

Star Trek Stardate 2001 Calendar

200 YEARS AGO: The expanding Klingon™ Empire found a frozen world rich in deposits of the mineral topaline. They named the planet taD -- Klingon for "frozen" -- and they called the people jeghpu'wI' -- conquered. FOUR YEARS AGO: The Klingon Empire invaded Cardassia, breaching the Khitomer Accords and causing a break with the Federation. On taD, depleted Klingon forces were overthrown in a small coup d'état, and the victorious rebels took advantage of the disruption to appeal for recognition from the Federation. NOW: The Klingons have returned to taD and re-established their control. But the stubborn rebels insist on Federation recognition. A solution to the diplomatic impasse must be found, a task that falls to the Federation's new ambassador to the Klingon Empire -- Worf. Worf thinks of himself as a fighter, not a negotiator, but the Federation disagrees. Now, for the sake of the Federation and the Empire, a Klingon warrior must weave a fragile peace out of a situation ripe for war!

In order to prevent the earth from being destroyed by a deadly, luminescent cloud from deep space, Starfleet refits the U.S.S. Enterprise and brings together James Kirk, now an admiral, and the vessel's original crew

For those who believe that there must be a more agile and efficient way for people to get things done, here is a brilliantly discursive, thought-provoking book about the leadership and management process that is changing the way we live. In the future, historians may look back on human progress and draw a sharp line designating “before Scrum” and “after Scrum.” Scrum is that ground-breaking. It already drives most of the world’s top technology companies. And now it’s starting to spread to every domain where leaders wrestle with complex projects. If you’ve ever been startled by how fast the world is changing, Scrum is one of the reasons why. Productivity gains of as much as 1200% have been recorded, and there’s no more lucid – or compelling – explainer of Scrum and its bright promise than Jeff Sutherland, the man who put together the first Scrum team more than twenty years ago. The thorny problem Jeff began tackling back then boils down to this: people are spectacularly bad at doing things with agility and efficiency. Best laid plans go up in smoke. Teams often work at cross purposes to each other. And when the pressure rises, unhappiness soars. Drawing on his experience as a West Point-educated fighter pilot, biometrics expert, early innovator of ATM technology, and V.P. of engineering or CTO at eleven different technology companies, Jeff began challenging those dysfunctional realities, looking for solutions that would have global impact. In this book you’ll journey to Scrum’s front lines where Jeff’s system of deep accountability, team interaction, and constant iterative improvement is, among other feats, bringing the FBI into the 21st century, perfecting the design of an affordable 140 mile per hour/100 mile per gallon car, helping NPR report fast-moving action in the Middle East, changing the way pharmacists interact with patients, reducing poverty in the Third World, and even helping people plan their weddings and accomplish weekend chores. Woven with insights from martial arts, judicial decision making, advanced aerial combat, robotics, and many other disciplines, Scrum is consistently riveting. But the most important reason to read this book is that it may just help you achieve what others consider unachievable – whether it be inventing a trailblazing technology, devising a new system of education, pioneering a way to feed the hungry, or, closer to home, a building a foundation for your family to thrive and prosper.

Actual photograp of the ark evidence, including the ark hull impression, and the upper landing place impression, and many ancient dwelling foundations of the city of Noah- Mesha-Naxuan.

The Flaming Arrow

Celestial Sleuth

The Complete Idiot's Guide to the Sun

Using Astronomy to Solve Mysteries in Art, History and Literature

The Impossible Has Happened

The Cambridge History of Science Fiction

After enduring many privations and natural disasters, the colonists of Belle Terre are now under attack by the alien Kaulds, who are hell-bent on retrieving the planet's valuable natural resources. Original.

The Poetics of Science Fiction uniquely uses the science of linguistics to explore the literary universe of science fiction. Developing arguments about specific texts and movements throughout the twentieth-century, the book is a readable discussion of this most popular of genres. It also uses the extreme conditions offered by science fiction to develop new insights into the language of the literary context. The discussion ranges from a detailed investigation of new words and metaphors, to the exploration of new worlds, from pulp science fiction to the genre's literary masterpieces, its special effects and poetic expression. Speculations and extrapolations throughout the book engage the reader in thought-experiments and discussion points, with selected further reading making it a useful source book for classroom and seminar.

Covers the history of space flight from the beginning of the twentieth century through the year 2202, with the story of man's conquest of the stars chronicled in illustrations and star maps

Captain Kirk, Spock, McCoy, and the rest from the classic television series boldly go where no one has gone before in this intergalactic postcard box.

Star Trek Spaceflight Chronology

Gateways #3

A Song of Ice and Fire 2014 Calendar

Endgame

Panel Reports

Voyages of Imagination: The Star Trek Fiction Companion

Created by an incalculably ancient civilisation whose transcendent technology is quantum levels beyond that of the Federation and its allies, the newly discovered Gateways offer instantaneous transportation across the stars. Their sudden reactivation has destabilised relations between planets and cultures hitherto separated by countless light years. Starfleet's finest have coped with the crisis as best they can, but circumstances have forced a handful of valiant commanders, one after another, to make the leap through separate Gateways into the unknown. Each of these brave heroes has taken the ultimate gamble and hurled themselves bodily into a Gateway with no knowledge or forwarning of what they will find on the other side. Each must face a unique personal challenge and find their own way back to the ships and the homes they left behind. And beyond at least one of the Gates are their mysterious and primordial architects, the ageless Iconians themselves... THE AUTHORS of the Gateways saga are: Diane Carey, Peter David, Keith R.A. DeCandido, Christie Golden, Robert Greenberger and Susan Wright.

The Klingon Dictionary is the first comprehensive sourcebook for Klingon language and syntax, including fundamental rules of grammar as well as words and expressions that illustrate the complex nature of Klingon culture. It features a precise pronunciation guide, rules for proper use of affixes and suffixes, and a small phrasebook with Klingon translations for essential expressions such as ""Activate the transport beam,"" ""Always trust your instincts,"" and the ever-popular ""Surrender or die!""

After the end of the EnterpriseTM's five-year mission, Captain Kirk, Mr. Spock, and Dr. McCoy struggle to establish new lives apart from each other and the starship. The newly-promoted Admiral Kirk is placed in charge of a specially-created Starfleet division and attempts to defuse a critical hostage situation; Mr. Spock, who, in the midst of a teaching assignment on Vulcan, finds the one thing he least expected; and Dr. McCoy, whose unerring instinct for trouble lands him smack in the middle of an incident that could trigger an interstellar bloodbath.

In "Endgame" Admiral Kathryn Janeway considers the costs which Voyager's long return has exacted from her crew and undertakes a risky journey to change history, and in "Homecoming" the returning crew members must face the changes in themselves and in theones they left behind.

A Novel

The Art of Doing Twice the Work in Half the Time

Gateways Book Seven: What Lay Beyond

Star Trek: The Next Generation - Hive

Star Trek: Waypoint

Star Trek 101: A Practical Guide to Who, What, Where, and Why

This book provides a wide-range of Star Trek treasures you can appreciate whether you're a devoted Trekkie or a novice collector of this epic American science-fiction franchise. Then the pages of this spectacular guide, you'll discover more than 1,500 color photos including memorabilia direct from Paramount Studios warehouses. In addition, you'll enjoy chapters covering more than 40 years of Star Trek action figures, lunch boxes, games, pins, posters, uniforms, original scripts and countless other items, all with identifying details and current market values.

In celebration of one of science fiction's most beloved franchises, an updated edition of the acclaimed Ships of the Line hardcover collection. They dared to risk it all in a skiff of reeds or leather, on a ship of wood or steel, knowing the only thing between them and certain death was their ship. To explore, to seek out what lay beyond the o and comfortable, every explorer had to embrace danger. And as they did so, what arose was a mystical bond, a passion for the ships that carried them. From the very first time humans dared to warp the fabric of space, escaping from the ashes of the third World War, they also created ships. These vessels have become the icons of mankind's desire to rise above the everyday, to seek out and make the unknown known. And these ships that travel the stellar seas have stirred the same passions as the ones that floated in the oceans. While every captain has wished that their starship could be outfitted in the same manner as the sailing ship H.M.S. Beagle—without weapons—the starships have taken on that role. Here we remember some of those ships and their heroic crews. In celebration of one of science fiction's most beloved franchises, this updated edition of the acclaimed Ships of the Line hardcover collection now includes dozens of additional images brought together for the first time in book format—spectacular renderings featured in the highly successful Star Trek: Ships of the Line calendar series. With text by Star Trek's own Michael Okuda, the story of each of these valiant starships now comes to life. ™, ®, & © 2014 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

On a routine mission to survey Domarus IV -- a class M world with no intelligent life -- a U.S.S. Enterprise™ shuttle crewed by Data, Troi and Wesley Crusher is captured by a race called the Tenirans who claim the world for themselves. As Captain Picard tries to negotiate with the captain of the Teniran ship, the shuttle suddenly disappears in a blaze of color and light. Picard demands to know what's happened to the shuttle and its crew, but the Tenarins deny any part in their disappearance. Suddenly, Captain Picard vanishes from the bridge and finds himself alone on the planet's surface with the Tenarin captain. As the two captains begin to work together, they realize that they are not alone on Domarus IV as they confront an incredible alien force with the power to transform a world -- or to destroy it.

Here is a very special STAR TREK® novel -- from the woman consistently voted by the fans as their favorite writer from the original STAR TREK television series! D.C. Fontana, writer of such classic STAR TREK episodes as "Journey to Babel" and "This Side of Paradise," here brings us the never-before-told story of a very young Mr. Spock, on his first mission aboard the U.S.S. Enterprise. You'll also meet Captain Christopher Pike and his enigmatic first officer "Number One" (previously seen only in the original STAR TREK pilot "The Cage"), as well as the ship's brand new engineering officer, Montgomery Scott. Vulcan's Glory is the tale of Spock's struggle to reconcile his many obligations -- those forced on him by his Vulcan heritage, and those chosen by him upon his enlistment in Starfleet -- to balance the wishes of others against the desires of his own heart.

Diplomatic Implausibility

Star Trek vs. Transformers
Scrum
Stardate 2001 Calendar
Star Trek-the Motion Picture

Offers a brief introduction to using the Internet and provides an alphabetical listing of thousands of Internet sites, arranged by categories, with descriptions of each site

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.

In preparing the report, Astronomy and Astrophysics in the New Millenium , the AASC made use of a series of panel reports that address various aspects of ground- and space-based astronomy and astrophysics. These reports provide in-depth technical detail. Astronomy and Astrophysics in the New Millenium: An Overview summarizes the science goals and recommended initiatives in a short, richly illustrated, non-technical booklet.

The Enterprise has been sent to request aid from the Gorn during a time of severe internal dissent within the Gorn populace, making their quest that much more difficult, as not all of the Gorn have fond memories of the Federation.

Microsoft Bookshelf Internet Directory

Ships of the Line

St Klingon Dictionary

Vulcan's Glory

Star Trek: Picard—Countdown

Star Trek

An anthology series that offers every fan a stopping point on the wonderful 50-year Star Trek journey. Reflect on stories of what's come before and look ahead to the next half-century of Trek. Short stories that run the gamut of Star Trek's history, set during the Original Series, The Next Generation, Voyager, Deep Space Nine, Enterprise, and more, featuring all your favorite characters.

No Marketing Blurb

Warp into the twenty-first century with the daring explorers of Star Trek "RM" ! Breathtaking color photos of the crews, ships and memorable moments from The Original Series, Star Trek: The Next Generation "RM", Star Trek: Deep Space Nine "RM", Star Trek: Voyager "RM", and nine motion pictures follow you all 365 days in the STARDATE 2001 CALENDAR. From Quark's Bar to Starfleet Command, from the Dominion to the Delta Quadrant, embark on a new journey through space and time every day of the new year!

Created by the incalculably ancient Iconians, whose transcendent technology is quantum levels beyond that of the Federation and its allies, the Gateways offer instantaneous transport across unimaginable distances. Throughout the known galaxy, from Deep Space Nine™ to the New Frontier, from the Delta Quadrant to the bridge of the Starship Enterprise™, the sudden reactivation of the Gateways has destabilized interstellar relations between planets and cultures previously separated by countless light-years. Starfleet's finest have coped with the crisis as best they can, but circumstances have forced several valiant commanders to leap through separate Gateways into the unknown.

Captain James T. Kirk of the original Starship Enterprise Captain Jean-Luc Picard of Star Trek: The Next Generation® Colonel Kira Nerys of Deep Space Nine Captain Kathryn Janeway of the U.S.S. Voyager™ Captains Calhoun and Shelby of Star Trek : New Frontier Commander Nick Keller of the U.S.S. Challenger All of these heroes, for their own reasons, have taken the ultimate gamble: hurling themselves personally through a Gateway without any knowledge or forewarning of what lay beyond. Each must face their own unique challenge, struggling to find a way back to the ships and homes they left behind. And waiting behind at least one of the Gateways are the ageless Iconians themselves, the primordial architects of the mysterious portals causing chaos throughout the Milky Way galaxy. Where did they disappear to, many long eons ago, and what do they want now? The answer lies on the other side.... What Lay Beyond brings the Gateways saga to a spectacular finish, in an all-star collaboration by six popular, bestselling Star Trek authors. Among them, Diane Carey, Peter David, Keith R.A. Decandido, Christie Golden, Robert Greenberger, and Susan Wright have written dozens of Star Trek novels. This is their first mega-collaboration.

Mindhacker

Untying the Knott of the Gordurian Mountains

The Lost Years

Star Trek Postcards

Titan #1: Taking Wing

The Ultimate Edition

An invaluable resource for working programmers, as well as a fount of useful algorithmic tools for computer scientists, astronomers, and other calendar enthusiasts, The Ultimate Edition updates and expands the previous edition to achieve more accurate results and present new calendar variants. The book now includes coverage of Unix dates, Italian time, the Akan, Icelandic, Saudi

Arabian Umm al-Qura, and Babylonian calendars. There are also expanded treatments of the observational Islamic and Hebrew calendars and brief discussions of the Samaritan and Nepalese calendars. Several of the astronomical functions have been rewritten to produce more accurate results and to include calculations of moonrise and moonset. The authors frame the calendars of the world in a completely algorithmic form, allowing easy conversion among these calendars and the determination of secular and religious holidays. LISP code for all the algorithms is available in machine-readable form.

This new edition of the successful calendars book is being published at the turn of the millennium and expands the treatment of the previous edition to new calendars and variants. As interest grows in the impact of seemingly arbitrary calendrical systems upon our daily lives, this book frames the world in a completely algorithmic form. The book gives a description of twenty-five calendars and how they relate to one another: the Gregorian (current civil), ISO (International Organization for Standardization), Egyptian (and nearly identical Armenian), Julian (old civil), Coptic, Ethiopic, Islamic (Moslem), modern Persian (both astronomical and arithmetic forms), Baha'i (both present and future forms), Hebrew (Jewish), Mayan (long count, haab, and tzolkin), Balinese Pawukon, French Revolutionary (both astronomical and arithmetic forms), Chinese (and nearly identical Japanese), old Hindu (solar and lunisolar), and modern Hindu (solar and lunisolar). Easy conversion among these calendars is a by-product of the approach, as is the determination of secular and religious holidays. Calendrical Calculations makes accurate calendrical algorithms readily available for computer use with LISP, Mathematica, and Java code for all the algorithms included on the CD, and updates are available on the Web. This book will be a valuable resource for working programmers as well as a fount of useful algorithmic tools for computer scientists. In addition, the lay reader will find the historical setting and general calendar descriptions of great interest.

Young Lieutenant Jean-Luc Picard gets a taste for the dangers of Star Fleet duty when his mission to pick up the descendants of a long-lost starship runs afoul of an alien army. Reprint.

The first science fiction course in the American academy was held in the early 1950s. In the sixty years since, science fiction has become a recognized and established literary genre with a significant and growing body of scholarship. The Cambridge History of Science Fiction is a landmark volume as the first authoritative history of the genre. Over forty contributors with diverse and complementary specialties present a history of science fiction across national and genre boundaries, and trace its intellectual and creative roots in the philosophical and fantastic narratives of the ancient past. Science fiction as a literary genre is the central focus of the volume, but fundamental to its story is its non-literary cultural manifestations and influence. Coverage thus includes transmedia manifestations as an integral part of the genre's history, including not only short stories and novels, but also film, art, architecture, music, comics, and interactive media.

Doors into Chaos

The Valiant

Calendrical Calculations Millennium Edition

Noah's Ark - the Evidence

Analog Science Fiction & Fact

60 Tips, Tricks, and Games to Take Your Mind to the Next Level

When a deadly force from the Delta Quadrant threatens to annihilate a world near Deep Space 9, Colonel Kira Nerys and her crew battle to avert an planetary disaster, while Lieutenant Nog and Ensign Thirshar ch'Thane race against time to shut down the spatial portals forever, and Quark becomes embroiled in an interstellar conspiracy. Original.

Compelling tips and tricks to improve your mental skills Don't you wish you were just a little smarter? Ron and MartyHale–Evans can help with a vast array of witty, practicaltechniques that tune your brain to peak performance. Founded incurrent research, Mindhacker features 60 tips, tricks, andgames to develop your mental potential. This accessible compilationhelps improve memory, accelerate learning, manage time, sparkcreativity, hone math and logic skills, communicate better, thinkmore clearly, and keep your mind strong and flexible.

Star TrekStardate 2001 Calendar

September 8, 2016 will mark the fiftieth anniversary of the debut of the world's most successful science fiction television series: Star Trek. In this new biography Lance Parkin, author of Aurum's acclaimed Magic Words: The Extraordinary Life of Alan Moore, will go in search of the show's creator, Gene Roddenberry. This book reveals how an undistinguished writer of cop shows set out to produce 'Hornblower in space' and ended up with an optimistic, almost utopian view of humanity's future that has been watched and loved by hundreds of millions of people around the world. Along the way Lance will examine some of the great myths and turning points in the franchise's history, and Roddenberry's particular contribution to them. He will look at the truth in the view that the early Star Trek advanced a liberal, egalitarian and multi-racial agenda, chart the various attempts to resuscitate the show during it's wilderness years in the 1970s, explore Roddenberry's initial early involvement in the movies and spin-off Star Trek: The Next Generation (as well as his later estrangement from both), and shed light on the colourful personal life, self-mythologising and strange beliefs of a man who nonetheless gifted popular culture one if its most enduring narratives.

The Gorn Crisis

The Poetics of Science Fiction

Calendrical Calculations

Perchance to Dream

The Life and Work of Gene Roddenberry, Creator of Star Trek

Star Trek All Series

In the distant future the entire galaxy has been completely assimilated by Borg and it's kingŠ— Locutus! The only hope for the future lies in the past, in the hands of Captain Jean-Luc Picard and the crew of the Starship EnterpriseŠ—”as Picard faces off against the Borg collective in one final, terrifying, and definitive encounter!

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.

More than 200,000 years ago, the ancient Iconians created a network of interdimensional Gateways providing instantaneous transportation across unimaginable distances. Once known as the "Demons of Air and Darkness," the Iconians mysteriously vanished many millennia ago, never to return -- or so it was believed. Summoned to an emergency briePng at Starpeet Headquarters, Captain Jean-Luc Picard is stunned to discover that the legendary Iconians have returned at last, and are offering to sell the secrets of their advanced technology to the Federation. To prove their sincerity, they have reactivated their long-abandoned Gateways, but the results have been strife and chaos throughout the entire Alpha Quadrant. Now Picard and his crew must contend with feuding Klingons and Romulans as the captain seeks to discover the sinister truth behind the Iconians' unexpected rebirth!

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?

Demons of Air and Darkness

Astronomy and Astrophysics in the New Millennium

Star Trek The Collectibles

For a general audience interested in solving mysteries in art, history, and literature using the methods of science, 'forensic astronomy' is a thrilling new field of exploration. Astronomical calculations are the basis of the studies, which have the advantage of bringing to readers both evocative images and a better understanding of the skies. Weather facts, volcano studies, topography, tides, historical letters and diaries, famous paintings, military records, and the friendly assistance of experts in related fields add variety, depth, and interest to the work. The chosen topics are selected for their wide public recognition and intrigue, involving artists such as Vincent van Gogh, Claude Monet, Edvard Munch, and Ansel Adams; historical events such as the Battle of Marathon, the death of Julius Caesar, the American Revolution, and World War II; and literary authors such as Chaucer, Shakespeare, Joyce, and Mary Shelley. This book sets out to answer these mysteries indicated with the means and expertise of astronomy, opening the door to a richer experience of human culture and its relationship with nature. Each subject is carefully analyzed. As an example using the study of sky paintings by Vincent van Gogh, the analytical method would include: - computer calculations of historical skies above France in the 19th century - finding and quoting the clues found in translations of original letters by Van Gogh - making site visits to France to determine the precise locations when Van Gogh set up his easel and what celestial objects are depicted. For each historical event influenced by astronomy, there would be a different kind of mystery to be solved. As an example: - How can the phase of the Moon and time of moonrise help to explain a turning point of the American Civil War - the fatal wounding of Stonewall Jackson at Chancellorsville in 1863? For each literary reference to astronomy, it was determined which celestial objects were being described and making an argument that the author is describing an actual event. For example, what was the date of the moonlit scene when Mary Shelley first had the idea for her novel “Frankenstein?” These and more fun riddles will enchant and delight the fan of art and astronomy.

In the future, a heroic captain and his crew explore the Galaxy in a really fast spacecraft. The crew's standing orders are: "...to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before.”™ Simple, straightforward -- that's Star Trek.® So what's all the fuss? Why do news crews always seem to find someone, somewhere dressed up in a Star Trek costume? What could be so interesting to so many people? Star Trek 101 is the answer. You'll learn just a little about the heroes (Captain Kirk believes that man wasn't meant to live in paradise), the villains (Klingons have a thirst for conquest), and the important aliens (Vulcans live their lives by logic). In the handy recaps for all things Star Trek, you'll discover that the television shows and movies run the gamut from action-adventure to comedy. Just want to sample? The ten essential episodes are offered for your consideration. Star Trek 101 is a quick primer of the television shows and movies that carry the Star Trek name.

When Kirk, Spock, and the entire crew of the U.S.S. Enterprise investigate problems at a remote mine, they're met with an explosive battle between powerful warriors who change into vehicles from the 20th century! As the battle between the Autobots and Decepticons rages, it's up to Kirk to decide—does he violate the Prime Directive and interfere in a war that's raged for millenia? And how will the Klingons complicate the issue? It's cartoony fun between two of the most popular science fiction franchises in the world!

George R. R. Martin is the author of A Song of Ice and Fire-one of the most successful and beloved fantasy series ever written. With a dedicated fan base clamoring for new material, this calendar is a "timely" addition to a franchise that has continued to grow with each passing year. Stunning four-color paintings depicting the characters and world of A Song of Ice and Fire will remind Martin fans once again why they love this series so much.