

## Star Trek: Signature Edition: Sand And Stars (Star Trek: The Original Series)

An emotional and unforgettable tale of a small town irrevocably affected by an unforeseen and shocking event—from the author of the “charming gem of a novel” (Elin Hilderbrand, #1 New York Times bestselling author) *Mystic Summer*. Wendell Combs is as local as they come. Born and raised in the small town of Saybrook, Connecticut, his venture into the larger world was met with heartbreak. Now, middle-aged and a confirmed bachelor, he seeks solitude from his tour of duty as a soldier back in his hometown, working as head caretaker for wealthy Alan Lancaster’s forty-acre estate, White Pines, a place he has come to love for its beauty, peace, and quiet. Alan’s eldest daughter, fifteen-year-old Julia, also loves White Pines, but for very different reasons. She and her little sister spend their days riding horses, swimming in the lake, and painting landscapes inspired by the property they adore. While her parents prepare to host their annual summer gala fundraiser, Julia’s eyes are set to the simpler joys of summer: she’s fallen in love with the boy-next-door and longs for their next encounter. But as the last guests leave on that magical summer night, a tragedy no one could have predicted suddenly occurs, shaking the entire town to its core. Wendell and Julia now face an uncertain future. At the height of their grief, two very different women return to Saybrook: Ginny Feldman, Wendell’s first love, who cannot stay away any longer, and Candace Lancaster, Julia’s estranged aunt who wants nothing to do with the town or the family estate she escaped decades earlier. Now, the only familiar things Julia has to cling to are Wendell and White Pines, but it looks like she’s about to lose both... With Hannah McKinnon’s “sharp and evocative” (Kirkus Reviews) prose, this stirring and affecting tale explores the connection between people and place and what, ultimately, makes up the fabric of a family.

The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. From Earth to the edge of our galaxy and beyond, from the early days of warp flight to the latter half of the twenty-fourth century, humankind and its alien partners in the Federation have looked to their heroes to expand the limits of their knowledge. And as each generation's pantheon of heroes has passed on into legend, a new generation has risen to take its place. So it was with the crew of the S.S. Valiant, the first Earth vessel to cross the galactic barrier. So it was with the crew of the Starship Stargazer and her fledgling commander, Captain Jean-Luc Picard. And so it was with the U.S.S. Enterprise NCC-1701-D, the flagship of Starfleet, which Picard commanded with wisdom and temperate maturity. Over the years, Fate has woven the voyages of these three vessels into a vivid skein of treachery and sacrifice, hardship and determination, tragedy and courage—each step of the way demonstrating the immeasurable worth of the flawed but farseeing heroes who commanded them. An original novel set in the universe of Star Trek: The Original Series that reveals long-held secrets about Captain Kirk's past for the first time! STARDATE 6122.5. A diplomatic mission to the planet Yusub erupts in violence when ruthless Orion raiders attempt to disrupt the crucial negotiations by force. Caught in the midst of a tense and dangerous situation, Captain James T. Kirk of the U.S.S. Enterprise finds an unexpected ally in the form of an enigmatic stranger who calls herself “Annika Seven.” STARDATE 53786.1. Seven of Nine is taking part in an archaeological expedition on an obscure planetoid in the Delta Quadrant when a disastrous turn of events puts Voyager’s away team in jeopardy—and transports Seven across time and space to Yusub, where she comes face-to-face with one of Starfleet’s greatest legends. STARDATE 6122.5. Kirk knows better than most the danger that even a single castaway from the future can pose to the time line, so he and Seven embark on a hazardous quest to return her to her own era. But there are others who crave the knowledge Seven possesses, and they will stop at nothing to obtain it—even if this means seizing control of the Enterprise!

No one on the Enterprise can believe that Mr. Spock is gone... As the crew grieves for Mr. Spock, the awesome Genesis Device, now controlled by the Federation, has transformed an inert nebula into a new planet teeming with life. But Genesis can also destroy existing worlds. The creators of the Device want it given freely to the Galaxy. But Starfleet Command fears that it will become a force for evil. And the enemies of the Federation will not rest until they seize it -- as their most powerful weapon in the battle to conquer the Galaxy!

Star Trek: Signature Edition: Imzadi Forever

No Time Like the Past

A Dark Sun Novel

Star Trek III: The Search for Spock

Blood on the Sand

Time For Yesterday Time in the galaxy has stopped running its normal course. That can only mean one thing -- the Guardian of Forever is malfunctioning. To save the universe, Starfleet command reunites three of its most legendary figures -- Admiral James T. Kirk, Spock of Vulcan, and Dr. Leonard McCoy -- and sends them on a desperate mission to contact the Guardian, a journey that ultimately takes them 5,000 years into the past. They must find Spock's son Zar once again -- and bring him back to their time to telepathically communicate the Guardian. But Zar is enmeshed in troubles of his own, and soon Kirk, Spock and McCoy find themselves in a desperate struggle to save both their world -- and his!

Beneath a crimson sun lie wastelands of majestic desolation and cities of cruel splendor, where heroes must battle the horrible monsters and vicious raiders who roam the desert, while in the cities undying sorcerer-kings crush any who dare to oppose them. This is Athas, the unrelenting world of the Dark Sun®; a world shaped by inherently destructive magic, and ruled by intrinsic evil. In such a world, the forces of good—and the heroes who emerge in this unforgiving land—fight not only for themselves, but for life of the world itself. Aric, is a half-elf with a rare natural ability with the psionic discipline known as “ the Way. ” When Aric is brought into a quest to search for a priceless trove weapons, he would rather keep his head down and live a simple life. But nothing is simple in the city of Nibenay with its reclusive ruler known as the Shadow King. And in a world where metal is the rarest of commodities, Aric ’ s “ way ” with metal is an even rarer talent. Enlisted by the Shadow King himself to seek out this cache of metal weaponry, Aric heads into the desert with a treacherous band of adventurers. Allegiances are tested and secrets are uncovered. But sometimes the secrets hidden by the sands of time should remain undiscovered. When Aric and his band uncover an evil perhaps greater than the Shadow King himself, it is a race against time to see who will harness its power.

When Voyager's Seven of Nine is accidentally transported across time and space and meets Captain James T. Kirk of the U.S.S. Enterprise, he tries to help her get back to her time before her presence in the past causes problems.

The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. Cadets that enter Starfleet Academy have two mantras drilled into them from their very first day. They must do their duty for the Federation and Starfleet, and they must strive to honor their oath as Starfleet officers. Among those who have best embodied these guiding principles and who have strived to live up to the coda "to boldly go™" are those who once served aboard the Starship Enterprise under the command of Captain James T. Kirk. Who then, was better to guide the next generation of officers? After Kirk became an admiral, the officers of the Enterprise were promoted, and several became Academy instructors. Transformed from a ship of the line to

a training vessel the Enterprise's days of active duty are behind her—until a frantic message from a distant outpost interrupts a training exercise and pulls the ship back into action. Admiral Kirk is forced to take command of the Enterprise in order to stop an old nemesis from commandeering what could be the most deadly weapon ever devised. In the course of his actions, the crew will find itself facing death...and life—as they deliberately violate their Starfleet oaths, travel through time to save Earth, and ultimately earn redemption in the eyes of the Federation. Now, for the first time ever in one volume here are the novelizations of three Star Trek® films: Star Trek II: The Wrath of Khan,® Star Trek III: The Search for Spock,® and Star Trek IV: The Voyage Home,® all by award-winning author Vonda McIntyre.

The Wrath of Khan

Stars in My Pocket Like Grains of Sand

Star Trek: Signature Edition: Worlds in Collision

A Novel

Sandstorm LP

***The novel begins after the events of STAR TREK VI: THE UNDISCOVERED COUNTRY. Spock's mother, Amanda Grayson, is dying and Spock returns to the planet Vulcan where he and Sarek enjoy a rare moment of rapprochement. But just as his wife's illness grows worse, duty calls Sarek away--once again sowing the seeds of conflict between father and son. Yet soon Sarek and Spock must put aside their differences and work together to foil a far-reaching plot to destroy the Federation--a plot that Sarek has seen in the making for nearly his entire career. The epic story will take the crew of the U.S.S. Enterprise to the heart of the Klingon Empire where Captain Kirk's last surviving relative has become a pawn in the battle to divide the Federation... and conquer it. With Sarek's help, the crew of the Starship Enterprise learns that all is not as it seems. Before they can prevent the Federation's destruction, they must see the face of their hidden enemy--an enemy more insidious and more dangerous than any they have faced before...***

***The Starship Enterprise™ is summoned to transport a dangerous criminal to rehabilitation: the brilliant physicist, Dr. Georges Mordreaux, who is accused of promising to send people back in time, then killing them instead. But when a crazed Mordreaux escapes, he inexplicably bursts onto the bridge and murders Captain Kirk before the crew's eyes. Now Spock must journey back in time to avert the disaster before it occurs. But more is at stake than Kirk's life. Mordreaux's experiments have thrown the universe into chaos, and Spock is fighting time itself to keep the very fabric of reality from unraveling.***

***Vulcan: linchpin member of the United Federation of Planets. Home to a civilization dedicated to o'thia, the ruling ethic of pure logic. But it was not always so; thousands of years before, Vulcans were a violent, warlike race, with tempers surpassed only by the planet's hot, arid sands. The philosopher Surak would show his people another way, teach them to reject their emotions and embrace logic and knowledge. The Vulcans would evolve and prosper, eventually exploring the stars and attaining further enlightenment as they encountered other cultures. In the twenty-third century, Commander Spock, Captain Kirk, and the U.S.S. Enterprise are summoned to Vulcan when its people consider seceding from the Federation and returning to their isolationist ways. Vulcan's savage history becomes fully revealed as Spock, his father Sarek, and Kirk work to preserve the planet's future from anti-Terran factions with hidden agendas. The crisis is twofold for the half-human Spock -- should Vulcan secede, he will be required to resign from Starfleet and return home, or forever sever ties with his homeworld. Years later, a decades-old plot to destroy the Federation from within forces Ambassador Sarek from the bedside of his dying wife, Amanda. The ambassador's decision widens the long-standing rift between himself and Spock at a time when they must pool their resources together. While the Enterprise crew contends with Romulans, Klingons, and the mysterious Freelans, Sarek's only comfort comes from reading Amanda's journals, which reveal more about his human spouse, his son, and himself than he ever realized.***

***The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. Imzadi: to the people of the planet Betazed, including Counselor Deanna Troi of the Starship Enterprise,™ it means "beloved" and denotes that which can never be truly broken. Yet to whom does Deanna's heart truly belong? Commander William Riker was the first Deanna called Imzadi. Long before they served together on board the Enterprise, they shared a tempestuous love affair back on Betazed. And even now, many years later, Riker will embark on a desperate journey across time and space to save Deanna's life. But Riker is not the only Starfleet officer to capture Deanna's heart. Lieutenant Commander Worf, the fierce Klingon warrior, is also drawn to Deanna's gentle and caring nature. Brought together by fate, he and Deanna share an unexpected passion that tests the bonds between Troi and Riker—even as a deadly Romulan conspiracy threatens them all!***

***A Galaxy Here and Now***

***Demons***

***The Star Trek: Signature Edition: The Hand of Kahless***

***Movie Tie-In Novelization***

***Message in the Sand***

The first voyage of Captain Kirk, Mr. Spock, Dr. McCoy and all the rest of the Enterprise crew aboard the new starship NCC-1701.

The fiercest battles and proudest warriors throughout Klingon history are said to reflect the honor and glory of the race's first emperor, Kahless the Unforgettable. But history is not always truthful. And for both the Klingon Empire and the United Federation of Planets, the real truth may be too difficult to accept. In the pages of a novel disclaimed by Starfleet, an enemy offers his perspective on events that transpired during the formative years of Klingon-Federation relations in the early twenty-third century. Chronicling the life story of Krenn, a Klingon war strategist who learns of peace while on a mission to Earth, the novel is a testimony to his efforts to preserve the honor of his people...by preventing total war against the then-struggling Federation. Nearly a century later, a clone of the revered Kahless oversees the Klingon Empire. But when the myths and legends associated with the original emperor are disputed following the discovery of an ancient scroll, the new Kahless faces treason from within his own council, and impending civil war that could tear the empire apart. His sole chance for restoring his people's shattered faith must come from the outside -- specifically, from Captain Jean-Luc Picard and Lieutenant Worf of the U.S.S. Enterprise.

A social experiment was conceived. Its goal was to breed the best, the brightest, the most malleable and most loyal soldiers to ever serve. To this end, the Romulan Empire used its own children, blinded by the belief that anything that would bring glory to the praetor was justified. And when the winds of politics changed, these children were abandoned, left to die on a world so horrifying that it was dubbed—by those who dared to cling to life—Hellguard. One wild child, Saavik, was rescued by Spock. He took the half-Vulcan, half-Romulan child home to his parents, knowing that if anyone could reach and rescue Saavik, it was them. Now a Starfleet officer, Saavik has striven to honor her mentor and her Vulcan heritage. But recent events have shaken her. Left behind on Vulcan while the rest of the Enterprise crew goes to face court-martial for stealing and destroying their ship, the young science officer is adrift when two men from her past confront her. Tolek, another Hellguard survivor, tells Saavik that the survivors are being killed one-by-one and only they can discover who and why. The other, a Romulan who claims to be her father, swears it is the Vulcans who are eliminating the Hellguard survivors because they are an embarrassment to all of Vulcan, but that she has the power to stop it, by bringing down the Vulcan ambassador, Sarek. Not knowing where to turn, not knowing whom to trust, Saavik must find her own answers, and discover who she truly is.

A crisis on the planet Vulcan necessitates Mr. Spock's return, and upon his arrival he finds himself torn between duty to the Federation and responsibility to his people

The Entropy Effect

Marvel Classic Novels - Wolverine: Weapon X Omnibus

Star Trek: Signature Edition: Duty, Honor, Redemption

Spock's World

City Under the Sand

The Siege of Calais, during the Hundred Years' Wars. The thrilling second novel in a new series for master of the historical adventure, Michael Jecks, perfect for fans of Bernard Cornwell's Calais, 1346. Berenger Fripper and his men are stationed in the ancient port city, a city under English control and surrounded by enemies. They are here to defend their newly won territory from their allies the Genoese. Enemies are all about them, but there is also trouble within. Someone in the vintaine is leaking vital information to the French, jeopardizing not only the safety of the future of the war, and Berenger must find out who before it's too late. And when the vintaine is attacked at sea and captured by the Genoese it looks as though their luck has run out. Can his enemies that surround him and keep the English victorious?

Buffy, Xander, and Willow confront new enemies—a superbeing bent on revenge, a Slayer gone rogue, and the ancient god who created vampires—in a battle that will change the series. A little help from her friends, rediscovers what it truly means to be a Slayer. Collects Buffy Season 9 Volumes 4 and 5. \* Expanded sketchbook

Prepare yourself for warp-10 excitement! The Galaxy's ultimate future is in the hands of James Kirk, Mr. Spock, and the indomitable crew of the Enterprise. The Galaxy's ultimate war against evil Khan and his followers. A battle that will shake the universe cannot be avoided...And the ultimate adventure is about to begin!

Haunted by the vengeful campaign of Khan Noonien Singh, Admiral James T. Kirk returns to the desolate planet of Ceti Alpha V to uncover the truth about his exile and to discover what it cost him to madness. Original.

Star Trek: Signature Edition: Pantheon

Movie Tie-in Novelization

The Wicker King

The Voyage Home

Collecting three classic fan-favorite Wolverine novels together for the first time in a brand-new omnibus edition, including origin story Weapon X. WEAPON X by Mark Cerasini Before joining the X-Men, Wolverine was simply a directionless loner mutant named Logan. This is the cruel origin of Logan's transformation into Wolverine, as seen through the eyes of his tormentors. Their goal is to create the ultimate weapon, an indestructible man. As Logan manages to free himself from his captors, a brutal wave of violence affects all those involved. ROAD OF BONES by David Alan Mack Wolverine is tapped by a government agency to investigate rumors of a miracle cure developed by a sinister underworld organization, and used to gain leverage and control over desperate African nations. Wolverine must thwart the criminals' schemes and recover the panacea for benign use. But hope may turn to ashes as Logan learns that nothing is quite as it seems. LIFE BLOOD by Matthew Hughes Wolverine's memories of fighting in the Canadian army during World War II begin to resurface. Digging deeper, he discovers he was a prisoner of war, at the will of a ruthless Nazi scientist determined to unlock the secrets of Logan's mutant healing powers. What Logan doesn't know is that the scientist is still at large, and he'll stop at nothing to finish what he started sixty years earlier...

A surprising adventure exploring the mysterious origins of Ancient Egypt and its enigmatic monuments, uncovering long-buried truths and a powerful secret that is as dangerous as it is awe-inspiring...

Demons Long before the Federation, powerful force invaded our galaxy and almost destroyed it... a force that began with possession and madness, and ended in murder! A Starfleet research expedition to the farthest reaches of the galaxy has unearthed that force once again... and brought its silent evil back to the planet Vulcan. Now Spock must defeat the demons that threaten his friends and family, or the Enterprise™ will become the instrument of the galaxy's destruction!

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!

Enterprise, the First Adventure

HSA Books and Manuscripts Dallas Auction Catalog #682

Buffy: Season Nine Library Edition

Star Trek: The Original Series: No Time Like the Past

Not Sand, Not Sound

***Star Wars begins with its famous title sequence, setting the story in the ancient past of a remote galaxy. Yet the phenomenal success of the film, the franchise, and its "expanded universe" is based upon its reflection of historical and cultural milieus here on modern-day Earth. This collection of new essays examine various ways in which George Lucas's saga touches upon contemporary social and political issues. Topics include the impact of the film's score on musical genres, feminism and NASA, the epic mimicry of Western-African and Bedouin cultural motifs, gender identity construction, Cold War narratives in radio and national mythology, and fan interpretations of authorship and authenticity.***

***From pop music's early LPs to its latest CDs, Top Pop Albums 1955-2001 is a sweeping, stunning saga of Billboard's Pop Albums chart. This artist-by-artist listing includes every charted album from 1955 through June 30, 2001 - over 22,000 in all by more than 5,200 recording artists, and the more than 225,000 cuts from those albums. Along with complete chart data, artist biographies and complete track listings for every artist, Top Pop Albums sports new features such as each album's CD availability, data from the newly researched Top Pop Catalog Albums chart, updated album pricing and more, making this the biggest, broadest, absolute best albums book ever! Hardcover, ISBN 0-89820-147-0.***

***Prepare Yourself For Warp-10 Excitement! The Galaxy's ultimate future is in the hands of James Kirk, Mr. Spock and the indomitable crew of the Enterperprise. The Galaxy's ultimate weapon is in the hands of the evil Khan and his followers. A battle that will shake the universe cannot be avoided...And the ultimate adventure is about to begin!***

***The story of a truly galactic civilization with over 6,000 inhabited worlds.***

***Imzadi II***

***Star Trek IV***

***Star Trek: The Original Series: Unspoken Truth***

***Yesterday's Son***

***Secret of the Sands***

***It is the twenty-third century. On the planet Vulcan, a crisis of unprecedented proportion has caused the convocation of the planet's ruling council -- and summoned the U.S.S. Enterprise™ from halfway across the galaxy, to bring Vulcan's most famous son home in its hour of need. As Commander Spock, his father Sarek, and Captain James T. Kirk struggle to preserve Vulcan's future, the planet's innermost secrets are laid before us, from its beginnings millions of years ago to its savage prehistory, from merciless tribal warfare to medieval court intrigue, from the exploration of space to the the development of o'thia -- the ruling ethic of logic. And Spock -- torn between his duty to Starfleet and the unbreakable ties that bind him to Vulcan -- must find a way to reconcile both his own inner conflict and the external dilemma his planet faces...lest the Federation itself be ripped asunder. Diane Duane, author of three previous bestselling STAR TREK novels and an episode of the new STAR TREK NEXT GENERATION® television series, as well as countless other bestselling science fiction and fantasy novels, has crafted a tale of unprecedented scope and imagination, at once a generations-spanning historical novel and a thrilling science fiction adventure.***

***The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. Of all the experiences shared by Captain Kirk and the crew of the Starship Enterprise™ during their first five-year mission, two were among the most perilous: a journey to the nonphysical realm of Transition where the massive computer known as Memory Prime was situated, and the nightmarish mission to Talin IV, a world poised on the brink of destruction that Kirk was forbidden to save. In the twenty-third century, a hundred years before a sentient artificial life-form would be allowed to earn a Starfleet commission, the Federation considers the use of self-aware artificial intelligences to be little more than slavery, except for the immense computer system of Memory Prime--the key hub in the Federation's vast network of interstellar library planets. There, the A.I.s known as Pathfinders inhabit Transition--a virtual world so different from our universe that the A.I.s themselves debate whether or not the physical universe is real. But when an ancient enemy reaches out from the shadows of Vulcan's darkest history and threatens to destroy the Federation, Spock must risk his career, and his life, to enter the Pathfinders' realm. Technologically and politically, Talin IV is little different from late-twentieth century Earth. But as a series of mysterious events pushes that world closer to self-annihilation, the Prime Directive prevents Captain Kirk and his crew from doing anything to prevent it. When the worst appears to happen and Kirk takes desperate action to give the Talin a chance to step back from the nuclear abyss, Talin IV is consumed by radioactive fire. Now, with a world destroyed and the Enterprise dead in space, the careers of Kirk and his crew are over. Disgraced and despised, Kirk has only one chance to redeem himself and his crew: Somehow, he must make his way back to Talin IV and discover what really happened, even if it means proving that a world died because he broke Starfleet's most sacred law.***

***The Star Trek: Signature Edition series continues with this thrilling adventure featuring Commander Spock, Captain Kirk, and the U.S.S. Enterprise. Vulcan: linchpin member of the United Federation of Planets. Home to a civilization dedicated to o'thia, the ruling ethic of pure logic. But it was not always so; thousands of years before, Vulcans were a violent, warlike race, with tempers surpassed only by the planet's hot, arid sands. The philosopher Surak would show his people another way, teach them to reject their emotions and embrace logic and knowledge. The Vulcans would evolve and prosper, eventually exploring the stars and attaining further enlightenment as they encountered other cultures. In the twenty-third century, Commander Spock, Captain Kirk, and the U.S.S. Enterprise are summoned to Vulcan when its people consider seceding from the Federation and returning to their isolationist***

ways. Vulcan's savage history becomes fully revealed as Spock, his father Sarek, and Kirk work to preserve the planet's future from anti-Terran factions with hidden agendas. The crisis is twofold for the half-human Spock—should Vulcan secede, he will be required to resign from Starfleet and return home, or forever sever ties with his homeworld. Years later, a decades-old plot to destroy the Federation from within forces Ambassador Sarek from the bedside of his dying wife, Amanda. The ambassador's decision widens the long-standing rift between himself and Spock at a time when they must pool their resources together. While the Enterprise crew contends with Romulans, Klingons, and the mysterious Freelans, Sarek's only comfort comes from reading Amanda's journals, which reveal more about his human spouse, his son, and himself than he ever realized.

An inexplicable explosion rocks the antiquities collection of a London museum, setting off alarms in clandestine organizations around the world. And now the search for answers is leading Lady Kara Kensington; her friend Safia al-Maaz, the gallery's brilliant and beautiful curator; and their guide, the international adventurer Omaha Dunn, into a world they never dreamed existed: a lost city buried beneath the Arabian desert. But others are being drawn there as well, some with dark and sinister purposes. And the many perils of a death-defying trek deep into the savage heart of the Arabian Peninsula pale before the nightmare waiting to be unearthed at journey's end: an ageless and awesome power that could create a utopia...or destroy everything humankind has built over countless millennia.

Historical and Cultural Readings of Star Wars

Triangle

Star Trek: Signature Edition: Sand and Stars

Sarek

The Final Reflection

Admiral James T. Kirk is charged by the Klingon Empire for the commandeering of a Klingon starship. The Federation honors the Klingon demands for extradition, and Kirk and the crew of the Starship Enterprise are drawn back to Earth. But their trip is interrupted by the appearance of a mysterious, all-powerful alien space probe. Suddenly, Kirk, Spock, McCoy and the rest of the crew must journey back through time to twentieth-century Earth to solve the mystery of the probe.

The Romulans attack the planet Gateway, where Federation scientists are studying the Guardian of Forever -- the mysterious portal to the past. The Starship Enterprise™ must protect the Guardian -- or destroy it. But Spock has already used the portal to journey to the past. On the planet Sarpedion, 5,000 years ago, Spock knew a beautiful, primitive woman. Now he has gone back to meet his son!

Follows Deanna Troi's troubled romance with Lieutenant Commander Worf and the personal issues she faced in coming to terms with her lingering feelings for Riker

The Wicker King is a psychological young adult thriller that follows two friends struggling as one spirals into madness. Jack once saved August's life...now can August save him? August is a misfit with a pyro streak and Jack is a golden boy on the varsity rugby team—but their intense friendship goes way back. Jack begins to see increasingly vivid hallucinations that take the form of an elaborate fantasy kingdom creeping into the edges of the real world. With their parents' unreliable behavior, August decides to help Jack the way he always has—on his own. He accepts the visions as reality, even when Jack leads them on a quest to fulfill a dark prophecy. August and Jack alienate everyone around them as they struggle with their sanity, free falling into the surreal fantasy world that feels made for them. In the end, each one must choose his own truth. Written in vivid micro-fiction with a stream-of-consciousness feel and multimedia elements, K. Ancrum's *The Wicker King* touches on themes of mental health and explores a codependent relationship fraught with tension, madness and love. An Imprint Book “Ancrum delves into the blurry space between reality and madness. A haunting and provocative read that will keep teens riveted.”

—School Library Journal “Teen fans of moody psychological horror will be entranced.” —Booklist “Give this to readers who like complex, experimental fictions about intense relationships that acquire mythic resonance.” —The Bulletin of the Center for Children's Books “An eerie piece of realistic fiction whose characters revel in intense emotions.” —Kirkus Reviews “An eerie and mesmerizing thriller that questions the space where reality and perception overlap, *The Wicker King* is a spine-tingling read that will have you riveted.” —Caleb Roerhrig, author of *Last Seen Leaving* and *White Rabbit*

The Magazine of Fantasy & Science Fiction

A Book Beyond the Future. A Book in the Present. A Book Based on History. A Monument on Linden Lab. A Life Extracted from the Servers of the NGA, The

Time For Yesterday

Star Trek: The Original Series: Khan #3: To Reign in Hell

Joel Whitburn's Top Pop Albums, 1955-2001

Cadets that enter Starfleet Academy have two mantras drilled into them from their very first day. They must do their duty for the Federation and Starfleet, and they must strive to honor their oath

as Starfleet officers. Among those who have best embodied these guiding principles and who have strived to live up to the coda "to boldly go ☐" are those who once served aboard the Starship Enterprise under the command of Captain James T. Kirk. Who then, was better to guide the next generation of officers? After Kirk became an admiral, the officers of the Enterprise were promoted, and several became Academy instructors. Transformed from a ship of the line to a training vessel the Enterprise's days of active duty are behind her -- until a frantic message from a distant outpost interrupts a training exercise and pulls the ship back into action. Admiral Kirk is forced to take command of the Enterprise in order to stop an old nemesis from commandeering what could be the most deadly weapon ever devised. In the course of his actions, the crew will find itself facing death...and life -- as they deliberately violate their Starfleet oaths, travel through time to save Earth, and ultimately earn redemption in the eyes of the Federation. Now, for the first time ever in one volume here are the novelizations of three Star Trek® films: Star Trek II: The Wrath of Khan,® Star Trek III: The Search for Spock,® and Star Trek IV: The Voyage Home,® all by award-winning author Vonda McIntyre.

What is the key message, what is my message to you, what is Sand, what is Sound? Is it Sane? A key message has to be short and coming to the point. Here is the key I offer you: "To gain in the tsunami of data meaning." By reading the book you will see this is also the mission of the company I worked for most of my life. One side is the overwhelming amount of data our society can only handle by using intelligent software, software of a kind we are no longer able to understand as this software is created by machines ... and the other side is meaning. Meaning is the magic in the data. Meaning for you might be the holy words in the Bible, the Rig Veda, the Torah, the Quran, The Tripitakas, The Kojiki. Or have you found meaning somewhere else? Maybe in a lifestyle? Are you searching for the meaning behind the meaning for God in the Machine? Do you want to face your God? Are you ready for the Digital Anthropocene where an endless life is waiting? I open a new book to gain meaning. Meaning changes over time, you have to dig it out from the tsunami of data in the digital world; with each step in the book you come closer. In the year 2375, Kathryn Janeway, Commander of the Star Trek Voyager, is reading a translation of Dante's Divine Comedy, written in 1295, to the holographic Doctor, who was suffering with an ethical conflict. She read: "In that book which is my memory, On the first page of the chapter that is the day when I first met you, Appear the words, 'Here begins a new life'." The name of the woman in the year 1295 was Beatrice Portinari. In the book, The Gods of Informatics, I found more details for my search so I know how many letters her name has. Will I meet her at the entrance of the Gate of Nor? I have been in my youth a major kickstarter for Son of Nor, the first epic game that used human brainwaves to steer an avatar in an immersive world, so I have the right to knock at the gate. A world long gone, but not for me as I am a researcher, I care for history. My journey is not an easy one as I can enter the Gate of Nor only in an insane state of mind. I have to play insane by being sane. I have to trick the Artificial Intelligence Systems that keep the secrets and hold them tight so our world runs stable like a steady flow of bit coins in a clear river running down from the Crater Lake in Oregon. You will find The Crater Lake in Oregon mentioned a few times like a Mantra. I was never there, I would like to go there and bring you there. This statement carries meaning, meaning you have to dig out in the tsunami of data. You will be with me when I, and 4,096 drones of Amazon, dig in the Libyan dessert to find the coordinates for the Nauvoo, iridium dotted shards, of the Great Libyan Sand Glass. Some may know that the Nauvoo is the Mormon spaceship in The Expanse, which aired on Netflix. That digging for the shards, mining for bit coins, and fishing in the Crater Lake has the same algorithm, will surely be new for you, indeed, it was also new for me when I entered SAS, the bureau of Sane And Sound. I had to pass a Voight-Kampff test to extend my life. If you never understood Nerds, Geeks and other scary Believers of Insanities, if you crave to get philosophical insights of a new age, if you are brave enough to face a trial at the ecclesiastical court at the Vatican, if you seek to gain knowledge beyond the mainstream, then this book is what you need ... I showed my book to someone who introduced himself to me as "The Director." He told me to hand the book over to Traveler 3326, a historian. His mission date: November 2017 This way you get what I have to tell you ...

Star Trek: Signature Edition: Sand and Stars Simon and Schuster