

# Read Book Star Trek Online Game Guide Free Download Pdf

**Star Trek Starship Simulators** Nov 13 2021 Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 37. Chapters: Star Fleet Battles, Star Trek: Klingon Academy, Star Trek Online, Star Trek: Legacy, Netrek, Federation Commander, Star Trek: Bridge Commander, Star Trek: Starfleet Command, Star Trek: Starfleet Command III, Decwar, Star Trek: Starfleet Command II: Empires at War, Trek73, Star Trek: Starfleet Academy, Begin, Star Trek: Tactical Assault, Star Trek: Starfleet Academy Starship Bridge Simulator, Video Trek 88, Apple Trek, Star Trek: Starship Tactical Combat Simulator, Star Trek: Starship Creator, Star Trek: Starship Creator Warp II. Excerpt: Star Fleet Battles (SFB) is a tactical board wargame set in an offshoot of the Star Trek setting called the Star Fleet Universe. Originally created in 1979 by Stephen V. Cole, it has had four major editions. The current edition is published by Amarillo Design Bureau Inc. as Star Fleet Battles, Captain's Edition. Star Fleet Battles was inducted into the Academy of Adventure Gaming, Arts, & Design Hall of Fame in 2005 where they stated that "Star Fleet Battles literally defined the genre of spaceship combat games in the early 1980s, and was the first game that combined a major license with 'high replayability'." In his 2007 essay, Bruce Nesmith stated "No other game in hobby game history so completely captures the feel of ship-to-ship combat in space than Star Fleet Battles. The fact that it does so in the Star Fleet Universe is icing on the cake." Star

Fleet Battles is a ship-to-ship warfare simulation game, which uses cardboard counters to represent the ships, shuttles, seeking weapons, terrain, and information on a hexagonal map. It is not simply a game, but rather a detailed game system for two or more players (there are some solitaire scenarios). Typically, a player will have one ship in a game, though he can control an entire fleet, if he can keep track of the paperwork and...

*Star Fleet Technical Manual* Apr 25 2020 This is the one, the only, the complete Star Fleet Technical Manual with everything you'll ever want to know about day-to-day life on the Enterprise. With architectural designs of the Enterprise, headquarters, detailed drawings of the weapons and equipment, official patterns for men's and women's uniforms, maps of orbit patterns and so much more, all your practical questions will finally be answered.

*How Much for Just the Planet?* Apr 18 2022 A thrilling Star Trek: The Original Series adventure featuring Captain James T. Kirk and the USS Enterprise in a strange battle for dilithium crystals against the Klingons. Dilithium. In crystalline form, the most valuable mineral in the galaxy. It powers the Federation's starships...and the Klingon Empire's battlecruisers. Now on a small, out-of-the-way planet named Direidi, the greatest fortune in dilithium crystals ever seen has been found. Under the terms of the Organian Peace Treaty, the planet will go to the side best able to develop the planet and its resources. Each side will contest the prize with the prime of its fleet. For the Federation—Captain James T. Kirk and the Starship Enterprise. For the Klingons—Captain Kaden vestai-Oparai and the Fire Blossom. Only the Direidians are writing their own script for this contest—script that propels the crew of the Starship Enterprise into their strangest adventure yet!

*The Routledge Handbook of Star Trek* Jul 09 2021 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 Trek: Klingons** Jan 23 2020 Dive deeper into the world of Star Trek with the first of several extra-long issues focusing on the memorable aliens of the franchise! To begin: the story of Kahless the Unforgettable, from the death of his coward brother Morath to his victory at Three Turn Bridge. Witness history unfolding in this can't-miss issue!

**Videogames Studies: Concepts, Cultures, and**

**Communication** May 27 2020 This volume reflects the discussions that occurred during the 2nd Global Conference on Videogame Cultures and the Future of Interactive Entertainment in July 2010. The chapters in this volume cover four primary topics: new frameworks for game studies and analysis, the various cultures surrounding gaming, questions of ethics and controversial...

**Star Trek** Jul 21 2022

**Death in Winter** Feb 16 2022 Like HOMECOMING

(074346754X) did for Star Trek Voyager and AVATAR

(074340050X) did for Star Trek: Deep Space Nine, DEATH IN

WINTER picks up the Star Trek: The Next Generation story after the TV/movies are complete and tells all-new stories about

favourite Next Generation characters and their subsequent lives.

After the fall of Shinzon (as seen in the feature film, STAR TREK:

NEMESIS) the elite of the Romulan Empire are battling over who will seize control. Caught up in this struggle are the Kevrata, a

once proud people, now strangled under Romulan domination. When a biogenetic disease threatens to wipe out their race, Starfleet assigns its new Chief Medical Officer, Dr Beverly Crusher, to aid the populace. But when she suddenly goes missing and is presumed dead, Jean-Luc Picard must race to try and locate Crusher and help find a cure for the disease that could kill millions.

Basic Computer Games Jun 08 2021

Star Worlds Sep 23 2022 *Star Worlds* explores the future-oriented universe of online virtual worlds connected with popular science fiction—specifically, with *Star Wars* and *Star Trek*—that have been inhabited for over a decade by computer gamers. The *Star Wars* and *Star Trek* franchises, both of which have shaped the dominant science fiction mythologies of the last half-century, offer profound conceptions of the tension between freedom and control in human economic, political, and social interactions. Bainbridge investigates the human and technological dynamics of four online virtual worlds based on these two very different traditions: the massive multiplayer online games *Star Wars Galaxies*; *Star Wars: The Old Republic*; *Star Trek Online*; and the *Star Trek* community in the non-game, user-created virtual environment, *Second Life*. The four “star worlds” explored in this book illustrate the dilemmas concerning the role of technology as liberator or oppressor in our post-industrial society, and represent computer simulations of future possibilities of human experience. Bainbridge considers the relationship between a real person and the role that person plays, the relationship of an individual to society, and the relationship of human beings to computing technology. In addition to collecting ethnographic and quantitative data about the social behavior of other players, he has immersed himself in each of these worlds, role-playing 14 avatars with different skills and goals to gain new insights into the variety of player experience from a personal perspective.

**Intermedia Games—Games Inter Media** Jan 03 2021 This book

is available as open access through the Bloomsbury Open Access programme and is available on [www.bloomsburycollections.com](http://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.

*These Are The Voyages* Jul 29 2020 Compiled from documents in naval and aerospace museums around the world, this is a unique look at the ships of sea, air, and space that have carried the name Enterprise -- a name with a heritage spanning more than 800 years. For the first time, it's all here in one concise volume: o A detailed, 130-page narrative history of the ships and their heroic crews. o More than 80 illustrations, including official photographs and ship profile drawings. o An appendix listing more than 190 vessels named Enterprise. o Extensive notes and a bibliography listing more than 110 sources for further reference. This isn't just a book of facts and figures, but a stirring tale of adventure, discovery, and courage, often told in the words of those who were there. This revised 2nd edition updates the stories of the naval vessels through the deactivation of the aircraft carrier USS Enterprise (CVN-65) and the latest adventures of the starships Enterprise. Come and relive the epic voyages!

**Star Trek Discovery Annual 2018** Mar 17 2022 The U.S.S.

Discovery is a ship unlike any the galaxy's ever seen, developing tech based on an unstable mycelial network... and it is all in the hands of Science Officer Lt. Stamets, tasked with perfecting it to win the war against the Klingons.

**Virtual Lives** Jun 27 2020 This book is the THE source for information on virtual worlds, covering every aspect of this intriguing and fast-changing social practice and the technologies upon which it rests. \* A detailed chronology detailing inspirations, precursors, developments, and controversies related to virtual worlds \* Tables of data about users of virtual worlds \* An annotated list of private, nonprofit, and government organizations pertinent to virtual worlds \* Biographical sketches of authors, developers, researchers, policymakers, and notable virtual world users \* A glossary of scores of relevant terms related to virtual worlds' function and use \* A bibliography of additional resources readers can consult to learn even more about virtual worlds

**Entertainment Weekly The Ultimate Guide to Star Trek** Dec 22 2019 As we look around the world of today, always seemingly on the brink of calamity, Star Trek continues to insist that creatures of all shapes, colors and beliefs can work together toward something greater. Across its many iterations, Star Trek always offers tantalizing glimpses of our possible future. And year by year, decade by decade, series by series and movie by movie, that future draws ever closer.

**The Virtual Future** Dec 14 2021 The newest communication technologies are profoundly changing the world's politics, economies, and cultures, but the specific implications of online game worlds remain mysterious. The Virtual Future employs theories and methods from social science to explore nine very different virtual futures: The Matrix Online, Tabula Rasa, Anarchy Online, Entropia Universe, Star Trek Online, EVE Online, Star Wars Galaxies, World of Warcraft: Burning Crusade, and The Chronicles of Riddick. Each presents a different picture of how technology and society could evolve in coming centuries, but one

theme runs through all of them, the attempt to escape the Earth and seek new destinies among the stars. Four decades after the last trip to the moon, a new conception of spaceflight is emerging. Rather than rockets shooting humans across vast physical distances to sterile rocks that lack the resources to sustain life, perhaps robot space probes and orbiting telescopes will glean information about the universe, that humans can then experience inside computer-generated environments much closer to home. All nine of these fantastically rich multiplayer masterpieces have shown myriads of people that really radical alternatives to contemporary society could exist, and has served as a laboratory for examining the consequences. Each is a prototype of new social forms, a utopian subculture, and a simulation of technologies that have yet to be invented. They draw upon several different traditions of science fiction and academic philosophy, and they were created in several nations. By comparing these nine role-playing fantasies, we can better consider what kind of world we want to inhabit in the real future.

**Star Trek Role Playing Game** Apr 06 2021 More than sixty creature descriptions for all eras of Star Trek with ideas for including them in roleplaying games.

*Star Trek: Deep Space Nine: The Never Ending Sacrifice* Aug 30 2020 Continuing the post-television Deep Space Nine saga, this original novel shows the fall of the Cardassian empire as seen through the eyes of a young man with a foot in two worlds. Rugal is an orphaned Cardassian who has been raised by the people his race once conquered, the Bajorans. Reluctantly repatriated to Cardassia as a teenager, Rugal becomes the living witness to the downfall of the proud people to whom he was born, first by the invading Klingons, then during the Cardassians' unholy pact with the Dominion—a partnership that culminated in a near-genocide. Through it all, Rugal's singular perspective illuminates the choices that brought the Cardassians to their ruin...even as he learns that the Cardassian soul is not as easy to understand as he

imagined.

*Seven of Nine* Mar 25 2020 Discover the astonishing story of Seven of Nine—one of the most fascinating and unforgettable characters in Star Trek history. Once she was Annika Hansen, an innocent child assimilated by the fearsome, all-conquering Borg. Now she is Seven of Nine, a unique mixture of human biology and Borg technology. Cut off from the collective that has been her only reality for most of her existence, and forced to join the crew of the USS Voyager, she must come to grips with her surprising new environment—and her own lost individuality. Seven of Nine has already captured the imagination of fans all over the world. Now the most sensational new character of the twenty-fourth century stars in her first full-length novel. Resistance is futile.

**Social Movements and the Collective Identity of the Star**

**Trek Fandom** Nov 01 2020 Since it first aired in 1966, Star Trek has led American television into a more progressive era by presenting a diverse cast interacting as equals, demonstrating expertise and efficiency as they lead a starship across the galaxy. To this day, the Star Trek franchise strives to inspire viewers to find beauty in diversity and progress. In *Social Movements and the Collective Identity of the Star Trek Fandom: Boldly Going Where No Fans Have Gone Before*, David G. LoConto explores the development of the Star Trek fandom from its uncertain beginnings in the 1960s, to the popularity explosion in the 1990s and its triumphant return in 2017. LoConto analyzes the cultural phenomena of Star Trek through a social psychological approach, using symbolic interactionist and strategic ritualization theories, as well as ideas from Habermas and Foucault to track the fandom's movements, values, and evolution.

**Star Trek Online: The Needs of the Many** Apr 30 2023 Prior to the terror-filled times of the Long War—the seemingly endless struggle against the Undine, a paranoid, shape-shifting race once known only as Species 8472—enemy sleeper agents quietly penetrated every echelon of Federation society, as well as other

starfaring civilizations throughout the Alpha and Beta quadrants. The ensuing conflict shook humanity to its very core, often placing its highest ideals against a pure survival instinct. All too frequently, the Undine War demanded the harshest of sacrifices and exacted the steepest of personal costs from the countless millions whose lives the great interdimensional clash forever altered. Drawn from his exhaustive research and interviews, *The Needs of the Many* delivers a glimpse of Betar Prize-winning author Jake Sisko's comprehensive "living history" of this tumultuous era. With collaborator Michael A. Martin, Sisko illuminates an often-poorly-understood time, an age marked indelibly by both fear and courage—not to mention the willingness of multitudes of unsung heroes who became the living embodiment of the ancient Vulcan philosopher Surak's famous axiom, "The needs of the many outweigh the needs of the few."

**Star Trek: Picard—Countdown** Aug 10 2021 Witness the events leading to the new CBS All Access series PICARD in this graphic novel where new characters are introduced and secrets will be revealed. Before he retired to his vineyard, Jean-Luc Picard was the most decorated admiral in Starfleet. Then one mission changed his life forever. What could make this dedicated and disciplined leader question his calling?

**Massively Multiplayer Games For Dummies** Sep 30 2020 Intrigued by MMGs? Here's the place to start Compare games, create a character, choose a guild to join, and have some fun! So your friend keeps talking about playing this cool game with millions of people on the Internet, and you really want to join in? Great idea! This book will let you in on the lingo, provide a little background on MMGs, help you choose a character, and prepare you for a trip into the fantasy world. Discover how to \* Choose a game you'll enjoy \* Start developing a character \* Survive player vs. player combat \* Find useful gameplay guides \* Slay more monsters \* Team up with other players

Highest Score Jun 20 2022 Jake and Nog get a job on a planet

where dull mining is turned, by remote control, into a thrilling video game.

Star Trek: Year Five - Odyssey's End (Book 1) Jan 15 2022 Join the crew of the U.S.S Enterprise in all-new adventures as they near the end of their five-year mission, featuring the characters from the Original Series! The crew of the Enterprise left Earth four years ago. They've traveled to strange new worlds, defeated impossible foes, and made universe-changing decisions. But now, with the end in sight, they'll have to face their biggest challenge yet. Step aboard the Enterprise with Kirk, Spock, Bones, Uhura, Sulu, Scotty, and Chekov as they begin the end of their original five-year mission and boldly go into an uncertain future in this new continuing Star Trek series! Collects issues #1-6.

The Big Game Feb 28 2023 When Quark holds a poker tournament on Deep Space Nine™ someone from almost every sentient race -- Klingons, Cardassians, Romulans, Vulcans, Ferengi -- shows up for what is sure to be the highest-stakes game of all time. But when one player is killed, the stakes get higher than even these big-money players had counted on. With the station rocked by subspace waves that threaten its destruction, Commander Sisko and Security Chief Odo must hunt down the killer in time to save the players, a killer who has information that can save those onboard Deep Space Nine from the invisible enemy they do not even know they face, a killer who holds all the cards...

The Star Trek Universe Oct 12 2021 This collection of essays looks at the spinoffs of Star Trek and examines themes found in and among those various manifestations.

*The Voyages of Star Trek* Sep 11 2021 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.

*Online Gaming* May 19 2022 Video gaming is economically, educationally, culturally, socially and theoretically important, and has, in a relatively short period of time, firmly cemented its place within contemporary life. It is fair to say, however, that the majority of research to date has focused most specifically on either the video games themselves, or the direct engagement of gamers with a specific piece of game technology. In contrast, *Video Gamers* is the first book to explicitly and comprehensively address how digital games are engaged with and experienced in the everyday lives, social networks and consumer patterns of those who play them. In doing so, the book provides a key introduction to the study of gamers and the games they play, whilst also reflecting on the current debates and literatures surrounding gaming practices.

*Star Trek: The Short Story Collection* Mar 05 2021 A thrilling

anthology of 11 exclusive short stories from Star Trek Magazine tying into the Star Trek online game. Featuring tales by Christine Thompson, Jesse Heinig, Tyler Nagata, Katherine Bankson, Jaddua Ross, Sean McCann, and Paul Reed This incredible collection features 19 illustrated stories exclusively written for the Star Trek Magazine. It features action-packed tales starring iconic characters such as Data, Tuvok, and Scotty, plus fan-favourite alien enemies including the Klingons and the Jem'Hadar.

**St:Oned** Jan 27 2023 Academia & historians will tell you Star Trek changed the world. Everything about Star Trek is being watched, including the decade long development of STAR TREK:ONLINE the MMORPG (Massively Multiplayer Online Role Playing Game). This is a book of cartoons & comments on the development of ST:O(Star Trek: Online) from 2004-2006. The ST:Oned cartoon series was intended to entertain as well as throw stones at the Star Trek franchise holders & game developers who had been dumbing-down Star Trek games for a decade. When ST:O has the potential to make more money for the franchise than it has ever seen as well as help humanity in a way Gene may never have seen coming, the community was not going to settle for 'second best'. ST:Oned was meant to pelt those who controlled Star Trek, who refuse to acknowledge Trek as historic, who fail to understand the 'power of icons to mobilize national & international identities' & who refused help from: NASA & The U.S. DoD (D.A.R.P.A. games Div.).

*Star Trek Online* Mar 29 2023 Ever since NASA began the Apollo missions, people have wished beyond wishes to go into space. What would happen if you had your chance? Would you wish to stay forever on a far away land? Or would you miss the loved ones that you left behind. As you read this story, imagine how it would be if you were ever trapped inside of star trek online... Would you wish to stay forever? Would you wish to escape. And if you escaped....would you want to come home??

*Star Trek Online - Species* Aug 22 2022 This book consists of articles from Wikia or other free sources online. Pages: 33. Chapters: Federation Species, Klingon Empire Species, Non-Playable Species, Playable Species, Alien, Andorian, Bajoran, Benzite, Betazoid, Bolian, Ferengi, Human, Joined Trill, Klingon, Liberated Borg Human, Saurian, Trill, Vulcan, Alien, Gorn, Klingon, Lethan, Liberated Borg Klingon, Nausicaan, Orion, Alien, Andorian, Bajoran, Benzite, Betazoid, Bolian, Ferengi, Gorn, Human, Joined Trill, Klingon, Lethan, Liberated Borg Human, Liberated Borg Klingon, Nausicaan, Orion, Saurian, Trill, Vulcan, Alien, Andorian, Bajoran, Benzite, Betazoid, Bolian, Borg, Ferengi, Gorn, Human, Joined Trill, Klingon, Lethan, Liberated Borg Human, Liberated Borg Klingon, Nausicaan, Orion, Reman, Romulan, Saurian, Species 8472, Trill, Undine, Vulcan. Excerpt: Create your own Species! Federation In-Game Description You may be from a planet that is a Federation member. You might be from a race that is not part of the United Federation of Planets, or from a colony world that has chosen to break away. Or maybe you're something completely new. You've chosen to leave your homeworld and join Starfleet. You believe in the ideals of the Federation, and you're willing to risk your life to protect them. Perhaps someday you'll discover a new world and introduce its inhabitants to your culture. Klingon In-Game Description You may be from a planet that was conquered by the Klingon Empire. You might be from a race that is independent from the Klingons, or from a colony world that has chosen to break away. Or maybe you're something completely new. You've chosen to leave your homeworld and join the Klingon Defense Force. You want to fight for the Empire, and you seek adventure and the glory due an honorable warrior. Perhaps someday you will be honored in the Hall of Warriors, and songs of your exploits will be sung across the Alpha Quadrant. Blue skinned with white or silver hair, Andorians are natives of Andoria, a...

Star Trek Adventures - Beta Quadrant Feb 04 2021 YOU JUDGE

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

**Hollywood Gamers** Feb 22 2020 For years, major film studios have licensed products related to their most popular films; video game spin-offs have become an important part of these licensing practices. Where blockbuster films are concerned, the video game release has become the rule rather than the exception. In *Hollywood Gamers*, Robert Alan Brookey explores the business conditions and technological developments that have facilitated the convergence of the film and video game industries. Brookey treats video games as rhetorical texts and critically examines several games to determine how specific industrial conditions are manifest in game design. Among the games (and films) discussed are *Lord of the Rings*, *The Godfather*, *Spider-Man*, and *Iron Man*.

Star Trek May 07 2021 Few films have been so keenly awaited or the subject of so much internet debate as the twelfth *Star Trek* movie -- the first since 2002 -- which is scheduled to be released in May 2009. Directed by J.J. Abrams, creator of cutting-edge cult television shows *Lost* and *Alias*, the film is expected to launch the *Star Trek* franchise into a new stellar era. Going back to the very beginnings of the classic *Star Trek*, the film tells how James T. Kirk, the half-Vulcan Spock, Dr McCoy, engineer Montgomery Scott and crew members Chekov, Sulu and Uhura first came together as rookie Starfleet recruits, and how they embraced the destiny that would later send them out across the galaxy accompanied by the immortal words: 'These are the voyages of the Starship Enterprise...' A largely brand new cast including Chris Pine as Kirk, Zachary Quinto (Heroes) as Spock, Simon Pegg as Scotty, Karl Urban as McCoy alongside Eric Bana, Winona Ryder and Leonard Nimoy will bring *Star Trek* to a whole new audience, while at the same time Alan Dean Foster's novelization will enthrall both existing fans and a new generation of readers.

**Titan #1: Taking Wing** Nov 25 2022 William Riker, former first officer of the USS Enterprise in Star Trek: The Next Generation, takes command of the new USS Titan in this white-knuckled adventure perfect for longtime and new Star Trek fans. After almost a decade of strife against foes such as the Borg, the Cardassians, the Klingons, and the Dominion, the United Federation of Planets is at the dawn of a new era. Starfleet is renewing its mission of peaceful exploration, diplomacy, and the expansion of knowledge. Among the starships spearheading that endeavor is the USS Titan, commanded by Captain William T. Riker and manned by the most biologically varied and culturally diverse crew in Starfleet history. But their mission does not begin according to plan. In the wake of Star Trek: Nemesis, Praetor Shinzon, slayer of the Romulan Senate, is dead. The power vacuum created by his demise has put the Romulan Star Empire, longtime adversary of the Federation, at the brink of civil war. Competing factions now vie for control of their fragmenting civilization, and if the empire should fall, that entire area of the galaxy may destabilize. To restore order to the region, Titan's long-anticipated mission of exploration is delayed as Starfleet assigns Riker to set up power-sharing talks among the Romulan factions. But even as the first tentative steps are taken toward building a new Romulus, the remnants of the Tal Shiar, the dreaded Romulan intelligence service, are regrouping behind the scenes for a power play of their own. With no other help available, Riker and the Titan crew become the last hope to prevent the quadrant from falling into chaos.

[Mediaphilism](#) Dec 02 2020 Collected here are the best of 10 years' worth of essays from ideonex.com reviewing films, books, games, and culture from the perspective of a nerd in love with science and wonder.

[Capture the Flag](#) Oct 24 2022 When Geordi defeats Cadet Jack Pettey's top-ranked team in an elimination game he wins the respect of his classmates--and the hatred of Pettey.

**The Assassination Game** Dec 26 2022 When a terrorist attack rocks Starfleet Academy, it's clear someone has a very serious—and very deadly—secret agenda. The rules are simple: Draw a target. Track him down and “kill” him with a spork. Take your victim's target for your own. Oh, and make sure the player with your name doesn't get to you first. No safe zones. No time-outs. The game ends when only one player remains. James T. Kirk is playing for fun. Leonard “Bones” McCoy is playing to get closer to a girl. But when a series of terrorist attacks rock the usually placid Starfleet Academy campus, it becomes clear that somebody is playing the game for real. Is it one of the visiting Varkolak, on Earth to attend an intergalactic medical conference? Or could it be a member of a super-secret society at the Academy dedicated to taking care of threats to the Federation, no matter what rules they have to break to do it? Find out in *The Assassination Game*, the fourth installment in Spotlight's exciting series for teens.

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