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KEY=UNITY - KIM GEORGE

Unity

Simon and Schuster S.D. Perry's two-book sequence *Avatar* launched the new series of *Deep Space Nine* novels in 2001, capturing and expanding on the unique qualities of the television series and mixing new characters with old to acclaim from both critics and fans. Continuing the themes begun in *Avatar* through her next volume *Rising Son*, Perry here unites the threads in a stunning resolution which sees the return of Captain Benjamin Sisko. Starfleet Captain, father, husband, Emissary of the Prophets, a religious and spiritual icon to the people of the planet Bajor -- Benjamin Sisko is, or has been, all these things. Reconciled to his role as the conduit through whom the mysterious alien entities known as The Prophets worked, he succeeded in saving Bajor from destruction by the Pah-Wraiths, and appeared to be translated into a different form of existence, joining the Prophets in their non-corporeal world. Appearing in a vision to his new wife, Kasady Yates, he promised her he would return to her some day. Find out how, in a masterful, gripping tale which sees not only Sisko's return but the birth of his son and the historic entry of Bajor to the United Federation of Planets.

STAR TREK DEEP SPACE NINE: UNITY.

Cathedral (Cradle of Darkness Book Two)

A Vampire Dark Romance

Addison Cain "Addison Cain's writing blows me away each time!" NYT Bestselling author Anna Zaires *My love for her is forbidden*. When the princess was placed in my care, the devil ordered that I never show his daughter mercy, affection, or a gentle hand. To keep her safe from the denizens of our dark king's Cathedral, Jade's life as my ward has been pitiless. She despises me. Yet I am utterly, irrevocably in love. Infamous for my coldness, unquestioned in my fealty, the devil forgets that there are older, more terrible monsters in the dark—and I have sold my soul to the most ancient of evil so that Jade might one day be mine. *CATHERDRAL* is a standalone novel in the *Cradle of Darkness* series culminating in an HEA. The horror prequel, *Catacombs*, will enrich the experience of this book but is not necessary. Keywords: Vampire, capture fantasy, vampire romance, possessive alpha male dark romance, Dark romance, psychological romance, gothic romance, paranormal romance, dystopian, dystopian romance, complete power exchange, seductive romance, Alpha Hero, Antihero, antihero romance, antihero dark romance, Suffering Heroine, Obsessive Hero, abduction to love, Abuse of Power, beauty and the beast, blackmail, passionate lovers, tortured heroine, tragic past, unrequited love, sexually romantic books, series, romantic suspense, collections, anthologies, jealous possessive romance, forbidden romance, hunted female, angsty alpha romance, horror romance, romantic suspense, thriller, #freepearl, standalone, guaranteed HEA

St: Ds9: Unity

Marking the landmark tenth anniversary of "Star Trek: Deep Space Nine," S.D. Perry's "Unity" is a culmination of nearly a dozen books that continued the DS9 saga beyond the gut-wrenching television series finale.

The Lives Of Dax

Star Trek All Series/deep Space Nine

Simon and Schuster One of the most popular and compelling *Star Trek* characters ever created, Dax is a wormlike being who is joined body and soul to a succession of humanoid hosts. Each life is different, each body is different, each personality is different, but all of them are Dax. At one time or another Dax has been male, female, a Starfleet officer, a statesman, a scientist, and ambassador, even a serial killer. The symbiont's humanoid hosts have included Curzon, friend of Klingons, and Jadzia, science officer on *Deep Space Nine* and latterly wife of Worf. The most recent incarnation is Ezri Dax, station counsellor on *Deep Space Nine*. Designed to appeal to fans of every version of *Star Trek*, the stories in *The Lives of Dax* each show a different host's adventure - nine incredible lives stretched out over 357 years of *Star Trek* history. The stories are rich with different aliens, planets, battles, personal struggles, surprising revelations, and guest stars galore.

Star Trek: Deep Space Nine: Worlds of Deep Space Nine

#1: Cardassia and Andor

Simon and Schuster *Within every federation and every empire, behind every hero and every villain, there are the worlds that define them. In the aftermath of Unity and in the daring tradition of Spock's World, The Final Reflection, and A Stitch in Time, the civilizations most closely tied to Star Trek: Deep Space Nine can now be experienced as never before...in tales both sweeping and intimate, reflective and prophetic, eerily familiar and utterly alien. CARDASSIA: The last world ravaged by the Dominion War is also the last on which Miles O'Brien ever imagined building a life. As he joins in the reconstruction of Cardassia's infrastructure, his wife Keiko spearheads the planet's difficult agricultural renewal. But Cardassia's struggle to remake itself—from the fledgling democracy backed by Elim Garak to the people's rediscovery of their own spiritual past—is not without opposition, as the outside efforts to help rebuild its civilization come under attack by those who reject any alien influence. ANDOR: On the eve of a great celebration of their ancient past, the unusual and mysterious Andorians, a species with four sexes, must decide just how much they are willing to sacrifice in order to ensure their survival. Biological necessity clashes with personal ethics; cultural obligation vies with love—and Ensign Thirishar ch'Thane returns home to the planet he forswore, to face not only the consequences of his choices, but a clandestine plan to alter the very nature of his kind.*

Millennium Book One: The Fall Of Terok Nor

Star Trek Deep Space Nine

Simon and Schuster *At the climactic close of the TV series of Star Trek Deep Space Nine the forces of the Federation and their allies finally overcame the Dominion invaders and averted the threat of totalitarian rule. And yet ... the future of the Alpha Quadrant is by no means as safe as it seems. Deep within the bowels of Deep Space Nine is a secret that has been kept for seven years. When it is uncovered the very heart of the Federation will be ripped apart, succeeding where the shapeshifting Founders failed. The destruction of the Federation is at stake. Only the crew of Deep Space Nine can stop it - but will they be in time?*

Mission Gamma: Book One

Twilight

Simon and Schuster *THE TIME HAS COME...for a new era of exploration. With the Dominion War behind them, the crew of the U.S.S. Defiant journeys through the wormhole as Commander Elias Vaughn leads a "corps of discovery" to blaze new trails into the unexplored reaches of the Gamma Quadrant. THE TIME HAS COME ...for a civilization to reach a crossroads. As political forces throughout the Alpha Quadrant intersect at Deep Space 9™ to determine the future of Bajor, the planet's theological unity threatens to shatter. And for Colonel Kira Nerys, the path of the Prophets may become a road to ruin. THE TIME HAS COME...for a father and daughter to confront their past while a mother and son fight for the future, for lovers to be tested and for friendships to transform, and for worlds on opposite ends of the galaxy to face the dusk...or the dawn. TWILIGHT*

Star Trek: Deep Space Nine: These Haunted Seas

Simon and Schuster *It is a time of renewed hope. As the U.S.S. Defiant sails through the wormhole and charts a new course of discovery into the unknown ocean of the Gamma Quadrant, powerful individuals from distant worlds gather at station Deep Space 9™ to usher in a bright new era; with the Dominion War now only a memory, Bajor is poised at last to enter the Federation. For Colonel Kira Nerys, Commander Elias Vaughn, and all those who follow them, these are the voyages they were born to undertake. But where they seek to go is defined by the journeys they have made before, and ghosts populate these uncharted waters -- the spectres of lost leaders, fallen friends, forsaken lovers, vanquished enemies, and earlier selves. Some of these shades drive the travelers on, others are drawn inexorably into their wake; but all make their presence felt, and in feeling, the men and women of DS9 and the Defiant must somehow navigate the perilous rapids of their pasts in order to find the future. Originally published as Twilight and This Gray Spirit -- the first two novels in the critically acclaimed Mission: Gamma series -- These Haunted Seas is the next chapter of the epic saga begun in Twist of Faith, continuing the chronicles of Star Trek: Deep Space Nine® beyond the small screen, propelling its heroes to realms they could never have imagined, and truths they cannot escape.*

Star Trek: Deep Space Nine: The Never Ending Sacrifice

Simon and Schuster *A boy looks up. He sees a Cardassian's hand on his shoulder and knows that this is usually a prelude to a beating or, if he is fortunate enough, arrest. The boy knows how many disappeared during the Occupation of Bajor. So he does the one thing he can think of: he bites the Cardassian. Then the nightmare begins. He is ripped from the family that took him in as an orphan, clothed him, fed him, always loved him unconditionally. And no matter how earnest, how caring the commander of Deep Space 9 is, the boy knows this is all a horrible mistake. How can someone from Starfleet judge him by what he looks like, not by what he is? He prays to the Prophets; he is Bajoran. They all keep telling him that the test proves the large Cardassian man is his father, that the other Cardassian -- that oily gul -- took him away from his father. But the boy keeps telling them that he is Bajoran, he only wants to go home with his father. So they send Rugal home -- to Cardassia. On the homeworld of the Cardassian Union where sacrifice*

and devotion to the state are surpassed only by the government's need to keep its people in check, one very lonely boy discovers that if he doesn't resist, his life -- like those of so many others -- will be added to the tally of the never-ending sacrifice.

Star Trek: Deep Space Nine: The Soul Key

Simon and Schuster Continuing the events from *Star Trek: Fearful Symmetry*, a new novel in the ongoing *Deep Space Nine* series set after the end of the critically acclaimed television series. Captain Kira's lookalike, Iliana Ghemor, dreams of fulfilling a prophecy that will mark her as the one true Emissary of the mirror universe—a messianic figure who will lead her followers into a war that could trigger the cleansing of countless alternate Kiras in countless parallel realities. But the stakes are higher than anyone imagines, for the pull of destiny tugs at other souls who are swept into the vortex of the Prophets, remote and timeless beings who have set these events in motion. Yet the outcome of this struggle for the fate of one universe will ripple across many others, giving shape to a future that will prove to be greatest trial yet for the heroes of station *Deep Space 9*.

Star Trek: Deep Space Nine: Fearful Symmetry

Simon and Schuster In our universe, a Cardassian sleeper agent--Iliana Ghemor--was once surgically altered to resemble and replace resistance fighter Kira Nerys, future Starfleet captain and hero of the planet Bajor's liberation. That plan never reached fruition, and the fate of the agent remained unknown...until now. Robbed of the past sixteen years, Iliana Ghemor is back with a vengeance. Over a decade and a half of imprisonment and abuse by her former masters has brought her to the brink of madness, sustained only by the twisted belief that she is, in fact, the real Kira Nerys. She has already made one near-successful attempt on the real Kira's life, but instead of assuming the identity of the woman she was intended to replace, Ghemor has set her sights on the most unexpected target of all: Kira's other double, the malicious Intendent, Bajor's iron-fisted ruler in the alternate reality commonly known as the "Mirror Universe." But far more is unfolding in the Mirror Universe than Ghemor realizes, and the heroes of *Deep Space Nine* somehow must stop the false Kira without derailing the delicate flow of history that must unfold if both universes, and countless others, are to survive. Parallel stories set in both universes reflect and build upon each other in this Two-in-One "Flip Book," the continuation of both the ongoing *DS9* saga as well as the *Mirror Universe* line of books.

Avatar Book One

Star Trek Deep Space Nine

Simon and Schuster *Star Trek's* grittiest and most challenging series may have reached its climactic conclusion on the television screen, but all-new adventures on the frontiers of Federation space continue between the covers of *Pocket Books*. In the aftermath of the Dominion War that brought the *Star Trek* universe to the brink of ruin, space station *Deep Space Nine* - the galaxy's nexus of military and scientific intrigue, situated as it is on the wormhole that links two quadrants - once again becomes a flashpoint of impending Armageddon when a surprise attack cripples the station, killing the First Officer and threatening the fragile peace. Colonel Kira and the surviving crew of *DS9* - along with four controversial new officers - are all that stand against the outbreak of a new conflict and a doom foretold by the Prophets to coincide with the birth of Captain Benjamin Sisko's child. Meanwhile, Captain Jean-Luc Picard and the crew of the *USS Enterprise* make a startling discovery, one that will determine the course of an entire civilization and profoundly affect the lives of the crew of *Deep Space Nine*...

Worlds of Deep Space Nine 2

TRILL and BAJOR

Simon and Schuster *TRILL*. The Trill are a combination of a symbiont and a host. The symbiont lives for hundreds of years in one host after another: each body is different, each personality is different, each life is different - but all of them are one. The symbiont accumulates experiences, relationships, memories ... Andy Mangels and Michael A. Martin have set their story on this most multi-layered and extraordinary of worlds. When Trill involvement in the assassination of an allied world leader comes to light, the reason lies in the terrifying and tragic origins of the Trill - and the answers reveal unsuspected links to other regions of the *Star Trek* universe. *BAJOR*. Political intrigue and interpersonal conflict in the style of *The West Wing* dominate on *Deep Space Nine's* core world of Bajor. The future of Bajor and the new role of long-missing Captain Benjamin Sisko are linked as this tale lays the groundwork for a major new storyline in further *Deep Space Nine* novels.

Star Trek: Deep Space Nine: Worlds of Deep Space Nine #3: The Dominion and Ferenginar

Simon and Schuster Travel to two of the most colorful and fascinating civilizations in the *Star Trek* universe with this collection of two sweeping and reflective novellas that transport us to the alien planets of Ferenginar and the Dominion. In *Ferenginar*, Quark's profit-driven home planet is rocked by a shocking scandal when allegations that Quark's brother's first wife has threatened to overthrow the Grand Nagus of the Ferengi Alliance, Rom. To make matters worse, Quark has been recruited by Rom's political adversaries to join their coup d'état, with promises that all of Quark's wildest dreams will come true if he helps. Quark must decide if the future of Ferenginar is worth his greatest desires or if he is strong enough to save it himself. In *The Dominion*, the Great Link—the

living totality of the shape-shifting Founders—has struggled with questions ever since its defeat in the war for the Alpha Quadrant. At its greatest moment of intense doubt, its fate, and that of the Dominion itself, is tied to Odo's investigation of his kind's true motives for sending a hundred infant changelings out into the galaxy. As Odo searches for answers and takes a hard look at his past choices, Taran'atar reaches a turning point in his own quest for clarity—one from which there may be no going back.

Internet Games Directory

Que Pub This book includes descriptions of Web sites where readers can find the hottest online real-time games, in addition to how-to and strategy guides, non-real-time, proprietary, e-mail and listserv games.

NITPICKER'S GUIDE FOR DEEP SPACE (NEXT)

Dell Every episode of the first four seasons of equipment oddities, weird science, strange but true observations, and nutty technical difficulties for discriminating fans of Deep Space Nine. Commanders Log, DS9: Star Date 46379.1: Bajor below. The cosmos above. Bloopers Everywhere! How long is the wormhole? In "Emissary," it is 70,000 light years. Four episodes later Sisko says it is 90,000. Better check the odometer, Sisko! Does the Space Station rotate? Sometimes it does, and sometimes it doesn't! Look at the stars in the windows... Now that NextGen is history, the time has come to take a leap through hyperspace and land on Deep Space Nine. It's unexplored territory for nitpicking, the ultimate challenge for discriminating fans. This guide brings you the scoop on Deep Space Nine—the good, the bad, and the Ferengi. Author Phil Farrand (with a little help from his Trekker friends) has had his VCR in warp drive and surveyed every DS9 episode of the first four seasons for the glitches, gaffs, and goofs that neither the station's engineers nor the show's writers have solved. Sit yourself down with this guide in one hand, your remote control in the other, and see for yourself what the wormhole has wrought.

Rising Son

Simon and Schuster From the author of *Avatar (I & II)* and *Section 31: Cloak*, this intense story reveals the much-anticipated fate of Jake Sisko, missing since *Avatar Book Two*, as well as the long-awaited return of someone missing since the first season of *Star Trek: Deep Space Nine*... Months ago, young Jake Sisko came upon a mysterious prophecy in the ruins of B'hala, one that told of a Son destined to enter the Celestial Temple of the Prophets and return home with a lost Herald. Certain that the ancient text was intended for him, Jake entered the wormhole to bring back his father, Captain Benjamin Sisko—missing since his final, fateful confrontation with Gul Dukat in the Fire Caves of Bajor. But Jake's quest has failed. Or so he believes. Flung across the galaxy by a power beyond his understanding, Jake is rescued by a strange ship with an even stranger alien crew. Joining them on a voyage unlike any he has ever experienced, Jake learns that his search for the truth will lead him to find the last thing he ever expected, and to discoveries far beyond his wildest imaginings.

Intermedia Games—Games Inter Media

Video Games and Intermediality

Bloomsbury Publishing USA This book is available as open access through the Bloomsbury Open Access programme and is available on www.bloomsburycollections.com While all media are part of intermedial networks, video games are often at the nexus of that network. They not only employ cinematics, embedded books, and in-world television screens for various purposes, but, in our convergence culture, video games also play a vital role in allowing players to explore transmedia storyworlds. At the same time, video games are frequently thematized and remediated in film, television, and literature. Indeed, the central role video games assume in intermedial networks provides testament to their significance in the contemporary media environment. In this volume, an international group of contributors discuss not only intermedial phenomena in video games, but also the intermedial networks surrounding them. *Intermedia Games-Games Inter Media* will deepen readers' understanding of the convergence culture of the early twenty-first century and video games' role in it.

The Lives Of Dax

Simon and Schuster Three hundred fifty-seven years, nine lives, one soul—all are Drax. Mother, father, engineer, ambassador, scientist, statesman, serial killer, Starfleet officer: At one time or another, Dax has been all of these things and more. The near-immortal part of a composite species known as the Trill, Dax is a sentient, wormlike symbiont joined body and mind to a succession of humanoid hosts, carrying the memories of each lifetime into the next. Each incarnation is different. Each has its own personality, its own triumphs, its own tragedies, its own dreams—and each one is Dax. Here for the first time are tales from the lives of one of the most unique and compelling *Star Trek* characters ever created, told by voices as diverse as the hosts themselves: Steven Barnes, Michael Jan Friedman, L. A. Graf, Jeffrey Long, S. D. Perry, Judith and Garfield Reeves-Stevens, Kristine Kathryn Rusch, Robert Simpson, and Susan Wright. Much more than an anthology, this unique collection of stories weaves the tapestry of one being's life...through three and a half centuries of history in the *Star Trek* universe. Imagine who she's known. Imagine what he's seen.

Worlds of Deep Space Nine

CARDASSIA and ANDOR

Simon and Schuster *CARDASSIA*. Ravaged by the Dominion War which its leaders helped to begin, this once proud and xenophobic planet is the last place Miles and Keiko O'Brien thought they would build a life. But Cardassia's struggle to make itself anew and to throw off the legacy of its imperial past is hampered by those who prefer the old traditions. Una McCormick weaves a tale which brilliantly captures a world of contradictions: the need to atone and the steely darkness that share the Cardassian soul. *ANDOR*. From one of the best-known worlds in the Star Trek universe to one of the least. Heather Jarman brings the exotic Andor superbly to life, with its four sexes, its complex social dilemmas and its ancient, mysterious past.

Worlds of Deep Space Nine 3

THE DOMINION and FERENGINAR

Simon and Schuster *THE DOMINION*: Odo continues his efforts - begun on DS9 - to understand his shape-shifting people, The Founders, and why they felt driven to conquer the Federation. His quest leads him unexpectedly to questions about the gods and their creations ... and what those creations do when they believe that those gods have forsaken them. *FERENGINAR*: Political turmoil threatens to unseat Rom from the leadership of the Ferengi Alliance. A scandal involving criminal charges against Rom's former wife uncovers secrets which could not only bring him down but could undermine all the well-meaning changes his regime has introduced. Worse still, hardcore capitalist Quark has been enlisted by Rom's political adversaries to join forces with them against him, with promises of all the wealth and success Quark has ever dreamed of ... as long as he helps them to overthrow his brother.

Voyages of Imagination: The Star Trek Fiction Companion

Simon and Schuster Through four decades, five television series comprising over seven hundred episodes, ten feature films, and an animated series, fandom's thirst for more Star Trek stories has been unquenchable. From the earliest short-story adaptations by James Blish in the 1960s, followed by the first original Star Trek novels during the seventies, and on throughout the eighties, nineties, and into the twenty-first century, fiction has offered an unparalleled expansion of the rich Star Trek tapestry. But what is it that makes these books such a powerfully attractive creative outlet to some and a compelling way to experience the Star Trek mythos anew to others? *Voyages of Imagination* takes a look back on the first forty years of professionally published Star Trek fiction, revealing the personalities and sensibilities of many of the novels' imaginative contributors and offering an unprecedented glimpse into the creative processes, the growing pains, the risks, the innovations, the missteps, and the great strides taken in the books. Author Jeff Ayers has immersed himself in nearly six hundred books and interviewed more than three hundred authors and editors in order to compile this definitive guide to the history and evolution of an incomparable publishing phenomenon. Fully illustrated with the covers of every book included herein, *Voyages of Imagination* is indexed by title and author, features a comprehensive timeline, and is a must-have for every fan.

Dungeon wizard

Star Trek 1 - 25th anniversary und Judgement rites; Star Trek - The Next Generation "A final unity"; Star Trek - Deep Space Nine - Harbinger; Star Trek - Klingon und Borg / [gelöst und bearb. von Christian von Mellenthin ...]

A Critical History of Doctor Who on Television

McFarland Since its inception in November 1963, the British science fiction television series *Doctor Who* has exerted an enormous impact on the world of science fiction (over 1,500 books have been written about the show). The series follows the adventures of a mysterious "Time Lord" from the distant planet Gallifrey who travels through time and space to fight evil and injustice. Along the way, he has visited Rome under the rule of Nero, played backgammon with Kublai Khan, and participated in the mythic gunfight at the O.K. Corral. Predating the *Star Trek* phenomenon by three years, *Doctor Who* seriously dealt with continuing characters, adult genre principles and futuristic philosophies. Critical and historical examinations of the ideas, philosophies, conceits and morals put forth in the *Doctor Who* series, which ran for 26 seasons and 159 episodes, are provided here. Also analyzed are thematic concepts, genre antecedents, the overall cinematography and the special effects of the long-running cult favorite. The various incarnations of *Doctor Who*, including television, stage, film, radio, and spin-offs are discussed. In addition, the book provides an extensive listing of print,

Internet, and fan club resources for Doctor Who.

Terok Nor: Day of the Vipers

Simon and Schuster Before the Dominion War and the decimation of Cardassia...before the coming of the Emissary and the discovery of the wormhole...before space station Terok Nor became Deep Space 9™ ...there was the Occupation: the military takeover of an alien planet and the violent insurgency that fought against it. Now that fifty-year tale of warring ideologies, terrorism, greed, secret intelligence, moral compromises, and embattled faiths is at last given its due in the three-book saga of Star Trek's Lost Era... A seemingly benign visitation to the bountiful world of Bajor from the resource-poor Cardassian Union is viewed with cautious optimism by some, trepidation by others, and a calculating gleam by unscrupulous opportunists. What begins as a gesture of compassion soon becomes something very different. Seen through the eyes of participants on both sides -- including those of a young officer named Skrain Dukat -- the personal, political, and religious tensions between the Bajorans and the Cardassians quickly spiral out of control, irrevocably shaping the futures of both worlds in an emotionally charged and unforgettable tale of treachery, tragedy, and hope.

Highest Score

Simon & Schuster/Paula Wiseman Books Hired to work with an automated mining operation for which the remote controls are set up to make the work seem like an exciting video game, Jake and Nog have a lot of fun, until they realize that the game's enemies are real people. Original.

Star Trek: Coda: Book 3: Oblivion's Gate

Simon and Schuster The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse—only to find that some fates really are inevitable. *THEIR MOST DAUNTING MISSION WILL BE THEIR FINEST HOUR.* The epic Star Trek: Coda trilogy comes to a shattering conclusion as the Temporal Apocalypse forces Starfleet's greatest heroes to make the greatest sacrifices of their lives. ™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

Star Trek, the Next Generation, "A Final Unity"

Official Strategy Guide

Brady This out-of-this-world strategy guide uses stories, screen photos and tips to help players survive this adventure game of exploration, puzzle-solving and space combat. Written for the diehard Trekker, it offers complete solutions to a few select problems. Covers IBM and compatibles.

The Unity of Science

CRC Press The Unity of Science presents a unique overview of natural phenomena and foundations of different technologies (chemistry, electronics, optics, etc.). It explores the connections and unified foundations of diverse scientific and technological fields. The author explains how much of Nature (at the very small and very large scales) and most of our technology can be understood/derived from a few basic principles or concepts (Newton and Coulomb's laws, special relativity, Schrodinger's equation and the concept of entropy). Additional features include: Uses a systematic derivation of Statistical Mechanics from information theory, a connection central understanding the brain and the functioning of Deep Learning networks. Explains how combining special relativity with electrostatics allows one to understand magnetic phenomena. Details how the unification of special relativity with QM allows one to understand the origin of anti-matter and spin (Dirac's equation). This book is ideal for students of chemistry, material sciences and engineering and professionals with an engineering/scientific/mathematical background.

Original Sin

Simon and Schuster Continuing the Deep Space Nine saga—an original novel from New York Times bestselling author David R. George III! At the end of 2385, in a significant shift of its goals from military back to exploratory, Starfleet sent Captain Benjamin Sisko and the crew of the U.S.S. Robinson on an extended mission into the Gamma Quadrant. Tasked with a yearlong assignment to travel unknown regions, they set out to fulfill the heart of Starfleet's charter: to explore strange new worlds, and to seek out new life and new civilizations. But now three months into the mission, their first contact with an alien species comes in the form of an unprovoked attack on the Robinson. With the ship's crew suddenly incapacitated, seventy-eight of the 1,300 aboard are abducted—including Sisko's daughter, Rebecca. But Rebecca had already been kidnapped years earlier by a Bajoran religious zealot, part of a sect believing that her birth fulfilled the prophecy of the arrival of the Infant Avatar. Does her disappearance now have anything to do with the harrowing events of the past? And for what purposes have these enemies taken Sisko's daughter and the rest of the missing?

Theologia

The Fragmentation and Unity of Theological Education

Wipf and Stock Publishers

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.*

Hamlet on the Holodeck, updated edition

The Future of Narrative in Cyberspace

MIT Press *An updated edition of the classic book on digital storytelling, with a new introduction and expansive chapter commentaries. I want to say to all the hacker-bards from every field—gamers, researchers, journalists, artists, programmers, scriptwriters, creators of authoring systems... please know that I wrote this book for you." —Hamlet on the Holodeck, from the author's introduction to the updated edition Janet Murray's Hamlet on the Holodeck was instantly influential and controversial when it was first published in 1997. Ahead of its time, it accurately predicted the rise of new genres of storytelling from the convergence of traditional media forms and computing. Taking the long view of artistic innovation over decades and even centuries, it remains forward-looking in its description of the development of new artistic traditions of practice, the growth of participatory audiences, and the realization of still-emerging technologies as consumer products. This updated edition of a book the New Yorker calls a "cult classic" offers a new introduction by Murray and chapter-by-chapter commentary relating Murray's predictions and enduring design insights to the most significant storytelling innovations of the past twenty years, from long-form television to artificial intelligence to virtual reality. Murray identifies the powerful new set of expressive affordances that computing offers for the ancient human activity of storytelling and considers what would be necessary for interactive narrative to become a mature and compelling art form. Her argument met with some resistance from print loyalists and postmodern hypertext enthusiasts, and it provoked a foundational debate in the emerging field of game studies on the relationship between narrative and videogames. But since Hamlet on the Holodeck's publication, a practice that was largely speculative has been validated by academia, artistic practice, and the marketplace. In this substantially updated edition, Murray provides fresh examples of expressive digital storytelling and identifies new directions for narrative innovation.*

Star Trek: Coda: Book 2: The Ashes of Tomorrow

Simon and Schuster *The crews of Jean-Luc Picard, Benjamin Sisko, Ezri Dax, and William Riker unite to prevent a cosmic-level apocalypse—only to find that some fates really are inevitable. THE FUTURE IS AT WAR WITH THE PAST. The epic Star Trek: Coda trilogy continues as friends become foes, the Temporal Apocalypse accelerates, and the catastrophe's true cause is revealed.™, ®, & © 2021 CBS Studios, Inc. STAR TREK and related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.*

Typhon Pact: Plagues of Night

Simon and Schuster *The first novel in a two-part Typhon Pact adventure set in the universe of Star Trek: The Next Generation! In the wake of the final Borg invasion, which destroyed entire worlds, cost the lives of sixty-three billion people, and struck a crippling blow to Starfleet, six nations adversarial to the United Federation of Planets—the Romulan Star Empire, the Breen Confederacy, the Tholian Assembly, the Gorn Hegemony, the Tzenkethi Coalition, and the Holy Order of the Kinshaya—joined ranks to form the Typhon Pact. For almost three years, the Federation and the Klingon Empire, allied under the Khitomer Accords, have contended with the nascent coalition on a predominantly cold-war footing. But as Starfleet rebuilds itself, factions within the Typhon Pact grow restive, concerned about their own inability to develop a quantum slipstream drive to match that of the Federation. Will leaders such as UFP President Bacco and RSE Praetor Kamemor bring about a lasting peace across the Alpha and Beta Quadrants, or will the cold war between the two alliances deepen, and perhaps even lead to an all-out shooting war?*

Consilience

The Unity of Knowledge

Vintage *"A dazzling journey across the sciences and humanities in search of deep laws to unite them." --The Wall Street Journal One of our greatest living scientists--and the winner of two Pulitzer Prizes for On Human Nature and The Ants--gives us a work of visionary importance that may be the crowning achievement of his career. In Consilience (a word that originally meant "jumping together"), Edward O. Wilson renews the Enlightenment's search for a unified theory of knowledge in disciplines that range from physics to biology, the social sciences and the humanities. Using the natural sciences as his model, Wilson forges dramatic links between fields.*

He explores the chemistry of the mind and the genetic bases of culture. He postulates the biological principles underlying works of art from cave-drawings to Lolita. Presenting the latest findings in prose of wonderful clarity and oratorical eloquence, and synthesizing it into a dazzling whole, Consilience is science in the path-clearing traditions of Newton, Einstein, and Richard Feynman.

Star Trek: Coda: Book 1: Moments Asunder

Simon and Schuster "Story by Dayton Ward, James Swallo, and David Mack. Based on Star Trek and Star Trek: the next generation created by Gene Roddenberry. Star Trek: Deep space nine created by Rick Berman & Michael Piller. Star Trek: Voyager created by Rick Berman & Michael Piller & Jeri Taylor."

Lessons Learned From Star Trek

Lulu Press, Inc *This is the third edition of "Lessons Learned from Star Trek". This updated e-book is a collection of articles, which in an entertaining way, discuss important philosophical and moral issues, that our world is facing, by using the themes from the science fiction series, Star Trek. If you are a Trekkie, nor never heard of the TV series; this book is for everybody, and provides an entertaining overview of the franchise. Our world is facing so many problems today, and humanity needs to look to the lessons seen in Star Trek, as the perfect guide to help all of us discuss as a society, on how we can come together to create a better world. The world needs Star Trek, now, more than ever!*

Resident Evil: City of the Dead

Titan Books (US, CA) *Leon Kennedy, a rookie cop on a new assignment, and Claire Redfield, sister of the still-missing S.T.A.R.S. member Chris, arrive at Raccoon City to discover a necropolis. A botched attempt by the Umbrella Corporation to retrieve a devastating mutagenic weapon has resulted in a horrifying viral outbreak, transforming the city's population into the living dead. And all of them are hungry.*