

## The Klingon Hamlet All Series Star Trek All Series

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

To Reign in Hell chronicles the fifteen years between the Original Series episode 'Space Seed' and the feature film 'The Wrath of Khan' - now widely regarded as a landmark in the Star Trek universe. Defeated by Captain James T. Kirk and exiled with his few remaining followers to the isolation of Ceti Alpha V, Khan Noonien Singh is marooned on a planet that has suddenly transformed into a hostile wasteland, where he and his band of acolytes must fight for their very lives. The once-proud conqueror finds his life irrevocably shattered, and begins his descent into madness...

An electrifying thriller from bestselling author Diane Duane set in the Star Trek: The Original Series universe. The sword was the ultimate symbol of Romulan power, tradition, and pride. It lay in the Senate Chamber of the Romulan Star Empire, revered and untouched for centuries, until the day Dr. Leonard McCoy was tried for treason—and both were stolen during a daring attack on Romulus itself. Now, to avenge that insult and save face in the eyes of their deadly enemies, the Empire must recover the sword at any cost. Their envoys to the Federation demand the return of the sword and the extradition of the Romulan renegades who aided the Starship Enterprise™ in McCoy's escape. If diplomacy fails, the Romulans will trap the Klingons™ and the Federation in open war. In such dangerous times, the Starship Enterprise is assigned the most valuable—and volatile—element of all: the fugitive Ael, her stolen Bird-of-Prey Bloodwing, and the sword they carry. Ael will undoubtedly attempt to use ship and sword to foil her enemies and play her hand in the dangerous game that she's begun. But she will do it all under the watchful eyes of James T. Kirk, the Federation starship captain who knows her dangerously well...

On the planet Nimbus III, a harsh world deep in the neutral zone, the three major powers -- Federation, Klingon, and Romulan -- attempt a revolutionary cooperative program, jointly developing the planet as an experiment in peace. But that makes Nimbus III an irresistible target for terrorists, who seize control of the planet, and the Enterprise is sent on a daring mission of rescue. And soon Kirk and his crew find themselves on a much more dangerous and disturbing journey, to the center of the galaxy and the forbidden secrets it holds.

Klingon Captain Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace. Suddenly he must fight a secret battle of his own. His empire has a covert plan to shatter the Federation. Only Krenn can prevent a war -- at the risk of his own life!

How are languages invented? Why are they invented? Who uses them? What are the cultural effects of invented languages? This fascinating book looks at all manner of invented languages and explores the origins, purpose, and usage of these curious artefacts of culture. Written by experts in the field, chapters discuss languages from Esperanto to Klingon and uncover the motives behind their creation, and the outcomes of their existence. Introduction by Michael Adams Linking all invented languages, Michael Adams explains how creating a language is intimidating work; no one would attempt to invent one unless driven by a serious purpose or aspiration. He explains how the origin and development of each invented language illustrates inventors' and users' dissatisfaction with the language(s) already available to them, and how each invented language expresses one or more of a wide range of purposes and aspirations: political, social, aesthetic, intellectual, and technological. Chapter 1: International Auxiliary Languages by Arden Smith From the mythical Language of Adam to Esperanto and Solrésol, this chapter looks at the history, linguistics, and significance of international or universal languages (including sign languages). Chapter 2: Invented Vocabularies: Newspeak and Nadsat by Howard Jackson Looking at the invented vocabularies of science fiction, for example 1984's 'Newspeak' and Clockwork Orange's 'Nadsat', this chapter discusses the feasibility of such vocabularies, the plausibility of such lexical change, and the validity of the Sapir-Whorfian echoes heard in such literary experiments. Chapter 3: 'Oirish' Inventions: James Joyce, Samuel Beckett, Paul Muldoon by Stephen Watt This chapter looks at literary inventions of another kind, nonsense and semi-nonsense languages, including those used in the works of James Joyce and Samuel Beckett. Chapter 4: Tolkien's Invented Languages by Edmund Weiner Focussing on the work of the accomplished philologist J.R.R. Tolkien, the fifteen languages he created are considered in the context of invented languages of other kinds. Chapter 5: Klingon and other Science Fiction Languages by Marc Okrand, Judith Hendriks-Hermans, and Sjaak Kroon Klingon is the most fully developed of fictional languages (besides Tolkien's). Used by many, this chapter explores the speech community of 'Trekkies', alongside other science fiction vocabularies. Chapter 6: Logical Languages by Michael Adams This chapter introduces conlangs, 'constructed languages'. For example, Láaden, created to express feminine experience better than 'patriarchal' languages. Chapter 7: Gaming Languages and Language Games by James Portnow Languages and games are both fundamentally interactive, based on the adoption of arbitrary sign systems, and come with a set of formal rules which can be manipulated to express different outcomes. This being one of the drivers for the popularity of invented languages within the gaming community, James Portnow looks at several

gaming languages and language games, such as Gargish, D'ni, Simlish, and Logos. Chapter 8: Revitalized Languages as Invented Languages by Suzanne Romaine The final chapter looks at language continuation, renewal, revival, and resurrection - in the cases of Gaelic, Welsh, Cornish, and Breton - as well as language regulation.

In 1997, *Star Trek: New Frontier*® debuted and became an instant sensation, chronicling the exciting adventures of Captain Mackenzie Calhoun and the U.S.S. *Excalibur*, as told by New York Times bestselling author Peter David. Now, over a dozen books later, Peter David has gathered some of the finest *Star Trek* authors to tell new tales of the *Excalibur* crew: Dayton Ward's thrilling adventure from Calhoun's sordid past Loren L. Coleman's tale of Shelby's first experience with the Borg Robert Greenberger's origin of "Lefler's Laws" Susan Schwartz's adventure with Soleta and Ambassador Spock Terri Osborne's chronicle of Selar's encounter with the Q David Mack's tale of the longest day of Zak Kebron's life plus stories by Keith R.A. DeCandido, Susan Wright, Josepha Sherman, Ilsa J. Bick, Kevin Dilmore, Christina F. York, Robert T. Jeschonek, Peg Robinson, Mary Scott-Wiecek, Allyn Gibson, and Glenn Hauman & Lisa Sullivan. Added Bonus! Peter David himself tells the untold story of Calhoun and Shelby's honeymoon on Xenex!

From fantasy and sci-fi to graphic novels, from boy scouts to board games, from blockbuster films to the cult of theatre, Shakespeare is everywhere in popular culture. Where there is popular culture there are fans and nerds and geeks. The essays in this collection on Shakespeare and Geek Culture take an innovative approach to the study of Shakespeare's cultural presences, situating his works, his image and his brand to locate and explore the nature of that geekiness that, the authors argue, is a vital but unrecognized feature of the world of those who enjoy and are obsessed by Shakespeare, whether they are scholars, film fans, theatre-goers or members of legions of other groupings in which Shakespeare plays his part. Working at the intersections of a wide range of fields – including fan studies and film analysis, cultural studies and fantasy/sci-fi theory – the authors demonstrate how the particularities of the connection between Shakespeare and geek culture generate new insights into the plays, poems and their larger cultural legacy in the 21st century.

"Heghlu'meH QaQ jajvam." "It is a good day to die." What is the proper response to this? What should I do? Now, with *Klingon for the Galactic Traveler* you will know. Organized into four easy-to-use sections, this book will guide your steps through the Klingon language and customs: The regional dialects of the Empire Common, everyday usage of the language The slang phrases and curses that color the Klingon vocabulary Most importantly, the proper verbal, physical, and cultural responses. A misspoken word to a Klingon, who is quick to take offense and even quicker to take action, could have dire consequences. This book is the indispensable guide for the galactic traveler.

paq'batlh: The *Klingon Epic* is the definitive edition of the grand Klingon epic of the Kahless the Unforgettable (qeyllS IljlaHbogh pagh). The story of Kahless is a tale of legendary proportions comparable to those of our own ancient heroes Hercules, Ulysses and Gilgamesh. Betrayed by his brother and witness to his father's brutal slaying, Kahless is pitted against his bitter enemy, the mighty tyrant Molor. To regain his honor he must travel into the Underworld, create the first bat'leth, and unite with his true love, Lady Lukara, to fight many epic battles. Through this awe-inspiring adventure Kahless redefines what it is to be truly Klingon. Reconstructed from several sources, this bilingual Klingon/English edition provides a keen insight into the nature of Klingon culture and mythology, and features the first publication of Ancient Klingon (no'Hol) fragments. Meticulously translated by the world's leading Klingon language expert, Marc Okrand, this classic epic is a must have for anyone interested in Klingon culture and language.

On any given day, millions of *Wall Street Journal* readers put aside the serious business and economic news of the day to focus first on the paper's middle column (a.k.a. the A-hed), a virtual sound-bubble for light literary fare -- a short story, a tall tale, an old yarn, a series of vignettes, and other unexpected delights that seem to "float off the page." In this first-ever compendium of middle-column pieces, you'll find an eclectic selection of writings, from the outlandish to the oddly enlightening. Read about: • one man's attempt to translate the Bible into Klingon • sheep orthodontics, pet-freezing, and toad-smoking • being hip in Cairo, modeling at auto shows, piano-throwing • the fate of mail destined for the World Trade Center after 9/11 • the plight of oiled otters in Prince William Sound ...and much, much more. Edited by 20-year *Journal* veteran Ken Wells, and with a foreword by *Liar's Poker* author Michael Lewis, *Floating Off the Page* is the perfect elixir for fans of innovative prose in all its forms and function.

The Klingon Hamlet Pocket Books/Star Trek

For too long, readers throughout the Federation have been exposed to *The Tragedy of Khamlet, Son of the Emperor of Qo'nos*, that classic work of Klingon™ literature, only through inadequate and misleading English translations. Now at last, thanks to the tireless efforts of the Klingon Language Institute, this powerful drama by the legendary Klingon playwright, Wil'yam Shex'pir, can be appreciated in the elegance and glory of its original tongue. This invaluable volume contains the complete text of the play, along with an English translation for easy consultation and comparison. In addition, an incisive introduction explains the play's crucial importance in Klingon culture, while copious notes illustrate how the debased English version diverges from the original, often distorting and even reversing the actual meaning of the verses. *Khamlet, the Restored Klingon Version*, is a work that belongs in the library of every human who hopes truly to understand what it means to be Klingon.

The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse—only to find that some fates really are inevitable. **STARFLEET'S FINEST FACES A CHALLENGE UNLIKE ANY OTHER TOMORROW IS DOOMED** Time is coming apart. Countless alternate and parallel realities are under attack, weakening and collapsing from relentless onslaught. If left unchecked, the universe faces an unstoppable descent toward entropy. **WANDERER, ORACLE, ALLY** Scarred and broken after decades spent tracking this escalating temporal disaster, while battling the nameless enemy responsible for it, an old friend seeks assistance from Captain Jean-Luc Picard and the crew of the *Starship Enterprise*. The apocalypse may originate from their future, but might the cause lie in their past? **EVERYTHING THAT WILL BE** Identifying their adversary is but the first step toward defeating them, but early triumphs come with dreadful costs. What will the price be to achieve final victory, and how will that success be measured in futures as yet undefined? ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Master the harsh, guttural language of Klingon with this indispensable audio phrasebook. This amusing and enlightening primer on ill-tempered and proud Klingon culture uses a built-in sound module to teach readers an array of crucial compliments ("You bludgeon divinely."), toasts ("Today is a good day to die"), and insults ("Your mother has a smooth

forehead") as well as phrases used commonly in intergalactic travel ("Passport? My fist is my passport!"), theatergoing ("Two for Romulan and Juliet"), and more. Illustrated scenarios set the scene and offer additional useful phrases, making How to Speak Klingon an essential guide for any Star Trek® fan.

The crew of the Enterprise must defend a group of colonists against alien attack while helping the settlers unravel the mysteries of their new world. Original.

An original novel based on the thrilling new Star Trek movies! Based on the "Kelvin Universe" movie saga! Captain James T. Kirk and the Enterprise crew escort Spock's father, Ambassador Sarek of Vulcan, to a dilithium-rich planet called Akiron. They arrive to find this world under siege by creatures that some of the planet's denizens believe are demons. Sarek orders Kirk to abandon the mission, but the young captain won't turn his back on people in danger. After a harrowing encounter with the dark-energy "demons," Kirk's belief in a rational universe is challenged by a mystic who insists that it wasn't coincidence that brought Kirk to Akiron, but the alien equivalent of a Karmic debt. Meanwhile, aboard the Enterprise, Sarek's young Vulcan aide L'Nel has a sinister agenda—and its chief objective appears to be the cold-blooded murder of Spock!

Passed down from the time of Kahless, ten precepts have shaped Klingon culture and indoctrinated Klingons in the Way of the Warrior. With this new translation, people from all walks of life—and all worlds—can harness the ancient Klingon wisdom and learn to embody courage, discipline, and honor.

- Choose your enemies well.
- Strike quickly or strike not.
- Always face your enemy.
- Seek adversity.
- Reveal your true self in combat.
- Destroy weakness.
- Leave nothing until tomorrow.
- Choose death over chains.
- Die standing up.
- Guard honor above all.

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!"

In the fourth year of its ongoing mission, the Strange New Worlds writing competition has once again sought out exciting new voices and imaginations among Star Trek's vast galaxy of fans. After scanning countless submissions for signs of style and originality, the judges are proud to report that the universe of amazing Star Trek writers just keeps expanding. Strange New Worlds IV features more than a dozen never-before-published stories spanning the twenty-third and twenty-fourth centuries, from the early days of James T. Kirk and his crew to the later generations of Captains Picard, Sisko, and Janeway. These memorable new tales explore and examine the past and future of Star Trek from many different perspectives. Join Strange New Worlds in its thrilling quest to uncover the most compelling Star Trek fiction this side of the Galactic Barrier!

In the forty-year history of Star Trek®, none of the television show's actors are more beloved than DeForest Kelley. His portrayal of Leonard "Bones" McCoy, the southern physician aboard the Starship Enterprise™, brought an unaffected humanity to the groundbreaking space frontier series. Jackson DeForest Kelley came of age in Depression-era Georgia. He was raised on the sawdust trail, a preacher's kid steeped in his father's literal faith and judgment. But De's natural artistic gifts called him to a different way, and a visit to California at seventeen showed a bright new world. Theater and radio defined his early career -- but it was a World War II training film he made while serving in the Army Air Corps that led to his first Paramount Studios contract. After years of struggle, his lean, weathered look became well known in notable westerns and television programs such as You Are There and Bonanza. But his work on several pilots for writer-producer Gene Roddenberry changed his destiny and the course of cultural history. This thoroughly researched actor's life is about hard work and luck, loyalty and love. It is a journey that takes us all...from sawdust to stardust.

They said it couldn't be done ... all the myriad worlds which have been sought out and explored through more than 500 television episodes and nine Star Trek movies, mapped, illustrated and brought to life in the pages of a comprehensive Star Trek atlas. From the comparatively crowded space of the Alpha and Beta Quadrants, home to Earth and Vulcan, Bajor and Betazed, the Cardassian Union and the Romulan and Klingon Empires; to the distant Gamma Quadrant controlled by the Dominion; to the far reaches of the Delta Quadrant, home space of the Borg, where of Federation explorers only the crew of the USS Voyager has ever been; NEW WORLDS, NEW CIVILIZATIONS catalogues peoples and planets from all four corners of the galaxy. Ever wondered where the blue-skinned Bolians originated from? Or what it is like on the permanently frozen homeworld of the bloodless Breen? From the first world that the first away team landed on under the command of Christopher Pike in the original pilot episode 'The Cage' (a world that has been off-limits to the Federation ever since), to the world of the Ba'ku as seen in 'Star Trek: Insurrection', all these and many more are described and depicted in all their fascinating detail by a team of star-studded contributors. Produced in the finest tradition of bestselling Star Trek illustrated reference from Pocket Books such as The Art of Star Trek and Where No Man Has Gone Before, NEW WORLDS, NEW CIVILIZATIONS will be an essential addition to every Trekker's shelves.

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!

The American Villain: Encyclopedia of Bad Guys in Comics, Film, and Television seeks to provide one go-to reference for the study of the most popular and iconic villains in American popular culture. Since the 1980s, pop culture has focused on what makes a villain a villain. The Joker, Darth Vader, and Hannibal Lecter have all been placed under the

microscope to get to the origins of their villainy. Additionally, such bad guys as Angelus from Buffy the Vampire Slayer and Barnabas Collins from Dark Shadows have emphasized the desire for redemption—in even the darkest of villains. Various incarnations of Lucifer/Satan have even gone so far as to explore the very foundations of what we consider "evil." The American Villain: Encyclopedia of Bad Guys in Comics, Film, and Television seeks to collect all of those stories into one comprehensive volume. The volume opens with essays about villains in popular culture, followed by 100 A–Z entries on the most notorious bad guys in film, comics, and more. Sidebars highlight ancillary points of interest, such as authors, creators, and tropes that illuminate the motives of various villains. A glossary of key terms and a bibliography provide students with resources to continue their study of what makes the "baddest" among us so bad. Examines in detail how villains and villainesses have appeared in comics and other media over the decades Shows how villains and villainesses have reflected the fears, anxieties, and hopes of American society at any given period Provides scholarly material that gives readers additional important historical context in five essays Ensures that diverse and obscure villains and villainesses are given equal coverage

Commander George Samuel Kirk was aboard the Enterprise under the command of Captain Robert April before his famous son was born. Starfleet has just been founded and the Enterprise has just been built, and is sent on its first mission. The mission takes the Enterprise into the heart of hostile Romulan territory, where cosmopolitical machinations and advanced weapons technology will decide the fate of a hundred innocent worlds.

"Based on Star Trek and Star Trek: the Next Generation created by Gene Roddenberry."

In all of his travels Captain Jean-Luc Picard has never faced an opponent more powerful than Q, a being from another continuum that Picard encountered on his very first mission as Captain of the Starship Enterprise™. In the years since, Q has returned again and again to harass Picard and his crew. Sometimes dangerous, sometimes merely obnoxious, Q has always been mysterious and seemingly all-powerful. But this time, when Q appears, he comes to Picard for help. Apparently another member of the Q continuum has tapped into an awesome power source that makes this being more powerful than the combined might of the entire Q continuum. This renegade Q is named Trelane, also known as the Squire of Gothos, who Captain Kirk and his crew first encountered over one hundred years ago. Q explains that, armed with this incredible power, Trelane has become unspeakably dangerous. Now Picard must get involved in an awesome struggle between super beings. And this time the stakes are not just Picard's ship, or the galaxy, or even the universe, this time the stakes are all of creation.

Today, students are more familiar with other cultures than ever before because of the media, Internet, local diversity, and their own travels abroad. Using a social constructionist framework, Inter/Cultural Communication provides today's students with a rich understanding of how culture and communication affect and effect each other. Weaving multiple approaches together to provide a comprehensive understanding of and appreciation for the diversity of cultural and intercultural communication, this text helps students become more aware of their own identities and how powerful their identities can be in facilitating change—both in their own lives and in the lives of others.

An astonishing effort on the part of the leading Klingon scholars of today, telling a story of blood, honour and vengeance in true Klingon tradition. With the English-language version printed on the left and the Klingon on the right, this best-known of Shakespeare's plays, a tour-de-force of Elizabethan theatre, can now be read and understood in the great warrior tongue even by non-Klingon speakers. As General Chang (Christopher Plummer) was heard to remark in the movie Star Trek IV: The Undiscovered Country: "Shakespeare is better in the original Klingon." Building on the groundwork of linguist Marc Okrand, author of The Klingon Dictionary, who constructed a fully spoken language out of what began as little more than a background prop, the Klingon Language Institute in Flourtown, Pennsylvania, is dedicated to the study and teaching of Klingon as a living tongue. Translating the great works of literature, Hamlet among them, is central to their philosophy of education and discovery.

From the ordinary to the extraordinary, here are ten all-new fan-created stories embraced by the vision of Star Trek®! When Gene Roddenberry first created this landmark television series fifty years ago, he also tapped a wellspring of human imagination. Viewers were immediately transformed, and over the decades turned the very definition of "fan" on its ear. However, when what was on the screen was simply not enough, fans started writing their own stories... In celebration of the 50th anniversary of Star Trek, here are the electrifying results of the 2016 Strange New Worlds writing contest—the best fan-created stories by new writers such as: Derek Tyler Attico, Neil Bryant, Chris Chaplin, John Coffren, Nancy Debretson, Kelli Fitzpatrick, Roger McCoy, Kristen McQuinn, Gary Piserchio & Frank Tagader, and Michael Turner. By the fans, and for the fans. Boldly going where no one has gone before.

From the bestselling author of Romeo and/or Juliet and How to Invent Everything, the greatest work in English literature, now in the greatest format of English literature: a chooseable-path adventure! When Shakespeare wrote Hamlet he gave the world just one possible storyline, drawn from a constellation of billions of alternate narratives. And now you can correct that horrible mistake! Play as Hamlet and avenge your father's death—with ruthless efficiency this time. Play as Ophelia and change the world with your scientific brilliance. Play as Hamlet's father and die on the first page, then investigate your own murder... as a ghost! Featuring over 100 different endings, each illustrated by today's greatest artists, incredible side quests, fun puzzles, and a book-within-a-book instead of a play-within-a-play, To Be or Not To Be offers up new surprises and secrets every time you read it. You decide this all sounds extremely excellent, and that you will definitely purchase this book right away. Because as the Bard said: "to be or not to be... that is the adventure." ...You're almost certain that's how it goes. To Be or Not To Be originally launched as a record-breaking Kickstarter project. This new, reader-friendly edition features the same text and illustrations as the original version, redesigned to take up half as many pages and weigh a whole pound less.

FBI agent Lili Foxworthy and her husband, brilliant actor Peter Wolff, travel to the Mayan peninsula for research on one of Peter's upcoming plays, End Game. It's there that they run into an adventure of a lifetime, some old friends, and tales told of one ancestor who may hold the answer to many odd questions. Throw an evil immortal into the mix and it will test them to their very limits of endurance and love.

The Klingon Empire remains the Federation's most fearsome and uneasy ally, but can any human fully understand the heart and soul of a true Klingon warrior? During crucial negotiations on Deep Space Nine™. Gowron, leader of the Klingon High Council, tests human understanding of the Klingon way by sharing the powerful story of one warrior's quest for honor... Pok is a young Klingon caught up in the dangerous complexities of clan politics. When his father is murdered in his own home on the day of Pok's Rite of Ascension, Pok must find the assassin and close the circle of vengeance. But as he searches for the truth amidst strange aliens and treacherous friends, Pok discovers that every day can be a good day to die and that only his own warrior's training stands between him and the business end of d'k tahgknife! THE KLINGONS ARE HUNGRY FOR WAR...THEIR TARGET: THE ENTERPRISE! When Captain Kirk and his crew are ordered to Alnath

11 to challenge the deadliest Klingon starship Terror, they're ready for anything -- or so they think. But the defenseless Vulcan crew of a Federation science ship has been wiped out. The remaining members of the Alnath II mission have discovered a fabulous ancient city -- but their report doesn't make sense. The Klingon battle cruiser has the Enterprise in its sights, and is ready to destroy it. But Captain Kirk can't seem to make decisions. Spock has started to throw temper tantrums. And Chekov has disobeyed vital orders. The crew of the Enterprise are losing their minds...one by one...all victims of... THE KLINGON GAMBIT

Star Trek: The Next Generation is the most popular, longest-running series in science fiction history. Now, after the spectacular worldwide success of Star Trek: First Contact, Captain Jean-Luc Picard and the crew of the Starship Enterprise return to the big screen in a thrilling new adventure that captures all the fun and excitement of Star Trek at its best. Star Trek: Insurrection reunites the hugely popular crew of Star Trek: The Next Generation: Jean-Luc Picard, Starfleet's finest officer; Commander William T. Riker, his stalwart first officer; Lieutenant Commander Data, the indispensable android; Commander Deanna Troi, the empathic Betazoid counselor; Lieutenant Commander Worf, the fierce Klingon warrior; Lieutenant Commander Geordi La Forge, chief of engineering; and Dr. Beverly Crusher, the ship's able medical officer. Together, they have faced many challenges over the years, but nothing has prepared them for the unexpected crisis that tests both their skills and their convictions. On an unnamed planet in a distant sector, Starfleet, in an uneasy alliance with a mysterious new alien species of unknown origin, has discovered a secret with astounding implications that could transform the future of the entire Federation. But this secret has a price that may be more than some are willing to pay. The secret first turns Data against Starfleet, then draws Jean-Luc Picard and the Starship Enterprise into a tense and dangerous situation that has unexpected effects on every member of the crew -- and presents them with an agonizing moral dilemma. Faced with orders he cannot obey and a crisis he cannot ignore, Picard finds himself torn between his conscience and his uniform. Bestselling author J. M. Dillard has written a powerful and exciting novel based on the major motion picture directed by Jonathan Frakes ("Commander William T. Riker"). Star Trek: Insurrection is sure to delight audiences throughout the world.

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