

Star Trek Stardate 2001 Calendar

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? Here is a very special STAR TREK® novel -- from the woman consistently voted by the fans as their favorite writer from the original STAR TREK television series! D.C. Fontana, writer of such classic STAR TREK episodes as "Journey to Babel" and "This Side of Paradise," here brings us the never-before-told story of a very young Mr. Spock, on his first mission aboard the U.S.S. Enterprise. You'll also meet Captain Christopher Pike and his enigmatic first officer "Number One" (previously seen only in the original STAR TREK pilot "The Cage"), as well as the ship's brand new engineering officer, Montgomery Scott. Vulcan's Glory is the tale of Spock's struggle to reconcile his many obligations -- those forced on him by his Vulcan heritage, and those chosen by him upon his enlistment in Starfleet -- to balance the wishes of others against the desires of his own heart.

This book provides a wide-range of Star Trek treasures you can appreciate whether you're a devoted Trekkie or a novice collector of this epic American science-fiction franchise. Then the pages of this spectacular guide, you'll discover more than 1,500 color photos including

memorabilia direct from Paramount Studios warehouses. In addition, you'll enjoy chapters covering more than 40 years of Star Trek action figures, lunch boxes, games, pins, posters, uniforms, original scripts and countless other items, all with identifying details and current market values.

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."TM 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.

Created by an incalculably ancient civilisation whose transcendent technology is quantum levels beyond that of the Federation and its allies, the newly discovered Gateways offer instantaneous transportation across the stars. Their sudden reactivation has destabilised relations between planets and cultures hitherto

separated by countless light years. Starfleet's finest have coped with the crisis as best they can, but circumstances have forced a handful of valiant commanders, one after another, to make the leap through separate Gateways into the unknown. Each of these brave heroes has taken the ultimate gamble and hurled themselves bodily into a Gateway with no knowledge or forwarning of what they will find on the other side. Each must face a unique personal challenge and find their own way back to the ships and the homes they left behind. And beyond at least one of the Gates are their mysterious and primordial architects, the ageless Iconians themselves...

THE AUTHORS of the Gateways saga are: Diane Carey, Peter David, Keith R.A. DeCandido, Christie Golden, Robert Greenberger and Susan Wright.

How was the Norse Navigator able to shape his course across the North Atlantic long before the invention of the magnetic compass? This book tells the story of the Viking Sun Compass and how it allowed the Vikings to sail across the Atlantic. In 1948, the Danish archaeologist C.L. Vebk found the remains of a small wooden disc at the Viking Age site of Uunartoq in Greenland. Since then the Master mariners Carl V. Sver and Sen Thirslund have interpreted this find as a navigational instrument. This book is the essence of more than forty years of archaeological studies, discussions and practical sea-going experiments. The author gives a full account of the history of the find and demonstrates convincingly how Viking Age Navigators could make use of this and other simple devices in order to find their way across the vastness of the Northern

Atlantic.

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.

Warp into the twenty-first century with the daring explorers of Star Trek "RM" ! Breathtaking color photos of the crews, ships and memorable moments from The Original Series, Star Trek: The Next Generation "RM", Star Trek: Deep Space Nine "RM", Star Trek: Voyager "RM", and nine motion pictures follow you all 365 days in the STARDATE 2001 CALENDAR. From Quark's Bar to Starfleet Command, from the Dominion to the Delta Quadrant, embark on a new journey through space and time every day of the new year!

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!

September 8, 2016 will mark the fiftieth anniversary of the debut of the world's most successful science fiction television series: Star Trek. In this new biography Lance Parkin, author of Aurum's acclaimed *Magic Words: The Extraordinary Life of Alan Moore*, will go in search of the show's creator, Gene Roddenberry. This book reveals how an undistinguished writer of cop shows set out to produce 'Hornblower in space' and ended up with an optimistic, almost utopian view of humanity's future that has been watched and loved by hundreds of millions of people around the world. Along the way Lance will examine some of the great myths and turning points in the franchise's history, and Roddenberry's particular contribution to them. He will look at the truth in the view that the early Star Trek advanced a liberal, egalitarian and multi-racial agenda, chart the various attempts to resuscitate the show during it's wilderness years in the 1970s, explore Roddenberry's initial early involvement in the movies and spin-off *Star Trek: The Next Generation* (as well as his later estrangement from both), and shed light on the colourful personal life, self-mythologising and strange beliefs of a man who nonetheless gifted popular culture one of its most enduring narratives.

Created by the incalculably ancient Iconians, whose transcendent technology is quantum levels beyond that of the Federation and its allies, the Gateways offer instantaneous transport across unimaginable distances. Throughout the known galaxy, from Deep Space Nine™

to the New Frontier, from the Delta Quadrant to the bridge of the Starship Enterprise™, the sudden reactivation of the Gateways has destabilized interstellar relations between planets and cultures previously separated by countless light-years. Starfleet's finest have coped with the crisis as best they can, but circumstances have forced several valiant commanders to leap through separate Gateways into the unknown. Captain James T. Kirk of the original Starship Enterprise Captain Jean-Luc Picard of Star Trek: The Next Generation® Colonel Kira Nerys of Deep Space Nine Captain Kathryn Janeway of the U.S.S. Voyager™ Captains Calhoun and Shelby of Star Trek : New Frontier Commander Nick Keller of the U.S.S. Challenger All of these heroes, for their own reasons, have taken the ultimate gamble: hurling themselves personally through a Gateway without any knowledge or forewarning of what lay beyond. Each must face their own unique challenge, struggling to find a way back to the ships and homes they left behind. And waiting behind at least one of the Gateways are the ageless Iconians themselves, the primordial architects of the mysterious portals causing chaos throughout the Milky Way galaxy. Where did they disappear to, many long eons ago, and what do they want now? The answer lies on the other side.... What Lay Beyond brings the Gateways saga to a spectacular finish, in an all-star collaboration by six popular, bestselling Star Trek authors. Among them, Diane Carey, Peter David, Keith R.A. Decandido, Christie Golden, Robert Greenberger, and Susan Wright have written dozens of Star Trek novels. This is their first mega-collaboration.

A distant planet in turmoil becomes the focus of a series of conspiracies, treachery, and betrayal that transforms old friends into bitter enemies, as Captain Picard and his crew tangle with the sinister minions of Starfleet's mysterious Section 31. Original.

On a routine mission to survey Domarus IV -- a class M world with no intelligent life -- a U.S.S. Enterprise™ shuttle crewed by Data, Troi and Wesley Crusher is captured by a race called the Tenirans who claim the world for themselves. As Captain Picard tries to negotiate with the captain of the Teniran ship, the shuttle suddenly disappears in a blaze of color and light. Picard demands to know what's happened to the shuttle and its crew, but the Tenarins deny any part in their disappearance. Suddenly, Captain Picard vanishes from the bridge and finds himself alone on the planet's surface with the Tenarin captain. As the two captains begin to work together, they realize that they are not alone on Domarus IV as they confront an incredible alien force with the power to transform a world -- or to destroy it.

No Marketing Blurb

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.

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.

More than 200,000 years ago, the ancient Iconians created a network of interdimensional Gateways providing instantaneous transportation across unimaginable distances. Once known as the "Demons of Air and Darkness," the Iconians mysteriously vanished many millennia ago, never to return -- or so it was believed. Summoned to an emergency

briefing at Starfleet Headquarters, Captain Jean-Luc Picard is stunned to discover that the legendary Iconians have returned at last, and are offering to sell the secrets of their advanced technology to the Federation. To prove their sincerity, they have reactivated their long-abandoned Gateways, but the results have been strife and chaos throughout the entire Alpha Quadrant. Now Picard and his crew must contend with feuding Klingons and Romulans as the captain seeks to discover the sinister truth behind the Iconians' unexpected rebirth!

200 YEARS AGO: The expanding Klingon™ Empire found a frozen world rich in deposits of the mineral topaline. They named the planet taD -- Klingon for "frozen" -- and they called the people jekhpu'wl' -- conquered.

FOUR YEARS AGO: The Klingon Empire invaded Cardassia, breaching the Khitomer Accords and causing a break with the Federation. On taD, depleted Klingon forces were overthrown in a small coup d'état, and the victorious rebels took advantage of the disruption to appeal for recognition from the Federation.

NOW: The Klingons have returned to taD and re-established their control. But the stubborn rebels insist on Federation recognition. A solution to the diplomatic impasse must be found, a task that falls to the Federation's new ambassador to the Klingon Empire -- Worf. Worf thinks of himself as a fighter, not a negotiator, but the Federation disagrees. Now, for the sake of the Federation and the Empire, a Klingon warrior must weave a fragile peace out of a situation ripe for war!

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In the distant future the entire galaxy has been completely assimilated by Borg and it's kingŠ—_ 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 EnterpriseŠ—”as Picard faces off against the Borg collective in one final, terrifying, and definitive encounter!

When Kirk, Spock, and the entire crew of the U.S.S. Enterprise investigate problems at a remote mine, they're met with an explosive battle between powerful warriors who change into vehicles from the 20th century! As the battle between the Autobots and Decepticons rages, it's up to Kirk to decide—does he violate the Prime Directive and interfere in a war that's raged for millenia? And how will the Klingons complicate the issue? It's cartoony fun between two of the most popular science fiction franchises in the world!

Offers brief profiles of the main cast members of the popular television series and includes their other acting credits

Seven years ago the USS Voyager, embroiled in a three-way conflict with Federation Maquis renegades and the Cardassian warship that was pursuing them, took evasive action and found itself flung by means of a strange alien technology to the furthest corner of the galaxy, the unexplored Delta Quadrant, many thousands of lightyears from home. More than 170 episodes later, Captain Kathryn Janeway and her crew have encountered planets, races, civilisations and phenomena unseen by any other Federation eyes. But no matter the space they have explored or the obstacles they have overcome, their goal has always been the same: the impossible journey home. Will the USS Voyager make it back to Federation space and will her crew ever be reunited with those they left behind? Here is the first chance for UK fans to find out in full what happens in the final, emotive conclusion of the Voyager story.

Young Lieutenant Jean-Luc Picard gets a taste for the dangers of Star Fleet duty when his mission to pick up the descendants of a long-lost starship runs afoul of an alien army. Reprint.

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

Compelling tips and tricks to improve your mental skills Don't you wish you were just a little smarter? Ron and Marty Hale-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.

Publisher Description

Offers a brief introduction to using the Internet and provides an alphabetical listing of thousands of Internet sites, arranged by categories, with descriptions of each site

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 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.

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. Is there one food that humans, Klingons, Bajorans, and Vulcans would like? If so, what would it taste like? How would you prepare it? Could you find all the ingredients locally? This is the task that faces Neelix, chef for the U.S.S. Voyager™, every time he takes on the challenge of trying to feed its crew of 140 food critics. But over the course of their journey, Neelix's learned a few tricks of the trade. He had to, just as a matter of self-preservation. Ethan Phillips, in the persona of Neelix, and William J. Birnes, the New York Times bestselling coauthor of *The Day After Roswell*, throw wide the vaults of interstellar haute cuisine, revealing for the first time the secret preparation techniques behind all those exotic dishes and drinks. The favorite foods of characters from every Star Trek series and movie are here, all adapted for easy use in twentieth-century kitchens. The *Star Trek Cookbook* also features a complete guide for whipping up the all the drinks served at Quark's. Fun, and easy to use, the *Star Trek Cookbook* is your indispensable guide to the food of the stars!

Celebrate the 55th anniversary of Star Trek: The Original

Series with this epic coffee-table book! New interviews, archival conversations, never-before-seen art and sketches, and more! Gene Roddenberry's "Wagon Train to the Stars" continues to live long and prosper, with Discovery, Lower Decks, and Picard currently on the air, and Strange New Worlds on the way. But it all began 55 years ago with Star Trek: The Original Series. The second installment in Hero Collector's Celebration line (following Star Trek: Voyager – A Celebration), Star Trek: The Original Series – A Celebration includes more than a dozen new interviews with cast and creatives, scores of never-before-seen photographs and sketches, as well as chapters taking fresh looks at the show's creation, directing, visual effects, props, and most-pivotal episodes.

Gathers diagrams of spaceships, transporters, control stations, equipment, medical instruments, weapons, shuttlecraft, uniforms, insignia and fleet headquarters, and includes Federation maps and treaties

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.

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

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!""

Celebrating the 25th anniversary of the TV series in 2020! Everything you want to know about Captain Kathryn Janeway's Starship Voyager and crew. The perfect holiday gift for the Star Trek fan in your life! Just wonderful and so well written - stuff I never knew which surprised me - and I was on the show! You will enjoy this I guarantee. - Ethan Phillips, Neelix from Star Trek: Voyager Go behind the scenes of the making of a television classic, with the cast and crew who brought the adventures of the intrepid U.S.S. Voyager to life. Packed with in-depth features on each creative department, from visual effects and art to costume and makeup, this volume celebrates STAR TREK's epic adventure in the Delta Quadrant. Alongside production and concept art, the cast - including Kate Mulgrew and Jeri Ryan - share their personal highlights from seven seasons and 172 episodes of STAR TREK: VOYAGER. STAR TREK: VOYAGER was groundbreaking. It was the first STAR TREK show with a female captain and had the franchise's most diverse cast. It pushed the boundaries of visual effects and makeup further than ever before, and literally took the show into new territory when Voyager was stranded in the Delta Quadrant, home of the Borg Collective. STAR TREK:

VOYAGER - A CELEBRATION tells the behind-the-scenes story of Voyager's epic journey, from its earliest origins and pivotal episodes to in- depth features on writing, directing, visual effects, production art and more. The ultimate guide to the making of a television classic, based on more than 30 new interviews, featuring the nine principal cast members, including Kate Mulgrew, Jeri Ryan, and Robert Picardo, and key behind-the-scenes personnel who reveal the stories and secrets behind the show. STAR TREK: VOYAGER first appeared on TV on 16 January 1995, running for 172 episodes over seven seasons.

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.

After enduring many privations and natural disasters, the colonists of Belle Terre are now under attack by the alien Kaulds, who are hell-bent on retrieving the planet's valuable natural resources. Original.

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