

stop....

Continuing the milestone 50th anniversary celebration of Star Trek—an epic new trilogy that stretches from the events of The Original Series movie The Search for Spock to The Next Generation! When Klingon commander Kruge died in combat against James T. Kirk on the Genesis planet back in 2285, he left behind a powerful house in disarray—and a series of ticking time bombs: the Phantom Wing, a secret squadron of advanced Birds-of-Prey; a cabal of loyal officers intent on securing his heritage; and young Korgh, his thwarted would-be heir, willing to wait a Klingon lifetime to enact his vengeance. Now, one hundred years later, while on a diplomatic mission for the United Federation of Planets, Captain Jean-Luc Picard and the crew of the USS Enterprise are snared in the aged Korgh’s trap—and thrust directly in the middle of an ancient conflict. But as Commander Worf soon learns, Korgh may be after far bigger game than anyone imagines, confronting the Federation-Klingon alliance with a crisis unlike any it has ever seen!

The conclusion to the epic trilogy that stretches from the earliest voyages of the Starship Enterprise to Captain Kirk’s historic five-year-mission—and from one universe to another—just in time for the milestone 50th anniversary of Star Trek: The Original Series! Eighteen years ago, the Starship Enterprise thwarted an alien invasion from another universe, and Captain Robert April took possession of the interdimensional transfer device that made it possible. Since then, each captain of the Enterprise, from Christopher Pike to James T. Kirk, has guarded this secret with his life. Now, Romulan agents have succeeded in stealing the device and using it to banish Ambassador Sarek and Councillor Gorkon to an unknown realm in the midst of their groundbreaking Federation-Klingon peace negotiations. With time running out as interstellar war looms in one universe—and alien forces marshal in another—will Captain Kirk and his crew preserve the tenuous peace and reclaim the key between the dimensions?™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

The Operator

Sight Unseen

Q are Cordially Uninvited...

Titan: Absent Enemies

Rumble is an all-new animated feature film from Paramount Animation featuring the voices of Will Arnett and Terry Crews about monsters and professional monster wrestling, coming to theaters on February 18, 2022! Don't miss this delightful retelling of the movie story. Imagine a world where monsters are real and monster wrestling is a popular sport! Can sixteen-year-old Winne Coyle coach an inexperienced, out-of-shape monster, and turn him into a champion? Rumble fans everywhere will love spending more time with their favorite monsters in this hilarious and feel-good novel which includes eight pages of full-color stills from the movie. TM & © 2020 Paramount Pictures. All Rights Reserved

An original e-novel from the Original Series universe! The Enterprise-E arrives in unclaimed space for a rendezvous with the Starfleet science vessel Newton. Jean-Luc Picard and his crew have been ordered to assist the Newton with the final phase of its current mission—a mission that brings Picard face to face with something he never thought he would see again: the phenomenon known as the Nexus. Less than twelve years after it left the Alpha Quadrant, the Nexus ribbon has now returned. Tasked to track and study the phenomenon as it re-entered the galaxy, the specialist science team on the Newton discovered that the orbital path of the Nexus has been radically altered by the actions of the rogue El-Aurian Tolian Soren—taking it deep into the territory of The Holy Order of the Kinshaya, one of the key members of the Typhon Pact. Starfleet Command is unwilling to allow the Kinshaya—and by extension, the Typhon Pact—free access to what is essentially a gateway to anywhere and anywhen, as a single operative could use the Nexus to change the course of galactic history....

The first novel in an epic crossover trilogy uniting characters from every corner of the Star Trek universe, revealing the shocking origin and final fate of the Federation's most dangerous enemy—the Borg. Half a decade after the Dominion War and more than a year after the rise and fall of Praetor Shinzon, the galaxy's greatest scourge returns to wreak havoc upon the Federation—and this time its goal is nothing less than total annihilation. Elsewhere, deep in the Gamma Quadrant, an ancient mystery is solved. One of Earth's first generation of starships, lost for centuries, has been found dead and empty on a desolate planet. But its discovery so far from home has raised disturbing questions, and the answers harken back to a struggle for survival that once tested a captain and her crew to the limits of their humanity. From that terrifying flashpoint begins an apocalyptic odyssey that will reach across time and space to reveal the past, define the future, and show three captains—Jean-Luc Picard of the U.S.S. Enterprise, TM William Riker of the U.S.S. Titan, and Ezri Dax of the U.S.S Aventine—that some destinies are inescapable.

A collection of essays from today's most acclaimed authors—from Cheryl Strayed to Roxane Gay to Jennifer Weiner, Alexander Chee, Nick Hornby, and Jonathan Franzen—on the realities of making a living in the writing world. In the literary world, the debate around writing and commerce often begs us to take sides: either writers should be paid for everything they do or writers should just pay their dues and count themselves lucky to be published. You should never quit your day job, but your ultimate goal should be to quit your day job. It's an endless, confusing, and often controversial conversation that, despite our bare-it-all culture, still remains taboo. In Scratch, Manjula Martin has gathered interviews and essays from established and rising authors to confront the age-old question: how do creative people make money? As contributors including Jonathan Franzen, Cheryl Strayed, Roxane Gay, Nick Hornby, Susan Orlean, Alexander Chee, Daniel Jose Older, Jennifer Weiner, and Yiyun Li candidly and emotionally discuss money, MFA programs, teaching fellowships, finally getting published, and what success really means to them, Scratch honestly addresses the tensions between writing and money, work and life, literature and commerce. The result is an entertaining and inspiring book that helps readers and writers understand what it's really like to make art in a world that runs on money—and why it matters. Essential reading for aspiring and experienced writers, and for anyone interested in the future of literature, Scratch is the perfect bookshelf companion to On Writing, Never Can Say Goodbye, and MFA vs. NYC.

The Pursuit and Capture of Kevin Mitnick, America's Most Wanted Computer Outlaw - By the Man Who Did It

International Motion Picture Almanac

Halo: Fractures

Takedown

Overdraft

An exhilarating thriller from bestselling author Dayton Ward set in the universe of Star Trek: The Next Generation, following Captain Jean-Luc Picard and his crew as they explore the previously uncharted and dangerous Odyssean Pass. Surveying a nebula as part of their continuing exploration of the previously uncharted “Odyssean Pass,” Captain Jean-Luc Picard and the crew of the Starship Enterprise encounter a rogue planet. Life signs are detected on the barren world’s surface, and then a garbled message is received: a partial warning to stay away at all costs. Determined to render assistance, Picard dispatches Commander Worf and an away team to investigate, but their shuttlecraft is forced to make an emergency landing on the surface—moments before all contact is lost and the planet completely disappears. Worf and his team learn that this mysterious world is locked into an unending succession of random jumps between dimensions, the result of an ambitious experiment gone awry. The Enterprise crewmembers and the alien scientists who created the technology behind this astonishing feat find themselves trapped, powerless to break the cycle. Meanwhile, as the planet continues to fade in and out of various planes of existence, other parties have now taken notice....™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

This instant New York Times bestseller—“a jaw-dropping, fast-paced account” (New York Post) recounts SEAL Team Operator Robert O’Neill’s incredible four-hundred-mission career, including the attempts to rescue “Lone Survivor” Marcus Luttrell and abducted-by-Somali-pirates Captain Richard Phillips, and which culminated in the death of the world’s most wanted terrorist—Osama bin Laden. In The Operator, Robert O’Neill describes his idyllic childhood in Butte, Montana: his impulsive decision to join the SEALs; the arduous evaluation and training process; and the even tougher gauntlet he had to run to join the SEALs’ most elite unit. After officially becoming a SEAL, O’Neill would spend more than a decade in the most intense counterterror effort in US history. For extended periods, not a night passed without him and his small team recording multiple enemy kills—and though he was lucky enough to survive, several of the SEALs he’d trained with and fought beside never made it home. “Impossible to put down...The Operator is unique, surprising, a kind of counternarrative, and certainly the other half of the story of one of the world’s most famous military operations...In the larger sense, this book is about...how to be human while in the very same moment dealing with death, destruction, combat” (Doug Stanton, New York Times bestselling author). O’Neill describes the nonstop action of his deployments in Iraq and Afghanistan, evokes the black humor of years-long combat, brings to vivid life the lethal efficiency of the military’s most selective units, and reveals details of the most celebrated terrorist takedown in history. This is “a riveting, unvarnished, and wholly unforgettable portrait of America’s most storied commandos at war” (Joby Warrick).

In Just Two Years, Sav-Rite pharmacy in Kermit, West Virginia, distributed nearly 9 million opioid pain pills to a town of 382 people. Death in Mud Lick is the story of that pharmacy-and of Kermit local Debbie Preece, who sought justice in the wake of her brother’s fatal overdose. Preece was joined in her effort by a crusading lawyer and one local journalist, Eric Eyre, who would uncover the massive pill-dumping scandal that shook the foundation of America’s largest drug companies. In a work of deep reporting and personal conviction, Eyre follows opioid shipments into individual counties, pharmacies, and homes. This intimate portrayal of a national public health crisis illuminates a shocking pattern of corporate greed and its ongoing repercussions for the citizens of West Virginia-and the nation. Book jacket.

A thrilling e-novella based on Star Trek: The Next Generation, following the dramatic events as chronicled in the New York Times bestselling story arc The Fall! Newly promoted Admiral William Riker and the crew of the U.S.S. Titan are ordered to race to Garadius IV—a planet Riker knows all too well from an unsuccessful peace mission when he was still first officer of the U.S.S. Enterprise. But this time, he finds a mysterious new situation: one with the potential to imperil the entire Federation. One of the warring parties has simply vanished...

Writers, Money, and the Art of Making a Living

Prey: Book Three: The Hall of Heroes

Time For Yesterday

The Stuff of Dreams

The Light Fantastic

The thrilling adventure based on the acclaimed Star Trek: Picard TV series! Starfleet was everything for Cristóbal Rios...until one horrible, inexplicable day when it all went wrong. Aimless and adrift, he grasps at a chance for a future as an independent freighter captain in an area betrayed by the Federation, the border region with the former Romulan Empire. His greatest desire: to be left alone. But solitude isn’t in the cards for the captain of La Sirena, who falls into debt to a roving gang of hoodlums from a planet whose society is based on Prohibition-era Earth. Teamed against his will with Ledger, his conniving overseer, Rios begins an odyssey that brings him into conflict with outlaws and fortune seekers, with power brokers and relic hunters across the stars. Exotic loves and locales await—as well as dangers galore—and Rios learns the hard way that good crewmembers are hard to find, even when you can create your own. And while his meeting with Jean-Luc Picard is years away, Rios finds himself drawing on the Starfleet legend’s experiences when he discovers a mystery that began on one of the galaxy’s most important days....™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

In the wake of political upheaval across the United Federation of Planets, Admiral William Riker and the crew of the U.S.S. Titan find themselves in uncertain waters as roles aboard the ship change to reflect a new mandate and a new mission. On orders from Starfleet, Titan sets out toward the edge of Federation space to tackle its latest assignment: to work with an alien species known as the Dinac, who are taking their first steps into the galaxy at large as a newly warp-capable civilization. But when disaster befalls the Dinac, the Titan crew discovers they have unknowingly drawn the attention of a deadly, merciless enemy-a nightmare from Riker's past lurking in the darkness. Friendships will be tested to the limit as familiar faces and new allies must risk everything in a fight against an unstoppable invader-or a horrific threat will be unleashed on the galaxy!

An all-new original Star Trek: The Next Generation e-novella! The wedding of Captain Jean-Luc Picard to Doctor Beverly Crusher was a small, private affair overseen by the mayor of La Barre, France, and witnessed by the groom's sister-in-law and the mayor's wife. At least that's what the happy couple always told their friends. On the anniversary of that blessed day, however, Worf and Geordi La Forge manage to coax the real story out of the pair, to discover a tale of mythical treasure and a lost civilization in the Delta Quadrant. It all begins when the omnipotent being Q crashes the festivities, declaring himself best man and bringing along an unwilling guest as a surprise for the groom...

Like HOMECOMING (074346754X) did for Star Trek Voyager and AVATAR (074340050X) did for Star Trek: Deep Space Nine, DEATH IN WINTER picks up the Star Trek: The Next Generation story after the TV/movies are complete and tells all-new stories about favourite Next Generation characters and their subsequent lives. After the fall of Shinzon (as seen in the feature film, STAR TREK: NEMESIS) the elite of the Romulan Empire are battling over who will seize control. Caught up in this struggle are the Kevrata, a once proud people, now strangled under Romulan domination. When a biogenetic disease threatens to wipe out their race, Starfleet assigns its new Chief Medical Officer, Dr Beverly Crusher, to aid the populace. But when she suddenly goes missing and is presumed dead, Jean-Luc Picard must race to try and locate Crusher and help find a cure for the disease that could kill millions.

Extraordinary Tales from the Halo Canon

Star Trek: Discovery: The Enterprise War

Death in Winter

Big Apple Takedown

Rise of the Federation: Patterns of Interference

The dramatic true story of the capture of the world's most wanted cyberthief by brilliant computer expert Tsutomu Shimomura, describes Kevin Mitnick's long computer crime spree, which involved millions of dollars in credit card numbers and corporate trade secrets. Reprint. NYT.

The saga of the Star Trek: Enterprise TV series continues with this thrilling original novel! The time has come to act. Following the destructive consequences of the Ware crisis, Admiral Jonathan Archer and Section 31 agent Trip Tucker both attempt to change their institutions to prevent further such tragedies. Archer pushes for a Starfleet directive of non-interference, but he faces opposition from allies within the fleet and unwelcome support from adversaries who wish to drive the Federation into complete isolationism. Meanwhile, Tucker plays a dangerous game against the corrupt leaders of Section 31, hoping to bring down their conspiracy once and for all. But is he willing to jeopardize Archer's efforts—and perhaps the fate of an entire world—in order to win?™, ®, & © 2016 CBS Studios, Inc. Star Trek and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.