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5AD - CLARENCE BALDWIN

The star of the global cultural phenomenon of Star Trek reveals backstage anecdotes, personal rivalries, and network politics that were hidden behind the camera in this insider's expose+a7. Reprint.

{\rtf1\ansi\ansicpg1252\deff0{\fonttbl{\f0\froman\charset0 Times New Roman;}{\f1\fnil\charset0 Arial;}} \viewkind4\uc1\pard\s-b100\sa100\lang2057\f0\fs24 Every year, Starfleet Academy in San Francisco attracts many of the most talented and ambitious young people in the Federation. They come from all over the Alpha Quadrant, from hundreds of worlds and species, to prepare themselves for the challenges of the final frontier. \par Meet a new generation of cadets: a newly joined Trill just beginning the first of many lives; a Bajoran Vedek who finds himself torn between his vows and an unspoken love; a reckless young man fond of pushing the limits; a feline alien raised among humans; a brilliant but immature young woman with a lot to learn; and a native-born Earth woman with a talent for engineering. \par Together they will learn about courage, life, teamwork, and themselves. Their future is just beginning -- but one of them will not survive! \par \pard\f1\fs18 \par }

TEN YEARS AND COUNTING...Celebrate the first decade of Star Trek: The Next Generation with this history in pictures. Thirty post-cards span seven thrilling television seasons, as well as the blockbuster feature films Star Trek: Generations and Star Trek: First Contact.

Witness the events leading to the new CBS All Access series PICARD in this graphic novel where new characters are introduced and secrets will be revealed. Before he retired to his vineyard,

Jean-Luc Picard was the most decorated admiral in Starfleet. Then one mission changed his life forever. What could make this dedicated and disciplined leader question his calling?

Created by an incalculably ancient civilisation whose transcendent technology is quantum levels beyond that of the Federation and its allies, the newly discovered Gateways offer instantaneous transportation across the stars. Their sudden reactivation has destabilised relations between planets and cultures hitherto separated by countless light years. Starfleet's finest have coped with the crisis as best they can, but circumstances have forced a handful of valiant commanders, one after another, to make the leap through separate Gateways into the unknown. Each of these brave heroes has taken the ultimate gamble and hurled themselves bodily into a Gateway with no knowledge or forwarning of what they will find on the other side. Each must face a unique personal challenge and find their own way back to the ships and the homes they left behind. And beyond at least one of the Gates are their mysterious and primordial architects, the ageless Iconians themselves... THE AUTHORS of the Gateways saga are: Diane Carey, Peter David, Keith R.A. DeCandido, Christie Golden, Robert Greenberger and Susan Wright.

Compelling tips and tricks to improve your mental skills Don't you wish you were just a little smarter? Ron and MartyHale-Evans can help with a vast array of witty, practical techniques that tune your brain to peak performance. Founded incurrent research, Mindhacker features 60 tips, tricks, and games to develop your mental potential. This accessible compilation helps improve memory, accelerate learning, manage time, spark creativity, hone math and logic skills, communicate better, think more clearly, and keep your mind strong and flexible.

After the end of the EnterpriseTM's five-year mission, Captain Kirk, Mr. Spock, and Dr. McCoy struggle to establish new lives apart from each other and the starship. The newly-promoted Admiral Kirk is placed in charge of a specially-created Starfleet division and attempts to defuse a critical hostage situation; Mr. Spock, who, in the midst of a teaching assignment on Vulcan, finds the one thing he least expected; and Dr. McCoy, whose unerring instinct for trouble lands him smack in the middle of an incident that could trigger an interstellar bloodbath.

In the distant future the entire galaxy has been completely assimilated by Borg and it's king Locutus! The only hope for the future lies in the past, in the hands of Captain Jean-Luc Picard and the crew of the Starship Enterprise as Picard faces off against the Borg collective in one final, terrifying, and definitive encounter!

An invaluable resource for working programmers, as well as a fount of useful algorithmic tools for computer scientists, astronomers, and other calendar enthusiasts, The Ultimate Edition updates and expands the previous edition to achieve more accurate results and present new calendar variants. The book now includes coverage of Unix dates, Italian time, the Akan, Icelandic, Saudi Arabian Umm al-Qura, and Babylonian calendars. There are also expanded treatments of the observational Islamic and Hebrew calendars and brief discussions of the Samaritan and Nepalese calendars. Several of the astronomical functions have been rewritten to produce more accurate results and to include calculations of moonrise and moonset. The authors frame the calendars of the world in a completely algorithmic form, allowing easy conversion among these calendars and the determination of secular and religious holidays. LISP code for all the algorithms is available

in machine-readable form.

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!

Seven years ago the USS Voyager, embroiled in a three-way conflict with Federation Maquis renegades and the Cardassian warship that was pursuing them, took evasive action and found itself flung by means of a strange alien technology to the furthest corner of the galaxy, the unexplored Delta Quadrant, many thousands of lightyears from home. More than 170 episodes later, Captain Kathryn Janeway and her crew have encountered planets, races, civilisations and phenomena unseen by any other Federation eyes. But no matter the space they have explored or the obstacles they have overcome, their goal has always been the same: the impossible journey home. Will the USS Voyager make it back to Federation space and will her crew ever be reunited with those they left behind? Here is the first chance for UK fans to find out in full what happens in the final, emotive conclusion of the Voyager story.

The unpredictable cosmic entity known only as Q has plagued Captain Jean-Luc Picard and the crew of the Starship Enterprise™ since their very first voyage together. But little was known of Q's mysterious past or of the unearthly realm from which he hails. Until now. A brilliant scientist may have found a way to breach the energy barrier surrounding the Milky Way galaxy, and the Enterprise is going to put it to the test. The last thing Captain Picard needs is a surprise visit from Q, but the omnipotent trickster has more in mind than his usual pranks. Kidnapping Picard, he takes the captain back through time to the moment the Q Continuum faced its greatest threat. Now Picard must learn Q's secrets -- or

all of reality may perish!

Young Lieutenant Jean-Luc Picard gets a taste for the dangers of Star Fleet duty when his mission to pick up the descendants of a long-lost starship runs afoul of an alien army. Reprint.

The mischievous super-being Q joins forces with his nemesis, Captain Picard, to save the universe from the Maelstrom, a metaphysical whirlpool that destroys reality, time, and space.

This is the biography of an idea, and the remarkable story of the man who created—and then convinced the world to adopt—a unified standard for telling time. Today we take the accurate telling of time across the world for granted. Yet little more than a hundred years ago, people even in neighbouring towns lived by different time schedules: noon was simply whenever the sun happened to be overhead—Toronto time, for example, was different from Hamilton time some forty miles away. None of this mattered when people travelled in the slow style that had been the norm for generations. But then, as Clark Blaise makes vividly clear, trains arrived—and in the new age of communications myriad local times became a mind-boggling obstacle, and the rational ordering of time an urgent priority. Sandford Fleming, a young emigrant from Scotland, performed the remarkable task of solving the unfathomable temporal riddle of how to knit together a world stippled with thousands of local times. That invention was the start of an exhausting campaign to persuade the squabbling international powers, the diplomats and scientists, to adopt a unified time system—a campaign that came to a dramatic conclusion at the Prime Meridian Conference in 1884. His achievement turned out to be one of the greatest gifts of the Victorian Age to our global modern world. This was the great "Decade of Time," as Blaise calls it, that extraordinary ten years that also saw the invention of electric light, the telephone, Impressionism and high-speed cameras. Time Lord is an absorbing reflection on the mythic origins of time itself, as well as a meditation on science, psychiatry, art and literature (from Dickens to Sherlock Holmes to Hemingway); the roots of depression and anxiety; and the results of one man's fascination with clocks and watches and railway schedules. At the heart of the story is the mild but fierce-minded communications genius who sketched and surveyed his way from coast to coast, oversaw the building of the great Canadian railroad, designed the first Beaver stamp, and invented the world-circling, sub-Pacific cable; who saw the world as a whole and changed its nature forever.

Captain Kirk, Spock, McCoy, and the rest from the classic television series boldly go where no one has gone before in this intergalactic postcard box.

The first science fiction course in the American academy was held in the early 1950s. In the sixty years since, science fiction has become a recognized and established literary genre with a significant and growing body of scholarship. The Cambridge History of Science Fiction is a landmark volume as the first authoritative history of the genre. Over forty contributors with diverse and complementary specialties present a history of science fiction across national and genre boundaries, and trace its intellectual and creative roots in the philosophical and fantastic narratives of the ancient past. Science fiction as a literary genre is the central focus of the volume, but fundamental to its story is its non-literary cultural manifestations and influence. Coverage thus includes transmedia manifestations as an integral part of the genre's history, including not only short stories and novels, but also film, art, architecture, music, comics, and interactive media.

"Based on Star Trek created by Gene Roddenberry, and Star Trek, Voyager created by Rick Berman & Michael Piller & Jeri Taylor."

In *The World of Star Trek*, David Gerrold opens up dialogue on the people, places, and events that made Star Trek one of the most popular series ever. Gerrold discusses what was successful and what wasn't, offering personal interviews with the series' legendary stars and dissecting the trends that developed throughout the seasons. The complete inside story of what happened behind the scenes of the Star Trek universe, from scriptwriters' memos to special effects and more, *The World of Star Trek* is the companion all Trekkies need for the most all-encompassing breakdown and analysis of Star Trek.

Offers a brief introduction to using the Internet and provides an alphabetical listing of thousands of Internet sites, arranged by categories, with descriptions of each site

This is an up-to-date revision of the classic text first published in 1983. It includes a historical perspective on the growth of evaluation theory and practice and two comparative analyses of the various alternative perspectives on evaluation. It also includes articles representing the major schools of thought about evaluation written by the leaders who have developed these schools and models. The final section describes and discusses the Standards

for Program Evaluation and the reformation of program evaluation.

Covers the history of space flight from the beginning of the twentieth century through the year 2202, with the story of man's conquest of the stars chronicled in illustrations and star maps

More than 200,000 years ago, the ancient Iconians created a network of interdimensional Gateways providing instantaneous transportation across unimaginable distances. Once known as the "Demons of Air and Darkness," the Iconians mysteriously vanished many millennia ago, never to return -- or so it was believed. Summoned to an emergency briefing at Starfleet Headquarters, Captain Jean-Luc Picard is stunned to discover that the legendary Iconians have returned at last, and are offering to sell the secrets of their advanced technology to the Federation. To prove their sincerity, they have reactivated their long-abandoned Gateways, but the results have been strife and chaos throughout the entire Alpha Quadrant. Now Picard and his crew must contend with feuding Klingons and Romulans as the captain seeks to discover the sinister truth behind the Iconians' unexpected rebirth!

In celebration of one of science fiction's most beloved franchises, an updated edition of the acclaimed Ships of the Line hardcover collection. They dared to risk it all in a skiff of reeds or leather, on a ship of wood or steel, knowing the only thing between them and certain death was their ship. To explore, to seek out what lay beyond the close and comfortable, every explorer had to embrace danger. And as they did so, what arose was a mystical bond, a passion for the ships that carried them. From the very first time humans dared to warp the fabric of space, escaping from the ashes of the third World War, they also created ships. These vessels have become the icons of mankind's desire to rise above the everyday, to seek out and make the unknown known. And these ships that travel the stellar seas have stirred the same passions as the ones that floated in the oceans. While every captain has wished that their starship could be outfitted in the same manner as the sailing ship H.M.S. Beagle—without weapons—that proved untenable. From the start, Starfleet realized that each vessel, due to the limited range of the early warp engines, must be able to stand alone against any attack. Thus arose the idea, taken from the days of wooden sailing ships, that every Starfleet vessel must stand as a ship of the line. Through the actions of their captains and crews, countless starships have taken on that role. Here we

remember some of those ships and their heroic crews. In celebration of one of science fiction's most beloved franchises, this updated edition of the acclaimed Ships of the Line hardcover collection now includes dozens of additional images brought together for the first time in book format—spectacular renderings featured in the highly successful Star Trek: Ships of the Line calendar series. With text by Star Trek's own Michael Okuda, the story of each of these valiant starships now comes to life. ™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

Created by the incalculably ancient Iconians, whose transcendent technology is quantum levels beyond that of the Federation and its allies, the Gateways offer instantaneous transport across unimaginable distances. Throughout the known galaxy, from Deep Space Nine™ to the New Frontier, from the Delta Quadrant to the bridge of the Starship Enterprise™, the sudden reactivation of the Gateways has destabilized interstellar relations between planets and cultures previously separated by countless light-years. Starfleet's finest have coped with the crisis as best they can, but circumstances have forced several valiant commanders to leap through separate Gateways into the unknown. Captain James T. Kirk of the original Starship Enterprise Captain Jean-Luc Picard of Star Trek: The Next Generation® Colonel Kira Nerys of Deep Space Nine Captain Kathryn Janeway of the U.S.S. Voyager™ Captains Calhoun and Shelby of Star Trek : New Frontier Commander Nick Keller of the U.S.S. Challenger All of these heroes, for their own reasons, have taken the ultimate gamble: hurling themselves personally through a Gateway without any knowledge or forewarning of what lay beyond. Each must face their own unique challenge, struggling to find a way back to the ships and homes they left behind. And waiting behind at least one of the Gateways are the ageless Iconians themselves, the primordial architects of the mysterious portals causing chaos throughout the Milky Way galaxy. Where did they disappear to, many long eons ago, and what do they want now? The answer lies on the other side.... What Lay Beyond brings the Gateways saga to a spectacular finish, in an all-star collaboration by six popular, bestselling Star Trek authors. Among them, Diane Carey, Peter David, Keith R.A. Decandido, Christie Golden, Robert Greenberger, and Susan Wright have written dozens of Star Trek novels. This is their first mega-collaboration.

STARFLEET CORPS OF ENGINEERS Long believed to be just a Nalori myth, the shii has turned out to be devastatingly real! The monster -- seemingly invulnerable, undeniably powerful, and completely ruthless -- as carved a swath through the Nalori construction project on the crystal planet of Sarindar. The project's supervisor, Commander Sonya Gomez, must find a way to stop the deadly creature before it destroys the entire project and its workers. But when the truth behind the shii is revealed, Gomez realizes that even one of the S.C.E.'s top officers may not be able to solve every problem... The exciting conclusion to the gripping, all-new two-part adventure!

Covers over three thousand shows, with information on each program's broadcasting history, cast, and plot, and includes daily program schedules.

Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly. Whether you need to write database applications, perform administrative tasks, or generate reports, Learning SQL, Second Edition, will help you easily master all the SQL fundamentals. Each chapter presents a self-contained lesson on a key SQL concept or technique, with numerous illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will: Move quickly through SQL basics and learn several advanced features Use SQL data statements to generate, manipulate, and retrieve data Create database objects, such as tables, indexes, and constraints, using SQL schema statements Learn how data sets interact with queries, and understand the importance of subqueries Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements Knowledge of SQL is a must for interacting with data. With Learning SQL, you'll quickly learn how to put the power and flexibility of this language to work.

200 YEARS AGO: The expanding Klingon™ Empire found a frozen world rich in deposits of the mineral topaline. They named the planet taD -- Klingon for "frozen" -- and they called the people jehpu'wl' -- conquered. FOUR YEARS AGO: The Klingon Empire invaded Cardassia, breaching the Khitomer Accords and causing a break with the Federation. On taD, depleted Klingon forces were overthrown in a small coup d'état, and the victorious rebels took advantage of the disruption to appeal for recognition from the Fed-

eration. NOW: The Klingons have returned to taD and re-established their control. But the stubborn rebels insist on Federation recognition. A solution to the diplomatic impasse must be found, a task that falls to the Federation's new ambassador to the Klingon Empire -- Worf. Worf thinks of himself as a fighter, not a negotiator, but the Federation disagrees. Now, for the sake of the Federation and the Empire, a Klingon warrior must weave a fragile peace out of a situation ripe for war!

Celebrate the 40th anniversary of Star Trek: The Motion Picture with this classic movie novelization written by legendary Star Trek creator Gene Roddenberry! The original five-year mission of the Starship Enterprise to explore strange new worlds and to seek out new life and new civilizations has ended. Now James T. Kirk, Spock, Dr. McCoy, and the rest of the crew of the Enterprise have separated to follow their own career paths and different lives. But now, an overwhelming alien threat—one that is ignoring all attempts at communication and annihilating all opposition in its path—is on a collision course with Earth, the very heart of the United Federation of Planets. And the only vessel that Starfleet can send in time to intercept this menace is a refitted Enterprise, with her old crew heeding the call to once again boldly go where no one has gone before....

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.

The Klingon Dictionary is the first comprehensive sourcebook for Klingon language and syntax, including fundamental rules of grammar as well as words and expressions that illustrate the complex nature of Klingon culture. It features a precise pronunciation guide, rules for proper use of affixes and suffixes, and a small phrasebook with Klingon translations for essential expressions such as ""Activate the transport beam,"" ""Always trust your instincts,"" and the ever-popular ""Surrender or die!""

STARFLEET CORPS OF ENGINEERS One of the S.C.E.'s top officers, Commander Sonya Gomez, is assigned to supervise a project on the crystal planet of Sarindar -- helping the reclusive and hostile Nalori harness a valuable new ore. Morale is low and the project is behind schedule. Gomez must get the workers up to speed and on track -- a task made more difficult by the Nalori workers, who do not want her there even though their government does. Just when Gomez begins to gain their trust, two workers are killed by a mysterious local animal called a shii. Gomez must learn the secret of the shii before it kills again.... The first in a gripping, all-new two-part adventure!

The final voyages of the U.S.S. Enterprise continue with the amazing crew of writer Jody Houser (STRANGER THINGS, HARLEY QUINN & POISON IVY) and artist Silvia Califano (THE X-FILES: CASE FILES)! With the Klingon threat behind them, the crew of the Enterprise begins their victory tour of the original planets of the Federation. But they'll soon discover that for all of the danger they faced on the five-year mission, the biggest threat of all may be something closer to home.

September 8, 2016 will mark the fiftieth anniversary of the debut of the world's most successful science fiction television series: Star Trek. In this new biography Lance Parkin, author of Aurum's acclaimed Magic Words: The Extraordinary Life of Alan Moore, will go in search of the show's creator, Gene Roddenberry. This book reveals how an undistinguished writer of cop shows set out to produce 'Hornblower in space' and ended up with an optimistic, almost utopian view of humanity's future that has been watched and loved by hundreds of millions of people around the world. Along the way Lance will examine some of the great myths and turning points in the franchise's history, and Roddenberry's partic-

ular contribution to them. He will look at the truth in the view that the early Star Trek advanced a liberal, egalitarian and multi-racial agenda, chart the various attempts to resuscitate the show during its wilderness years in the 1970s, explore Roddenberry's initial early involvement in the movies and spin-off Star Trek: The Next Generation (as well as his later estrangement from both), and shed light on the colourful personal life, self-mythologising and strange beliefs of a man who nonetheless gifted popular culture one of its most enduring narratives.

During a routine mission to survey Domarus IV, a shuttle operated by Data, Troi, and Wesley Crusher is captured by Tenirans and then disappears, leaving Captain Picard and the perplexed Teniran captain to figure out why

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.

This book provides a wide-range of Star Trek treasures you can appreciate whether you're a devoted Trekkie or a novice collector of this epic American science-fiction franchise. Then the pages of this spectacular guide, you'll discover more than 1,500 color photos including memorabilia direct from Paramount Studios warehouses. In addition, you'll enjoy chapters covering more than 40 years of Star Trek action figures, lunch boxes, games, pins, posters, uniforms, original scripts and countless other items, all with identifying details and current market values.

Warp into the twenty-first century with the daring explorers of Star Trek "RM" ! Breathtaking color photos of the crews, ships and memorable moments from The Original Series, Star Trek: The Next Generation "RM", Star Trek: Deep Space Nine "RM", Star Trek: Voyager "RM", and nine motion pictures follow you all 365 days in the STARDATE 2001 CALENDAR. From Quark's Bar to Starfleet Command, from the Dominion to the Delta Quadrant, embark on a new journey through space and time every day of the new year!

After enduring many privations and natural disasters, the colonists of Belle Terre are now under attack by the alien Kaulds, who are hell-bent on retrieving the planet's valuable natural resources. Original.