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KEY=TREK - GRANT WILLIAMSON

Star Fleet Technical Manual Training Command, Star Fleet Academy [Del Rey](#) **Gathers diagrams of spaceships, transporters, control stations, equipment, medical instruments, weapons, shuttlecraft, uniforms, insignia and fleet headquarters, and includes Federation maps and treaties** **Star Trek Mr. Scott's Guide to the Enterprise** [Pocket Books/Star Trek](#) **Narrated by Mr. Scott, this book is not only a technical manual but a timeline of the events of the recent Star Trek movies.** **Technical Manual** [Star Trek](#) **Offers diagrams and descriptions of the Enterprise, and its command, propulsion, transporter, tactical, and crew support systems** **The Star Trek Book Strange New Worlds Boldly Explained** [Penguin](#) **Celebrate 50 years of one of the longest running and beloved sci-fi franchises with The Star Trek Book. This comprehensive guide to the series delves into the myriad worlds and different dimensions visited by the crew of the U.S.S. Enterprise. Discover the amazing science of Star Trek and how it has influenced real-world technology such as flip phones. Featuring informative and analytical text combined with exciting photography and infographics throughout, The Star Trek Book is broken down into main categories such as science and technology, Starfleet, allies and enemies, and more. Perfect for fans of the various Star Trek TV series, including The Next Generation, Deep Space Nine, Voyager, and Enterprise, The Star Trek Book details everything you need to know about 50 years of excitement and adventure on the final frontier. ® & © 2016 CBS Studios Inc. © 2016 Paramount Pictures Corporation. STAR TREK and related marks are trademarks of CBS Studios Inc. All Rights Reserved. Star Trek the Official Guide to Our Universe The True Science Behind the Starship Voyages** [National Geographic Books](#) **"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 Universe** introduces 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."** **Star Trek, Deep Space Nine Technical Manual** [Pocket Books/Star Trek](#) **A guide to the technology of the imaginary space station at the heart of the program provides descriptions, schematic diagrams, and other data** **The Unauthorized Handbook and Price Guide to Star Trek Toys by Playmates** [Schiffer Pub Limited](#) **Beginning in 1992, Playmates Toys produced Star Trek action figures, accessories, and starships in great abundance. This book chronicles them all in 510 color photographs and detailed descriptions of toys and accessories. Also included are exclusives, limited edition statues, and collectibles dioramas. Current market values are presented. Fans of the Star Trek television series and movies, toy, and action figure collectors will want this book.** **Star Trek: Klingon Bird-of-Prey Haynes Manual** [Simon and Schuster](#) **A technical primer on the legendary Klingon Bird-of-Prey focuses on the light B'rel-class scout to cover the ship's stations, weapons, and key technologies.** **The Starfleet Survival Guide Star Trek All Series** [Simon and Schuster](#) **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.** **Trek Navigator The Ultimate Guide to the Entire Trek Saga** [Back Bay Books](#) **Offers reviews and ratings of every episode of the four "Star Trek" television series, and the complete movie series** **The Routledge Handbook of Star Trek** [Taylor & Francis](#) **The Routledge Handbook of Star Trek offers a synoptic overview of Star Trek, its history, its influence, and the scholarly response to the franchise, as well as possibilities for further study. This volume aims to bridge the fields of**

science fiction and (trans)media studies, bringing together the many ways in which Star Trek franchising, fandom, storytelling, politics, history, and society have been represented. Seeking to propel further scholarly engagement, this Handbook offers new critical insights into the vast range of Star Trek texts, narrative strategies, audience responses, and theoretical themes and issues. This compilation includes both established and emerging scholars to foster a spirit of communal, trans-generational growth in the field and to present diversity to a traditional realm of science fiction studies.

Star Fleet Medical Reference Manual Captains' Logs Supplemental The Unauthorized Guide to the New Trek Voyages [Little Brown](#) A behind-the-scenes chronicle of the three spinoff Star Trek series includes commentary by the actors, writers, producers, and directors; presents an inside scoop on the forthcoming movie; and includes a show-by-show guide.

Original. Mr. Scott's Guide to the Enterprise [Pocket Books/Star Trek](#) A floor plan of the U.S.S. Enterprise encompasses a chronology of the events in the recent Star Trek movies and looks at the new "Enterprise" built to replace the destroyed old ship

The Fifty-Year Mission: The Complete, Uncensored, Unauthorized Oral History of Star Trek: The First 25 Years [Macmillan](#) Volume one of a fifty year oral history of Star Trek by the people who were there, in their own words, sharing never-before-told stories.

Kobayashi Maru [Simon and Schuster](#) 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™ 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?

Dragons in the Stacks: A Teen Librarian's Guide to Tabletop Role-Playing [ABC-CLIO](#) A one-stop, complete guide to tabletop role-playing games for novice librarians as well as seasoned players. • Discusses collection development, cataloging, and programs for teens • Supplies detailed reviews of scores of popular and less well-known role-playing games • Outlines a variety of affordable, effective programs for teens that involve role-playing tabletop games

The Gospel According to Star Trek [BoD - Books on Demand](#) What's Christian about Star Trek? Nothing. That's the way most people see it and that certainly seems to be the way

the franchise is intended. There's no question that the Trek universe is based on a doggedly humanistic worldview and is set in a future time when religion has essentially vanished from Earth. If that's the case, how can there even be a Gospel According to Star Trek? In *The Gospel According to Star Trek*, you'll discover how the continuing voyages of Kirk and company aboard the Enterprise - from the Original Series to Star Trek Beyond - tell us more about our human quest for God than you ever imagined. You'll learn how Star Trek creator Gene Roddenberry's own spiritual quest informed the franchise, what he and the series really have to say about God and religion, and the amazing image of Christ contained in Star Trek's most popular character. You'll also see how Star Trek can help us recover a deeper, more fully human gospel that embraces our humanity instead of denigrating it and echoes the call of both Spock and Christ: 'Live long and prosper!' (John 10:10). *The Gospel According to Star Trek: The Original Crew* [Wipf and Stock Publishers](#) **What's Christian about Star Trek? Nothing. That's the way most people see it and that certainly seems to be the way the franchise is intended. There's no question that the Trek universe is based on a doggedly humanistic world view and is set in a future time when religion has essentially vanished from Earth. If that's the case, how can there even be a "gospel according to Star Trek" In *The Gospel According to Star Trek: The Original Crew*, you'll discover how the continuing voyages of Kirk and company aboard the Enterprise--from the original series to the Abramsverse--tell us more about our human quest for God than you ever imagined. You'll learn how Star Trek creator Gene Roddenberry's own spiritual quest informed the franchise, what he and the series really have to say about God and religion, and the amazing image of Christ contained in Star Trek's most popular character. You'll also see how Star Trek can help us recover a deeper, more fully human gospel that embraces our humanity instead of denigrating it and echoes the call of both Spock and Christ: "Live long and prosper!" (John 10:10). *The Star Trek Compendium Revised and updated to include material from Star Trek VI - The undiscovered country. Star Trek: U.S.S. Enterprise Haynes Manual* [Simon and Schuster](#) **This long-awaited new "Star Trek" technical manual--nearly two years in the making--presented in the world-renowned Haynes Manual format details the intricacies of the "Enterprise." *Star Trek Cookbook* [Simon and Schuster](#) **Is there one food that humans, Klingons, Bajorans, and Vulcans would like? If so, what would it taste like? How would you prepare it? Could you find all the ingredients locally? This is the task that faces Neelix, chef for the U.S.S. Voyager™, every time he takes on the challenge of trying to feed its crew of 140 food critics. But over the course of their journey, Neelix's learned a few tricks of the trade. He had to, just as a matter of self-preservation. Ethan Phillips, in the persona of Neelix, and William J. Birnes, the New York Times bestselling coauthor of *The Day After Roswell*, throw wide the vaults of interstellar haute cuisine, revealing for the first time the secret preparation techniques behind all those exotic dishes and drinks. The favorite foods of characters from every******

Star Trek series and movie are here, all adapted for easy use in twentieth-century kitchens. The Star Trek Cookbook also features a complete guide for whipping up the all the drinks served at Quark's. Fun, and easy to use, the Star Trek Cookbook is your indispensable guide to the food of the stars! Star Trek: Designing the Final Frontier How Midcentury Modernism Shaped Our View of the Future [Weldon Owen International](#) Star Trek: The Original Series (1966-1969) was the first installment of one of the most successful and longest-running television franchises of all time. Today, Trek fans champion its writing, progressive social consciousness, and aesthetic. Designing the Final Frontier is a unique, expert look at the mid-century modern design that created and inspired that aesthetic. From Burke chairs to amorphous sculptures, from bright colors to futuristic frames, Star Trek TOS is bursting with mid-century modern furniture, art, and design elements—many of them bought directly from famous design showrooms. Together, midcentury modern design experts Dan Chavkin and Brian McGuire have created an insider's guide to the interior of original starship Enterprise and beyond, that is sure to attract Star Trek's thriving global fan base. Fighting for the Future Essays on Star Trek: Discovery The first two seasons of Star Trek: Discovery, the newest instalment in the long-running and influential Star Trek franchise, received media and academic attention from the moment they arrived on screen. Discovery makes several key changes to Star Trek's well-known narrative formulae, particularly the use of more serialized storytelling, appealing to audiences' changed viewing habits in the streaming age - and yet the storylines, in their topical nature and the broad range of socio-political issues they engage with, continue in the political vein of the series' megatext. This volume brings together eighteen essays and one interview about the series, with contributions from a variety of disciplines including cultural studies, literary studies, media studies, fandom studies, history and political science. They explore representations of gender, sexuality and race, as well as topics such as shifts in storytelling and depictions of diplomacy. Examining Discovery alongside older entries into the Star Trek canon and tracing emerging continuities and changes, this volume will be an invaluable resource for all those interested in Star Trek and science fiction in the franchise era. The Voyages of Star Trek A Mirror on American Society through Time [Rowman & Littlefield Publishers](#) Star Trek emerged alongside mini-skirts, bellbottoms, and VW vans; flourished in the shadow of Madonna, big hair, and greed; and expanded with computers, Beanie Babies, and religious revitalization. Star Trek survived the culture shock of 9/11 and experienced a revival in the era of yoga pants, hybrid cars, and Starbucks. After more than 5 decades, Star Trek is alive and well, still voyaging through space and time. But, why is that? How has this science fiction franchise managed to anticipate and adapt to such rapid culture change? In The Voyages of Star Trek: A Mirror on American Society through Time, authors K. M. Heath and A. S. Carlisle, investigate the enduring appeal of Star Trek, noting how it has mirrored, foreshadowed, and

adapted to contemporary American culture from 1966 to the present. Through anthropological analysis, the authors examine the evolution of Star Trek by tying its storylines to events and developments in the U.S., assessing the extent to which the visual image of Star Trek is reflected on the screen from “snapshots” of randomly selected episodes and all of the films. By examining how Star Trek addressed contemporary social issues through a sci-fi lens over time, the authors postulate, Americans can better understand their own changing culture. If StarTrek can continue to anticipate and adapt to our rapidly changing world, then it should remain a part of the cultural landscape for another 50 years, truly going where few franchises have gone before.

Star Trek Roleplaying Game Player's Guide [Decipher](#) **Fantasirollespil. Star Trek: The Next Generation 365** [ABRAMS](#) A complete episode-by-episode exploration of the hit TV series—with rarely seen photos and illustrations. With the launch of Star Trek: The Next Generation, Gene Roddenberry somehow managed to recapture lightning in a bottle. This new incarnation of Star Trek was an instant hit, and its popularity inspired four films and three spin-off television series. A must-have for fans, **Star Trek: The Next Generation 365** provides a fresh, accessible overview of the entire series, including an authorized guide to all 178 episodes. Featuring classic and rarely seen photography and illustrations, this visual celebration of the voyages of Captain Picard, his crew, and the Enterprise-D offers a loving look back at the Emmy and Hugo Award-winning series.

The Star Trek Encyclopedia [Simon and Schuster](#) **From 'audet IX to Zytchin III, this book covers it all. This is the ultimate reference book for all Star Trek fans! Added to this edition are 128 new pages. This addendum highlights the latest episodes of Star Trek: Deep Space Nine®, Star Trek: Voyager® and the newest feature film, Star Trek: Insurrection™.** The thousands of photos and hundreds of illustrations place the Star Trek universe at your fingertips. Planets and stars, weapons and ships, people and places are just part of the meticulous research and countless cross-reference that fill this book.

Star Trek: Villains [Titan Books \(US, CA\)](#) An essential guide to Star Trek's most iconic villains, featuring profiles and interviews. Over the 50 incredible years of Star Trek TV shows and movies, the franchise has produced many stand-out villains. Collected here are features on some of the very best - or worst - villains and classic interviews with the actors who portrayed them. Includes the Borg (Alice Krige as the Borg Queen), Khan (Ricardo Montalban, Benedict Cumberbatch), Q (John de Lancie), Shinzon (Tom Hardy) and many, many more. TM & © 2020 CBS Studios Inc. © 2020 PPC. Star Trek and related marks and logos are trademarks of CBS Studios Inc. All Rights Reserved.

New Frontier [Simon and Schuster](#) **The ancient Thallonian Empire has collapsed, throwing an entire sector of the galaxy into chaos and unrest. Billions of sentient beings are faced with starvation, warfare, and worse. Faced with a tragedy of interstellar proportions, Starfleet assembles a new, handpicked crew to help where it can and report what it finds. Captain Mackenzie Calhoun, recommended by Jean-Luc Picard himself, takes command of the U.S.S.**

Excalibur, which is manned by Starfleet's best and brightest, including some old friends from Star Trek: The Next Generation and some of the most dynamic new characters ever to boldly go where no one has gone before! This special hardcover edition contains the first thrilling adventure that launched Star Trek into a new frontier. It also contains a pull-out full-color print of all of the characters and a special "minipedia" guide to the people, places, and things that make up the New Frontier universe! Star Trek: the Official Guide to the Animated Series The first and only guide to the beloved and star-studded Star Trek: The Animated Series, the in-canon (mostly) continuation of the iconic Star Trek: Original Series. Star Trek: The Animated Series (TAS) was a critical success, airing 22 episodes over two seasons and earning the franchise its first Emmy Award in 1975. The show featured the voices of almost the entire original cast, including William Shatner and Leonard Nimoy, along with the original series writers Dorothy Fontana ("Journey to Babel"), David Gerrold ("The Trouble with Tribbles"), acclaimed science-fiction author Larry Niven, and many more. Star Trek: The Official Guide to The Animated Series reveals the efforts it took to translate Star Trek: The Original Series into animated form, with a Databank illustrating how the animated series ties into other Star Trek shows. This book provides fans with behind-the-scenes production documents, never-before-seen art, and all-new interviews with the people who produced the Enterprise's new animated adventures. Star Trek Star Charts Simon and Schuster A guide to the space routes and planets depicted in each of the "Star Trek" series--including "Enterprise"--includes such information as the location of the Klingon homeworld and the path followed by Captain Janeway's Voyager. Treconomics The Economics of Star Trek Inkshares "Manu Saadia has managed to show us one more reason, perhaps the most compelling one of all, why we all need the world of Star Trek to one day become the world we live in." — Chris Black, Writer and Co-Executive Producer, Star Trek: Enterprise What would the world look like if everybody had everything they wanted or needed? Treconomics, the premier book in financial journalist Felix Salmon's imprint PiperText, approaches scarcity economics by coming at it backwards — through thinking about a universe where scarcity does not exist. Delving deep into the details and intricacies of 24th century society, Treconomics explores post-scarcity and whether we, as humans, are equipped for it. What are the prospects of automation and artificial intelligence? Is there really no money in Star Trek? Is Treconomics at all possible? J.J. Abrams vs. Joss Whedon Duel for Media Master of the Universe Rowman & Littlefield J.J. Abrams and Joss Whedon are two of the most imaginative and accomplished men in Hollywood. As writers, directors, producers, and series creators, their credits have straddled the mediums of television and film and range across several genres, from science fiction and horror to action and drama. In addition to spearheading original projects like Lost and Buffy the Vampire Slayer, each has also made his mark on some of the most successful franchises in popular culture—from Mission Impossible,

Star Trek, and Star Wars (Abrams) to Alien and the Avengers (Whedon). Their output—both oddly similar and yet also wildly different—stand at the heart of twenty-first century film and television. In *J.J. Abrams vs. Joss Whedon*, Wendy Sterba compares the parallel careers in film and television of these creative masterminds—pitting one against the other in a light-hearted competition. With in-depth discussions of their works, the author seeks to determine who is the Spielberg (or perhaps the Lucas) of the twenty-first century. The author looks back upon the beginnings of both men’s careers—to Whedon’s stint as a writer on *Roseanne* to Abrams’ early scripts for films like *Regarding Henry*—and forward to their most recent blockbusters, *Avengers: Age of Ultron* and *Star Wars: The Force Awakens*. This book also looks at non-fantasy successes (Abrams series *Felicity*; Whedon’s adaptation of *Much Ado about Nothing*), as well as commercial failures. At the heart of this study, however, is a tour of their genre-defining hits: *Alias* and *Buffy*, *Lost* and *Angel*, *Super 8* and *Serenity* along with Whedon’s *Avengers* films, and Abrams’ rebooted *Star Trek* adventures. Filled with sharp-eyed analysis, illuminating anecdotes, and unexpected connections, *J.J. Abrams vs. Joss Whedon* will appeal to fans of either (or both!) of its subjects, and to any fan of well-told tales of the fantastic, on screens large or small.

[Insight Editions](#) *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.

[Visible Ink Press](#) *The Sci-Fi Movie Guide: The Universe of Film from Alien to Zardoz* Once upon a time, science fiction was only in the future. It was the stuff of drive-ins and cheap double-bills. Then, with the ever-increasing rush of new, society-altering technologies, science fiction pushed its way to the present, and it busted out of the genre ghetto of science fiction and barged its way into the mainstream. What used to be mere fantasy (trips to the moon? Wristwatch radios? Supercomputers capable of learning?) are now everyday reality. Whether nostalgic for the future or fast-forwarding to the

present, **The Sci-Fi Movie Guide: The Universe of Film from Alien to Zardoz** covers the broad and widening range of science-fiction movies. From the trashy to the epic, from the classics to today's blockbusters, this cinefile's guidebook reviews nearly 1,000 of the biggest, baddest, and brightest from every age and genre of cinematic and TV science fiction. You'll find more than just Star Wars, Star Trek, and Transformers, with reviews on many overlooked and under-appreciated gems and genres, such as ... • **Monsters!** Pacific Rim, Godzilla, The Thing, Creature from the Black Lagoon • **Superheroes:** Thor, Iron Man, X-Men, The Amazing Spider-man, Superman • **Avant-garde masterpieces:** Solaris, 2001, Brazil • and many, many more categories and movies!!

Star Trek: The U.S.S. Enterprise NCC-1701 Illustrated Handbook [Hero Collector](#) **Captain James T. Kirk's Original Starship Enterprise!** Everything you want to know about this iconic starship in the **FIRST** full color volume ever published. Featuring details from both TV series and the first six movies. This volume, featuring the U.S.S. Enterprise NCC-1701 and the U.S.S. Enterprise NCC-1701-A, is a detailed, illustrative account of the TV starship from the original 1966-1969 series, and the movie starship from **STAR TREK: THE MOTION PICTURE (1979)**, **STAR TREK II: THE WRATH OF KHAN (1982)**, **STAR TREK III: THE SEARCH FOR SPOCK (1984)**, **STAR TREK IV: THE VOYAGE HOME (1986)**, **STAR TREK V: THE FINAL FRONTIER (1989)**, and **STAR TREK VI: THE UNDISCOVERED COUNTRY (1991)**. Plus, Captain Pike's Enterprise from the hit TV series **STAR TREK: DISCOVERY**. With isometric illustrations of all the key locations, annotated plan views, detailed technical information, Starfleet equipment, and uniforms and insignia, the chapters follow the starships through time and provide an extraordinary reference guide to these iconic Federation vessels.

Star Trek Role Playing Game Creatures [Decipher](#) **More than sixty creature descriptions for all eras of Star Trek with ideas for including them in roleplaying games.**

The Star Trek Book New Edition [Dorling Kindersley Ltd](#) **To boldly expand your Star Trek horizons. Re-engage! The new edition of The Star Trek Book takes readers even further into one of the greatest science fiction universes ever created. This unique, insightful, and comprehensive examination of an enduring, much loved franchise features every era of Star Trek in one volume, from the pioneering 1960s TV series to the latest movies and streaming shows, including Star Trek: Beyond, Star Trek: Discovery, Star Trek: Picard and Star Trek: Short Treks. Written by Star Trek experts, this book is packed with stunning film and TV stills, illuminating infographics, and incisive, specially curated essays that unlock the mysteries of the ever-expanding Star Trek Universe. From new and legendary heroes such as James T. Kirk, Jean-Luc Picard, and Michael Burnham to iconic villains like Khan, Q, and the Borg, to fascinating alien species like the Vulcans, Klingons, and Ferengi, this book explores the central characters, technology, civilizations, and events that have shaped the complex, epic story of Star Trek. Resistance is futile. This is the (star) trek of a lifetime you don't want to miss! TM & © 2021 CBS Studios Inc. © 2021 Paramount Pictures Corp. STAR TREK and related marks and logos are**

trademarks of CBS Studios Inc. All Rights Reserved. **Star Trek 101: A Practical Guide to Who, What, Where, and Why** Simon and Schuster 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."TM 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.