

Unity Star Trek Deep Space Nine

Look at the future of persecution. One day soon the only refuge for the faithful may be Space. Follow a desperate couple fighting isolation and equipment malfunction to pilot a gas-collecting balloon ship to the outer planets. Michael, crown prince of the Space Empire hopes to save his people from external attack with an internal rebellion and a battle cruiser like no other. His plans are shaken by a forbidden romance, political turmoil, and the discovery of Earth's Fourth Empire. Michael and his best friend Randolph might save or shatter the Space Empire's last hope for the future.

??????????The missing voices are here! A new cultural narrative is rising- one of hope, unity, love, compassion, equality, and Black Feminine Wisdom ??????????? Dialogue around anti-racism is necessary to heal the factions in our world and help humanity transcend separation and oppression, yet the stories of Black women are still missing from the bigger conversation. This groundbreaking and transformative anthology features the rich and varied narratives of 26 Black Feminine Leaders, creating a powerful lineage and legacy for generations to come. Ancient-Future Unity celebrates the wisdom and diversity of Black women's lived experiences and unique, authentic expressions. It weaves golden strands of light-filled truth together to create one vibration of love that explores our human connection that extends beyond our gender identity, sexual orientation, and the color of our skin. The union of ALL voices is key to our individual and collective evolution, awakening, and healing. So whether you choose to read Ancient-Future Unity from start to finish, or allow your intuition to guide as you flip through and choose one story at a time, open your heart to receive its threads of ancient-future wisdom so you can Reclaim Your Roots, Liberate Your Lineage, and Live A Legacy of Love.

This study traces western humanity's physical and mythological evolution from its earliest known origins to the present day. Signposts of this evolution are the taming of fire, the creation of weapons, clothing and housing to the great civilisations of ancient Egypt, Greece and Rome and religious expressions of early Judaism, Christianity and the less known Gnosticism and Alchemy. It explores the idea of unity in the disciplines of Philosophy, Psychology and Physics and its expression in Matter, Vegetation, Animals and Humans. The study also shows how the idea has bearing on decision-making of contemporary issues and how societies structure themselves based on projected ideas and inner characters. It emphasises the importance of knowing the difference between unconscious contents and the physical world to avoid possession by either side. The final chapters offer methods of forming a relationship between the physical world and the inner world of ideas and characters, and shows how the symbolic language of dreams, ideas, fantasies and synchronicities are interpreted through association, amplification and objectivity. It endeavours to categorise and describe the components of synchronicity using examples from

individuals. Finally, it shows how to perceive, understand and integrate the Idea of Unity and how it supports, guides and gives meaning to our everyday lives. The first novel in a two-part Typhon Pact adventure set in the universe of Star Trek: The Next Generation! In the wake of the final Borg invasion, which destroyed entire worlds, cost the lives of sixty-three billion people, and struck a crippling blow to Starfleet, six nations adversarial to the United Federation of Planets—the Romulan Star Empire, the Breen Confederacy, the Tholian Assembly, the Gorn Hegemony, the Tzenkethi Coalition, and the Holy Order of the Kinshaya—joined ranks to form the Typhon Pact. For almost three years, the Federation and the Klingon Empire, allied under the Khitomer Accords, have contended with the nascent coalition on a predominantly cold-war footing. But as Starfleet rebuilds itself, factions within the Typhon Pact grow restive, concerned about their own inability to develop a quantum slipstream drive to match that of the Federation. Will leaders such as UFP President Bacco and RSE Praetor Kamemor bring about a lasting peace across the Alpha and Beta Quadrants, or will the cold war between the two alliances deepen, and perhaps even lead to an all-out shooting war?

While the crew of the *Defiant* forges an uneasy alliance with a strange alien species and struggles to deal with a potential genocidal civil war, Cardassian ambassador Natima Lang and Colonel Kira Nerys find the tensions rising and political intrigue escalating on Deep Space Nine. Original.

Travel to two of the most colorful and fascinating civilizations in the Star Trek universe with this collection of two sweeping and reflective novellas that transport us to the alien planets of Ferenginar and the Dominion. In Ferenginar, Quark's profit-driven home planet is rocked by a shocking scandal when allegations that Quark's brother's first wife has threatened to overthrow the Grand Nagus of the Ferengi Alliance, Rom. To make matters worse, Quark has been recruited by Rom's political adversaries to join their coup d'état, with promises that all of Quark's wildest dreams will come true if he helps. Quark must decide if the future of Ferenginar is worth his greatest desires or if he is strong enough to save it himself. In The Dominion, the Great Link—the living totality of the shape-shifting Founders—has struggled with questions ever since its defeat in the war for the Alpha Quadrant. At its greatest moment of intense doubt, its fate, and that of the Dominion itself, is tied to Odo's investigation of his kind's true motives for sending a hundred infant changelings out into the galaxy. As Odo searches for answers and takes a hard look at his past choices, Taran'atar reaches a turning point in his own quest for clarity—one from which there may be no going back. Continuing the Deep Space Nine saga—an original novel from New York Times bestselling author David R. George III! At the end of 2385, in a significant shift of its goals from military back to exploratory, Starfleet sent Captain Benjamin Sisko and the crew of the U.S.S. *Robinson* on an extended mission into the Gamma Quadrant. Tasked with a yearlong assignment to travel unknown regions, they set out to fulfill the heart of Starfleet's charter: to explore strange new worlds,

and to seek out new life and new civilizations. But now three months into the mission, their first contact with an alien species comes in the form of an unprovoked attack on the *Robinson*. With the ship's crew suddenly incapacitated, seventy-eight of the 1,300 aboard are abducted—including Sisko's daughter, Rebecca. But Rebecca had already been kidnapped years earlier by a Bajoran religious zealot, part of a sect believing that her birth fulfilled the prophecy of the arrival of the Infant Avatar. Does her disappearance now have anything to do with the harrowing events of the past? And for what purposes have these enemies taken Sisko's daughter and the rest of the missing? In our universe, a Cardassian sleeper agent--Iliana Ghemor--was once surgically altered to resemble and replace resistance fighter Kira Nerys, future Starfleet captain and hero of the planet Bajor's liberation. That plan never reached fruition, and the fate of the agent remained unknown...until now. Robbed of the past sixteen years, Iliana Ghemor is back with a vengeance. Over a decade and a half of imprisonment and abuse by her former masters has brought her to the brink of madness, sustained only by the twisted belief that she is, in fact, the real Kira Nerys. She has already made one near-successful attempt on the real Kira's life, but instead of assuming the identity of the woman she was intended to replace, Ghemor has set her sights on the most unexpected target of all: Kira's other double, the malicious Intendent, Bajor's iron-fisted ruler in the alternate reality commonly known as the "Mirror Universe." But far more is unfolding in the Mirror Universe than Ghemor realizes, and the heroes of Deep Space Nine somehow must stop the false Kira without derailing the delicate flow of history that must unfold if both universes, and countless others, are to survive. Parallel stories set in both universes reflect and build upon each other in this Two-in-One "Flip Book," the continuation of both the ongoing DS9 saga as well as the Mirror Universe line of books.

With the new colony world Harax Pras proving ideal for various con artists to take advantage of an optimistic population, no one is more a target than young Beta Dillour. The lone survivor of a space disaster, Beta quickly becomes a Harax Pras celebrity, and is befriended by everyone from socialites to grifters, to the secretive Buddy Shane. In hiding from terrorism charges after trying to steal a ship, Buddy sees space exploration missions as his best chance to escape, and sets about convincing Beta to believe him. Buddy needs the best pilot he can find, and first on the list is the famous Jupe Beggs, but no one knows where he is, or why he is also keen to not show his face.

As the Federation prepare for a counteroffensive against the Dominion, Colonel Kira Nerys struggles to prevent a galactic holocaust, Jake Sisko embarks on an impossible quest that could plunge Bajor into chaos, and the crews of Deep Space Nine and the *Enterprise* work together to stop a terrorist plot. Original. From the New York Times bestselling author of *The Fall: The Crimson Shadow* comes a compelling and suspenseful tale of politics and power set in the universe of Star Trek: Deep Space Nine. Elim Garak has ascended to Castellan

of the Cardassian Union...but despite his soaring popularity, the imminent publication of a report exposing his people's war crimes during the occupation on Bajor looks likely to set the military against him. Into this tense situation come Dr. Katherine Pulaski—visiting Cardassia Prime to accept an award on behalf of the team that solved the Andorian genetic crisis—and Dr. Peter Alden, formerly of Starfleet Intelligence. The two soon find themselves at odds with Garak and embroiled in the politics of the prestigious University of the Union, where a new head is about to be appointed. Among the front-runners is one of Cardassia's most respected public figures: Professor Natima Lang. But the discovery of a hidden archive from the last years before the Dominion War could destroy Lang's reputation. As Pulaski and Alden become drawn into a deadly game to exonerate Lang, their confrontation escalates with Castellan Garak—a conflicted leader treading a fine line between the bright hopes for Cardassia's future and the dark secrets still buried in its past...™, ®, & © 2016 CBS Studios, Inc. Star Trek and related marks are trademarks of CBS Studios, Inc. All Rights Reserved. Marking the landmark tenth anniversary of "Star Trek: Deep Space Nine," S.D. Perry's "Unity" is a culmination of nearly a dozen books that continued the DS9 saga beyond the gut-wrenching television series finale.

One of the most popular and compelling Star Trek characters ever created, Dax is a wormlike being who is joined body and soul to a succession of humanoid hosts. Each life is different, each body is different, each personality is different, but all of them are Dax. At one time or another Dax has been male, female, a Starfleet officer, a statesman, a scientist, and ambassador, even a serial killer. The symbiont's humanoid hosts have included Curzon, friend of Klingons, and Jadzia, science officer on Deep Space Nine and latterly wife of Worf. The most recent incarnation is Ezri Dax, station counsellor on Deep Space Nine. Designed to appeal to fans of every version of Star Trek, the stories in *The Lives of Dax* each show a different host's adventure - nine incredible lives stretched out over 357 years of Star Trek history. The stories are rich with different aliens, planets, battles, personal struggles, surprising revelations, and guest stars galore.

An insidious Evil uses greed and corruption to undermine the Earth's defenses against an alien attack. *THE TURRET* chronicles one man's lifelong struggle against this Evil. Witness the unwavering loyalty, devastating betrayals, uncompromising honor, eternal romance, and unspeakable monstrosities in this interplanetary adventure of a lifetime!

Amoral, shrouded in secrecy, answerable to no one, Section 31 operates outside the constraints of either conscience or the law. They are the covert operations arm of Starfleet. Their mission: to protect the Federation at whatever cost. Mere days after the startling events which unfolded in *Deep Space Nine: Avatar*, Dr Julian Bashir faces his darkest nightmare when Section 31 compels him to undertake a mission to stop one of their own. But this renegade is no ordinary agent. Like Bashir, Dr Ethan Locken is genetically enhanced, a human superior in both body and mind. Unlike Bashir, however, Locken dreams of remaking the

galaxy in his own image - and of creating a new human empire based on the example of the infamous Khan Noonien Singh. As he begins to understand the terrifying truth about his opposite number, Bashir will learn more about himself than he ever wanted to know.

Unity Simon and Schuster

"A dazzling journey across the sciences and humanities in search of deep laws to unite them." --The Wall Street Journal One of our greatest living scientists--and the winner of two Pulitzer Prizes for *On Human Nature* and *The Ants*--gives us a work of visionary importance that may be the crowning achievement of his career. In *Consilience* (a word that originally meant "jumping together"), Edward O. Wilson renews the Enlightenment's search for a unified theory of knowledge in disciplines that range from physics to biology, the social sciences and the humanities. Using the natural sciences as his model, Wilson forges dramatic links between fields. He explores the chemistry of the mind and the genetic bases of culture. He postulates the biological principles underlying works of art from cave-drawings to *Lolita*. Presenting the latest findings in prose of wonderful clarity and oratorical eloquence, and synthesizing it into a dazzling whole, *Consilience* is science in the path-clearing traditions of Newton, Einstein, and Richard Feynman.

It is a time of renewed hope. As the U.S.S. *Defiant* sails through the wormhole and charts a new course of discovery into the unknown ocean of the Gamma Quadrant, powerful individuals from distant worlds gather at station Deep Space 9™ to usher in a bright new era; with the Dominion War now only a memory, Bajor is poised at last to enter the Federation. For Colonel Kira Nerys, Commander Elias Vaughn, and all those who follow them, these are the voyages they were born to undertake. But where they seek to go is defined by the journeys they have made before, and ghosts populate these uncharted waters -- the spectres of lost leaders, fallen friends, forsaken lovers, vanquished enemies, and earlier selves. Some of these shades drive the travelers on, others are drawn inexorably into their wake; but all make their presence felt, and in feeling, the men and women of DS9 and the *Defiant* must somehow navigate the perilous rapids of their pasts in order to find the future. Originally published as *Twilight* and *This Gray Spirit* -- the first two novels in the critically acclaimed *Mission: Gamma* series -- *These Haunted Seas* is the next chapter of the epic saga begun in *Twist of Faith*, continuing the chronicles of *Star Trek: Deep Space Nine*® beyond the small screen, propelling its heroes to realms they could never have imagined, and truths they cannot escape.

The shattering conclusion to the nine-book Next Generation series that chronicles the untold adventures of the *Enterprise* crew between the events depicted in the feature films *Star Trek: Insurrection* and *Star Trek Nemesis*! On the cusp of their epic battle with Shinzon, many of Captain Jean-Luc Picard's long-time crew were heading for new assignments and new challenges. Among the changes were William Riker's promotion to captain and his new command,

Riker's marriage to Counselor Deanna Troi, and Dr. Beverly Crusher's new career at Starfleet Medical. But the story of what set them on a path away from the Starship Enterprise™ has never been told. UNTIL NOW. Following the scandalous Tezwa affair, the Federation president's resignation forces an election, with the future of the United Federation of Planets to be determined by who emerges victorious from a hotly contested vote. But it is the fate of the entire galaxy that may actually be decided on Qo'noS, as the Federation embassy is seized by terrorists whose actions expose intrigue reaching the highest levels of Klingon government—and it will take all of Ambassador Worf's skills to keep the fragile Federation-Klingon alliance from collapsing. And while this potential intergalactic chaos looms, Commander Riker finds his plans for command and marriage soured by a brutal, high-level inspection of the ship from which the crew may not escape unscathed... The epic miniseries comes to a shocking conclusion—one that will leave the Star Trek universe changed forever!

The post-television Deep Space Nine saga continues with this original novel from New York Times bestselling author David R. George III! On the original Deep Space Nine, Captain Kira Nerys watches as the nearby wormhole opens and discharges a single, bladelikey vessel. Attempts to contact its crew fail, and the ship is soon followed by another vessel of similar design. When an armada subsequently begins to emerge from the wormhole, it seems clear that DS9 is under attack. Kira orders her first officer, Commander Elias Vaughn, to board the U.S.S. Defiant and defend the station, and alerts Starfleet to send additional forces as her crew prepares DS9's shields and weaponry for the onslaught to come. Meanwhile, on the lead ship, Iliana Ghemor considers launching an attack on DS9 and finally ending the life of Kira, the fountainhead of all the ills in her miserable life. Her vengeance demands more than mere death, though—it requires pain. Ghemor refocuses, choosing to follow her plan to mete out her revenge on the captain by first decimating the population of Bajor...™, ®, & © 2015 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Star Trek's grittiest and most challenging series may have reached its climactic conclusion on the television screen, but all-new adventures on the frontiers of Federation space continue between the covers of Pocket Books. In the aftermath of the Dominion War that brought the Star Trek universe to the brink of ruin, space station Deep Space Nine - the galaxy's nexus of military and scientific intrigue, situated as it is on the wormhole that links two quadrants - once again becomes a flashpoint of impending Armageddon when a surprise attack cripples the station, killing the First Officer and threatening the fragile peace. Colonel Kira and the surviving crew of DS9 - along with four controversial new officers - are all that stand against the outbreak of a new conflict and a doom foretold by the Prophets to coincide with the birth of Captain Benjamin Sisko's child. Meanwhile, Captain Jean-Luc Picard and the crew of the USS Enterprise make a startling discovery, one that will determine the course of an entire civilisation and

profoundly affect the lives of the crew of Deep Space Nine...

You too can learn to design and develop classic arcade video games like Pong, Pac-Man, Space Invaders, and Scramble. Collision detection, extra lives, power-ups, and countless other essential design elements were invented by the mostly anonymous designers at the early pioneering companies that produced these great games. In this book you'll go step by step, using modern, free software tools such as Unity3D to create five games in the classic style, inspired by these classics: Pong, Breakout, Space Invaders, Scramble, and Pac-Man. All the source code, art and sound sources for the projects are freely available on the companion DVD or at the book's Web site. You'll discover the fun of making your own games, putting in your own color graphics, adjusting the scoring, coding the AI, and creating the sound effects. You'll gain a deep understanding of the roots of modern video game design: the classics of the seventies and eighties. Features: * Uses seven Unity3D projects to allow for quick experimentation with classic game concepts * 4-color throughout with companion DVD that includes source code, art, and full projects * Includes historical anecdotes direct from one of the fabled Atari coin-op programmers * Detailed step-by-step instructions, dozens of exercises, and eight rules of classic game design * Contains unique insights on applying classic game design concepts to modern games

S.D. Perry's two-book sequence Avatar launched the new series of Deep Space Nine novels in 2001, capturing and expanding on the unique qualities of the television series and mixing new characters with old to acclaim from both critics and fans. Continuing the themes begun in Avatar through her next volume Rising Son, Perry here unites the threads in a stunning resolution which sees the return of Captain Benjamin Sisko. Starfleet Captain, father, husband, Emissary of the Prophets, a religious and spiritual icon to the people of the planet Bajor -- Benjamin Sisko is, or has been, all these things. Reconciled to his role as the conduit through whom the mysterious alien entities known as The Prophets worked, he succeeded in saving Bajor from destruction by the Pah-Wraiths, and appeared to be translated into a different form of existence, joining the Prophets in their non-corporeal world. Appearing in a vision to his new wife, Kasady Yates, he promised her he would return to her some day. Find out how, in a masterful, gripping tale which sees not only Sisko's return but the birth of his son and the historic entry of Bajor to the United Federation of Planets.

After a shocking death, space station Deep Space Nine erupts into chaos as weak political alliances unravel in the middle of the desperate search to find a killer, while the commander of the Defiant must confront dark secrets of the past that could cost the life--and love--of his daughter. Original.

If you have a good understanding of Unity's core functionality and a decent grasp of C# scripting in Unity (although not essential if you are just using the Editor with the new UI), you'll be well placed to take advantage of the new UI feature set.

Episode 1 A world recovering from a devastating plague... A brutal enemy threatening invasion... A young man seeking to escape the shadow of his father...

A ship manned by a crew of fresh academy graduates... A top-secret experimental propulsion system... A questionable alliance with a mysterious green-eyed woman... What destiny has in store for the crew of the UES Aurora, is far greater than any of them could ever imagine. And this is only the beginning. "Aurora: CV-01" is 77,000 word novel, and is Episode 1 of The Frontiers Saga. Episode 2, "The Rings of Haven", Episode 3, "The Legend of Corinair", Episode 4, "Freedom's Dawn", Episode 5, "Rise of the Corinari" and Episode 6, "Head of the Dragon" are available now on Amazon. Episode 7, "The Expanse" is coming in May 2013.

An exploration of why people all over the world love to engage in pain on purpose--from dominatrices, religious ascetics, and ultramarathoners to ballerinas, icy ocean bathers, and sideshow performers Masochism is sexy, human, reviled, worshipped, and can be delightfully bizarre. Deliberate and consensual pain has been with us for millennia, encompassing everyone from Black Plague flagellants to ballerinas dancing on broken bones to competitive eaters choking down hot peppers while they cry. Masochism is a part of us. It lives inside workaholics, tattoo enthusiasts, and all manner of garden variety pain-seekers. At its core, masochism is about feeling bad, then better—a phenomenon that is long overdue for a heartfelt and hilarious investigation. And Leigh Cowart would know: they are not just a researcher and science writer—they're an inveterate, high-sensation seeking masochist. And they have a few questions: Why do people engage in masochism? What are the benefits and the costs? And what does masochism have to say about the human experience? By participating in many of these activities themselves, and through conversations with psychologists, fellow scientists, and people who seek pain for pleasure, Cowart unveils how our minds and bodies find meaning and relief in pain—a quirk in our programming that drives discipline and innovation even as it threatens to swallow us whole.

Before the Dominion War and the decimation of Cardassia...before the coming of the Emissary and the discovery of the wormhole...before space station Terok Nor became Deep Space 9™...there was the Occupation: the military takeover of an alien planet and the violent insurgency that fought against it. Now that fifty-year tale of warring ideologies, terrorism, greed, secret intelligence, moral compromises, and embattled faiths is at last given its due in the three-book saga of Star Trek's Lost Era... TEROK NOR As violence all across Bajor continues to escalate, Cardassian forces tighten their grip on the captive planet, driving back the resistance at every turn; but on Terok Nor and elsewhere, the winds of change are stirring -- the beginnings of a hurricane that will alter the landscape of the Occupation. And while secret dealings, shifting alliances, and personal demons buoy the wings of revolution, a mysterious shape-shifting life form begins a journey that will decide the fate of worlds.

Three hundred fifty-seven years, nine lives, one soul—all are Drax. Mother, father, engineer, ambassador, scientist, statesman, serial killer, Starfleet officer: At one

time or another, Dax has been all of these things and more. The near-immortal part of a composite species known as the Trill, Dax is a sentient, wormlike symbiont joined body and mind to a succession of humanoid hosts, carrying the memories of each lifetime into the next. Each incarnation is different. Each has its own personality, its own triumphs, its own tragedies, its own dreams—and each one is Dax. Here for the first time are tales from the lives of one of the most unique and compelling Star Trek characters ever created, told by voices as diverse as the hosts themselves: Steven Barnes, Michael Jan Friedman, L. A. Graf, Jeffrey Long, S. D. Perry, Judith and Garfield Reeves-Stevens, Kristine Kathryn Rusch, Robert Simpson, and Susan Wright. Much more than an anthology, this unique collection of stories weaves the tapestry of one being's life...through three and a half centuries of history in the Star Trek universe. Imagine who she's known. Imagine what he's seen.

From a sentient space ship lost in deep space to a man whose hatred of robots risks tearing his family apart, the characters in this collection of short stories will stay with you long after you've turned the last page. Discover the future face of human trafficking through the eyes of a little girl, follow an ancient tribe's shaman as he embarks on a journey to save his people, or share in an astronaut's final moments as an alien growth takes over his body; these are just some of the thrilling adventures packed into Infinite Science Fiction One. Infinite Science Fiction is intended to be a long-running series of anthologies. We aim to collect some of the best science fiction stories from all over the world. We will be back. #

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A boy looks up. He sees a Cardassian's hand on his shoulder and knows that this is usually a prelude to a beating or, if he is fortunate enough, arrest. The boy knows how many disappeared during the Occupation of Bajor. So he does the one thing he can think of: he bites the Cardassian. Then the nightmare begins. He is ripped from the family that took him in as an orphan, clothed him, fed him, always loved him unconditionally. And no matter how earnest, how caring the commander of Deep Space 9 is, the boy knows this is all a horrible mistake. How can someone from Starfleet judge him by what he looks like, not by what he is? He prays to the Prophets; he is Bajoran. They all keep telling him that the test proves the large Cardassian man is his father, that the other Cardassian -- that oily gul -- took him away from his father. But the boy keeps telling them that he is Bajoran, he only wants to go home with his father. So they send Rugal home -- to

Cardassia. On the homeworld of the Cardassian Union where sacrifice and devotion to the state are surpassed only by the government's need to keep its people in check, one very lonely boy discovers that if he doesn't resist, his life -- like those of so many others -- will be added to the tally of the never-ending sacrifice.

When a deadly force from the Delta Quadrant threatens to annihilate a world near Deep Space 9, Colonel Kira Nerys and her crew battle to avert a planetary disaster, while Lieutenant Nog and Ensign Thirshar ch'Thane race against time to shut down the spatial portals forever, and Quark becomes embroiled in an interstellar conspiracy. Original.

Within every federation and every empire, behind every hero and every villain, there are the worlds that define them. In the aftermath of *Unity* and in the daring tradition of *Spock's World*, *The Final Reflection*, and *A Stitch in Time*, the civilizations most closely tied to *Star Trek: Deep Space Nine* can now be experienced as never before...in tales both sweeping and intimate, reflective and prophetic, eerily familiar and utterly alien. **CARDASSIA:** The last world ravaged by the Dominion War is also the last on which Miles O'Brien ever imagined building a life. As he joins in the reconstruction of Cardassia's infrastructure, his wife Keiko spearheads the planet's difficult agricultural renewal. But Cardassia's struggle to remake itself—from the fledgling democracy backed by Elim Garak to the people's rediscovery of their own spiritual past—is not without opposition, as the outside efforts to help rebuild its civilization come under attack by those who reject any alien influence. **ANDOR:** On the eve of a great celebration of their ancient past, the unusual and mysterious Andorians, a species with four sexes, must decide just how much they are willing to sacrifice in order to ensure their survival. Biological necessity clashes with personal ethics; cultural obligation vies with love—and Ensign Thirshar ch'Thane returns home to the planet he forswore, to face not only the consequences of his choices, but a clandestine plan to alter the very nature of his kind.

From the author of *Avatar (I & II)* and *Section 31: Cloak*, this intense story reveals the much-anticipated fate of Jake Sisko, missing since *Avatar Book Two*, as well as the long-awaited return of someone missing since the first season of *Star Trek: Deep Space Nine*... Months ago, young Jake Sisko came upon a mysterious prophecy in the ruins of B'hala, one that told of a Son destined to enter the Celestial Temple of the Prophets and return home with a lost Herald. Certain that the ancient text was intended for him, Jake entered the wormhole to bring back his father, Captain Benjamin Sisko—missing since his final, fateful confrontation with Gul Dukat in the Fire Caves of Bajor. But Jake's quest has failed. Or so he believes. Flung across the galaxy by a power beyond his understanding, Jake is rescued by a strange ship with an even stranger alien crew. Joining them on a voyage unlike any he has ever experienced, Jake learns that his search for the truth will lead him to find the last thing he ever expected, and to discoveries far beyond his wildest imaginings.

"Imagine *Neuromancer* and *Lilith's Brood* conceived a baby while listening to *My Chemical Romance* and then that baby was adopted by *Ghost in the Shell* and *Blue Submarine no. 6*. The baby's name is *Unity*." --Meredith Russo, author of *If I Were Your Girl* Evoking the gritty cyberpunk of *Mad Max* and the fluid idealism of *Sense8*, *Unity* is a spectacular new re-envisioning of humanity. Breakout author Elly Bangs has created an expressive, philosophical, science-fiction thriller that expands upon consciousness itself. Danae is not only herself. She is concealing a connection to a grieving collective inside of her body. But while she labors as a tech servant in the dangerous underwater enclave of Bloom City, her fractured self cannot mend. In a desperate escape, Danae and her lover Naoto hire the enigmatic ex-mercenary Alexei to guide them out of the imploding city. But for Danae to reunify, the three new fugitives

will have to flee across the otherworldly beauty of the postapocalyptic Southwest. Meanwhile, Danae's warlord enemy, the Duke, and a strange new foe, the Borrower, already seek them at any price.

Continuing the events from Star Trek: Fearful Symmetry, a new novel in the ongoing Deep Space Nine series set after the end of the critically acclaimed television series. Captain Kira's lookalike, Iliana Ghemor, dreams of fulfilling a prophecy that will mark her as the one true Emissary of the mirror universe—a messianic figure who will lead her followers into a war that could trigger the cleansing of countless alternate Kiras in countless parallel realities. But the stakes are higher than anyone imagines, for the pull of destiny tugs at other souls who are swept into the vortex of the Prophets, remote and timeless beings who have set these events in motion. Yet the outcome of this struggle for the fate of one universe will ripple across many others, giving shape to a future that will prove to be greatest trial yet for the heroes of station Deep Space 9.

Welcome to a world where there is no darkness. A world of awe, delight, fun, love, humour and adventure but one day darkness comes along saying dark is good because In order for the light to shine so brightly, the darkness must be present. Follow the adventure as light and dark battle it out. Will the earth ever be the same again?

THE TIME HAS COME...for a new era of exploration. With the Dominion War behind them, the crew of the U.S.S. Defiant journeys through the wormhole as Commander Elias Vaughn leads a "corps of discovery" to blaze new trails into the unexplored reaches of the Gamma Quadrant. THE TIME HAS COME ...for a civilization to reach a crossroads. As political forces throughout the Alpha Quadrant intersect at Deep Space 9™ to determine the future of Bajor, the planet's theological unity threatens to shatter. And for Colonel Kira Nerys, the path of the Prophets may become a road to ruin. THE TIME HAS COME...for a father and daughter to confront their past while a mother and son fight for the future, for lovers to be tested and for friendships to transform, and for worlds on opposite ends of the galaxy to face the dusk...or the dawn.

TWILIGHT

A Templar and an Assassin are caught up in a quest for vengeance during the French Revolution in this novel based on the Assassin's Creed™ video game series. "I have been beaten, deceived and betrayed. They murdered my father—and I will have my revenge at whatever cost!" 1789: The magnificent city of Paris sees the dawn of the French Revolution. The cobblestone streets run red with blood as the people rise against the oppressive aristocracy. But revolutionary justice comes at a high price... At a time when the divide between the rich and the poor is at its most extreme, and a nation is tearing itself apart, a young man and woman fight to avenge all they have lost. Soon Arno and Élise are drawn into the centuries-old battle between the Assassins and the Templars—a world with dangers more deadly than they could ever have imagined. An Original Novel Based on the Multiplatinum Video Game from Ubisoft

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