tremendous increases in knowledge every year, it also has a tremendous past, one that has altered humanity's understanding of our place in the universe. The impact of astronomy on culture - whether through myths and stories, or through challenges to the intellectual status quo - is incalculable. This volume in the Greenwood Guides to the Universe series examines how

human cultures, in all regions and time periods, have tried to make sense of the wonders of the universe. Astronomy and Culture shows students how people throughout time have struggled with the complexities apparent in the night sky, complexities that modern science has only just begun to understand.

Covers the history of space flight from the beginning of the twentieth century through the year 2202, with the story of man's conquest of the stars chronicled in illustrations and star maps

Astronomy is written in clear non-technical language, with the occasional touch of humor and a wide range of clarifying illustrations. It has many analogies drawn from everyday life to help non-science majors appreciate, on their own terms, what our modern exploration of the universe is revealing. The book can be used for either a one-semester or two-semester introductory course (bear in mind, you can customize your version and include only those chapters or sections you will be teaching.) It is made available free of charge in electronic form (and low cost in printed form) to students around the world. If you have ever thrown up your hands in despair over the spiraling cost of astronomy textbooks, you owe your students a good look at this one. Coverage and Scope Astronomy was written, updated, and reviewed by a broad range of astronomers and astronomy educators in a strong community effort. It is designed to meet scope and sequence requirements of introductory astronomy courses nationwide. Chapter 1: Science and the Universe: A Brief Tour Chapter 2: Observing the Sky: The Birth of Astronomy Chapter 3: Orbits and Gravity Chapter 4: Earth, Moon, and Sky Chapter 5: Radiation and Spectra Chapter 6: Astronomical Instruments Chapter 7: Other Worlds: An Introduction to the Solar System Chapter 8: Earth as a Planet Chapter 9: Cratered Worlds Chapter 10: Earthlike Planets: Venus and Mars Chapter 11: The Giant Planets Chapter 12: Rings, Moons, and Pluto Chapter 13: Comets and Asteroids: Debris of the Solar System Chapter 14: Cosmic Samples and the Origin of the Solar System Chapter 15: The Sun: A Garden-Variety Star Chapter 16: The Sun: A Nuclear Powerhouse Chapter 17: Analyzing Starlight Chapter 18: The Stars: A Celestial Census Chapter 19: Celestial Distances Chapter 20: Between the Stars: Gas and Dust in Space Chapter 21: The Birth of Stars and the Discovery of Planets outside the Solar System Chapter 22: Stars from Adolescence to Old Age Chapter 23: The Death of Stars Chapter 24: Black Holes and Curved Spacetime Chapter 25: The Milky Way Galaxy Chapter 26: Galaxies Chapter 27: Active Galaxies, Quasars, and Supermassive Black Holes Chapter 28: The Evolution and Distribution of Galaxies Chapter 29: The Big Bang Chapter 30: Life in the Universe Appendix A: How to Study for Your Introductory Astronomy Course Appendix B: Astronomy Websites, Pictures, and Apps Appendix C: Scientific Notation Appendix D: Units Used in Science Appendix E: Some Useful Constants for Astronomy Appendix F: Physical and Orbital Data for the Planets Appendix G: Selected Moons of the Planets Appendix H: Upcoming Total Eclipses Appendix I: The Nearest Stars, Brown Dwarfs, and White Dwarfs Appendix J: The Brightest Twenty Stars Appendix K: The Chemical Elements Appendix L: The Constellations Appendix M: Star Charts and Sky Event Resources

Does the year 2000 have you sweating late-night code? Use our complete library of C programming functions to master Y2K, time on the Net, ISO 8601, time stamp compression, or any other time/date application you encounter. Using the astronomers Julian Day'

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