

Crisis Of Consciousness Star Trek The Original Series

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....

"Ecology, Cosmos, and Consciousness is a pioneering work that attempts to shift current paradigms. Its editor and lead author, Mark A. Schroll, incisively identifies the problems humanity faces as a result of philosophies, sciences, and religious movements that ignore the importance of an earth-based focus of humanistic and transpersonal inquiry...The result is a transpersonal, post-modern, systems-oriented approach to cultural theory that is both provocative and well-argued, both visionary and practical, both scholarly and whimsical."

The Hidran race and the Klingon Empire have been at each other's throats for seventy years, and Captain Jean-Luc Picard has been asked to do the near-impossible: take the U.S.S. Enterprise™ to the planet Vex to mediate a treaty that will end the conflict between these two aggressive species. Things get off to a rocky start -- then turn deadly as the Hidran ambassador mysteriously dies, and kills a Klingon delegate as a last act of vengeance. When Lt. Worf is charged with the ambassador's assassination, and Commander Riker and Counselor Troi are trapped far below the surface of the planet, Captain Picard must not only act to save the Hidranas and Klingons from each other, but to save his Klingon officer from a hideous death sentence...

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.

A novel based upon the explosive Star Trek TV series! The U.S.S. Discovery's specialty is using its spore-based hub drive to jump great distances faster than any warp-faring vessel in Starfleet. To do this, Lieutenant Paul Stamets navigates the ship through the recently revealed mycelial network, a subspace domain Discovery can briefly transit but in which it cannot remain. After responding to a startling distress call originating from within the network, the Discovery crew find themselves trapped in an inescapable realm where they will surely perish unless their missing mycelial fuel is found or restored. Is the seemingly human man found alone and alive inside the network the Starfleet officer he claims to be, or an impostor created by alien intruders who hope to extract themselves from the mycelial plane at the expense of all lives aboard Discovery?

The fast-changing business world of today is far different from just a few years ago. Success in today's marketplace requires new leadership techniques, new thinking, and an eye on the future In Make It So: Leadership Lessons from Star Trek: The Next Generation®, Wess Roberts and coauthor Bill Ross take their inspiration from today's most striking and most popular vision of the future -- Star Trek -- an unprecedented television, feature film and publishing phenomenon. From the top-rated television series Star Trek: The Next Generation, Roberts and Ross find a new symbol for successful leadership: Captain Jean-Luc Picard. As entertaining as it is useful, Make It So captures the mythos of Star Trek: The Next Generation as it delivers dramatically rich lessons on leadership, including the importance of the ability to focus on a single "mission," effective communication, teamwork, honor . . . and other important concepts. The examples are taken from the on-screen adventures of Captain Picard and the Starship Enterprise™, but the lessons and the benefits are real -- and can be applied to everyday situations where the goal is the kind of high-performance organization embodied by the crew of the U.S.S. Enterprise™ 1701-D. Sure to appeal to Star Trek enthusiasts and serious students of leadership alike, Make It So is the most exciting business book on the shelves -- the one book that shows the future of modern leadership while giving managers the tools they need for success today!

A routine salvage operation becomes a desperate rescue mission, as the U.S.S. da Vinci encounters a failing abandoned ship -- that isn't so abandoned! There is one survivor aboard the derelict vessel: a boy who carries a most deadly disease. Even as the S.C.E. works to salvage the ship, Dr. Lense must race the clock to find a cure for the boy -- or condemn him to live out his days alone on the dying vessel!

Starbase 27 has gone dark, functions grinding to a halt as its energy source mysteriously fails. A province on Bajor reverts to pre-cardassian power plants - where it can. Three Vulcan cargo ships are lost with all hands aboard. The mysterious dead zones continue their expansion, creating havoc throughout civilized space. Communication, transportation, medical facilities, replicators - without this technological infrastructure, the United Federation of Planets will descend into primitive chaos. On board the Starship Enterprise is the one man who may be able to halt the deadly decay. T. Surt, an egomaniacal war criminal whom Picard and his crew suspect of treachery and lunacy, plans to save both the universe and his own career by manoeuvring Picard into a position of weakness even as the two men work together as allies. He leads Picard to a planet on the edge of a black hole from which the decay appears to emanate. There, Picard and the Enterprise must hijack technology beyond their comprehension to save the lives of billions - and prepare themselves to sacrifice millions on the planet below.

A new "classic" story starring Kirk, Spock, and the crew of the Enterprise, coinciding with the premiere of the new Star Trek movie from director J.J. Abrams. While exploring the unmapped frontier, the Starship Enterprise responds to a distress call from an unknown ship. Captain James T. Kirk turns first contact into a threat of interstellar war—by saving the life of a man his own people abandoned. Berlis, colony leader of a telepathic race calling themselves the Isitri, claims not to know why those from his homeworld want him dead. Now Kirk must either find a way to wrench billions from the grip of one man, or be responsible for the destruction of two planets.

A collection of highly logical essays that provide a thorough examination of the Star Trek universe-- from the original series to Star Trek Into Darkness (2013). The questions raised-- and sometimes answered-- range from the ethics of the Prime Directive to the identity of Data and holograms as people.

From the frontiers of cyberspace to Tibetans in exile, from computer bulletin boards to faxes, film, and videotape, the ongoing and often startling evolution of media continues to generate fresh new avenues

for cultural criticism, political activism, and self-reflection. How is contemporary life affected by this stunning proliferation of information technologies? How does the Internet influence, and perhaps alter, users' experience of community and their sense of self? In what way are giant media conglomerates implicated in these far-reaching developments? Connected, the third volume in the groundbreaking and highly acclaimed Late Editions series, confronts these provocative questions through unique experiments with the interview format. It explores both the new pathways being forged through media and the predicaments of those struggling to find their way in the twilight of the twentieth century.

ENTANGLED STRANDS OF PAST AND PRESENT ENDANGER THE FUTURE A wake of destruction and loss threatens the U.S.S. Voyager™ as Chakotay assumes command. Grief over Janeway's impending death coupled with anxiety brought on by the disappearance of Paris, Kim, and the Doctor forces the crew to take increasingly dangerous actions in order to assure their own survival. But Voyager doesn't fight alone: behind the lines, powerful forces have allied to give the starship aid. Toward this end, a familiar nemesis -- the cosmic meddler Q -- sends Paris and Kim on a perilous journey. Elsewhere, the Doctor, trapped in a dimension alien to human understanding, reunites with an old friend to help secure the fates of those he's left behind. Yet the conflict raging in the Monorhan system is merely a surface manifestation of more serious turmoil; the true struggle is rooted in the universe's very foundation. Standing at the eye of this maelstrom is Voyager, whose crew may hold the fate of all.

With Captain Janeway dying, Chakotay assumes command of the Voyager, only to be confronted by the disappearance of Paris, Kim, and the Doctor, while the Federation's old nemesis, the cosmic meddler Q, sends two of the missing crewmembers on a voyage into the past, and the conflict ranging in the Monorhan system threatens to engulf the entire universe. Original.

To adjudicate between continental and analytic philosophy this book looks at the Star Trek television series, as well as Nazi cinema. Popular culture is germane to philosophy and contemporary politics because television creators attract viewers by conveying authentic philosophical and political motifs.

Seven months ago, Captain Jean-Luc Picard and the USS Enterprise rescued a Federation cargo ship and a Romulan Warbird, both drained of power by an unknown source and mysteriously trapped together in the Neutral Zone. Five months ago, the captain of the USS Exeter launched a log buoy from her helpless ship, reporting it adrift and without energy for reasons she is unable to explain. Now, a power plant on Mars has gone down, leaving tens of millions in the dark. Reports of remote outposts losing power, ships stranded in space, and unexplained dead zones throughout the United Federation of Planets are beginning to cause a general panic. But Starfleet sends Picard and the Enterprise to Romulan space with orders to enter as covertly as possible and rendezvous with a high-ranking Romulan named T Sart. An infamous war criminal and a cold-blooded killer, T Sart's expertise runs from biological warfare to high-tech weaponry. Now he claims he is planning to defect - but even though the rendezvous was arranged with Vulcan Ambassador Spock's authentication codes, no contact with the Ambassador himself can be established. Sabotaging the project of his one-time protege, T Sart arranges the destruction of a Romulan warbird - the distraction for his pickup - with disturbing ease. But T Sart insists he is trying to save the universe, not destroy it - and the Federation may have no choice but to take him at his word.

After signing a peace treaty with the Maabas, an alien race with great intellectual resources, the crew of the U.S.S. Enterprise is attacked by a race of aliens who inhabited the Maabas' planet millennia ago and now want it back.

A thrilling Star Trek novel starring Kirk, Spock, and the crew of the Enterprise. While exploring the unmapped frontier, the U.S.S. Enterprise responds to a distress call from an unknown ship. Captain James T. Kirk turns first contact into a threat of interstellar war—by saving the life of a man his own people abandoned. Berlis, colony leader of a telepathic race calling themselves the Isitri, claims not to know why those from his homeworld want him dead. Now Kirk must either find a way to wrench billions from the grip of one man, or be responsible for the destruction of two planets.

This review of the new situation proposes a broader remit for strategic studies than ever before. A prime concern is that Space not be weaponised in pursuance of missile defence. The interventions in Afghanistan and Iraq are assessed. The Holy Land, Southern Africa, Indonesia, China and the Arctic are also foci of special concern. Other themes include 'terror' redefined; lethal lasers; internal arms control; regional pacts; Marshall Plans; climate change; instabilities in advanced societies; a two-tier EU; pre-emption doctrine; and Space exploration.

From television, film, and music to sports, comics, and everyday life, this book provides a comprehensive view of working-class culture in America.

The omnibus edition of an epic crossover trilogy uniting characters from every corner of the Star Trek universe, and revealing the shocking origin and final fate of the Federation's most dangerous enemy--the Borg. **DESTINY #1: GODS OF NIGHT THE BORG RETURN—WITH A VENGEANCE.** Blitzkrieg attacks by the Borg leave entire worlds aflame. No one knows how they are slipping past Starfleet's defenses, so Captain Picard and the crew of the Enterprise have to find out—and put a stop to it. Thousands of light-years away, Captain Riker and the crew of the Titan follow bizarre energy pulses to a mysterious, hidden world. But what they find there is a figure out of history: a Starfleet captain long thought dead. At the same time, in the Gamma Quadrant, a new captain and her crew investigate the wreck of the Earth starship Columbia NX-02, missing in action for more than two centuries. Four starships. Four captains. Four lives about to intersect—and discover their shared Destiny. **DESTINY #2: MERE MORTALS IT'S A CLASH OF CIVILIZATIONS.** The Borg have found a secret passage through subspace and are using it to attack the Federation. But the passage is one of many that the Enterprise crew finds inside a nebula, and Captain Picard and Captain Dax must find the right one—and lead a counterstrike to stop the impending Borg invasion. Meanwhile, Captain Riker and the Titan's crew are held captive by the reclusive and powerful aliens known as the Caeliar. The Titan's freedom hinges on the action of fellow prisoner Erika Hernandez, commander of the long-lost Earth starship Columbia. Hernandez has lived among the Caeliar for centuries—enduring disasters, accidental time-travel, and interstellar exile. After so long as their prisoner, will she dare to fight for her freedom? Or is an eternity in captivity her inescapable Destiny? **DESTINY #3: LOST SOULS THE FINAL BATTLE HAS BEGUN.** An armada of several thousand Borg cubes has wiped out a fleet of ships sent by the Federation and its allies. The Collective's goal this time isn't assimilation—it's extermination. Captain Picard, Captain Riker, and Captain Ezri Dax unite in a final desperate bid to halt the Borg's genocidal march through known space. But their three starships—the Enterprise, the Titan, and the Aventine—are no match for the Borg armada. Or are they? With them is Erika Hernandez, former captain of the Columbia. She has powers and insight gained from centuries of living with the aliens known as the Caeliar. She can end the Borg threat forever—or transform it into an unstoppable menace that will devour the galaxy. Destruction or salvation—only one can be her final Destiny.

While exploring a sector of uncharted space, the USS Voyager is ambushed by the Edesian Fleet and forcibly pressed into service in their war against the enemy Gimlon. The Edesian commander claims that the Fleet is fighting only to defend his people against a merciless invader, but Captain Janeway is unconvinced. War, she has learned, is seldom so simple or so black

and white. With Chakotay and several other crew members held hostage, and the Starship Voyager under the control of the Edesians, Janeway has no choice but to join the campaign against the Gimlon - only to discover that the enemy has developed a super-weapon capable of destroying entire worlds. Soon, the Captain and her crew find themselves fighting a losing battle in a war not of their own making...

Philosophy and space travel are characterized by the same fundamental purpose: exploration. An essential guide for both philosophers and Trekkers, *Star Trek and Philosophy* combines a philosophical spirit of inquiry with the beloved television and film series to consider questions not only about the scientific prospects of interstellar travel but also the inward journey to examine the human condition. The expansive topics range from the possibilities for communication among different cultural backgrounds to questions about the stoic temperament exhibited by Vulcans to Ferengi business practices. Specifically chosen to break new ground in exploring the philosophical dimensions of *Star Trek*, these articles boldly go where no philosopher has gone before. The Romulan Star Empire engages in all out war against Earth, determined once and for all to stop the human menace from spreading across the galaxy. Earth stands alone. The Coalition of Planets has shattered, with Vulcan, Andor, and Tellar abrogating the treaty. Their pledge to come to the mutual defense of any power that is attacked has been shunted aside. Horrified by how easily the Romulans can seize control of their advanced starships, turning them into weapons, Andor and Tellar have joined Vulcan on the sidelines. Humanity is now the only thing that stands between the Romulan Star Empire and total domination of the galaxy. To drive humans from the stars, the Romulans employ ruthless and murderous tactics...and even dare to strike on the Vulcan homeworld with the hopes of demoralizing their Vulcan brethren. Heartened by their victories, the Romulans carry their all-out war assault closer to the heart of humanity—Earth. But the tattered remains of Starfleet stand unwavering, with the resolution that never again would any enemy strike ever reach Earth. On the front lines of the Earth- Romulan War is the United Earth flagship, the Starship Enterprise. Her captain, Jonathan Archer, has seen his vessel of exploration become a battleship. Once hailed for his work bringing the Coalition of Planets into existence, Archer is now a pariah. Undaunted, the captain keeps fighting, searching for allies and determined to do his duty: to save Earth and forge a new federation of planets. As the search for remnants of the Borg or Caeliar begins, Fleet Commander Afsarah Eden begins to encounter artifacts and places that make her feel connected to her long-lost home--feelings that could compromise her mission.

A mysterious cosmic force is destroying the very fabric of subspace, rendering warp travel and interstellar communication impossible throughout scattered regions of the galaxy. Even worse, these "dead zones" are spreading rapidly, bringing the entire Alpha Quadrant to the brink of a new dark age. Only Captain Jean-Luc Picard and the crew of the Starship Enterprise™ stand a chance of reversing the decay by tracking the disruption to its ultimate origin. Beyond the boundaries of the Federation, deep in uncharted space, Picard and his treacherous Romulan allies have discovered the source of the crisis: a vast alien mechanism suspended between a black hole and a nearby inhabited planet. The ancient device is all that prevents the imperiled planet from disappearing into the voracious black hole, but its cataclysmic effects are eroding subspace at speeds faster than light. Now Picard faces a wrenching dilemma: must he sacrifice an entire world to save the galaxy?

When the first season of *Star Trek* opened to American television viewers in 1966, the thematically insightful sci-fi story line presented audiences with the exciting vision of a bold voyage into the final frontiers of space and strange, new galactic worlds. Perpetuating this enchanting vision, the story has become one of the longest running and most multifaceted franchises in television history. Moreover, it has presented an inspiring message for the future, addressing everything from social, political, philosophical, and ethical issues to progressive and humanist representations of race, gender, and class. This book contends that *Star Trek* is not just a set of television series, but has become a pervasive part of the identity of the millions of people who watch, read and consume the films, television episodes, network specials, novelizations, and fan stories. Examining *Star Trek* from various critical angles, the essays in this collection provide vital new insights into the myriad ways that the franchise has affected the culture it represents, the people who watch the series, and the industry that created it.

MERE ANARCHY A new six-part epic covering thirty years of *Star Trek*® history, continuing with an adventure that takes place during the "lost years" following the historic five-year mission! **Book 3: SHADOWS OF THE INDIGNANT** As Admiral James T. Kirk adjusts to life at Starfleet Operations on Earth, he discovers some shipping irregularities centered around Mestiko. Authorized to go on a fact-finding tour to the planet, Kirk takes along his old friend Dr. McCoy, now a civilian "old country doctor," to investigate. What Kirk finds is a web of intrigue, complicated by his status as Dinpayav, an outsider. He must convince Raya elMora -- now a major player in the ad hoc world government of Mestiko in the years following the disaster -- to help him before Mestiko becomes the pawn of someone else's political game....

From cult to mainstream, the *Star Trek* epic has gone where no work of dramatic art has gone before, to become the most popular imaginary world yet conceived. The same restless and relentless spirit of exploration that propels the voyages of the starship Enterprise is also the driving force of philosophical wonder throughout human history. *Star Trek* and philosophy share the same prime directive: testing ideas from our past and present to progressively improve our future. In *Star Trek and Philosophy*, twenty-one professional philosophers put their brains into warp drive to probe the limits of the limitless, expanding our knowledge of the furthest reaches of thought while also delving deep into the human essence. A philosophical feast for Trekkies and other sci-fi fans. One of the things that makes *Star Trek* so exciting is the philosophical angle it has often presented. Reading this terrific book will prolong and deepen that excitement.

The earlier series of *Star Trek* shows a faith in science and rationalism, and in a benign, liberal leadership. This modern order is now in decline. This book addresses these issues in philosophical, literary, historical and cultural contexts.

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Gimlon. The Edesian commander claims that the Fleet is fighting only to defend his people against a merciless invader, but Captain Janeway is suspicious. War, she has learned, is seldom so simple or black and white. With Chakotay and several other crew members held hostage, and the Starship Voyager™ under the control of the Edesians, Janeway has no choice but to join the campaign against the Gimlon, only to discover that the enemy has developed a new super-weapon capable of destroying entire worlds. Soon the Captain and her crew find themselves fighting a losing battle in a war they never wanted!

STARFLEET CORPS OF ENGINEERS What started out as a simple supply run turns into a life-or-death struggle! The crew of the U.S.S. da Vinci thought they were just bringing mining supplies to Beta Argola. But en route they find out that the planet has been attacked -- by the same superior forces that are now overwhelming the da Vinci! Overmatched by three enemy vessels that will not rest until the da Vinci is destroyed, the S.C.E. crew must use all of their wits to figure out how to take on a more powerful foe. And they have to do it soon, because the miners on Beta Argola are quickly running out of time before their reactor goes critical....

This volume explains how Star Trek allows viewers to comprehend significant aspects of Georg Hegel's concept the absolute, the driving force behind history. Gonzalez, with wit and wisdom, explains how Star Trek exhibits central elements of the absolute. He describes how themes and ethos central to the show display the concept beautifully. For instance, the show posits that people must possess the correct attitudes in order to bring about an ideal society: a commitment to social justice; an unyielding commitment to the truth; and a similar commitment to scientific, intellectual discovery. These characteristics serve as perfect embodiments of Hegel's conceptualization, and Gonzalez's analysis is sharp and exacting.

Volume seven of the "Star Trek Reader's Reference to the Novels" offers additional information about the adventures of Kirk and his Bridge officers, especially Kirk's early years and Dr. McCoy's first deep-space assignment. Meet a variety of fascinating new villains including Dr. Omen who believes he's created the perfect weapon, a Romulan captain who seeks to destroy an entire species because he fears they will be weapons against Romulans, Roy Moss who feels he has not received the adulation he deserves, and High Assassin Shil Andrachis who believes killing is both a gift and a right. Meet other who offer new experiences such as the Reys of Gullrey, archeologist and musician Dr. Andrea Benar, and Variants who are genetically altered human stock. Read about a horrid new species, now extinct, and follow Kirk as he "becomes" a Kh!lict. Delve further into the mysteries surrounding the Probe that nearly destroyed Terra. Take on the Klingons in a new ploy against the Federation. Experience an ice plant almost destroyed when too many of its native marine animals are taken from the seas and meet the Kitka who are aware of an intelligent life form known as a kraken who shares their world. Sail along on the Great Starship Race that pits the resourcefulness of Kirk and crew against the machinations of a Romulan captain. Study how Kirk resolves a near-war situation by reading from the Obirrhat Holy Book, learn how Kirk, Spock, and McCoy evade the Reborning process on Sanctuary, and discover new theories about orphan cultures.

Need to corral a group of giant monsters that fell through an interdimensional gateway? Need to get your brand-new planetary computer system working -- but the instructions are written in an alien language? Contact the Starfleet Corps of Engineers team on the U.S.S. da Vinci. Led by Captain David Gold and former Starship Enterprise™ engineer Commander Sonya Gomez, the crew live by their motto: Have tech, will travel. Overseen by Starfleet legend Captain Montgomery Scott, the S.C.E. crew must solve the mystery of an outpost attacked by a strange new weapon and improvise a way to defeat a foe who has them outgunned in a heart-stopping space battle. Join Starfleet's miracle workers for a death-defying journey! SCE OMNIBUS BOOK 3: SOME ASSEMBLY REQUIRED contains the complete eBook editions of S.C.E. adventures #9-12.

Now more than ever, humankind is in need of developing its higher consciousness to heal itself and Earth and to experience life in a much more meaningful way. By expanding our consciousness, we can see the connections and unity that exist in all reality, and we might see objects with sharper colors, hear sounds with greater clarity, or even experience two sensations simultaneously! In this book, you will explore the fascinating multidimensionality that is yours for the taking. "You might think that the mind is in the cells, but in reality, the mind also exists as an energy field located in the aura, meaning the mind exists in a realm that in part is in the third dimension but also exists in other dimensions as well. The mind is naturally multidimensional." — Vywamus Chapters Include The Laws of Consciousness The Next Step for Humanity Thought Fields Superintelligence: A New Consciousness Quantum Cohesiveness Unified Consciousness and Earth's Noosphere The Intersection of the Dimensions Folding the Space-Time Continuum And much, much more!

These are the voyages of the U.S.S. da Vinci. Their mission: to solve the problems of the galaxy, one disaster at a time. Starfleet veteran Captain David Gold, along with his crack Starfleet Corps of Engineers team lead by former Starship Enterprise™ engineer Commander Sonya Gomez, travel throughout the Federation and beyond to fix the unfixable, repair the irreparable, and solve the unsolvable. Whether it's an artificial planetary ring that was damaged during the Dominion War, an out-of-control generation ship, a weapons inspection gone horribly wrong, shutting down a crashed probe, solving a centuries-old medical mystery, or clearing a sargasso sea of derelict ships, the S.C.E. is on the case! But the problems they face aren't just technical; Tev must confront the demons of his past, Lense must confront the demons of her present, Gold faces a crisis of leadership on his own ship, and Gomez must lead an away team into the middle of a brutal ground war. Plus the da Vinci crew must find a way to work with their Klingon counterparts in a deadly rescue mission. Grand Designs contains the complete eBook editions of S.C.E. adventures #37-42 Ring Around the Sky, Orphans, Grand Designs, Failsafe, Bitter Medicine, and Sargasso Sector, all previously released separately.

A journal of lay Catholic opinion.

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