

# Star Trek Guide

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**The Star Trek: The Starfleet Survival Guide** - David Mack 2002-09-01

As the brave men and women of Starfleet carry out their duties -- mapping countless solar systems, greeting new species and establishing ties with civilizations large and small -- they live, work, and face the possibility that they could die in space. How do Starfleet's finest survive the countless dangers to be discovered as they boldly go where no one has gone before? Find out with this special edition of The Starfleet Survival Guide! Contains up to date, declassified information on STANDARD EQUIPMENT -- NONSTANDARD USES UNCONVENTIONAL MEDICINE DANGEROUS LIFE-FORMS EXTREME SCENARIOS And more! For further reference, or if you are considering and exciting and fulfilling career in the diplomatic and scientific fleet of the United Federation of Planets, please contact your local Starfleet representative.

**A Field Guide to the Aliens of Star Trek** - Zachary Auburn 2017-09-12

ONE KID'S CONTINUING MISSION: CATALOG ALL ALIEN LIFE FROM STAR TREK: THE NEXT GENERATION. These are the voyages of Joshua Chapman. In 1990 at 11 years old, he wrote a field guide to the alien races of Star Trek: The Next Generation season one for school. He continued the project through his awkward teen years and into reluctant adulthood. Boldly go from season to season and learn about Star Trek: TNG aliens, from Acamarians to Zibilians. Explore strange new feelings, like Joshua's obsession with Data, and Joshua's angst toward his mother, who's more terrifying than a Yridian's face. Engage... with humanity at its weirdest.

**Creating Star Trek The Next Generation** - Matt McAllister 2022-06-07

A brand-new Star Trek book series will delve into every episode of Star Trek: The Next Generation, all 178 installments, season by season. Hero Collector is making it so, introducing a series of seven volumes that will cover each season of The Next Generation, with in-depth looks at all 178 episodes. Each volume serves as a standalone, building to a valuable personal collection. Author Matt McAllister shines a light on the showrunners' ambitions, the casting, the writing, the directing, the actors' thoughts and approaches, and more, revealing how The Next Generation began -- and blossomed into one of the best-loved science-fiction television series of all time. The initial volume of Creating Star Trek: The Next Generation focuses on season 1, from the creation of the show to the early adventures of Captain Jean-Luc Picard and crew to how Patrick Stewart, Jonathan Frakes, Brent Spiner, Marina Sirtis, LeVar Burton, Gates McFadden, Michael Dorn, Wil Wheaton, and Denise Crosby became the new faces of Star Trek -- and revitalized the franchise.

**Star Trek 101: A Practical Guide to Who, What, Where, and Why** - Terry J. Erdmann 2008-09-23

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.

**Star Trek** - Susan R. Gibberman 1991

Star Trek was first beamed into peoples homes in 1966 and when it went off the air three years later it was on its way to being the most successful failure in television history. Along the way it spawned nine feature films, three new television series, novels, books, video and audio tapes,

records, computer games, merchandising tie-ins, fan clubs and conventions. Gibberman has summarized 25 years of just about everything written about Star Trek including details about the stars and guest-stars and information about the making of the television series and feature films. This work lists over 1,300 English-language articles about every aspect of the phenomenon; fully indexed.

**Star Trek: Body by Starfleet** - Robb Pearlman 2019-12-03

A fully illustrated guide that bridges the nexus between stasis and health, Star Trek: Body by Starfleet provides real, practical, and fun exercises for pop culture fans of all ages and physical abilities so that they may boldly live long and prosper. Drawing from the most celebrated and iconic elements of over 50 years of Star Trek, Body by Starfleet will provide any pop-culture (or junk-food) junkie a fun and healthy way to engage their warp core and get moving. Whether you view the gym as an impenetrable final frontier or regularly bench press boulders like a Gorn, these simple, easy-to-follow instructions -- created in consultation with a certified fitness trainer -- is for readers of all ages and fitness levels to navigate through a series of enterprising exercises. Everyone, from an ensign in the Command Training Program to an admiral who's voyaged through every quadrant, will benefit from the more than 30 exercises featuring Klingon Calisthenics, Tribble Lifts, Chekov's Cossack Squats, Jefferies Tube Climbers, and Wesley Crushers. All of the exercises in Body by Starfleet are designed for standard gravity so they can be performed with little to no equipment everywhere from living rooms to gyms to holodecks. Also included is a chapter covering nutrition, so readers can program their replicators to eat better and cleaner, motivational quotes and moments spanning the Star Trek franchise, and special exercises aimed toward non-humanoid species including Horta and Changelings (bucket not included).

**Star Trek Invasion Official Strategy Guide** - Bart Farkas 2000

This exclusive guide to the new Star Trek game prepares players for battle by providing complete enemy and weapons profiles. Trekkies receive combat tactics for fighting in and against various space crafts, in addition to detailed walkthroughs of the 20 missions and tips and strategies for multiplayer gaming. Color interior.

**Star Trek, the Next Generation, "A Final Unity"** - Blaine Lee Pardoe 1995

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.

**Star Trek** - David Knight 2013-04-23

\* Discover New Intelligence - A massive database of Star Trek research reveals new Federation Logs, Vulcan Technology and information from the Frontier. \* Set Your Course - Fully detailed maps show you the best path to collecting every Tribble, Audio Log and more. \* Beam In Support - All upgrades for Kirk and Spock explored with optimum load outs for weapons and gear. \* Max Your Gamer Score - Complete list of every Trophy & Achievement with details to unlock all of them. \* Explore New Worlds - Extensive concept art gallery including some new exclusive pieces of art.

**Star Trek Roleplaying Game Narrator's Guide** - Decipher 2002

Fantasirollespil.

**ENTERTAINMENT WEEKLY The Ultimate Guide to Stephen King** - The Editors of Entertainment Weekly 2017-09-01

Includes an exclusive excerpt from Sleeping BeautiesÑthe new novel by Stephen King and Owen King! There are few writers today who have influenced popular culture more than Stephen King, from his iconic novels and stories to the movies that have been inspired by them, including Carrie, The Shining, Misery, Stand By Me, It, Cujo, The Green Mile, The Shawshank Redemption, and so many more. Now, in this all-new special edition from Entertainment Weekly, The Ultimate Guide to Stephen King, you'll be able to delve into the world of the master storyteller: Go behind the scenes to find out exactly how King's stories travel from page to screen. We list his greatest and scariest hits, and his

25 scariest moments from his movies, and we examine his many compelling heroines, and why so many of his novels feature Ónasty women.Ó Additionally, we list all of the works the godfather of horror has written, as well as the notable movies and television shows derived from his short fiction. Lavishly illustrated with art by Robert Sammelin, and filled with photos from his life, his movies, and his book covers, *The Ultimate Guide to Stephen King* is a must-have for every fan of this beloved writer.

*The Star Trek: The Next Generation Companion: Revised Edition* - Larry Nemecek 2003-01-01

With the release of the hit feature *Star Trek: Nemesis* this is the perfect opportunity to update this book with all of the *Star* movies featuring The Next Generation cast! Here is the complete official guide to every episode of the television adventures of the *Starship Enterprise* and all four of the major motion pictures from *Star Trek Generations* to latest *Star Trek: Nemesis*. This companion is a compendium of information including plot summaries and credits for each show and motion picture, as well as fascinating behind-the-scenes glimpses into creation of The Next Generation. Take a glimpse into the shows incredible seven-year run where it reigned at the very top of the syndicated television ratings. Illustrated with more than 150 black and white photographs, this is the official reference guide to *Star Trek: The Next Generation*.

*The Star Trek Encyclopedia, Revised and Expanded Edition* - Michael Okuda 2016-10-18

In celebration of the 50th anniversary of the classic show, a fully authorized revision of the popular reference companion: a two-volume encyclopedia featuring a completely new design, stunning new full-color photographs and illustrations, and 300 pages of new entries, packaged in a specially designed and shrink-wrapped deluxe slipcase. When it debuted in 1966, the *Star Trek* series quickly became a pop culture phenomenon, inspiring six spin-off series and thirteen films—including *Star Trek Beyond*, opening July 22, 2016—as well as books, comics, games, toys, and more. One of the largest franchises of all time, *Star Trek's* overall box office revenue totals more than \$1.93 billion to date. Since it's initial publication twenty-five years ago, *The Star Trek Encyclopedia* has been the go-to source for everything related to the franchise's canon. Packed with highly detailed information, including brief episode and film synopses, no other book has come close to offering the same wealth of insight into the *Star Trek* universe. Now, *The Star Trek Encyclopedia* has been thoroughly revised and redesigned for a new generation of fans. This updated and expanded edition includes 300 more pages, information, photographs and illustrations, and offers exhaustively researched and detailed entries on the characters, ships, and events from the last fifteen years of *Star Trek* television shows and films, including *Star Trek: Voyager* seasons 4-7, *Star Trek: Enterprise* seasons 1-4, and *Star Trek Nemesis*. It also features material detailing the recent big-screen films *Star Trek* (2009) and *Star Trek: Into Darkness*. Packaged in a stunning deluxe slipcase, this two-volume set is a must-have for every *Star Trek* fan's library.

**Star Trek: the Official Guide to the Animated Series** - Rich Schepis 2019-09

The first and only guide to the beloved and star-studded *Star Trek: The Animated Series*, the in-canon (mostly) continuation of the iconic *Star Trek: Original Series*. *Star Trek: The Animated Series* (TAS) was a critical success, airing 22 episodes over two seasons and earning the franchise its first Emmy Award in 1975. The show featured the voices of almost the entire original cast, including William Shatner and Leonard Nimoy, along with the original series writers Dorothy Fontana ("Journey to Babel"), David Gerrold ("The Trouble with Tribbles"), acclaimed science-fiction author Larry Niven, and many more. *Star Trek: The Official Guide to The Animated Series* reveals the efforts it took to translate *Star Trek: The Original Series* into animated form, with a Databank illustrating how the animated series ties into other *Star Trek* shows. This book provides fans with behind-the-scenes production documents, never-before-seen art, and all-new interviews with the people who produced the *Enterprise's* new animated adventures.

**Star Trek** - 1987

Narrated by Mr. Scott, this book is not only a technical manual but a timeline of the events of the recent *Star Trek* movies.

**Star Trek Roleplaying Game** - Decipher 2002  
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**Trek Navigator** - Mark A. Altman 1998

Offers reviews and ratings of every episode of the four "Star Trek" television series, and the complete movie series

*Star Trek Legacy* - Michael Knight 2006

- Full specs on all 90 ships! - Complete walkthrough for all the campaign missions - Maps for the single and multiplayer portions of the game - Strategies for coordinating and controlling your fleet in battles against the computer or online

**Star Trek, Deep Space Nine** - Herman Zimmerman 1998

A guide to the technology of the imaginary space station at the heart of the program provides descriptions, schematic diagrams, and other data  
*The Starfleet Survival Guide* - David Mack 2012-09-18

Standard issue for all Starfleet Officers, this vital tool for space survival covers everything from space suit leaks and hotwiring a tri-corder to hostile alien encounters. Paying particular attention to the importance of initiative in situations where available technology is malfunctioning, *The Survival Guide* is broadly divided into the following sections: understanding alien technology; dealing with alien wildlife; modifying federation technology; and encountering temporal anomalies. There is information on essential Federation emergency equipment, and various extreme escape and survival scenarios are accompanied by actual accounts by legendary Starfleet heroes of their own dramatic improvisations. The whole is illustrated throughout with explanatory black & white line art illustrations, easy to follow in a crisis -- especially valuable when a reader is stranded on a downed shuttlecraft with only a com-badge and a self-sealing stem-bolt.

*Star Trek - Vulcan* - Dayton Ward 2016-09

Explore all that Vulcan has to offer in an interactive guidebook. Drawing on 50 years of 'Star Trek' TV shows, films, and novels to present a comprehensive guide to Spock's iconic home world, it covers every significant region, with historical, geographical, and cultural insights that bring the planet to life.

**Titan #1: Taking Wing** - Michael A. Martin 2005-04-01

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.

**Technical Manual** - Rick Sternbach 1991-11

Offers diagrams and descriptions of the *Enterprise*, and its command, propulsion, transporter, tactical, and crew support systems

**The Star Trek Compendium** - Allan Asherman 1993

Revised and updated to include material from *Star Trek VI - The Undiscovered Country*.

**Warped** - Mike McMahan 2015-10-13

The official parody guide to the unaired eighth season of *Star Trek: The Next Generation*, based on the popular @TNG\_S8 Twitter account from creator Mike McMahan! In the basement of the *Star Trek* archives, behind shelves of U.S.S. *Enterprise* NCC-1701-D models, bags of wigs, and bins of plastic phasers, sits a dusty cardboard box. Inside is a pile of VHS tapes that contain never-before-seen episodes and behind-the-scenes footage for something truly amazing. The world thinks there are only seven seasons of *Star Trek: The Next Generation*, but there's one more. A secret season. Actually, not really. But that didn't stop Mike McMahan, creator of the parody Twitter account @TNG\_S8, from making a guide full of: REAL\* TNG SEASON 8 FACTS AND STORIES! REAL\* TNG SEASON 8 DIALOGUE AND IMAGES! (\* Again, not really, of course. This is humor. Sorry.) So impress your friends and bewilder your enemies with your newfound knowledge of these very lost *Star Trek* episodes! Engage! ™, ®, & © 2015 CBS Studios, Inc. STAR TREK and

related marks and logos are trademarks of CBS Studios, Inc. All Rights Reserved.

[The Star Trek Book](#) - Paul J. Ruditis 2016-06-07

Celebrate 50 years of one of the longest running and beloved sci-fi franchises with *The Star Trek Book*. This comprehensive guide to the series delves into the myriad worlds and different dimensions visited by the crew of the U.S.S. Enterprise. Discover the amazing science of Star Trek and how it has influenced real-world technology such as flip phones. Featuring informative and analytical text combined with exciting photography and infographics throughout, *The Star Trek Book* is broken down into main categories such as science and technology, Starfleet, allies and enemies, and more. Perfect for fans of the various Star Trek TV series, including *The Next Generation*, *Deep Space Nine*, *Voyager*, and *Enterprise*, *The Star Trek Book* details everything you need to know about 50 years of excitement and adventure on the final frontier. ® & © 2016 CBS Studios Inc. © 2016 Paramount Pictures Corporation. STAR TREK and related marks are trademarks of CBS Studios Inc. All Rights Reserved.

*The Star Trek Encyclopedia* - Michael Okuda 1994

Covers the original series, the first 150 episodes of "The Next Generation", the first 20 episodes of "Deep Space Nine", and the first 6 movies.

**Star Fleet Technical Manual** - Franz Joseph 1986

Gathers diagrams of spaceships, transporters, control stations, equipment, medical instruments, weapons, shuttlecraft, uniforms, insignia and fleet headquarters, and includes Federation maps and treaties

**A Field Guide to the Aliens of Star Trek: The Next Generation** - Zachary Auburn 2017-09-14

ONE KID'S CONTINUING MISSION: CATALOG ALL ALIEN LIFE FROM STAR TREK: THE NEXT GENERATION. These are the voyages of Joshua Chapman. In 1990 at 11 years old, he wrote a field guide to the alien races of Star Trek: The Next Generation for school. He continued the project through his awkward teen years and into reluctant adulthood. Boldly go from season to season and learn about Acamarians to Zibilians. Explore strange new feelings, like Joshua's obsession with Data, and Joshua's angst toward his mother, who's more terrifying than a Yridian's face. Engage... with humanity at its weirdest. "One of my favorite artistic discoveries of the last few years, in any medium. It's funny, touching, wholly convincing, and even profound—the kind of book you'll want to give to every misfit adolescent you now know or once did, which is to say everyone who was ever worth knowing." -Kevin Brockmeier, O. Henry Prize winning author of *Things That Fall from the Sky*

*A Brief Guide to Star Trek* - Brian J. Robb 2012-04-19

For over 40 years Star Trek has made a phenomenal cultural impact. Now more popular than ever - J.J. Abrams' reinvented Star Trek movie was one of the box office hits of 2009, grossing \$385 million worldwide - the 'franchise' continues to have cultural, social and political resonance around the world. Star Trek has changed not just the way we look at space but also our own world. It gave the culture a lexicon of catchphrases, from "Beam me up, Scotty" to Dr McCoy's many complaints beginning "I'm a doctor, not a [...]!" Much of the 'future' technology depicted on Star Trek has come to feature in everyday life, from the communicator-like mobile phone to computer touch screens now taken for granted. Many of the world's most prominent scientists were inspired to pursue their careers (as were many writers and artists) due to an early exposure to Star Trek. In *A Brief Guide to Star Trek*, expert Brian J Robb charts the rise and rise of the show and explores its impact our culture.

**Star Trek Concordance** - Bjo Trimble 1995

Most Trek books revel in trivia that would puzzle Spock himself How can a latecomer to Star Trek ever catch up? Here, in a funny and easy-to-read format, is everything that those unfamiliar with the Star Trek universe need to know to be brought up to warp speed with their significant Trekking other. *Coping With Your Trekker* discusses the history of Star Trek, important episodes from all the different series, weird aliens and memorable characters, as well as the movies, the technology...plus "Really Cool Things to Say to Impress a Trekker", how to survive a Star Trek convention, and more After each chapter, a quiz helps readers hone their knowledge A handy Trek-to-English dictionary makes sense of it all. For new fans and reluctant mates this book will make the viewing of yet another Star Trek rerun -- arm-in-arm with a pointy-eared loved one -- a happy experience

[Star Trek: The Official Guide to the Animated Series](#) - Aaron Harvey

2019-09-03

When the beloved and now iconic original Star Trek show was cancelled in 1969, and went into syndication, nobody was expecting how much fan support was out there for the Enterprise and its crew. As it became clear to CBS that there was a great appetite for further adventures, they debuted a Saturday morning cartoon that continued that epic five-year mission, with a number of episodes penned by science fiction notables. The *Star Trek Animated Show* was produced by Gene Roddenberry and featured the voices of virtually every named star, including William Shatner Leonard Nimoy, George Takei, Nichelle Nichols, and the rest of the crew in 22 animated episodes that are considered canon by Trekkies the world around. This book is the first to document the animated series, each episode lovingly and authoritatively described by authors who had astonishing access to behind-the-scenes tales, original scripts, and the talent who made it all happen. CONTENTS Beyond the Farthest Star Yesteryear One of Our Planets is Missing The Lorelei Signal More Tribbles, More Troubles The Survivor Behind the Scenes: Returning Cast The Infinite Vulcan The Magicks of Megas-Tu Once Upon a Planet Mudd's Passion The Terratin Incident Behind the Scenes: Music The Time Trap The Ambergris Element The Slaver Weapon The Eye of the Beholder The Jihad Behind the Scenes: Animation The Pirates of Orion The Practical Joker Albatross How Sharper Than a Serpent's Tooth The Counter Clock Incident Series Legacy

**Star Trek: Body by Starfleet** - Robb Pearlman 2019-12-03

A fully illustrated guide that bridges the nexus between stasis and health, *Star Trek: Body by Starfleet* provides real, practical, and fun exercises for Star Trek fans of all ages and physical abilities so that they may boldly live long and prosper. Drawing from the most celebrated and iconic elements of over 50 years of Star Trek, *Body by Starfleet* will provide any pop-culture (or junk-food) junkie a fun and healthy way to engage their warp core and get moving. Whether you view the gym as an impenetrable final frontier or regularly bench press boulders like a Gorn, these simple, easy-to-follow instructions -- created in consultation with a certified fitness trainer -- is for readers of all ages and fitness levels to navigate through a series of enterprising exercises. Everyone, from an ensign in the Command Training Program to an admiral who's voyaged through every quadrant, will benefit from the more than 30 exercises featuring Klingon Tribble Twists, Chekov's Cossack Squats, Jefferies Tube Climbers, and Wesley Crunchers. All of the exercises in *Body by Starfleet* are designed for standard gravity so they can be performed with little to no equipment everywhere from living rooms to gyms to holodecks. Also included is a section covering nutrition so readers can program their replicators to eat better and cleaner, a workout log for recording activities and progress, and special exercises aimed toward non-humanoid species including Horta and Medusans.

[The Star Trek Encyclopedia](#) - Michael Okuda 1999

A comprehensive reference source to the Star Trek universe features hundreds of photos and diagrams, and more than five thousand entries, covering alien races, weapons, tools, medical equipment, plants, stars, and scientific terms.

**Entertainment Weekly The Ultimate Guide to Star Trek** - Entertainment Weekly 2021-08-20

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 Best of Trek #11** - Walter Irwin 1986

A new selection of articles from "Trek" magazine provides an inside look at the popular television series, its characters, the "Star Trek" movies, and other facets of the "Star Trek" phenomenon

*Star Trek the Official Guide to Our Universe* - Andrew Fazekas 2016

The characters of the Star trek television programs and movies go boldly among the stars-- but how much of what they tell us is accurate? Fazekas compares the Federation's technology with our own, and provides scientifically accurate accounts of the realms and star charts that the Enterprise uses to explore the solar system, nebulae, and more.

**Star Trek: Kirk Fu Manual** - Dayton Ward 2020-03-03

In unabashed celebration of Captain James T. Kirk's singular fighting skills, *Star Trek: Kirk Fu Manual* is every Starfleet cadet's must-have training guide for surviving the final frontier. As captain of the legendary U.S.S. Enterprise, James T. Kirk engaged in his share of fisticuffs, besting opponents with a slick combination of moves and guile that remains unmatched. Is there anyone you'd rather have watching your

back as you take on Klingons, alien gladiators, genetically engineered supermen, and even the occasional giant walking reptile? Kirk Fu is a series of unarmed combat techniques developed by one of Starfleet's most celebrated starship captains over several years of encounters with alien species on any number of strange new worlds. A blend of various fighting styles, Kirk Fu incorporates elements of several Earth-based martial arts forms as well as cruder methods employed in bars and back alleys on planets throughout the galaxy. It is as unorthodox in practice as it is unbelievable to behold. Including excerpts from Kirk's own notes

and personal logs, the Star Trek: Kirk Fu Manual is the perfect training guide for surviving the depths of space. With proper training and practice, every Starfleet cadet can become one with Kirk Fu.

*Mr. Scott's Guide to the Enterprise* - Shane Johnson 1987

A floor plan of the U.S.S. Enterprise encompasses a chronology of the events in the recent Star Trek movies and looks at the new "Enterprise" built to replace the destroyed old ship

Star Trek Guide - J. E. Clauss 1976-06