

Farther Shore Star Trek Voyager

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.

Captain Chakotay ist bereit, sich als neuer kommandierender Offizier des Raumschiffs Voyager zu bewähren. Doch Skeptiker beim Sternenflottenkommando beobachten ihn ganz genau, ob er in seine abtrünnigen Maquis-Verhaltensmuster zurückfällt. Seine erste Mission als Captain scheint leicht genug zu sein, nämlich eine Gruppe Kolonisten zu ihrem Heimatplaneten Loran II zurückzubegleiten. Er soll sicherstellen, dass der Planet für die Besiedelung sicher ist, die Siedler absetzen und zur Erde zurückkehren. Er hat sogar einen besonderen Grund, die Reise zu genießen, denn seine Schwester Sekaya hat sich der Mission als spirituelle Beraterin für die harmlosen, friedliebenden Kolonisten angeschlossen. Doch als die Besatzung Loran II erreicht, entdecken sie einen geheimnisvollen Sturm, eine verdächtig verlassene Siedlung - und eine verborgene Bedrohung aus Chakotays Vergangenheit, die sie alle vernichten könnte. Wird Chakotays erster Auftrag als Captain der Voyager auch sein letzter sein?

In an era of reboots, restarts and retreads, J.J. Abrams' Star Trek trilogy—featuring new, prequel adventures of Kirk, Spock and the rest of the original series characters, aboard the USS Enterprise—has brought the franchise to a new generation and perfected a process that is increasingly central to entertainment media: reinvigorating the beloved classic. This collection of new essays offers the first in-depth analysis of the new trilogy and the vision of the next generation of Star Trek film-makers. Issues of gender, race, politics, economics, technology and morality—always key themes of the franchise—are explored in the 21st century context of “The Kelvin Timeline.”

In de sombere dagen van de Koude Oorlog geniet spionageveteraan George Smiley van zijn pensioen. Dan wordt hij teruggeroepen door zijn voormalig werkgever MI6, de Britse geheime dienst. Een geheim agent is neergeschoten in Tsjecho-Slowakije en Smiley krijgt opdracht deze zaak tot op de bodem uit te zoeken. Hij ontdekt dat de Sovjets hun informatie krijgen van een verrader in de top van MI6 - maar wie is die mol? *Tinker Tailor Soldier Spy* - Edelman Bedelman Schutter Spion (1975), de klassieke spionageroman van John le Carré, is nu verfilmd door Tomas Alfredson (*Let The Right One In*) met in de hoofdrollen Gary Oldman en Colin Firth. John le Carré (Engeland, 1931) werkte jarenlang voor de Britse geheime dienst, eerst in Bonn en daarna in Hamburg. Hij heeft 21 bestsellers gepubliceerd. Ook zijn nieuwste thriller *Ons soort verrader* (2010) werd een grote internationale bestseller. Veel van zijn boeken zijn succesvol verfilmd, zoals *The Constant*

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Gardener (2005). www.johnlecarre.com

Covers individuals ranging from established award winners to authors and illustrators who are just beginning their careers. Entries cover: personal life, career, writings and works in progress, adaptations, additional sources, and photographs.

The fifth instalment of the blockbuster multibook series, *Star Wars: Fate of the Jedi*.

Ist die Voyager nur nach Hause gekommen, um das Ende der Menschheit mitzuerleben? Als auf der Erde eine unaufhaltsame Borg-Seuche ausbricht, wird der gerade erst zurückgekehrten Mannschaft des Raumschiffes Voyager die Schuld gegeben. Waren es Kathryn Janeway und ihre Mannschaft, die diese heimtückische Infektion ahnungslos mit sich nach Hause brachten? Viele in der Sternenflotte denken so, und auf *Seven of Nine* fällt der Verdacht besonders. Nun muss Admiral Janeway, mit ein wenig Hilfe des Raumschiffes *Enterprise*, ihre Mannschaft in einem letzten verzweifelten Versuch wieder zusammenführen, um die wahre Quelle der Seuche zu finden und die Erde selbst zu retten, bevor sie in ein unersättliches neues Borg-Kollektiv assimiliert wird. Doch die Zeit läuft ab. Christie Golden, geboren 1963 in Georgia, schreibt Mystery, Fantasy und Science Fiction Romane. Unter den Star Trek-Serien hat sie sich vorwiegend Voyager gewidmet. Besonderes Aufsehen erregten ihre *Dark Matters*-Trilogie sowie die Bestseller *Homecoming* und *The Farther Shore*. Neben zahllosen Star Trek-Adaptionen widmet sie sich aber auch den Videospielen *World of Warcraft* und *Starcraft*. Unter dem Pseudonym *Jadrien Bell* schrieb sie den Fantasy-Thriller *A.D. 999*. Aus ihrer fünfteiligen Vampir-Serie *Final Dance* sind bisher drei Bände erschienen. Mit dem *Warcraft*-Titel *Arthas: Aufstieg des Lich Königs* stürmte sie 2009 die Bestsellerliste der *New York Times*. Seit Kurzem hat sie sich zudem dem Star Wars-Universum zugewandt und schreibt dort für die Serie *Verhängnis der Jedi-Ritter*. Sie lebt mit ihrem Ehemann in Colorado.

Luke and Ben Skywalker continue on their quest to learn the ways of non-Jedi Force-users and to try to understand just what went wrong with Jacen Solo that caused him to become a Sith. In the meantime, Han, Leia, and Jaina Solo -- along with Jag Fel and the other Jedi -- try to deal with the escalating problem of Jedi Knights seemingly going insane...

With the Klingon Empire and the Cardassian Union struggling over a region of space held sacred by the Klingons, the Federation sends Ambassador Curzon Dax to preserve interstellar stability by negotiating a tenuous and controversial peace accord. Original.

Captain Jean Luc Picard accepts a courageous mission which he soon finds could be a deadly trap in this *Star Trek: The Next Generation* novel. In 1893 a time-traveling Jean-Luc Picard encountered a long-lived alien named Guinan, who was posing as a human to learn Earth's customs. During this "first encounter," Picard saved Guinan's life, a favor she would never forget. Five centuries later, Captain Picard, now commander of the *Starship Enterprise*™, brought Guinan aboard as the ship's "bartender." The hope was that her wisdom and inner peace would provide a moral grounding for Picard's crew as they experienced the dangers of space. Because he hadn't yet made his trip through time, Picard had no knowledge of his nineteenth-century meeting with Guinan. But he did remember a different first encounter with the mysterious *Ei-Aurian*—a tumultuous adventure in which Picard and Guinan would risk their lives in a maze of interplanetary intrigue, with the future of the known universe at stake. This is the story of that fateful meeting, and of a Guinan very different from the woman we think we know—a person wracked by pain and longing, shaken to the roots of her soul. A Guinan who yearns for oblivion.

Science and science fiction have become inseparable--with common stories, interconnected thought experiments, and shared language. This reference book lays out that relationship and its all-but-magical terms and ideas. Those who think seriously about the future are changing the world, reshaping how we speak and how we think. This book fully covers the terms that collected, clarified and crystallized the futurists' ideas, sometimes showing them off, sometimes slowing them down, and sometimes propelling them to fame and making them the common

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currency of our culture. The many entries in this encyclopedic work offer a guided tour of the vast territories occupied by science fiction and futurism. In his Foreword, David Brin says, "Provocative and enticing? Filled with 'huh!' moments and leads to great stories? That describes this volume."

BEGINNING AN ALL-NEW SERIES OF KLINGON™ ADVENTURES! These are the voyages of the Klingon Defense Force vessel I.K.S. Gorkon, part of the mighty new Chancellor class. Its mission: to explore strange new worlds...to seek out new life and new civilizations...and to conquer them for the greater glory of the Klingon Empire! Newly inducted into the prestigious Order of the Bat'leth, Captain Klag, son of M'Raq, leads the crew of the Gorkon into the unexplored Kavrot Sector to find new planets on which to plant the Klingon flag. There, they discover the Children of San-Tarah, a species with a warrior culture that rivals -- and perhaps exceeds -- the Klingons' own, living on a planet that would be a great addition to the Empire. Klag could call in General Talak's fleet to bring the world under the Klingons' heel -- but the San-Tarah offer Klag a challenge he cannot refuse. The Gorkon crew and the San-Tarah will engage in several martial contests. If the Klingons lose, they will go and never trouble the planet again -- but if they are victorious, the San-Tarah will cede themselves to the Empire, and Klag will have singlehandedly conquered an entire world! The first tale in a glorious adventure that will be remembered in song and story throughout the Empire!

With Captain Janeway dying, Chakotay assumes command of the Voyager, only to be confronted by the disappearance of Paris, Kim, and the Doctor, while the Federation's old nemesis, the cosmic meddler Q, sends two of the missing crewmembers on a voyage into the past, and the conflict ranging in the Monorhan system threatens to engulf the entire universe. Original.

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Star Trek: Voyager: Farther Shore Star Trek Voyager Simon and Schuster

As the Cosmos Unravels The disruption in the space-time continuum caused by the creation of the "Blue Eye" singularity continues: Thread by thread, the fabric slowly frays and peels away, breaking down barriers between dimensions. As the lines between realities blur, the consequences cascade. A Sleeping City Awakes Voyager pursues Tuvok to a long-dormant space station, a place of astonishing grandeur and wonder. Ancient almost beyond imagining, the city seduces the crew with the promise that their greatest aspirations might be realized. Such promise requires sacrifice, however, and the price of fulfilling them will be high for Voyager. A Mysterious Power Stirs Unseen sentries, alarmed by Voyager's meddling in the Monoharan system, send emissaries to ascertain Janeway's intentions. Unbeknownst to the captain, she is being tested and must persuade her evaluators that their contention -- that Voyager poses a threat to the delicate web of cosmic ecology -- is baseless. And failure to vindicate her choices will bring certain retribution to her crew.

Deze door PEN/USA bekroonde roman bewijst nogmaals Le Guins meesterschap. Ze schrijft over universele vragen: Welke gaven heb ik? Wat ben ik verplicht aan familietradities? Kan ik mijn eigen pad kiezen? Een opwindend, ontroerend

verhaal dat prachtig poëtisch tot leven komt. De bewoners van de Oplanden zijn als hun land: fel, trots en hard. Ze zijn arm, maar hun gaven zijn kostbaar. Sommigen kunnen met één blik, gebaar of woord dieren roepen, vuur maken of land verplaatsen. Anderen kunnen ledematen verwringen, een geest onderwerpen, een slopende ziekte geven. Twee jeugd vrienden besluiten hun gave niet te gebruiken. Het meisje Gry wil geen dieren naar de slacht roepen. Orrec draagt een blinddoek om te voorkomen dat zijn ogen en zijn woede doden. Maar kun je je eigen weg gaan als je gave bepaalt wie je bent? Ursula Le Guin (1929) is een van de grootste sf- en fantasy-auteurs. Haar Aardzee-cyclus en romans als *De linkerhand van het duister* zijn klassiekers. Onder haar bekroningen bevinden zich de National Book Award en de Pushcart Prize. In 2000 verleende de Library of Congress haar de Living Legends Award.

Building on the success of *HOME COMING* and *THE FARTHER SHORE* (2003), *Distant Shores* is a collection of stories - some sweeping, some intimate - which spans the entire length and breadth of the *Voyager* television series. This celebratory anthology brings together a host of *Star Trek*'s most popular authors - among them Ilsa J. Bick, Keith R.A. DeCandido and Heather Jarman - with a veritable feast of *Star Trek: Voyager* fiction. Along with the *STRING THEORY* trilogy, this large-format action-packed anthology is published to mark ten years since the *USS Voyager*'s epic journey began.

An original tale of space warfare based on the bestselling computer game series from Blizzard Entertainment. Driven by the living memories of a long-dead protoss mystic and hounded by the Queen of Blades' ravenous zerg, archaeologist Jake Ramsey embarks on a perilous journey to reach the fabled protoss homeworld of Aiur. Seeking a vital piece of protoss technology, Jake finds that Aiur has been overrun by the zerg. Descending into the shadowy labyrinths beneath the planet's surface, he must find the sacred crystal before time runs out -- for him...and the universe itself. Yet, what Jake discovers beneath Aiur is a horror beyond his wildest nightmares -- Ulrezaj -- an archon comprised of the seven most deadly and powerful dark templar in history....

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

set him and his sister free -- or lead to their ultimate destruction....

Set in the aftermath of *Rogue One: A Star Wars Story*, this action-packed prequel to the hotly anticipated videogame *Battlefront II* introduces the Empire's elite force: Inferno Squad. After the humiliating theft of the Death Star plans and the destruction of the battle station, the Empire is on the defensive. But not for long. In retaliation, the elite Imperial soldiers of Inferno Squad have been called in for the crucial mission of infiltrating and eliminating the Partisans—the rebel faction once led by notorious Republic freedom fighter Saw Gerrera. Following the death of their leader, the Partisans have carried on his extremist legacy, determined to thwart the Empire—no matter the cost. Now Inferno Squad must prove its status as the best of the best and take down the Partisans from within. But the growing threat of being discovered in their enemy's midst turns an already dangerous operation into a do-or-die acid test they dare not fail. To protect and preserve the Empire, to what lengths will Inferno Squad go . . . and how far beyond them? The Rebellion may have heroes like Jyn Erso and Luke Skywalker. But the Empire has Inferno Squad.

Includes, beginning Sept. 15, 1954 (and on the 15th of each month, Sept.-May) a special section: School library journal, ISSN 0000-0035, (called *Junior libraries*, 1954-May 1961). Also issued separately.

In the past, the examination of myth has traditionally been the study of the "Primitive" or the "Other." More recently, myth has been increasingly employed in movies and in television productions. Nowhere is this more apparent than in the *Star Trek* television and movie franchise. This collection of essays on *Star Trek* brings together perspectives from scholars in fields including film, anthropology, history, American studies and biblical scholarship. Together the essays examine the symbolism, religious implications, heroic and gender archetypes, and lasting effects of the *Star Trek* "mythscape."

Captain Mackenzie Calhoun has often been accused of playing God, but he has never faced off against real gods—until now. As Captain Kirk did before him, Calhoun has encountered beings of unnatural power and abilities verging on godhood, and who claim to be the very individuals who inspired the Greek, Roman, Norse, and, other pantheons from Earth culture. These beings say that all they want is our worship, and in return for it will provide us with a peaceful galaxy-wide paradise of perfect health and endless pleasure. When the Federation, in the person of Captain Calhoun and the crew of the U.S.S. *Excalibur*, refused their offer, the resulting battle left Morgan Primus dead and Lieutenant Mark McHenry, whose own powers over time and space had proved to be substantial, in a limbo beyond death. Now, with a wounded ship and an injured crew, Captain Calhoun, along with Captain Shelby and the crew of the *Trident*, must face these god-like beings once again, with the fate of galactic civilization at stake.

NEW YORK TIMES BESTSELLER • Set in the aftermath of *Rogue One: A Star Wars Story*, this action-packed prequel to the hotly

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anticipated videogame Battlefront II introduces the Empire's elite force: Inferno Squad. After the humiliating theft of the Death Star plans and the destruction of the battle station, the Empire is on the defensive. But not for long. In retaliation, the elite Imperial soldiers of Inferno Squad have been called in for the crucial mission of infiltrating and eliminating the Partisans—the rebel faction once led by notorious Republic freedom fighter Saw Gerra. Following the death of their leader, the Partisans have carried on his extremist legacy, determined to thwart the Empire—no matter the cost. Now Inferno Squad must prove its status as the best of the best and take down the Partisans from within. But the growing threat of being discovered in their enemy's midst turns an already dangerous operation into a do-or-die acid test they dare not fail. To protect and preserve the Empire, to what lengths will Inferno Squad go . . . and how far beyond them? The Rebellion may have heroes like Jyn Erso and Luke Skywalker. But the Empire has Inferno Squad. Praise for Battlefront II: Inferno Squad "Wow . . . This book is a must-read. Christie Golden just knocked it out of the park!"—The Geek's Attic "[A] great space thriller . . . full of action, drama and character."—Rebels Report

The Captain's Table was a bestselling 6-volume series from 1998 in which five Star Trek captains (one from each of the then television series, plus Captain Pike from the Star Trek pilot and Captain Calhoun from Star Trek New Frontier) each told their story. This new anthology unites top Star Trek authors with no less than nine starship captains, each of whom tells his or her tale in the unique setting of the Captain's Table bar - a watering hole reserved solely for captains throughout time and space. Among those whose company readers can share in Tales From the Captain's Table are Jonathan Archer from Star Trek: Enterprise; Captain William Riker of the USS Titan; Captain Kira Nerys, now commander of space station Deep Space Nine; Captain Chakotay, newly appointed captain of the USS Voyager; Captain Elizabeth Shelby from Star Trek: New Frontier; SCE's Captain Gold; the Klingon captain Klag of the IKS Gorkon and Demora Sulu from the Lost Era volume, Serpents Among the Ruins. A companion to the popular syndicated television show offers a complete show-by-show guide to the series, including plot summaries and behind-the-scenes details.

The Order of the Bat'leth: founded after Kahless's ascension to Sto-Vo-Kor, the Order was tasked with rooting out dishonorable behavior and spreading the word of Kahless to the Klingon people. In the subsequent millennium, the Order has become more ceremonial, but now Chancellor Martok has called the Order back to its original function -- to preserve the cause of honor. Book Two Captain Klag of the I.K.S. Gorkon -- the newest inductee into the Order -- has given his word to the Children of San-Tarah that the Klingon Empire will leave them in peace. But Klag's old rival General Talak has ordered him to go back on his word and aid Talak in conquering the San-Tarah's world. Now Klag must stand against his fellow Klingons -- but will even his fellow members of the Order of the Bat'leth, not to mention his own crew, follow him into disobedience? Or will they betray him to Talak? The crew of the Gorkon faces its greatest trial in a glorious adventure that will be remembered in song and story throughout the Empire!

The eagerly awaited continuation of HOMECOMING and THE FARTHER SHORE! Captain Chakotay is ready to prove himself as the new commanding officer of the Starship Voyager -- but skeptics back at Starfleet Command are watching him closely for any

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sign that he will revert to his renegade Maquis ways. His first mission as captain, to transport a group of displaced colonists back to their home planet of Loran II, seems easy enough: make sure the planet is safe for colonization, unload the settlers, and head back to Earth. He even has an extra reason to enjoy the trip -- his sister, Sekaya, has joined the mission as a spiritual advisor to the gentle, peace-loving colonists. But when the crew arrives at Loran II, they discover a mysterious storm, an ominously deserted settlement -- and a hidden threat from Chakotay's past that could destroy them all. Will Chakotay's first mission as captain of Voyager also be his last?

Nach sieben harten Jahren im Delta-Quadranten sind Janeway und ihre Crew endlich zurück. Zu Hause sind sie wieder mit ihren Familien vereint und die Crew beginnt sich zu trennen. Der Sternenflottengeheimdienst hat den Verdacht, dass ein Maulwurf - ein Agent des Orion-Syndikats - die fortschrittliche Technik der Voyager stehlen und verkaufen will. Dummerweise beginnt eine Rebellion der Hologramme, wodurch der Doktor unschuldig als Hauptverdächtiger gilt, weil er seinen zweiten Roman verfasst, in dem er über den Kampf der Hologramme gegen die Menschen schreibt. Zur gleichen Zeit bricht auf der Erde eine Borg-Seuche aus, die sich wie ein Schnupfen verbreitet. Verzweifelt wird nach der Ursache der Seuche gesucht, und der Verdacht fällt auf die Crew der Voyager ... Christie Golden, geboren 1963 in Georgia, schreibt Mystery, Fantasy und Science Fiction Romane. Unter den Star Trek-Serien hat sie sich vorwiegend Voyager gewidmet. Besonderes Aufsehen erregten ihre Dark Matters-Trilogie sowie die Bestseller Homecoming und The Farther Shore. Neben zahllosen Star Trek-Adaptionen widmet sie sich aber auch den Videospielen World of Warcraft und Starcraft. Unter dem Pseudonym Jadrien Bell schrieb sie den Fantasy-Thriller A.D. 999. Aus ihrer fünfteiligen Vampir-Serie Final Dance sind bisher drei Bände erschienen. Mit dem Warcraft-Titel Arthas: Aufstieg des Lich Königs stürmte sie 2009 die Bestsellerliste der New York Times. Seit Kurzem hat sie sich zudem dem Star Wars-Universum zugewandt und schreibt dort für die Serie Verhängnis der Jedi-Ritter. Sie lebt mit ihrem Ehemann in Colorado.

Captain Chakotay und seine Schwester Sekaya werden unter der Oberfläche von Loran II von einem Wechselbalg gefangen gehalten, einem verstoßenen Gründer, der sich zuvor in Chakotays Mannschaft versteckte. Zu Chakotays Entsetzen übergibt der Wechselbalg die beiden an den berüchtigten cardassianischen Wissenschaftler Crell Moset. Der plant, Chakotays von den Geistern des Himmels verbesserte DNA zu nutzen, um aus Gier nach Ruhm und Anerkennung eine überlegene Rasse zu erschaffen. Der Wechselbalg überlässt Chakotay und Sekaya ihrem Schicksal, infiltriert als Chakotay das Raumschiff Voyager und gefährdet so die gesamte Besatzung. Dr. Jarem Kaz und Lieutenant Harry Kim ist das seltsame Verhalten ihres Captains zunehmend suspekt und sie ersuchen Admiral Janeway und Lieutenant Commander Tom Paris um Hilfe.

Chakotay and his sister, Sekaya, are imprisoned on the formerly Cardassian-occupied planet of Loran II. They soon discover that their tormentor is an old enemy: Arak Katal, the Bajoran who betrayed Chakotay's comrades, the Maquis, to Starfleet. Worse still, he is also Chakotay's second-in-command, Lieutenant Andrew Ellis - for he is in fact a Changeling, a shapechanger, a renegade Founder who has been rejected by the Great Link for his evil actions. On Loran II he has teamed up with Cardassian scientist Crell Moset, who he hopes will restore his Changeling powers to the full. But that is only part of their plan: Moset intends to create a

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new race, a superspecies to do his will, as the Jem'Hadar serve the Founders. With Chakotay's Sky-Spirit DNA, they may just be able to pull it off - and stopping them could cost Sekaya her life.

Fry, Jason – Star Wars: The Last Jedi webtekst Star Wars: The Last Jedi is het officiële verhaal van de gelijknamige film van Disney, geschreven met input van regisseur Rian Johnson, en uitgebreid met alternatieve versies van het script en nog niet eerder vertoonde scènes. Uit de as van het Keizerrijk is een nieuwe dreiging verrezen die de vrijheid van het hele sterrenstelsel bedreigt: de meedogenloze Eerste Orde. Gelukkig zijn er ook nieuwe helden opgestaan om de wapens op te pakken – en misschien zelfs hun levens op het spel te zetten – voor de goede zaak. Rey, de wees die alsmaar sterker wordt in de Kracht, Finn, de ex-stormtroeper die het opneemt tegen zijn oude meesters, en Poe Dameron, de onverschrokken X-wing piloot, vechten zij aan zij met Generaal Leia Organa en het Verzet. Maar hun tegenstander Snoke, de leider van de Eerste Orde, en zijn genadeloze secondant Kylo Ren hebben een overmacht aan soldaten en vuurkracht. Deze vijand betekent mogelijk het einde van de kampioenen van het licht. Hun enige hoop is nu gevestigd op een verloren legende: Jedi-leraar Luke Skywalker. Waar de actie in Star Wars: The Force Awakens eindigde, gaat het verhaal van Star Wars: The Last Jedi verder. In dit deel stijgt de strijd tussen licht en donker naar een nieuw hoogtepunt.

When an unstoppable Borg plague breaks out upon Earth, blame quickly falls on the newly returned crew of the Starship Voyager™. Did Kathryn Janeway and the others unknowingly carry this insidious infection back with them? Many in Starfleet think so, and Seven of Nine, in particular, falls under a cloud of suspicion. Now, with a little help from the Starship Enterprise™, Admiral Janeway must reunite her crew in a desperate, last-ditch attempt to discover the true source of the contagion and save Earth itself from total assimilation into a voracious new Borg Collective. But time is running out. Has Voyager come home only to witness humanity's end?

NEW YORK TIMES BESTSELLER • An all-new, official prequel novel to The Battle for Azeroth, Blizzard Entertainment's next expansion to the critically acclaimed World of Warcraft videogame. Azeroth is dying. The Horde and the Alliance defeated the demonic Burning Legion, but a dire catastrophe is unfolding deep below the surface of the world. There is a mortal wound in the heart of Azeroth, struck by the sword of the fallen titan Sargeras in a final act of cruelty. For Anduin Wrynn, king of Stormwind, and Sylvanas Windrunner, warchief of the Horde and queen of the Forsaken, there is little time to rebuild what remains and even less to mourn what was lost. Azeroth's devastating wound has revealed a mysterious material known as Azerite. In the right hands, this strange golden substance is capable of incredible feats of creation; in the wrong ones, it could bring forth unthinkable destruction. As Alliance and Horde forces race to uncover the secrets of Azerite and heal the wounded world, Anduin enacts a desperate plan aimed at forging a lasting peace between the factions. Azerite jeopardizes the balance of power, and so Anduin must gain the trust of Sylvanas. But, as ever, the Dark Lady has her own machinations. For peace to be possible, generations of bloodshed and hatred must be brought to an end. But there are truths that neither side is willing to accept and ambitions they are loath to relinquish. As Alliance and Horde alike grasp for the Azerite's power, their simmering conflict threatens to reignite all-out war—a war that would spell doom for Azeroth. Praise for Before the Storm “This is easily the best book in the World of Warcraft series, and I don't say that lightly. . . . It's so much more than a tie-in novel. . . . It's a beautiful book.”—Blizzard Watch

When the Jedi decide to target Count Dooku-Darth Tryanus- himself, they turn to his ex-apprentice, Asajj Ventress, for help in getting close to the slippery Sith Lord. But when unexpected sparks fly between Ventress and Quinlan Vos, the unorthodox Jedi sent to work with her, the mission becomes a web of betrayal, alliances, secrets, and dark plotting that might just be the undoing of both Jedi and Sith - and everything

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in between!

The official prequel novel to the Xbox 360 videogame, Fable:™ The Journey It's been almost a decade since the events of Fable 3, when the Hero vanquished the threat across the sea and claimed his throne. As king he led Albion to an era of unprecedented peace and prosperity. But on the night of his wedding to his new queen, ominous word arrives: The darkness has returned. Beyond a harrowing mountain pass, the exotic desert country Samarkand has been overrun by shadowy forces. Within the walls of its capital city, a mysterious usurper known only as the Empress has seized control. To protect his realm, the king must lead his most trusted allies into a strange land unknown to outsiders. As they forge ahead along Samarkand's ancient Great Road, populated by undead terrors and fantastic creatures once believed to be the stuff of legend, the king is drawn ever closer to his greatest challenge yet. But soon Albion is engulfed in a war of its own. As the darkness spreads, town by town, a treacherous force has infiltrated the queen's circle. Now the fate of all that is good rests with a faint flicker of hope . . . that somewhere, somehow, heroes still do exist. © 2012 Microsoft Corporation. All Rights Reserved. Microsoft, Fable, Lionhead, the Lionhead logo, Xbox, and the Xbox logo are trademarks of the Microsoft group of companies.

Als de keizer van Annoer wordt vermoord, gaan zijn drie kinderen de strijd aan met de schimmige samenzweerders - en de eeuwenoude vijand - die zijn dood veroorzaakten. Kaden, de troonopvolger, leeft al jarenlang in een afgelegen bergklooster waar hij de ondoorgrondelijke discipline van de monniken van de God Zonder Gezicht probeert te begrijpen. Als er vervolgens een delegatie arriveert om hem naar huis te begeleiden voor zijn kroning, heeft Kaden net genoeg geleerd om zich te realiseren dat er iets niet pluis is. Ondertussen worstelt zijn zus Adare, politica en minister van Financiën, met de religieuze orde die verantwoordelijk lijkt te zijn voor de moord op haar vader. Het politieke water is echter troebel, en in haar ijver om het recht te doen zegevieren, zit Adare misschien wel achter de verkeerde man aan. Hun broer Valyn heeft al moeite om in leven te blijven. Hij wist dat de training van de Speerwers - een groep dodelijke elitekrijgers - moeilijk zou zijn. Maar na een aantal vreemde ongelukken is hij ervan overtuigd dat de moordenaars van zijn vader het op hem en zijn familie hebben voorzien. Hij moet zo snel mogelijk weg om zijn broer te waarschuwen - maar dan moet hij eerst de laatste dodelijke proeve van de Speerwers overleven. 'Staveley heeft in dit magistrale debuut een complexe en zeer gedetailleerde wereld gecreëerd, vol met elitesoldaten, mystieke krijgsmonniken, vlijmscherpe politiek en eeuwenoude geheimen. De lezers van George R.R. Martins Het Lied van Ijs en Vuur zullen smullen van dit debuut.' Library Journal

ENTANGLED STRANDS OF PAST AND PRESENT ENDANGER THE FUTURE A wake of destruction and loss threatens the U.S.S. Voyager™ as Chakotay assumes command. Grief over Janeway's impending death coupled with anxiety brought on by the disappearance of Paris, Kim, and the Doctor forces the crew to take increasingly dangerous actions in order to assure their own survival. But Voyager doesn't fight alone: behind the lines, powerful forces have allied to give the starship aid. Toward this end, a familiar nemesis -- the cosmic meddler Q -- sends Paris and Kim on a perilous journey. Elsewhere, the Doctor, trapped in a dimension alien to human understanding, reunites with an old friend to help secure the fates of those he's left behind. Yet the conflict raging in the Monorhan system is merely a surface manifestation of more serious turmoil; the true struggle is rooted in the universe's very foundation. Standing at the eye of this maelstrom is Voyager, whose crew may hold the fate of all.

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