

## Deep Space Nine Companion (Star Trek: Deep Space Nine)

*The Routledge Handbook of Star Trek* offers a synoptic overview of *Star Trek*, its history, its influence, and the scholarly response to the franchise, as well as possibilities for further study. This volume aims to bridge the fields of science fiction and (trans)media studies, bringing together the many ways in which *Star Trek* franchising, fandom, storytelling, politics, history, and society have been represented. Seeking to propel further scholarly engagement, this Handbook offers new critical insights into the vast range of *Star Trek* texts, narrative strategies, audience responses, and theoretical themes and issues. This compilation includes both established and emerging scholars to foster a spirit of communal, trans-generational growth in the field and to present diversity to a traditional realm of science fiction studies.

*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 close 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—that proved untenable. From the start, Starfleet realized that each vessel, due to the limited range of the early warp engines, must be able to stand alone against any attack. Thus arose the idea, taken from the days of wooden sailing ships, that every Starfleet vessel must stand as a ship of the line. Through the actions of their captains and crews, countless 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.*
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*This newest volume of Strange New Worlds features original Star Trek® , Star Trek: The Next Generation ®, Star Trek: Deep Space Nine®, Star Trek: Voyager®, and Star Trek: Enterprise™ stories written by Star Trek fans, for Star Trek fans! Each of these stories features our favorite Trek characters in new and adventurous situations. In this anthology, we get to experience a new version of the Kobayashi Maru, feel what it's like to be inside the Borg collective, delight in tasting new foods, and encourage Starfleet's future. This year's Strange New Worlds winners encompass newcomers and veterans alike, including Alan James Garbers, Kevin Lauderdale, Kevin Andrew Hosey, Paul C. Tseng, Kevin G. Summers, Sarah A. Seaborne, John Takis, Dan C. Duval, Amy Vincent, David DeLee, Muri McCage, Susan S. McCrackin, M.C. Demarco, Annie Reed, Amy Sisson, J.B. Stevens, Robert Burke Richardson, Lorraine Anderson, A. Rhea King, Derrek Tyler Attico, Geoffrey Thorne, and Paul J. Kaplan.*

*Labyrinth: The Ultimate Visual History is the definitive thirtieth-anniversary exploration of the beloved Jim Henson classic, featuring rare artwork, interviews, and on-set photos. Journey back to Jim Henson's Labyrinth in this visually stunning celebration of the enchanting fantasy classic. Three decades after its release, Labyrinth, starring David Bowie and Jennifer Connelly, continues to enthral audiences with its winning mixture of fairy-tale magic, fantastical creatures, and unforgettable music. Filled with a wealth of rare and unseen behind-the-scenes imagery, this book explores the creation of the film as seen through the eyes of the artists, costume designers, and creature creators who gave Labyrinth its distinctive look. Featuring in-depth commentary from the talented crew and cast—including exclusive new interviews with Jennifer Connelly, Brian Henson, Brian Froud, and George Lucas—this deluxe book brings together a wealth of rare sketches, concept art, and candid set photography to form and incredible treasure trove for Labyrinth fans. With stunning visuals and unparalleled insight into the creation of a true modern classic, Labyrinth: The Ultimate Visual History is the perfect companion piece to one of the best-loved fantasy films of all time.*

*Lust's Latinum Lost (and Found)*

*Worlds of Deep Space Nine 3*

*Star Trek Action!*

*The Star Trek: Deep Space Nine: The Ferengi Rules of Acquisition*

*The Ultimate Visual History*

*Ships of the Line*

A complete episode-by-episode exploration of the hit TV series—with rarely seen photos and illustrations. With the launch of Star Trek: The Next Generation, Gene Roddenberry somehow managed to recapture lightning in a bottle. This new incarnation of Star Trek was an instant hit, and its popularity inspired four films and three spin-off television series. A must-have for fans, Star Trek: The Next Generation 365 provides a fresh, accessible overview of the entire series, including an authorized guide to all 178 episodes. Featuring classic and rarely seen photography and illustrations, this visual celebration of the voyages of Captain Picard, his crew, and the Enterprise-D offers a loving look back at the Emmy and Hugo Award-winning series.

Completely revised and updated, this guidebook takes readers all the way through the last two seasons of the series, including the Paramount Pictures release of the blockbuster film, Star Trek: Generations. The book includes fascinating behind-the-scenes information and specially selected photos (at least one from every episode).

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.

A look behind the scenes of the second season of Sky TV's Deep Space 9. The book includes interviews with the cast, the special-effects team and the producers, and a complete episode guide giving credits and character profiles.

Star Trek: Deep Space 9 & The U.S.S Defiant Illustrated Handbook

Deep Space Nine Companion

Creative License and Collaboration in the Culture Industries

Companion

Star Trek: Strange New Worlds VII

Technical Manual

Deep Space Nine CompanionSimon and Schuster

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.

Originally conceived of more than thirty-five years ago, these dimunitive creatures have become stars in their own right. With uncanny grace and ease they have won hearts and upstaged stars. They are tribbles. When the writers of Star Trek: Deep Space Nine™ were looking for the perfect episode ith which their characters could pay homage and interact with the crew from the original Star Trek™, "The Trouble with Tribbles" instantly came to mind. Here is the story of how the wizards of Star Trek were able to create the magic that enabled -- with nothing more than countless hours of work -- ordinary actors to time-travel. This is the story behind the creation of the episode "Trials and Tribble-ations." This is The Magic of Tribbles.

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

Star Trek: The Next Generation 365

The Star Trek, the Next Generation

The Star Trek Deep Space Nine Companion && Startrek

The Next Generation Companion

The Daily Show (The Book)

Star Trek The Next Generation

"Johnson astutely reveals that franchises are not Borg-like assimilation machines, but, rather, complicated ecosystems within which creative workers strive to create compelling 'shared worlds.' This finely researched, breakthrough book is a must-read for anyone seeking a sophisticated understanding of the contemporary media industry." —Heather Hendershot, author of What's Fair on the Air?: Cold War Right-Wing Broadcasting and the Public Interest While immediately recognizable throughout the U.S. and many other countries, media mainstays like X-Men, Star Trek, and Transformers achieved such familiarity through constant reincarnation. In each case, the initial success of a single product led to a long-term embrace of media franchising—a dynamic process in which media workers from different industrial positions shared in and reproduced familiar cultureacross television, film, comics, games, and merchandising. In Media Franchising, Derek Johnson examines the corporate culture behind these production practices, as well as the collaborative and creative efforts involved in conceiving, sustaining, and sharing intellectual properties in media work worlds. Challenging connotations of homogeneity, Johnson shows how the cultural and industrial logic of franchising has encouraged media industries to reimagine creativity as an opportunity for exchange among producers, licensees, and evenconsumers. Drawing on case studies and interviews with media producers, he reveals the meaningful identities, cultural hierarchies, and struggles for distinction that accompany collaboration within these production networks. Media Franchising provides a nuanced portrait of the collaborative cultural production embedded in both the media industries and our own daily lives.

This must-have book for Star Trek fans is a companion to the best loved series in the franchise, Star Trek: The Next Generation, presenting interviews, features and articles celebrating Star Trek's multi-award-winning series. From interviews with the stars of the show and the producers/writers, to the SFX crew, make-up artists & prop experts, plus features covering all seven seasons of the series, this book presents a nostalgic memoir to Star Trek: The Next Generation.

Back by popular demand! Our second anthology featuring original Star Trek†, Star Trek: The Next Generation†, Star Trek: Deep Space Nine†, and Star Trek: Voyager† stories written by Star Trek fans, for Star Trek fans! Our first Strange New Worlds competition drew thousands of submissions and Strange New Worlds II drew even more. From this mountain of astounding stories, these few, written exclusively by brand-new authors, were selected for their originality and style. These tales rocket across the length and breadth of Federation time and space, from when Captain Kirk explored the galaxy on the first Starship Enterprise™, through Captain Picard’s U.S.S. Enterprise 1701-D and from Captain Sisko's Deep Space Nine to Captain Janeway's Starship Voyager™, with many fascinating stops along the way. Find out what happens in the Star Trek universe when fans -- like you -- take the helm!

"Once you have their money, never give it back." -- #1 "Anything worth doing is worth doing for money." -- #13 For centuries these and the other famous Ferengi "Rules of Acquisition' have been the guiding principles of the galaxy's most successful entrepreneurs. But the wisdom behind them was not won without a high cost in lives and latinum. Now at last these inspiring tales of avaricious Ferengi wresting monetary gain from the jaws of poverty are available to the profit-hungry across the galaxy!

Legends of the Ferengi

Marketing the Myth of Star Trek

To Boldly Go

Conspiratorial Science Fiction Television

Star Trek: Deep Space Nine: The Soul Key

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

***A description of how the science fiction television show "The 4400" came to be is followed by plot summaries of every episode from seasons one and two and an introduction to the main characters and the actors that play them.***

***A guide to the technology of the imaginary space station at the heart of the program provides descriptions, schematic diagrams, and other data***

***The tales featured in Strange New Worlds rocket readers across the length and breadth of Federation time and space, from Captain Jonathan Archer's first exploration of the galaxy on board the very first Starship Enterprise through to Captain Picard's tenure on the USS Enterprise 1701-D -- and beyond. Here you can read a fresh and original take on Captain Benjamin Sisko's role on Deep Space Nine, Captain Kathryn Janeway's homeward journey with the crew of the Starship Voyager, Captain Archer's encounters with the Xindi -- and many more ports of call along the way. Strange New Worlds 9 includes stories from all five Star Trek incarnations: Star Trek: The Original Series Star Trek: The Next Generation Star Trek: Deep Space Nine Star Trek: Voyager and Star Trek: Enterprise.***

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

***Rules of Accusation***

***Star Trek Voyager Companion***

***Monk: The Official Episode Guide***

***A Second Season Companion : the Essential Unofficial Guide***

***Star Trek: The Magic of Tribbles***

***The Official Companion Seasons 1 and 2***

The Ferengi are greedy, avaricious, ruthless, cowardly and completely unscrupulous. For centuries the famous Ferengi Rules of Acquisition have been the guiding principles of the galaxy's most successful entrepreneurs. These 285 Rules of Acquisition range from, #1 "Once you have their money, never give it back." to #21 "Never place friendship before profit." These rules and hundreds more have a lot of profit.

Today's media, cinema and TV screens are host to new manifestations of myth, their modes of storytelling radically transformed from those of ancient Greece. They present us with narratives of contemporary customs and belief systems: our modern-day myths. This book argues that the tools of transmedia merchandising and promotional material shape viewers' experiences of the hit television gargantuan franchise. Media marketing utilises the show's method of recycling the narratives of classical heritage, yet it also looks forward to the future. In this way, it reminds consumers of the Star Trek story's ongoing centrality within popular culture, whether in the form of the original 1960s series, the later additions such as Voyager and Discovery or J. J. Abrams' `reboot' films. Chapters e influenced the series structure and its commercial image, how the cosmological role of humanity and the Earth are explored in title sequences across various Star Trek media platforms, and the multi-faceted way in which Internet, video game and event spin-offs create rituals to consolidate the space opera's fan base. Fusing key theory from film, TV, media and folklore studies, as well as anthropological and literary studies, this book offers an authoritative guide to the function of myth across the whole Star Trek enterprise.

The inventive concept art behind Star Trek: Deep Space Nine's titular space station, U.S.S. Defiant and dozens more ships comes to life on the page! Deep Space Nine is considered by many Star Trek fans to be the best of all the Trek shows in the franchise's illustrious 55-year history, and Star Trek Designing Starships puts the spotlight on the show's space-faring vessels. The fifth entry in Hero Starships, Deep Space Nine and Beyond delivers original production art and extensive interviews with the award-wining artists who created the ships and helped bring them to the screen over the course of the show's seven-year run (1993-1999) and its 176 episodes.

Business is down at Quark's Public House, Café, Gaming Emporium, Holosuite Arcade, and Ferengi Embassy to Bajor. Way down. Lower level of hell down. The station is bustling, but residents and visitors are spending more time (and latinum) at the new Deep Space 9's park, sports fields, theater, swimming complex, and who knows what else, than they are at Quark's establishment. All of Quark's employees are busy. How does he manage to get things done? What does he do when he finds out that one of the steamiest holonovels to hit the Alpha Quadrant in years is up for grabs. And he has an inroad to acquiring it before anyone else. Or does he?

Star Trek: Strange New Worlds VIII

Media Franchising

Labyrinth

THE DOMINION and FERENGINAR

Star Trek Deep Space Nine

***This is the official episode guide to the USA Network hit television series Monk, starring two-time Emmy Award winner Tony Shalhoub. Monk is one of the most popular series currently on television. Fans have come to enjoy the antics and erstwhile efforts of obsessive-compulsive Adrian Monk, who was once a rising star with the San Francisco Police Department until the tragic murder of his wife pushed him to the brink of a breakdown. This authorized guide covers the first four extraordinary seasons and is complete with a foreword from the show's creator, Andy Breckman, as well as an afterword from the show's star. Authors Terry J. Erdmann and Paula M. Block were granted exclusive interviews, behind-the-scenes secrets, and total access to the scripts and sets to bring a comprehensive look at one of today's most brilliant defective detectives. This is the ultimate book for fans of Monk!***

***Our seventh anthology features original Star Trek®, Star Trek: The Next Generation®, Star Trek: Deep Space Nine®, Star Trek: Voyager®, and Star Trek: Enterprise™ stories written by Star Trek fans, for Star Trek fans! Featuring new stories by new writers and a few contest veterans, Strange New Worlds VII spans the entire Star Trek universe from the original days of Captain Kirk and throughout the tenures of Captains Picard, Sisko, and Janeway and back in time again to Archer. Each of these unforgettable stories explores the past and future of Star Trek from many different perspectives. This year's contributors include Kevin Lauderdale, Kevin Killiany, Christian Grainger, Paul J. Kaplan, Muri McCage, Pat Detmer, Gerri Leen, Julie Hyzy, Kelly Cairo, John Coffren, Scott Pearson, Jeff D. Jacques, Jim Johnson, Anne E. Clements, Russ Crossley, Susan S. McCrackin, Catherine E. Pike, G. Wood, Annie Reed, Louisa M. Swann, Brett Hudgins, Amy Sisson, and Frederick Kim.***

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

***This book explores a genre of American science fiction television which emerged in the 1990s—that of conspiratorial science fiction.***

***An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests***

***Star Treks: Strange New Worlds IX***

***The Making of Star Trek, Deep Space Nine***

***Millennium Book One: The Fall Of Terok Nor***

***A Stitch in Time***

***The Routledge Handbook of Star Trek***

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

An original enovella set in the Star Trek: Deep Space Nine universe! With his Starfleet assignment temporarily on hold, Odo needs a distraction. He welcomes Chief O’Brien’s offer to loan him some of the action-packed books that both men relish: tales about hard-boiled private eyes, threatening thugs, and duplicitous dames. Then Quark suddenly goes missing during a hastily planned trip to Ferenginar. His concerned friends on Deep Space Nine feel that Odo, as the station’s former chief of security, is uniquely suited to track Quark down. But once on Ferenginar, Odo learns that Quark is trapped in the seamy underbelly of a criminal enterprise that could have been ripped from the pages of one of O’Brien’s novels. To find the bartender, Odo discovers that he must rely not only on his law enforcement background, but his knowledge of all things noir...

First published in 1992 and last revised in 1995, this is a fitting record of a show that changed the rules by which television was made. The first adventure drama series ever to run to seven seasons and more than 170 episodes, Star Trek: The Next Generation broke audience records wherever it was shown and remains the most widely viewed and consistently popular of all the Star Trek series. This new edition of the series companion has been brought bang up to date to include not only all seven years of the TV series but also all four films which have featured the Next Generation crew. In addition to Generations (1994), we now have full details of First Contact (1997), Insurrection (1998) and the very latest incarnation, Nemesis (2002). A positive feast of information, the Companion includes complete plot summaries and credits for each invidiual episode and film. There are fascinating behind-the-scenes glimpses into how each one was made, and in-depth analysis really brings The Next Generation universe to life. Illustrated throughout with more than 150 black and white photographs, this is a truly invaluable reference guide.

Chronicles the seven-year history of the television series with in-depth synopses, interviews with cast and crew, and photographs and illustrations that span all 176 episodes.

The Deep Space Log Book

The 4400

Demons of Air and Darkness

Star Trek Designing Starships: Deep Space Nine and Beyond

The Paranormal and the Paranoid

Star Trek: All Good Things. A Next Generation Companion

**An insider's view of the making of the hit series "Star Trek: Deep Space Nine" offers anecdotes, insights into what viewers see, little-known stories, and a detailed look at every stage of production**

**An original eNovella set in the Star Trek: Deep Space Nine universe! On the space station Deep Space 9, Quark's Public House, Café, Gaming Emporium, Holosuite Arcade, and Ferengi Embassy can't legitimately be called an embassy until the Grand Nagus—namely, Quark's brother Rom—dedicates it as such. Not that Quark really cares about Ferengi protocol, but a well-publicized dedication ceremony will naturally draw people to the bar. Everybody loves a good open house—free appetizers, half-price drinks, door prizes, etc.—all of which Quark can write off as Embassy expenses. It's a win-win situation, with him on both sides of the win. There's even a plan to display the original scroll of the Ferengi Rules of Acquisition—which no one has seen for decades given that it's been held in protective storage—and charge patrons by the minute to look at it up close. Nothing, of course, could possibly go wrong with this big plan. Absolutely nothing at all...**

**NEW YORK TIMES BESTSELLER** The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers-including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

Trying to hold the family together after her mother's death, Hannah worries about her sense of purpose when her father returns to the sea and her younger siblings become self-sufficient, and Hannah decides to make a wonderful quilt. Reprint.

I, The Constable

Strange New Worlds II

Avatar Book One

Star Trek, Deep Space Nine

Fourth in the series of STAR TREK ILLUSTRATED HANDBOOKS, this guide takes an in-depth look at the space station Deep Space 9 and the starship U.S.S. Defiant. The perfect gift for the Star Trek fan in your life! Exploring the former Cardassian space station in detail, this volume looks at Deep Space 9's history and operation under the command of Captain Benjamin Sisko of the United Federation of Planets. The chapters feature the station, the warship the U.S.S. Defiant, and the small, multi-purpose runabouts used as transport by the crew. With technical information from official sources, annotated exterior views and isometric illustrations of key locations, this handbook provides an extraordinary reference guide to 24th century Federation life on the diplomatic outpost. With technical information from official sources, annotated exterior views and isometric illustrations of key locations, this volume provides an extraordinary reference guide to 24th century Federation life on the diplomatic outpost.

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.

Shows the many details of special effects and production that go into recording brief sequences for programs in each of the Star Trek series