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With the fall of the ancient Thallonian Empire, civil war threatens the planet of Zondar. The arrival of the U.S.S Excalibur is greeted with relief and celebration by the anxious populace, and Captain Mackenzie Calhoun, fresh from his cataclysmic escape from the Thallonian throneworld, is acclaimed as their prophesied savior. But one believer's messiah is another's blasphemer -- and a prime candidate for martyrdom. When Captain Calhoun is captured, Lieutenant Commander Burgoyne must find him before an alien fleet launched a holy war against the Federation! Actress Gillian Anderson is the thinking man's sex symbol, the earth goddess of the paranormal--and an Internet pinup girl. She's also FBI agent Dana Scully of "The X-Files TV fame. Readers will discover the real person behind the character--and the character behind the person--in "Scully X-Posed, the new unauthorized tell-all from Prima Publishing. Covering everything from her early punk years to her new baby, "Scully X-Posed is an indispensable guide to the life and times of Gillian Anderson "and her character Dana Scully. The telling revelations include: - The scoop on Anderson's marriage and her daughter, Piper - Scully's twin passions for medicine and law enforcement - Gillian's tattoo - Scullyisms (?No one does anything without a reason.? p. 164) - Anderson's beliefs about UFOs and the paranormal - The truth about the X-rated photos of Anderson posted on the Internet The quintessential private person, Anderson manages, despite her fame, to remain slightly detached and remote. "Scully X-Posed offers a rare glimpse into the private life of this provocative woman and the fascinating television character she portrays. Also provided are episode summaries that detail special points such as interesting things to look for, plot problems, and the best lines. Other features include details about costar David Duchovny and the murky origins, mysterious mythology, and latest facts and rumors about "The X-Files TV show. About the Author "Nadine Crenshaw is a die-hard X-phile and writer with a string of science-fiction/fantasy, romance, and historical novels to her credit, including "Celtic Tales (Prima Publishing). Years ago, Lt. Uhura befriended a diplomat from Eeiau, the land of graceful, cat-like beings. The two women exchanged songs and promised never to reveal their secret—but now, those songs may be the only hope to save the planets from a deadly epidemic. The U.S.S. Enterprise™ is orbiting Eeiau in a desperate race to save the inhabitants before a deadly plague destroys them. Uhura's secret songs may hold the key to a cure—but the clues are veiled in layers of mystery and the inhabitants of Eeiau aren't what they seem. But the plague is killing humans, threatening other planets—and Kirk must crack the code before the Starship Enterprise succumbs! They are a race of warriors, a noble people to whom honor is all. They are cousin to the Vulcan, ally to the Klingon, and Starfleet's most feared and cunning adversary. They are the Romulans -- and for eight years, Federation Agent Terise LoBrutto has hidden in their midst. Now the presence of a captured Starfleet officer forces her to make a fateful choice -- between exposure and escape. Between maintaining her cover -- and saving the life of Dr. Leonard McCoy. Here, in a startlingly different adventure, is the truth behind one of the most fascinating alien races ever created in STAR TREK -- the Romulans. Nita and Kit return from their wizardly holiday, looking forward to getting back to their everyday routine. But there's trouble brewing. A strange darkness of the mind and heart is about to befall the older wizards of the world, stealing away their power. Soon, the young wizards of Earth and many other planets find themselves forced to defend wizards and nonwizards alike against an invasion of a kind they've never imagined.

But mere defense won't be enough to combat the evil afoot. With their alien teammates, Nita, Kit, and Dairine must race to search worlds known and unknown for the secret weapon the Powers That Be have promised them--before the minions of the sinister Lone Power find it first. And then, for the first time in millenia, the wizards must go to war. . . . Klingon Capt. Krenn is a ruthless war strategist. But on a mission to Earth, Krenn learns a lesson in peace when his empire hatches a covert plan to shatter the Federation. Only Krenn can prevent a war--at the risk of his own life! The first in a series of Marvel comics novels in which Spider-Man saves New York from Venom and Hobgoblin, his archenemies. He is aided in the task by an alien who feeds on radioactive material. By the author of Spock's World. An ancient predator stalks the starship enterprise. An electrifying thriller from bestselling author Diane Duane set in the Star Trek: The Original Series universe. At last, the United Federation of Planets and the Romulan Star Empire have agreed to meet on neutral ground to attempt to resolve the tangle of intrigue and conspiracy that began with the hijacking of the U.S.S. Intrepid many years ago—but the meeting may be as dangerous as the war they hope to avoid. As a show of good faith, the crew of the legendary Starship Enterprise™ has been ordered to attend the talks. In their informal charge is Romulan renegade Ael, the wanted fugitive who, with Kirk, served as a catalyst of the current troubles. Kirk must represent the interests of the Federation first and foremost, but the best approach to an agreement remains muddled in the ever-shifting Romulan order. And the visiting Romulan party is as fractious and divided as their troubled world. Among the Romulan nobles in attendance are the hero and popular Senator Arrhae, who secretly helped rescue Dr. Leonard McCoy from a Romulan execution, and the very men and women who put McCoy on trial for treason—and tried to carry out the sentence. As Kirk and crew attempt to renegotiate a delicate peace, and Romulans attempt to restore their tarnished honor, it becomes increasingly apparent that their only course of action is to prepare for war! 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. A trio a magical adventures in which Nita and Kit learn to be wizards and save their world. A sorcerous swordsmith desperate to achieve true power. His stubbornly nonmagical sword. His princely runaway lover. His hungry new fire elemental. Put them all together, and what can possibly go wrong? Herewiss is the only man in centuries to possess the Power of the blue Flame, but he can't use or control it - not even to help his friend and lover Freelorn, prince of Arlen, exiled from his native land and pursued across the Middle Kingdoms by the usurpers' allies. Invoking perilous sorceries and the even more dangerous assistance of the fire elemental Sunspark, Herewiss manages to rout the armies besieging Freelorn and his little band of followers, and free his loved. Together they flee east to seek temporary refuge in the mysterious lands near the edge of the world they know. But now Herewiss faces a devastating choice. His time to master the blue Fire is running out. Should he abandon his fruitless search and join Freelorn in his fight to regain his kingdom? Or should he seek out the ancient keep in the Waste where doors lead into other worlds--perhaps even the door whose use will teach him to control the Power that he must master or die?...The Door Into Fire, first novel set in Diane Duane's award-winning Middle Kingdoms universe, opens a fantastic saga of power, magic and friendship that has become a cult classic for its uniquely inclusive take on epic fantasy and its unforgettable characters.

For 1500 years, the Klingons have revered him as their first emperor, the legendary warrior who united their people and taught them the meaning of honor, but the truth of his incredible life has been shrouded in myth and fables... until now. A clone of the original Kahless now reigns as emperor, but the discovery of an ancient scroll throws the legends into doubt and threatens to tear the Klingon empire apart. Surrounded by treachery and rumors of revolt, this new Kahless can trust no one - except Captain Jean-Luc Picard and Lieutenant Worf of the U.S.S. Enterprise. A mysterious library book opens the door to a world of magic and danger in the first book in the beloved Young Wizards series. Bullied by her classmates, Nita Callahan is miserable at school. So when she finds a mysterious book in the library that promises her the chance to become a wizard, she jumps at the opportunity to escape her unhappy reality. But taking the Wizard's Oath is no easy thing, and Nita soon finds herself paired with fellow wizard-in-training Kit Rodriguez on a dangerous mission. The only way to become a full wizard is to face the Lone Power, the being that created death and is the mortal enemy of all wizards. As Nita and Kit battle their way through a deadly alternate version of New York controlled by the Lone Power, they must rely on each other and their newfound wizarding skills to survive--and save the world from the Lone One's grasp. One hundred years ago, four crewmembers of the "U.S.S. Enterprise™ crossed the dimensional barrier and found a mirror image of their own universe, populated by nightmare duplicates of their shipmates. Barely able to escape with their lives, they returned, thankful that the accident which had brought them there could not be duplicated, or so they thought. But now the scientists of that empire have found a doorway into our universe. Their plan is to destroy from within, to replace a Federation Starships with one of their own. Their victims are the crew of the "U.S.S. Enterprise NCC-1701-D, who now find themselves engaged in combat against the most savage enemies they have ever encountered, themselves. Through four decades, five television series comprising over seven hundred episodes, ten feature films, and an animated series, fandom's thirst for more Star Trek stories has been unquenchable. From the earliest short-story adaptations by James Blish in the 1960s, followed by the first original Star Trek novels during the seventies, and on throughout the eighties, nineties, and into the twenty-first century, fiction has offered an unparalleled expansion of the rich Star Trek tapestry. But what is it that makes these books such a powerfully attractive creative outlet to some and a compelling way to experience the Star Trek mythos anew to others? Voyages of Imagination takes a look back on the first forty years of professionally published Star Trek fiction, revealing the personalities and sensibilities of many of the novels' imaginative contributors and offering an unprecedented glimpse into the creative processes, the growing pains, the risks, the innovations, the missteps, and the great strides taken in the books. Author Jeff Ayers has immersed himself in nearly six hundred books and interviewed more than three hundred authors and editors in order to compile this definitive guide to the history and evolution of an incomparable publishing phenomenon. Fully illustrated with the covers of every book included herein, Voyages of Imagination is indexed by title and author, features a comprehensive timeline, and is a must-have for every fan. Rhiow, Urruah, and Arhu, the wizard cats who saved New York City in "The Book of Night with Moon", are summoned to London to deal with a crisis which affects the very fabric of time. Ael t' Rlailiu is a noble and dangerous Romulan Commander. But when the Romulans kidnap Vulcans to genetically harness their mind power, Ael decides on treason. Captain Kirk, her old enemy, joins her in a secret pact to destroy the research laboratory and free the captive Vulcans. When the Romulans discover their plan, the Neutral Zone seethes with schemes and counter-schemes, sabotage and war. Rhiow seems a perfectly ordinary New York City cat. Or so her humans think--but she is much more than she appears. With her partners Saash and Urruah, she collaborates with human wizards, protecting the earth from dark forces and helping to maintain the network of magical gateways between different realities. Peter Parker is in Florida to cover the next space shuttle launch for the Daily Bugle, only to find that two of his most lethal foes are a heartbeat away. The Lizard is on a rampage through the Everglades, desperately seeking a cure for his hideous condition. Venom, a sworn enemy of Spider-Man, has targeted the Lizard for death. Can Spider-Man defeat two enraged foes? Lieutenant Robin Lefler's mother died in a shuttle explosion ten years ago. So is the woman being held prisoner in Thallonian

space really her? If it is, what is her connection to the mysterious woman holding a weapon that could doom entire worlds? With the lives of billions at stake, Robin Lefler, Captain Calhoun and the crew of the U.S.S. Excalibur must find the answers before time runs out for them and for the struggling remnants of the once-great Thallonian Empire. Dr. McCoy finds himself in over his head when put in command of the Starship Enterprise in this electrifying Star Trek adventure. When Dr. McCoy grumbles once too often about the way the Starship Enterprise ought to be run, Captain Kirk decides to leave the doctor in command while he oversees a routine diplomatic mission. But McCoy soon learns that command is a double-edged sword when Kirk disappears without a trace. Desperately trying to locate his captain, McCoy comes under pressure from Starfleet to resolve the situation immediately. Matters go from bad to worse when the Klingons arrive and stake their own claim on the planet. And when another deadly power threatens them all, McCoy and the Enterprise are pitted against an alien fleet in a battle they have no hope of winning. A collection of stories from both the old and new Outer Limits television series. On the planet Nimbus III, a harsh world deep in the neutral zone, the three major powers -- Federation, Klingon, and Romulan -- attempt a revolutionary cooperative program, jointly developing the planet as an experiment in peace. But that makes Nimbus III an irresistible target for terrorists, who seize control of the planet, and the Enterprise is sent on a daring mission of rescue. And soon Kirk and his crew find themselves on a much more dangerous and disturbing journey, to the center of the galaxy and the forbidden secrets it holds. Even light-years from the Klingon Empire, the Day of Honor remains an occasion of great importance. And sometimes honor is found in the most unexpected places... B'Elanna Torres has never cared for the Day of Honor. Ashamed of her Klingon heritage, she regards the holiday as an unwanted reminder of all she has struggled to repress. Besides, something awful always seems to happen to her then. Her bad luck seems to be running true to form when she and Harry Kim are captured by alien slavers. Imprisoned by the enigmatic Risatti, forced to mine for deadly radioactive ore, Torres will need all of her strength and cunning to survive—and her honor as well. ™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved. They imagined new life, new worlds, new civilizations. They're the writers of STAR TREK(r), and THRILLING WONDER STORIES, the trade-paperback anthology revival of the classic 1929-55 pulp magazine, has stories by thirteen of them in its second volume! All-new stories by: DAVID GERROLD ("The Trouble with Tribbles") NORMAN SPINRAD ("The Doomsday Machine") LARRY NIVEN (the animated series' "The Slaver Weapon") MICHAEL REAVES (TNG's "Where No One Has Gone Before") and STEVE PERRY DIANE DUANE (TNG's "Where No One Has Gone Before") MELINDA M. SNODGRASS (TNG's "The Measure of a Man") DAVID R. GEORGE III (VOYAGER's "Prime Factors") and classic stories from JERRY SOHL ("The Corbomite Maneuver") RICHARD MATHESON ("The Enemy Within") HARLAN ELLISON(r) ("The City on the Edge of Forever") THEODORE STURGEON ("Amok Time") Plus "Arena" by FREDRIC BROWN, the basis of the TV episode, And an unproduced original series storyline by GEORGE CLAYTON JOHNSON ("The Man Trap") Also featured: MARC SCOTT ZICREE, novelist and writer of DS9's "Far Beyond the Stars," celebrates the literary writers who worked on big- and small-screen Trek. CRYSTAL ANN TAYLOR tells the behind-the-scenes story of "World Enough and Time," award-winning episode of Internet series STAR TREK: PHASE II with George Takei as Sulu. ADAM WEINER says "I Can't Change the Laws of Physics!" ...but the writers of Star Trek don't have that compunction! We take you inside Columbus of the Stars, a 1964 television series proposal by writer-director IB MELCHIOR (ROBINSON CRUSOE ON MARS) about a multinational starship crew visiting unexplored worlds... and how the pitch crossed paths with a writer-producer named Gene Roddenberry. Plus fun and surprising "Scientifacts" from JAMES TREFIL, and a look in "The Televisualizer" with SCOTT ASHLIN at a DVD box set of "Cult Camp Classics." Are they any of the three? Go with THRILLING WONDER STORIES, VOLUME 2 on a bold voyage to the frontiers of imagination! Illustrations with every story. Cover by Hugo and Chesley Award-winning artist Bob Eggleton. 252 pages. ("Star Trek" is a registered trademark of CBS Studios Inc. "Harlan Ellison" is a registered trademark of The Kilimanjaro Corporati An electrifying thriller from bestselling author Diane Duane set in the Star

Trek: The Original Series universe. The sword was the ultimate symbol of Romulan power, tradition, and pride. It lay in the Senate Chamber of the Romulan Star Empire, revered and untouched for centuries, until the day Dr. Leonard McCoy was tried for treason—and both were stolen during a daring attack on Romulus itself. Now, to avenge that insult and save face in the eyes of their deadly enemies, the Empire must recover the sword at any cost. Their envoys to the Federation demand the return of the sword and the extradition of the Romulan renegades who aided the Starship Enterprise™ in McCoy's escape. If diplomacy fails, the Romulans will trap the Klingons™ and the Federation in open war. In such dangerous times, the Starship Enterprise is assigned the most valuable—and volatile—element of all: the fugitive Ael, her stolen Bird-of-Prey Bloodwing, and the sword they carry. Ael will undoubtedly attempt to use ship and sword to foil her enemies and play her hand in the dangerous game that she's begun. But she will do it all under the watchful eyes of James T. Kirk, the Federation starship captain who knows her dangerously well... Following in the bestselling tradition of Spock's World and The Lost Years, this is a white-knuckled Star Trek tale of mystery and wonder that spans the galaxy in a vivid race against time. Starfleet's most sacred commandment has been violated. Its most honored captain is in disgrace, its most celebrated starship in pieces, and the crew of that ship scattered among the thousand worlds of the Federation. Thus begins the epic tale Prime Directive. Journey with Spock, McCoy, and the rest of the former crew of the Starship Enterprise to the planet where their careers ended. A world once teeming with life that now lies ruined, its cities turned to ashes, its surface devastated by a radioactive firestorm—all because of their actions. There, they must find out how and why this tragedy occurred and discover what has become of their captain. An alien scientist invents the Intergalactic Inversion Drive, an engine system that transcends warp drive -- and the U.S.S Enterprise™ will be the first to test it! The Klingons attempt to thwart the test, but a greater danger looms when strange symptoms surface among the crew -- and time becomes meaningless. Now Captain Kirk and his friends face their greatest challenge -- to repair the fabric of the Universe before time is lost forever! THE HISTORIC SAGA BEGINS Born in the twilight years of Vulcan's violent and passionate past, those who declared themselves Rihanssu chose to reign free in the unknown reaches of space rather than to serve under the new tyranny of logic. Having severed themselves from their homeworld, they survived the perilous voyage across the stars to wash ashore on a distant planet, there to begin the civilization that would one day flower into the Romulan Star Empire. Now, after millennia of wars and conquests, that empire is decaying from within, surrendering its noble heritage to reckless ambition, abandoning honor for kidnapping and murder. The corruption is so great that the Rihanssu's finest military officer -- Commander Ael t'Rllaillieu of the warbird Bloodwing -- believes she can save her people only by joining forces with her greatest enemy: Captain James T. Kirk of the Starship Enterprise™. Meanwhile, on the Romulan homeworld, a Federation deep-cover agent has been posing as a household servant named Arrhae i-Khellian -- but her operation takes a strange turn when a captured Starfleet officer is brought to her home . . . The lives of Ael, Arrhae, and the crew of the Enterprise come together in these astonishing adventures -- originally published in four volumes: My Enemy, My Ally; The Romulan Way; Swordhunt; and Honor Blade -- that will challenge everything you thought you knew about the Romulans. Juvenile fiction. Redefining a familiar universe for a more modern time, Star Trek: The Next Generation introduced Captain Jean-Luc Picard, the officers and crew of the U.S.S. Enterprise NCC-1701-D, and the worlds of the twenty-fourth century to a new legion of Star Trek ® fans. In the two decades since, viewers and readers have embraced these heroes, thrilled to their personal achievements, their shared victories, their passionate loves...and mourned their painful losses. Celebrate the twentieth anniversary of this landmark series by joining these now-legendary characters for all-new adventures: fourteen stories that span the time from before their earliest voyages through their missions onboard the Enterprise-E -- untold tales of intrigue, action, insight, and exploration, as told by: Christopher L. Bennett - Greg Cox - Keith R.A. DeCandido Bob Ingersoll & Thomas F. Zahler - David A. McIntee - Scott Pearson Michael Schuster & Steve Mollmann - Susan Schwartz Amy Sisson - James Swallow - Geoff Trowbridge Dayton Ward & Kevin Dilmore - Richard C. White Fans have been responding to literary

works since the days of Homer's *Odyssey* and Euripedes' *Medea*. More recently, a number of science fiction, fantasy, media, and game works have found devoted fan followings. The advent of the Internet has brought these groups from relatively limited, face-to-face enterprises to easily accessible global communities, within which fan texts proliferate and are widely read and even more widely commented upon. New interactions between readers and writers of fan texts are possible in these new virtual communities. From *Star Trek* to *Harry Potter*, the essays in this volume explore the world of fan fiction--its purposes, how it is created, how the fan experiences it. Grouped by subject matter, essays cover topics such as genre intersection, sexual relationships between characters, character construction through narrative, and the role of the beta reader in online communities. The work also discusses the terminology used by creators of fan artifacts and comments on the effects of technological advancements on fan communities. Instructors considering this book for use in a course may request an examination copy here.

A freak shuttlecraft accident -- and suddenly Captain Kirk and most of his senior officers find themselves adrift in space, with no hope of rescue, no hope of repairing their craft, or restoring communications -- with nothing, in short but time on their hands. Time enough for each to tell the story of the *Kobayashi Maru* -- the Starfleet Academy test given to command cadets. Nominally a tactical exercise, the *Kobayashi Maru* is in fact a test of character revealed in the choices each man makes -- and does not make. Discover now how Starfleet Cadets Kirk, Chekov, Scotty, and Sulu each faced the *Kobayashi Maru*...and became in turn Starfleet officers. In this new adventure, a fellow student makes life miserable for the rest of the Net Force by sabotaging a virtual simulation program. But when a Force exiles him from the group, the brilliant outcast creates a virtual playroom that will blow them all away. Based on the major mini-series from ABC-TV. "Grips you by the throat from beginning to end."—Cleveland Plain Dealer

*ALONE WITH HER NEW HUSBAND* on a tiny Pacific atoll, a young woman, combing the beach, finds an odd aluminum container washed up out of the lagoon, and beside it on the sand something glitters: a gold tooth in a scorched human skull. The investigation that follows uncovers an extraordinarily complex and puzzling true-crime story. Only Vincent Bugliosi, who recounted his successful prosecution of mass murderer Charles Manson in the bestseller *Helter Skelter*, was able to draw together the hundreds of conflicting details of the mystery and reconstruct what really happened when four people found hell in a tropical paradise. And the *Sea Will Tell* reconstructs the events and subsequent trial of a riveting true murder mystery, and probes into the dark heart of a serpentine scenario of death. A hundred years before the *Starship Voyager* was transported to the Delta Quadrant, Lieutenant Tuvok served under one of Starfleet's most famous officers: Captain Hikaru Sulu of the *Starship Excelsior*. Now those days have come back to haunt him. While traveling through an uncharted nebula, Tuvok is besieged by recurring memories of his time with Captain Sulu—repressed memories that may well kill him unless their source is determined in time. To save her closest friend, Captain Kathryn Janeway follows Tuvok to the century-old bridge of the *Excelsior* during a desperate battle. There Tuvok, Captain Janeway, Captain Sulu and Commander Janice Rand must face a menace to galactic life unlike anything known before... Picard and the *U.S.S. Enterprise* must save a dying world! To protect the cargo ships essential to the continuing existence of the fledgling Coalition of Planets, the captains of the United Earth's Starfleet are ordered to interstellar picket duty, with little more to do than ask "Who goes there?" into the darkness of space. Captain Jonathan Archer of the *Enterprise*<sup>™</sup> seethes with frustration, wondering if anyone else can see what he sees. A secret, closed, militaristic society, convinced that their survival hangs by a thread, who view their neighbors as a threat to their very existence -- the Spartans of ancient Greece, the Russians of the old Soviet Union, the Koreans under Kim Il-sung -- with only one goal: attain ultimate power, no matter the cost. The little-known, never-seen Romulans seem to live by these same principles. The captain realizes that the bond between the signers of the Coalition charter is fragile and likely to snap if pushed. But he knows that the Romulans are hostile, and he believes they are the force behind the cargo ship attacks. If asked, Archer can offer no proof without endangering his friend's life. To whom does he owe his loyalty: his friend, his world, the Coalition? And by choosing one, does he not risk losing all of them? What is the solution to a no-win scenario?