

Architects Of Infinity Star Trek Voyager

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Star Trek IV Simon and Schuster
Captain Kathryn Janeway's Starship Voyager Handbook, Packaged with die-cast model of the U.S.S. Voyager! Lavishly illustrated with detailed technical information, this third volume in the Illustrated Handbook series features the U.S.S. Voyager from the hit Star Trek TV series. This book is an in-depth, illustrated account of the Intrepid-class U.S.S. Voyager NCC-74656. Showing Captain Janeway's 24th century ship in detail, it opens with the ship's operational history and features illustrations of all the key locations from the bridge to the shuttlebay; the deflector relay control room to the stasis chamber. With illustrations and technical information from official sources, this book provides an extraordinary reference guide to this iconic ship. Packaged with die-cast model of the U.S.S. Voyager!

Star Trek: Designing the Final Frontier Simon and Schuster
Discover how to provide experiences for your customers that combine the real with the virtual. Joseph Pine and Jim Gilmore’s classic The Experience Economy identified a seismic shift in the business world: to set yourself apart from your competition, you need to stage experiences—memorable events that engage people in inherently personal ways. But as consumers increasingly experience the world through their digital gadgets, companies still only scratch the surface of technology-infused experiences. So Pine and coauthor Kim Korn show you how to create new value for your customers with offerings that fuse the real and the virtual. Think of the Xbox Kinect, which combines virtual video games with a powerful physical dimension—you play by moving your own body; new apps that, when you point your smartphone camera at a real street, overlay digital information about the scene onto the image; and virtual dashboards that track the real world, moment by moment. Digital technology offers limitless opportunities—you really can create anything you want—but real-world experiences have a richness that virtual ones do not. So how can you use the best of both? How do you make sense of such infinite possibility? What kinds of experiences can you create? Which ones should you offer? Pine and Korn provide a profound new tool geared to exploring and exploiting the digital frontier. They delineate eight different realms of experience encompassing various aspects of Reality and Virtuality and, using scores of examples, show how innovative companies operate within and across each realm to create extraordinary customer value. Follow them out onto the digital frontier to discover the opportunities that abound for your business. “This book will inspire out-of-the-box thinking for anyone looking to do it differently or better. Infinite Possibility is a must-read and a great vision for technology intersecting with our five senses to create experiences consumers will want.” —Gary Shapiro, President and CEO, Consumer Electronics Association “Pine and Korn take you on an amazing journey from Reality to Virtuality and stop at all the best corners along the way. Infinite Possibility provides an extremely robust framework to help you grasp the concepts and gives practical guidance on how any organization can make it happen right now.” —Chris Parker, Senior Vice President and CIO, LeasePlan Corporation
Old Wounds Pocket Books/Star Trek

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

Mosaic Simon and Schuster
The eagerly awaited continuation of OLD WOUNDS! Captain Chakotay and his

sister, Sekaya, are being held captive beneath the surface of Loran II by a Changeling -- an outcast Founder masquerading as Chakotay's second-in-command, Andrew Ellis. To Chakotay's horror, the Changeling gives the two prisoners over to the infamous Cardassian scientist Crell Moset, who plans to use Chakotay's Sky Spirit-enhanced DNA to create a super species that will bring him the fame and acceptance he craves. Leaving Chakotay and Sekaya to their fate, the Changeling assumes Chakotay's image and infiltrates the Starship Voyager™, putting the entire crew at risk. Dr. Jarem Kaz and Lieutenant Harry Kim, increasingly suspicious of their captain's odd behavior, turn to Admiral Janeway and Lieutenant Commander Tom Paris for help. As Paris races to save Voyager from catastrophe, the real Chakotay must undertake a "Spirit Walk" that could set him and his sister free -- or lead to their ultimate destruction....

Seven of Nine Steve Jackson Games
"Captain Chakotay is ready to prove himself as the new C.O. of the Starship Voyager, but he is being watched by old enemies to see if he goes back to his old ways."--Page 4 of cover
Star Trek: Voyager: Spirit Walk #1: Old Wounds Simon and Schuster
Science fiction roman.

Star Trek: Coda: Book 2: The Ashes of Tomorrow Simon and Schuster
Captain Chakotay, one-time Maquis resistance fighter, is ready to prove himself as the new commanding officer of the Starship Voyager - but sceptics back at Starfleet Command are watching him closely for any sign that he will revert to his renegade Maquis ways. His first mission as captain, to transport a group of displaced colonists back to their home planet of Loran II, seems easy enough: make sure the planet is safe for colonisation, unload the settlers, and head back to Earth. He even has an extra reason to enjoy the trip - his sister Sekaya has joined the mission as a spiritual advisor to the gentle and peace-loving colonists. But on Loran II hey discover a mysterious storm, an ominously deserted settlement and a hidden threat from Chakotay's past that could destroy them all. Will his career as captain be over before it has even begun?

Star Trek: Light-and-Sound Borg Cube Simon and Schuster
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.

The Infinite and The Divine Penguin UK
"Based on Star trek created by Gene Roddenberry and Star trek: Voyager created by Rick Berman & Michael Piller & Jeri Taylor."
Shadows Have Offended Simon and Schuster

"When Star Trek first premiered in 1966, viewers were shown a window into an amazing new sci-fi universe. That vision has lasted and grown for decades after - and it was fulfilled by the creativity of this legendary show's talented art directors, prop masters, and set decorators. Star Trek would not have been the same without the Burke and Origami chairs, sculptures and other decorative arts, and props used on-set. These items would not even exist, were it not for various designers of the midcentury modern movement, such as Pierre Paulin, Joe Colombo, Paul McCobb, Warren Platner, and Milo Baughman. Authors Dan Chavkin and Brian McGuire invite you on a journey throught the original series. Together, they illustrate in depth how Midcentury Modern design gave rise to the feel and aesthetic of Star Trek. Detailed, expert examination of key episodes shows how these highly influential design movements are nigh-inseparable from Star Trek -- and how they helped to shape one of the greatest visions of the future."--Back cover.

Old Wounds Simon and Schuster
After critiquing—and infuriating—the art world with The Painted Word, award-winning author Tom Wolfe shared his less than favorable thoughts about modern architecture in From Bauhaus to Our Haus. In this examination of the strange saga of twentieth century architecture, Wolfe takes such European architects as Ludwig Mies van der Rohe, Le Corbusier, and Bauhaus art school founder Walter Gropius to task for their glass and steel box designed buildings that have influenced—and infected—America’s cities.

Acts of Contrition Pocket Books
Explore a story told across the millennia that delves deep into a pair of fascinating necron characters, their relationship and their plans for the galaxy. Before the being called the Emperor revealed Himself, before the rise of the aeldari, before the necrontyr traded their flesh for immortal metal, the world was born in violence.Even when they inhabited bodies of flesh, Trazyn the Infinite and Orikan the Diviner were polar opposites. Trazyn, a collector of historical oddities, presides over a gallery full of the most dangerous artefacts - and people - of the galactic past. Orikan, a chronomancer without peer, draws zodiacs that predict and manipulate the future. But when an artefact emerges that may hold the key to the necrons’ next evolution, these two obsessives enter a multi-millennia game of cat and mouse that ends civilisations, reshapes timelines, and changes both forever. As riddles unwind and ancient secrets are revealed, the question remains: will their feud save the necron race or destroy it?

One Thing or Your Mother Simon and Schuster
Admiral James T. Kirk is charged by the Klingon Empire for the commandeering of a Klingon starship. The Federation honors the Klingon demands for extradition, and Kirk and the crew of the Starship Enterprise are drawn back to Earth. But their trip is interrupted by the appearance of a mysterious, all-powerful alien space probe. Suddenly, Kirk, Spock, McCoy and the rest of the crew must journey back through time to twentieth-century Earth to solve the mystery of the probe.
Star Trek Adventures - Beta Quadrant Farrar, Straus and Giroux
It's been said that for any event, there are an infinite number of possible outcomes. Our choices determine which outcome will follow, and therefore all possibilities that could happen do happen across countless alternate realities. In these divergent realms, known

history is bent, like white light through a prism -- broken into a boundless spectrum of what-might-have-beens. But in those myriad universes, what might have been...is what actually happened. A Less Perfect Union: More than a hundred years after the Terra Prime movement achieved its dream of an isolationist Earth, humanity is once again at a fork in the river of history...and the path it follows may ultimately be determined by the voice of a single individual: the sole surviving crewmember of the first Starship Enterprise.™ Places of Exile: Midway through Voyager's journey across the galaxy, Captain Kathryn Janeway and Commander Chakotay must choose whether to brave a deadly war zone or abandon their quest for home. But an attack by Species 8472 cripples the ship, and the stranded crew must make new choices that will reshape their destinies...and that of the Delta Quadrant itself. Seeds of Dissent: Khan victorious! Almost four centuries after conquering their world, genetically enhanced humans dominate a ruthless interstellar empire. But the warship Defiance, under its augmented commander, Princeps Julian Bashir, makes a discovery that could shake the pillars of his proud civilization: an ancient sleeper ship from Earth named the Botany Bay.

Atonement Hero Collector

YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE KLINGONS... THEY'RE NOTHING COMPARED TO WHAT'S WAITING.

A Pocket Full of Lies RP Minis

For ages they have sought to claim our worlds. Now, at last, we take the battle to them. . . . Far from the Federation's desperate war against the invading Furies, the crew of the U.S.S. Voyager™ encounters something they never expected to hear again: a Starfleet distress call. The signal leads them to a vast assemblage of non-humanoid races engaged in a monumental project of incredible magnitude. Here is the source of the terrible invasion threatening the entire Alpha Quadrant -- and, for the Starship Voyager™, a possible route home. But soon there may not be any home to return to . . .

The Beginning of Infinity Simon and Schuster

Sequel to: The dark veil by James Swallow.

Star Trek: Destiny #1: Gods of Night IDW Publishing

The captain who went further than any had before tells her life story for the first time in her own words; perfect for fans of the upcoming Star Trek: Prodigy Kathryn Janeway reveals her career in Starfleet, from her first command to her epic journey through the Delta Quadrant leading to her rise to the top as vice-admiral in Starfleet Command. Discover the story of the woman who travelled further than any human ever had before, stranded decades from home, encountering new worlds and species. Explore how she brought together Starfleet and the Maquis as part of her crew, forged new alliances with species across the galaxy and overcame one of Starfleet's greatest threats - the Borg - on their own remote and hostile territory. Get Janeway's personal take on key characters such as Seven of Nine, her trusted friend Tuvok, new arrivals like Neelix and her second-in-command, Chakotay.

Architects of Infinity Simon and Schuster

An original novel set in the universe of Star Trek: Voyager, from the New York Times bestselling author! As the Federation Starship Voyager continues to lead the Full Circle Fleet in its exploration of the Delta Quadrant, Admiral Kathryn Janeway remains concerned about the Krenim Imperium and its ability to rewrite time to suit its whims. At Captain Chakotay's suggestion, however, she orders the fleet to focus its attention on a unique planet in a binary system, where a new element has been discovered. Several biospheres exist on this otherwise uninhabitable world, each containing different atmospheres and features that argue other sentient beings once resided on the surface. Janeway hopes that digging into an old-fashioned scientific mystery will lift the crews' morale, but she soon realizes that the secrets buried on this world may be part of a much larger puzzle—one that points to the existence of a species whose power to reshape the galaxy might dwarf that of the Krenim. Meanwhile, Lieutenants Nancy Conlon and Harry Kim continue to

struggle with the choices related to Conlon's degenerative condition. Full Circle's medical staff discovers a potential solution, but complications will force a fellow officer to confront her people's troubled past and her own future in ways she never imagined... ™, ®, & © 2018 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Full Circle Modiphius Entertainment

The eagerly awaited continuation of HOMECOMING and THE FARTHER SHORE! Captain Chakotay is ready to prove himself as the new commanding officer of the Starship Voyager -- but skeptics back at Starfleet Command are watching him closely for any sign that he will revert to his renegade Maquis ways. His first mission as captain, to transport a group of displaced colonists back to their home planet of Loran II, seems easy enough: make sure the planet is safe for colonization, unload the settlers, and head back to Earth. He even has an extra reason to enjoy the trip -- his sister, Sekaya, has joined the mission as a spiritual advisor to the gentle, peace-loving colonists. But when the crew arrives at Loran II, they discover a mysterious storm, an ominously deserted settlement -- and a hidden threat from Chakotay's past that could destroy them all. Will Chakotay's first mission as captain of Voyager also be his last?