

Star Trek Episode Guide Space Seed

Our seventh anthology features original Star Trek®, Star Trek: The Next Generation®, Star Trek: Deep Space Nine®, Star Trek: Voyager®, and Star Trek: Enterprise™ stories written by Star Trek fans, for Star Trek fans! Featuring new stories by new writers and a few contest veterans, Strange New Worlds VII spans the entire Star Trek universe from the original days of Captain Kirk and throughout the tenures of Captains Picard, Sisko, and Janeway and back in time again to Archer. Each of these unforgettable stories explores the past and future of Star Trek from many different perspectives. This year's contributors include Kevin Lauderdale, Kevin Killiany, Christian Grainger, Paul J. Kaplan, Muri McCage, Pat Detmer, Gerri Leen, Julie Hyzy, Kelly Cairo, John Coffren, Scott Pearson, Jeff D. Jacques, Jim Johnson, Anne E. Clements, Russ Crossley, Susan S. McCrackin, Catherine E. Pike, G. Wood, Annie Reed, Louisa M. Swann, Brett Hudgins, Amy Sisson, and Frederick Kim.

A guide to collecting the television magazine which includes fifty years of national and regional covers, a history of television programming, a publication history of the guide, and a table of the current market value for each issue.

This is the official episode guide to the USA Network hit television series Monk, starring two-time Emmy Award winner Tony Shalhoub. Monk is one of the most popular series currently on television. Fans have come to enjoy the antics and erstwhile efforts of obsessive-compulsive Adrian Monk, who was once a rising star with the San Francisco Police Department until the tragic murder of his wife pushed him to the brink of a breakdown. This authorized guide covers the first four extraordinary seasons and is complete with a foreword from the show's creator, Andy Breckman, as well as an afterword from the show's star. Authors Terry J. Erdmann and Paula M. Block were granted exclusive interviews, behind-the-scenes secrets, and total access to the scripts and sets to bring a comprehensive look at one of today's most brilliant defective detectives. This is the ultimate book for fans of Monk!

For over 40 years Star Trek has made a phenomenal cultural impact. Now more popular than ever - J.J. Abrams' reinvented Star Trek movie was one of the box office hits of 2009, grossing \$385 million worldwide - the 'franchise' continues to have cultural, social and political resonance around the world. Star Trek has changed not just the way we look at space but also our own world. It gave the culture a lexicon of catchphrases, from "Beam me up, Scotty" to Dr McCoy's many complaints beginning "I'm a doctor, not a [...]!" Much of the 'future' technology depicted on Star Trek has come to feature in everyday life, from the communicator-like mobile phone to computer touch screens now taken for granted. Many of the world's most prominent scientists were inspired to pursue their careers (as were many writers and artists) due to an early exposure to Star Trek. In A Brief Guide to Star Trek, expert Brian J Robb charts the rise and rise of the show and explores its impact our culture.

Science Fiction and Fantasy Reference Index, 1992-1995

Exploring Space: 1999

Strange New Worlds III

An Episode Guide and Complete History of the Mid-1970s Science Fiction Television Series

Space and Time

Star Trek: Strange New Worlds VII

Starring internationally renowned actors Martin Landau, Barbara Bain, Barry Morse and Catherine Schell, the British-made Space: 1999 was the only truly original space adventure of the mid-1970s. Sandwiched between the demise of the original Star Trek and the opening of the Stars Wars series on the big screen, Space: 1999 featured a richly-visualized world where space was terrifying and mysterious, where not all problems were solvable by technology and the space travelers were very human. From the science fiction show's conception in 1973 to its cancellation in 1977, this reference work covers each of the 48 episodes in depth, including a full plot synopsis, writer, director, guest star credits, and critical commentary that examines both the episode and other shows that have used similar plotlines. The popularity of Space: 1999 memorabilia and its many fan clubs are fully discussed, along with the possibility of a future movie or reunion show that would tie up the loose ends caused by the show's abrupt cancellation.

Standard issue for all Starfleet Officers, this vital tool for space survival covers everything from space suit leaks and hotwiring a tri-corder to hostile alien encounters. Paying particular attention to the importance of initiative in situations where available technology is malfunctioning, The Survival Guide is broadly divided into the following sections: understanding alien technology; dealing with alien wildlife; modifying federation technology; and encountering temporal anomalies. There is information on essential Federation emergency equipment, and various extreme escape and survival scenarios are accompanied by actual accounts by legendary Starfleet heroes of their own dramatic improvisations. The whole is illustrated throughout with explanatory black & white line art illustrations, easy to follow in a crisis -- especially valuable when a reader is stranded on a downed shuttlecraft with only a com-badge and a self-sealing stem-bolt.

The tales featured in Strange New Worlds rocket readers across the length and breadth of Federation time and space, from Captain Jonathan Archer's first exploration of the galaxy on board the very first Starship Enterprise through to Captain Picard's tenure on the USS Enterprise 1701-D -- and beyond. Here you can read a fresh and original take on Captain Benjamin Sisko's role on Deep Space Nine, Captain Kathryn Janeway's homeward journey with the crew of the Starship Voyager, Captain Archer's encounters with the Xindi -- and many more ports of call along the way. Strange New Worlds 9 includes stories from all five Star Trek incarnations: Star Trek: The Original Series Star Trek: The Next Generation Star Trek: Deep Space Nine Star Trek: Voyager and Star Trek: Enterprise.

A comprehensive guide to Star Trek games, interest groups, and archives that can be accessed on the

Internet, major commercial services, and bulletin boards provides detailed descriptions, handy sidebars, and more. Original. (All users).

Star Trek Voyager Companion

Star Trek: Strange New Worlds VIII

Marketing the Myth of Star Trek

The New Trek Programme Guide

Lust's Latinum Lost (and Found)

Your Guide to Trek Life in Cyberspace

Originally conceived of more than thirty-five years ago, these diminutive creatures have become stars in their own right. With uncanny grace and ease they have won hearts and upstaged stars. They are tribbles. When the writers of Star Trek: Deep Space Nine™ were looking for the perfect episode in which their characters could pay homage and interact with the crew from the original Star Trek™, "The Trouble with Tribbles" instantly came to mind. Here is the story of how the wizards of Star Trek were able to create the magic that enabled -- with nothing more than countless hours of work -- ordinary actors to time-travel. This is the story behind the creation of the episode "Trials and Tribble-ations." This is The Magic of Tribbles.

Back by popular demand -- again! Our third anthology featuring original Star Trek®, Star Trek: The Next Generation®, Star Trek: Deep Space Nine®, and Star Trek: Voyager® stories written by Star Trek fans, for Star Trek fans! Each Strange New Worlds competition draws a greater response than the last. The final selections gathered here were chosen from an overwhelming number of entries by virtue of their originality and style. With wit, compassion, and an affection for all things Star Trek, these brand-new authors take us where Star Trek has never gone before. Their tales rocket across the length and breadth of Federation time and space, from when Captain Kirk explored the galaxy on the first Starship Enterprise™, through Captain Picard's U.S.S. Enterprise™ 1701-D and Captain Sisko's Deep Space Nine™, to Captain Janeway's Starship Voyager™, with many more fascinating stops along the way. Find out what happens in the Star Trek universe when fans -- like you -- take the helm!

An original novella set in the Star Trek: Deep Space Nine universe! With his Starfleet assignment temporarily on hold, Odo needs a distraction. He welcomes Chief O'Brien's offer to loan him some of the action-packed books that both men relish: tales about hard-boiled private eyes, threatening thugs, and duplicitous dames. Then Quark suddenly goes missing during a hastily planned trip to Ferenginar. His concerned friends on Deep Space Nine feel that Odo, as the station's former chief of security, is uniquely suited to track Quark down. But once on Ferenginar, Odo learns that Quark is trapped in the seamy underbelly of a criminal enterprise that could have been ripped from the pages of one of O'Brien's novels. To find the bartender, Odo discovers that he must rely not only on his law enforcement background, but his knowledge of all things noir....

Revised and updated to include material from Star Trek VI - The undiscovered country.

The Star Trek Compendium

The Official Collectors Guide

An Analytical Guide to Television's Battlestar Galactica

Star Trek: Strange New Worlds IV

Episode Guides, Histories, and Casts and Credits for 62 Prime-Time Shows, 1959 through 1989

Cinefantastique

Whether rocketing to other worlds or galloping through time, science fiction television has often featured the best of the medium. The genre's broad appeal allows youngsters to enjoy fantastic premises and far out stories, while offering adults a sublime way to view the human experience in a dramatic perspective. From Alien Nation to World of Giants, this reference work provides comprehensive episode guides and cast and production credits for 62 science fiction series that were aired from 1959 through 1989. For each episode, a brief synopsis is given, along with the writer and director of the show and the guest cast. Using extensive research and interviews with writers, directors, actors, stuntmen and many of the show's creators, an essay about each of the shows is also provided, covering such issues as its genesis and its network and syndication histories.

First published in 1992 and last revised in 1995, this is a fitting record of a show that changed the rules by which television was made. The first adventure drama series ever to run to seven seasons and more than 170 episodes, Star Trek: The Next Generation broke audience records wherever it was shown and remains the most widely viewed and consistently popular of all the Star Trek series. This new edition of the series companion has been brought bang up to date to include not only all seven years of the TV series but also all four films which have featured the Next Generation crew. In addition to Generations (1994), we now have full details of First Contact (1997), Insurrection (1998) and the very latest incarnation, Nemesis (2002). A positive feast of information, the Companion includes complete plot summaries and credits for each individual episode and film. There are fascinating behind-the-scenes glimpses into how each one was made, and in-depth analysis really brings The Next Generation universe to life. Illustrated throughout with more than 150 black and white photographs, this is a truly invaluable reference guide.

A companion to the popular syndicated television show offers a complete show-by-show guide to the series, including plot summaries and behind-the-scenes details.

When the space drama Battlestar Galactica debuted on ABC in 1978, it was expected to be the most popular new program of the year. Instead, it was attacked as a Star Wars rip-off and canceled after a mere 17 stories. The author acknowledges the show was full of dramatic clichés and scientific inaccuracies, but despite these shortcomings, Battlestar Galactica was a dramatically resonant series full of unique and individual characters, such as Commander Adama (Lorne Greene) and ace warrior Captain Apollo (Richard Hatch). The author contends that Battlestar Galactica was a memorable attempt to make science fiction accessible to mainstream television audiences. The brilliant work of artist John Dykstra brought a new world of special effects to network television. Battlestar Galactica also skillfully exploited legends and names from both the Bible and ancient mythology, which added a layer of depth and maturity to the weekly drama.

To Boldly Go

Star Trek 101: A Practical Guide to Who, What, Where, and Why

Star Trek: Strange New Worlds IX

Star Trek All Series

Star Trek: Strange New Worlds III

Star Trek The Next Generation

This newest volume of Strange New Worlds features original Star Trek®, Star Trek: The Next Generation®, Star Trek: Deep Space Nine®, Star Trek: Voyager®, and Star Trek: Enterprise™ stories written by Star Trek fans, for Star Trek fans! Each of these stories features our favorite Trek characters in new and adventurous situations. In this anthology, we get to

experience a new version of the *Kobayashi Maru*, feel what it's like to be inside the Borg collective, delight in tasting new foods, and encourage Starfleet's future. This year's *Strange New Worlds* winners encompass newcomers and veterans alike, including Alan James Garbers, Kevin Lauderdale, Kevin Andrew Hosey, Paul C. Tseng, Kevin G. Summers, Sarah A. Seaborne, John Takis, Dan C. Duval, Amy Vincent, David DeLee, Muri McCage, Susan S. McCrackin, M.C. Demarco, Annie Reed, Amy Sisson, J.B. Stevens, Robert Burke Richardson, Lorraine Anderson, A. Rhea King, Derrek Tyler Attico, Geoffrey Thorne, and Paul J. Kaplan.

This ambitious work provides single-point, unified access to some of the most significant books, articles, and news reports in the science fiction, fantasy, and horror genres. Entries are arranged in two sections—author (subarranged by title) and subject—and may have up to 50 subject terms assigned. No other reference tool addresses the secondary literature of this fast-growing and dynamic field with such in-depth subject coverage as this work, nor approaches its breadth of coverage. Aimed at academic libraries, large public libraries, some school and medium-sized public libraries, and individual scholars, this index supplements *Science Fiction and Fantasy Reference Index: 1985-1991* (Libraries Unlimited, 1993) and *Science Fiction and Fantasy Reference Index: 1878-1984* (Gale Research, 1987).

Business is down at Quark's Public House, Café, Gaming Emporium, Holosuite Arcade, and Ferengi Embassy to Bajor. Way down. Lower level of hell down. The station is bustling, but residents and visitors are spending more time (and latinum) at the new Deep Space 9's park, sports fields, theater, swimming complex, and who knows what else, than they are at Quark's establishment. All of Quark's misfortunes just could be reversed, however, when he finds out that one of the steamiest holonovels to hit the Alpha Quadrant in years is up for grabs. And he has an inroad to acquiring it before anyone else. Or does he?

An annotated list of reference works in the fields of science fiction, fantasy, and horror fiction.

The Starfleet Survival Guide

Essays on Visions of History in Science Fiction and Fantasy Television

Deep Space Nine Companion

I, The Constable

The Ultimate Visual History

As the brave men and women of Starfleet carry out their duties -- mapping countless solar systems, greeting new species and establishing ties with civilizations large and small -- they live, work, and face the possibility that they could die in space. How do Starfleet's finest survive the countless dangers to be discovered as they boldly go where no one has gone before? Find out with this special edition of *The Starfleet Survival Guide*! Contains up to date, declassified information on STANDARD EQUIPMENT -- NONSTANDARD USES UNCONVENTIONAL MEDICINE DANGEROUS LIFE-FORMS EXTREME SCENARIOS And more! For further reference, or if you are considering an exciting and fulfilling career in the diplomatic and scientific fleet of the United Federation of Planets, please contact your local Starfleet representative.

STAR TREK is one of the world's most popular and enduring science fiction franchises, spanning decades' worth of TV, film, comics, books and more. This book - originally published just as DEEP SPACE NINE was first being produced - analyses the rebirth and renaissance of the series in the nineteen eighties and nineties. Along with masses of factual information - plot synopses, cast and crew and, uniquely, British transmission dates - this Programme Guide casts a gently critical eye over the series' continuity (and lack of it) and lingers over the moments of humour (intentional and otherwise). In sum, this is a light-hearted, detailed and affectionate overview of the revitalised version of the classic STAR TREK. Please note that it has not been updated since its original publication.

Back by popular demand! Our second anthology featuring original Star Trek †, Star Trek: The Next Generation †, Star Trek: Deep Space Nine †, and Star Trek: Voyager † stories written by Star Trek fans, for Star Trek fans! Our first *Strange New Worlds* competition drew thousands of submissions and *Strange New Worlds II* drew even more. From this mountain of astounding stories, these few, written exclusively by brand-new authors, were selected for their originality and style. These tales rocket across the length and breadth of Federation time and space, from when Captain Kirk explored the galaxy on the first Starship Enterprise™, through Captain Picard's U.S.S. Enterprise 1701-D and from Captain Sisko's Deep Space Nine to Captain Janeway's Starship Voyager™, with many fascinating stops along the way. Find out what happens in the Star Trek universe when fans -- like you -- take the helm!

In the future, a heroic captain and his crew explore the Galaxy in a really fast spacecraft. The crew's standing orders are: "...to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before."™ Simple, straightforward -- that's Star Trek.® So what's all the fuss? Why do news crews always seem to find someone, somewhere dressed up in a Star Trek costume? What could be so interesting to so many people? Star Trek 101 is the answer. You'll learn just a little about the heroes (Captain Kirk believes that man wasn't meant to live in paradise), the villains (Klingons have a thirst for conquest), and the important aliens (Vulcans live their lives by logic). In the handy recaps for all things Star Trek, you'll discover that the television shows and movies run the gamut from action-adventure to comedy. Just want to sample? The ten essential episodes are offered for your consideration. Star Trek 101 is a quick primer of the television shows and movies that carry the Star Trek name.

TV Guide

Star Trek: Costumes

The Star Trek: The Starfleet Survival Guide

Net Trek

The Next Generation & Early Deep Space Nine Episode by Episode

Communication in Star Trek: The Next Generation

A sixth entertaining anthology of never-before-published short stories written by Star Trek fans and based on the Star Trek universe ranges in time frame from the early days of Captain Anchen and James T. Kirk and his crew to the later generations of Captains Picard, Sisko, and Janeway. Original.

Seinfeld Ultimate Episode Guide is written by an authoritative expert who penned the most comprehensive reference book ever written about the show—Seinfeld Reference: The Complete

Encyclopedia. The latest effort, Seinfeld Ultimate Episode Guide, is the best source for little-known facts, details and information about the sitcom voted The #1 Greatest TV Series of All-Time by TV Guide. This type of episodic thoroughness cannot be found anywhere else in the entire Seinfeld Universe. Each episode is summarized in detail with supporting credits, such as writer, director, guest actors, bit players, extras, and uncredited actors. The best part is insider information about each episode, as well as little-known facts and unique trivia. There is even a section detailing some of the best known acting credits of every character who appeared in a Seinfeld episode. Everything you need to know about each episode and actor is in this book. Seinfeld Ultimate Episode Guide provides insight into how some of the plots and subplots originated. The writer prove how art imitates life. Discover cast changes that occurred over the years, staff and crew members that made onscreen appearances, and so much more. There is even a section devoted to awards won by the series, creators, actors and other noteworthy individuals. Diehard fans will love the section devoted to technical credits for each season of the show. It has all the names, titles, and details of every significant crew member who worked behind the scene to make this the best show on TV. Find out which crew members made secret episode appearances as characters or extras. Seinfeld Ultimate Episode Guide is an essential book for every fan of the show. If there is a question about an episode, actor, or character, this book will provably provide the answer. Photos included, 367 pages paperback.

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

"While starship captains have been exploring the final frontiers of the Star Trek universe, this book takes you for the first time to the edge of our real galaxy and beyond. Stunningly illustrated with hundreds of full-color, futuristic star charts, illustrations and astronomical photos, explore the real-life deep space destinations as seen on television and film screens. a Over its 50-year history, Star Trek has treated generations of viewers to a dazzling assortment of unforgettable images of the cosmos. Multiple star systems, alien worlds, supernova explosions, emission nebulae, and, of course, voracious black holes, just to name a few. a Star Trek- The Official Guide to Our Universeintroduces you to the astronomy of Star Trek and takes you on a voyage of discovery, examining the true astronomical counterparts that can be found in the night sky. From Altair to Vega and from red giants to white dwarfs, readers can visit over 50 real celestial objects visible in the night sky, as known to the Starfleet Academy. a No warp driven starship or even a telescope required to go on these voyages, as most destinations are bright enough to be seen just with the naked eye. This guide is for anyone ready to launch their own mission into space-the final frontier. Your personal voyage to explore strange new worlds begins here."

Seinfeld Ultimate Episode Guide

Star Trek: Strange New Worlds VI

The True Science Behind the Starship Voyages

A Brief Guide to Star Trek

The Next Generation Companion

Five Decades of Fashion from the Final Frontier

Essays in this work examine treatments of history in science fiction and fantasy television programs from a variety of disciplinary and perspectives. Some essays approach science fiction and fantasy television as primary evidence, demonstrating how such programs consciously or unconsciously elucidate persistent concerns and enduring ideals of a past era and place. Other essays study television as secondary evidence, investigating how popular media construct and communicate narratives about past events.

Block and Erdmann showcase the unique costumes of the Star trek saga, taking in fifty years of iconic and hugely influential designs. From Starfleet uniforms and daringly provocative outfits of the original series to Vulcan robes and Klingon attire, the book celebrates the art that made the Star trek costumes as innovative and imaginative as its futuristic technologies.

Today's media, cinema and TV screens are host to new manifestations of myth, their modes of storytelling radically transformed from the ancient Greece. They present us with narratives of contemporary customs and belief systems: our modern-day myths. This book argues that the transmedia merchandising and promotional material shape viewers' experiences of the hit television series Star Trek, to reinforce the gargantuan franchise. Media marketing utilises the show's method of recycling the narratives of classical heritage, yet it also looks forward to the future. In this way, it reminds consumers of the Star Trek story's ongoing centrality within popular culture, whether in the form of the original series, the later additions such as Voyager and Discovery or J. J. Abrams' 'reboot' films. Chapters examine how oral and literary traditions influenced the series structure and its commercial image, how the cosmological role of humanity and the Earth are explored in title sequences across various Star Trek media platforms, and the multi-faceted way in which Internet, video game and event spin-offs create rituals to consolidate the opera's fan base. Fusing key theory from film, TV, media and folklore studies, as well as anthropology and other specialisms, To Boldly Go is an authoritative guide to the function of myth across the whole Star Trek enterprise.

Star Trek: The Next Generation blended speculative science fiction and space opera in its portrayal of communication. Multiple modes of communication used between characters are presented and the multilevel tapestry of communication in the series is critical in its appeal. This book proposes that these patterns of communication reveal a foundational philosophy of Star Trek (while enticing millions of viewers). These patterns are both to cause strong empathetic connections with characters and to impel viewers to form relationships with the show, explaining the devotion.

Rules of Accusation

Strange New Worlds II

Star Trek: The Magic of Tribbles

Science Fiction Television Series

Star Trek the Official Guide to Our Universe

Labyrinth

An original eNovella set in the Star Trek: Deep Space Nine universe! On the space station Deep Space 9, Quark's Public House, Café, Gaming Emporium, Holosuite Arcade, and Ferengi Embassy can't legitimately be called an embassy until the Grand Nagus—namely, Quark's brother Rom—dedicates it as such. Not that Quark really cares about Ferengi protocol, but a well-publicized dedication ceremony will naturally draw people to the bar. Everybody loves a good open house—free appetizers, half-price drinks, door prizes, etc.—all of which Quark can write off as Embassy expenses. It's a win-win situation, with him on both sides of the win. There's even a plan to display the original scroll of the Ferengi Rules of Acquisition—which no one has seen for decades given that it's been held in protective storage—and charge patrons by the minute to look at it up close. Nothing, of course, could possibly go wrong with this big plan. Absolutely nothing at all...

Fourth in the series of STAR TREK ILLUSTRATED HANDBOOKS, this guide takes an in-depth look at the space station Deep Space 9 and the starship U.S.S. Defiant. The perfect gift for the Star Trek fan in your life! Exploring the former Cardassian space station in detail, this volume looks at Deep Space 9's history and operation under the command of Captain Benjamin Sisko of the United Federation of Planets. The chapters feature the station, the warship the U.S.S. Defiant, and the small, multi-purpose runabouts used as transport by the crew. With technical information from official sources, annotated exterior views and isometric illustrations of key locations, this handbook provides an extraordinary reference guide to 24th century Federation life on the diplomatic outpost. With technical information from official sources, annotated exterior views and isometric illustrations of key locations, this volume provides an extraordinary reference guide to 24th century Federation life on the diplomatic outpost.

Monk: The Official Episode Guide St. Martin's Griffin

Labyrinth: The Ultimate Visual History is the definitive thirtieth-anniversary exploration of the beloved Jim Henson classic, featuring rare artwork, interviews, and on-set photos. Journey back to Jim Henson's Labyrinth in this visually stunning celebration of the enchanting fantasy classic. Three decades after its release, Labyrinth, starring David Bowie and Jennifer Connelly, continues to enthrall audiences with its winning mixture of fairy-tale magic, fantastical creatures, and unforgettable music. Filled with a wealth of rare and unseen behind-the-scenes imagery, this book explores the creation of the film as seen through the eyes of the artists, costume designers, and creature creators who gave Labyrinth its distinctive look. Featuring in-depth commentary from the talented crew and cast—including exclusive new interviews with Jennifer Connelly, Brian Henson, Brian Froud, and George Lucas—this deluxe book brings together a wealth of rare sketches, concept art, and candid set photography to form an incredible treasure trove for Labyrinth fans. With stunning visuals and unparalleled insight into the creation of a true modern classic, Labyrinth: The Ultimate Visual History is the perfect companion piece to one of the best-loved fantasy films of all time.

Space 1999 and Science Fiction Prototyping

Star Trek: Deep Space 9 & The U.S.S Defiant Illustrated Handbook

"Hailing frequencies open"

Reference Guide to Science Fiction, Fantasy, and Horror

An International Subject and Author Index to History and Criticism

Monk: The Official Episode Guide

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!