

# **Star Trek by the Data**

**Volume 1: The Gene Roddenberry Years**

by Mikael Onsjö and Paul Sheridan

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About the Book

As television shows go, Star Trek is a data scientist’s dream. There are 741 largely independent episodes aired over six decades. There are hundreds of clearly distinguishable and recurring central themes tying into everything from human nature to social order to speculations about reality. There are troves of recurring characters with elaborate personalities and background stories. There are hundreds of different alien species, each with interesting characteristics. Best of all, much of this is meticulously documented by the franchise’s devoted fan base on websites such as Wikipedia and Memory Alpha.

In this book we present a view of Star Trek such as you will never have seen it before.

About the Authors

Paul presently serves as Chief Science Officer at the biotech startup Tupac Bio, Inc. Before that time he had been in the academic world for the better part of his adult life. He most recently held an assistant professor position in statistics and bioinformatics at Hirosaki University. For more about Paul visit [www.paulsheridan.net](http://www.paulsheridan.net).

Mikael completed his PhD in statistical algorithms and later joined one of the major investment banks. During his academia time he became interested in the various methods by which patterns in datasets can be visualized. He has been fortunate enough to continue this hobby at his current job, alas with respect to financial data and not Star Trek.

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# Star Trek by the Data

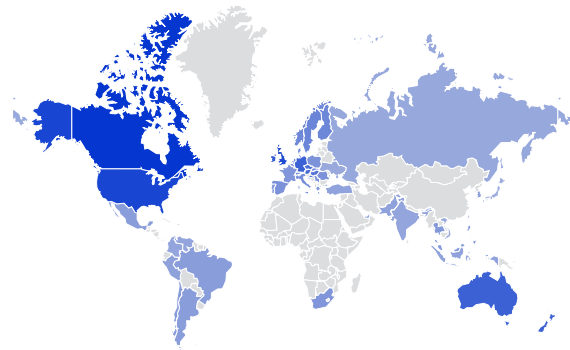
## Volume 1: The Gene Roddenberry Years

# What is Star Trek?

Starting as a science fiction television series in the late 1960s, Star Trek has become a franchise that is alive and well to this day. From 1966 to 2018 seven series with altogether 741 episodes, and 13 feature films have been released. This book is primarily concerned with the first three of the series, comprised of 280 episodes, popularly known as TOS, TAS, and TNG.

*Star Trek: The Original Series* (TOS) and *Star Trek: The Animated Series* (TAS) comprise 80 and 22 episodes respectively, aired in the United States during the late 60s and early 70s (then known simply as “Star Trek”). They are science fiction stories with space exploration and interstellar politics being the most central of the themes.

*Star Trek: The Next Generation* (TNG) consists of 178 episodes, aired in the United States during the late 80s and early 90s. Building on The Original Series, space exploration remains the central theme, augmented with many further elaborated ideas about social issues and the impact of new technology.



Google Trends data for “Star Trek” 2012-2017.

Created in Hollywood, Los Angeles, USA, Star Trek started out as a phenomenon in English speaking countries. Since then it has spread around the world and is now considered to be the most culturally influential science fiction television series in history. Iconic phrases such as “beam me up, Scotty”, “set phasers to stun”, “make it so”, “live long and prosper”, “resistance is futile” and many more have entered into everyday language.

The setup is similar in all the series: The protagonists, the crew of each respective spaceship, are groups of mostly human military type characters together with a smaller number of humanoid alien allies. Antagonists change from episode to episode

but are more often than not from nasty alien species who plot against or wage outright war on humanity and her allies.

The stories are generally independent of each other and feature a wide variety of themes, only a portion of which fall under the purview of “science fiction.” Sometimes the stories deal with topics like family, relationships, emotions, hardships, and other matters we experience as individuals. Some deal with directly or indirectly with contemporary social issues such as the Cold War, gender equality, or the ever increasing computerization of human activity. Some discuss philosophy, science, and the very nature of reality itself.

Three Star Trek television series have subsequently been produced: *Star Trek: Deep Space Nine* (DS9), *Star Trek: Voyager* (VOY), and *Star Trek: Enterprise* (ENT). And a fourth series, *Star Trek: Discovery* (DIS), is currently entering into its second season of production at the time of writing. Together with 13 feature films and counting, these series have and continue the development of the Star Trek franchise universe.

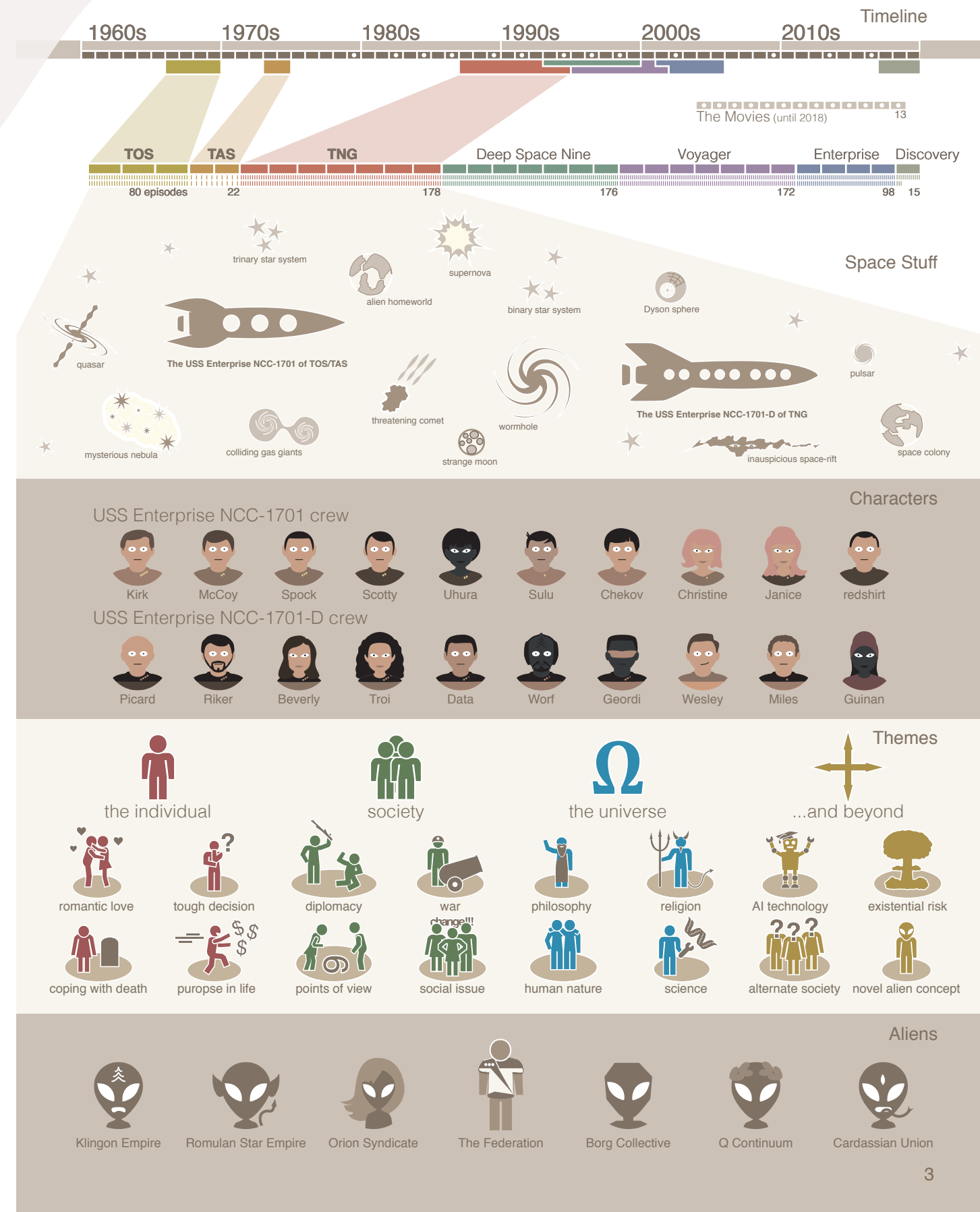
For them that wish to delve deeper into the lore of the Star Trek universe there is a wealth of (official and unofficial) material available online. We could not have pulled this book together without the use of such resources as:

Wikipedia  
[https://en.wikipedia.org/wiki/Star\\_Trek](https://en.wikipedia.org/wiki/Star_Trek)

Memory Alpha  
<https://memory-alpha.wikia.com/wiki>

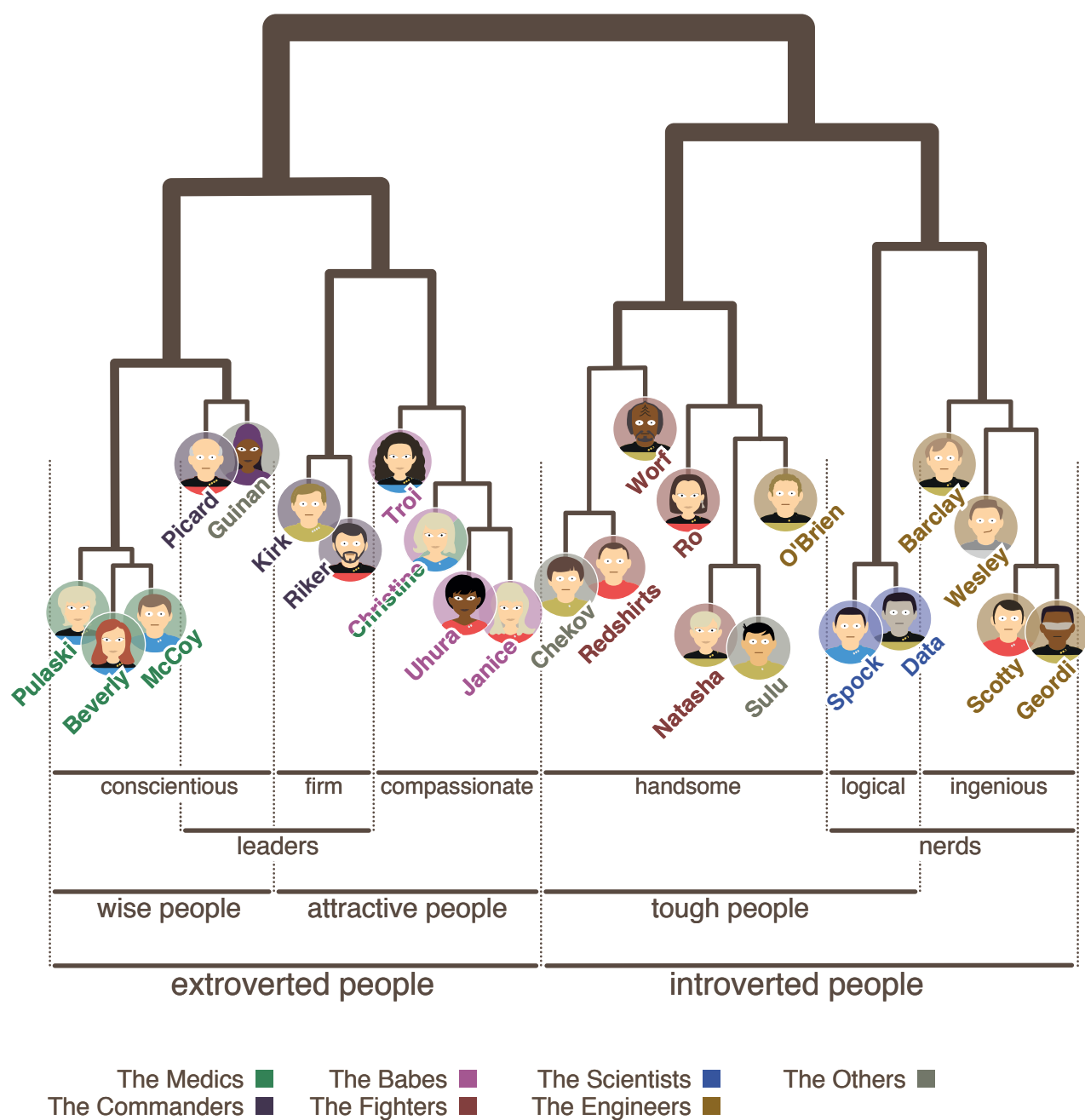
Chrissie’s Transcripts  
<http://www.chakoteya.net>

Theme Ontology  
<http://www.themeontology.org>



# The Characters

Heroic captains, fierce warriors, sagacious leaders, stunning beauties, villainous foes and hot alien hunks; ingenious scientists, resourceful mechanics, dedicated doctors, redshirts, lone geniuses and insufferable brats—Star Trek has all these characters and more: Let’s not forget the clairvoyant bartender and the hypochondriac engineer!



## Who are they?

The TOS/TAS protagonists comprise the crew of the starship USS Enterprise NCC-1701, commanded by Captain James T. Kirk. Similarly, in TNG the protagonists are the crew of the new and improved starship USS Enterprise NCC-1701-D, commanded by the wise and conscientious Captain Jean-Luc Picard. Most of the recurring protagonists from TOS/TAS and TNG are clustered according to shared personality traits in the accompanying dendrogram. The series' also feature a host of other recurring and non-recurring protagonists and antagonists that we touch on throughout the chapter.

## Captain Kirk and his senior crew

The TOS starring cast consists of Captain Kirk, Spock, and Leonard McCoy. Kirk is a passionate and bold man, willing to lead his crew through thick and thin on nothing more than a gut feeling. But time permitting he will seek the counsel of Spock and McCoy before making any tough decision. Spock functions as Kirk's faculty of reason and tends to advocate the logical, cold-hearted course of action. McCoy contrastingly functions as Kirk's conscience and emphasizes compassion. Conflict typically ensues when Kirk is compelled to choose a middle ground between these two extremes.

## Captain Picard and his senior crew

Captain Picard, in contrast to Kirk, is a rational actor possessed with a keen ability to evaluate any given situation and act decisively with unsurpassed wisdom. His supporting cast includes the likes of William T. Riker the strapping ladies' man with a wry sense of humor, Data the logical android, Beverly Crusher the career woman and single mother, Worf the Klingon warrior, and Deanna Troi the sensitive empath. Their characteristics are patterned on the TOS model: Picard and Riker, authority and vigor, are different aspects of Kirk. Data is logical and (on the surface) devoid of emotion, like Spock. Beverly, as does McCoy, often advocates humane and compassionate ethics. Worf, on the other hand, is quick to call for the use of force. Troi, an empath, functions as an oracle who reveals an adversary's motives and intentions in the early part of the series. In many episodes, Picard is faced with a dilemma of some sort, but rather than acting rashly as Kirk might have done, he solicits the advice of the his supporting cast, subjecting their opinions to careful consideration before coming to a final decision.

## More on the main characters

The supporting characters are not merely mouth-pieces for the various faculties of their captains, but, rather, have elaborate back-stories and tend to develop and change over time.

In Spock, for example, we find a person of mixed Human and Vulcan descent struggling to suppress his human emotions behind a stoic Vulcan facade.

Troi develops from a sexy and vulnerable young woman into a self-assured, career-minded professional. Beverly undergoes something of the reverse; she gradually transforms from a rather plain looking, single mother in a lab coat into someone with an evermore glamorous persona who comes to habitually involve herself with hunky aliens.

The android Data seeks to experience what it is like to be human.

The chief engineers, Montgomery "Scotty" Scott and Geordi La Forge, both struggle in their relationships with women, feeling more at ease in the company of a good warp engine. On top of that Geordi has the added dimension of having to cope with being blind.

## Notable minor characters

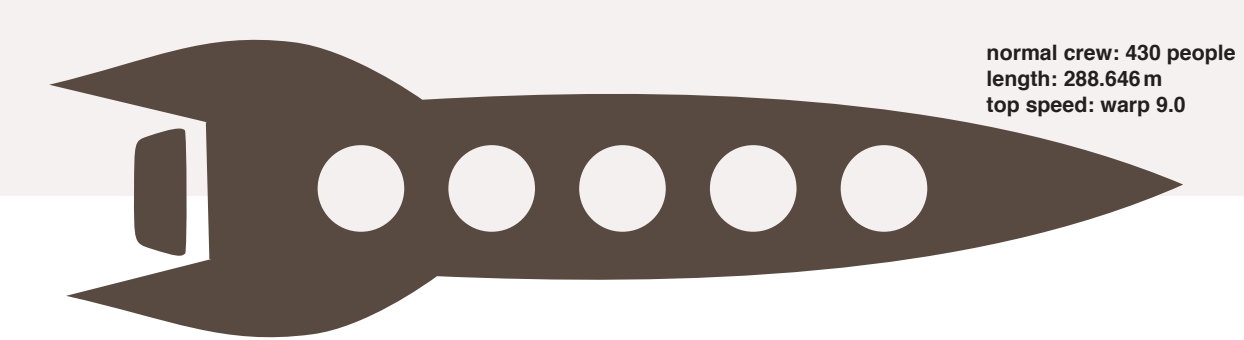
There are various minor characters, who are often defined by a single stereotype. In TOS, Pavel Chekov is the spirited Russian ensign, Hikaru Sulu, the steady-handed Japanese helmsman, and Nyota Uhura, the strong black woman in a position of authority. TNG features the Irish transporter chief Miles O'Brien and his Japanese wife Keiko, the bumbling and reclusive engineer Reginald Barclay, the boy genius Wesley Crusher, the clairvoyant bartender Guinan, and the ex-convict antihero Ro Laren.

## Memorable antagonists

While the series' feature no shortage of antagonists, few appear in more than one episode. In TOS/TAS, the notorious space swindler Harry Mudd is one memorable example. Khan Noonian Singh, a genetically engineered superhuman, is another so long as feature length films are counted. In TNG, the all-powerful trickster Q and Data's evil twin brother Lore are the most important recurring antagonists. Although the self-aware hologram Professor James Moriarty, the power craven Klingon politician Gowron, and vengeance seeking Ferengi DaiMon Bok warrant honorable mention.

# Star Trek: The Original Series (TOS)

The USS Enterprise NCC-1701 of TOS, conceived of in the 1960s, was used by Captain James T. Kirk and his crew on a five year mission to explore a multitude of stars in our nearby space and visit numerous alien homeworlds.



## Senior Officers and Main Characters

	<b>Commanding Officer</b>	Captain James T. Kirk
	<b>First Officer</b>	Commander Spock
	<b>Chief Medical Officer</b>	Dr. Leonard McCoy
	<b>Chief Engineer</b>	Lt. Com. Montgomery Scott
	<b>Comm Officer</b>	Lt. Com. Uhura
	<b>Helmsman</b>	Lt. Com. Hikaru Sulu
	<b>Navigator</b>	Ensign Pavel Chekov

**Other recurring crew members:** Nurse Christine Chapel, Yeoman Janice Rand, Helmsman Tyler, Redshirt Galloway, Redshirt Kyle, Helmsman John Farrel, Captain Cristopher Pike, Dr. Philip Boyce, Engineer DeSalle, Helmsman Hanson, Com. Officer Palmer, Tactical Officer Kelowitz, Transporter Chief Pitcairn.

## Selected Antagonists and Miscreants

	<b>Kor</b> A Klingon officer and thorn in the side of Captain Kirk. He commanded a 500 strong force in an invasion of Organia. Kirk led a spirited resistance, but it was the Organians who had the last word.
	<b>Garth of Izar</b> A once esteemed officer of Starfleet who went mad and had to be institutionalized. He nearly escaped by taking Captain Kirk hostage and commandeering the Enterprise. "Nearly".
	<b>Khakaan!!!</b> This genetically engineered super human was found in a sleeper ship and thawed from cryogenic sleep. He nearly captured the Enterprise and almost defeated Kirk in combat. "Almost".
	<b>Harry Mudd</b> A space rogue and con artist who crossed path with the Enterprise on three occasions and always tried to trick Captain Kirk in one way or another. "Tried".
	<b>Trelane</b> This being of incomprehensible power captured and played dangerous games with Captain Kirk and his crew. Only the appearance of Trelane's parents saved the heroes in the nick of time.

**Miscellaneous people of interest:** Engineer and father of the warp drive engine Zefram Cochrane. Troubled computer genius Richard Daystrom.

crew: ~50 length: 170 m speed: 9.5	<b>Commanding Officer</b>	Captain Benjamin Sisko
	<b>First Officer</b>	Colonel Kira Nerys
	<b>Chief Medical Officer</b>	Dr. Julian Bashir
	<b>Strategic Ops. Officer</b>	Lt. Com. Worf
	<b>Chief of Operations</b>	Sr. Chief Miles O'Brien



The USS Defiant of Deep Space Nine

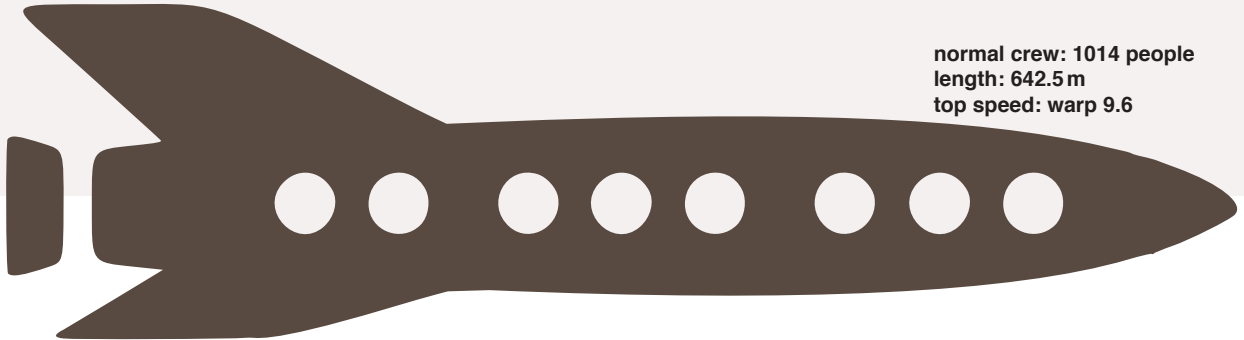
crew: 200 length: 345 m speed: 9.975	<b>Commanding Officer</b>	Captain Kathryn Janeway
	<b>Executive Officer</b>	Commander Chakotay
	<b>Chief Medical Officer</b>	The Doctor
	<b>Tactical Officer</b>	Lt. Com. Tuvok
	<b>Chief Engineer</b>	Lt. B'Elanna Torres








The USS Voyager of Voyager

# Star Trek: The Next Generation (TNG)

The Enterprise NCC-1701-D of TNG, conceived of in the 1980s, was used by Captain Jean-Luc Picard and his crew to continue the mission begun by Captain Kirk to explore the galaxy and seek out new alien worlds.



## Senior Officers and Main Characters

	<b>Commanding Officer</b>	Captain Jean-Luc Picard
	<b>First Officer</b>	Commander William T. Riker
	<b>Chief Medical Officer</b>	Dr. Beverly Crusher
	<b>Chief Engineer</b>	Lt. Com. Geordi La Forge
	<b>Second Officer</b>	Lt. Com. Data
	<b>Tactical Officer</b>	Lt. Com. Worf
	<b>Counselor</b>	Lt. Com. Deanna Troi
	<b>Boy Genius</b>	Ensign Wesley Crusher

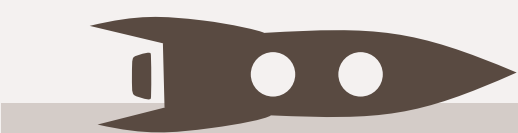
**Other recurring crew members:** Transporter Chief Miles O'Brien, Security Chief Natasha Yar, Bartender Guinan, Dr. Katherine Pulaski, Alexander, Ensign Ro Laren, Nurse Alyssa Ogawa, Botanist Keiko O'Brien, Engineer Reginold Barclay.

## Selected Antagonists and Miscreants

	<b>Chacellor Gowron</b> A Klingon with high ambition and low morals. Captain Picard and Worf became involved in Gowron's political intrigues.
	<b>Lore</b> An android with an inferiority complex, the evil "brother" of Commander Data. Lore tried several times to challenge the Enterprise-D crew and do away with his brother.
	<b>Q</b> A being of unlimited power. Intermittently, for reasons we cannot fathom, he showed up and forced Picard and the others to play out deadly games, sometimes related to ethical problems.
	<b>Commander Tomalak</b> A Romulan officer, who in service of the Romulan Star Empire, on at least two occasions tried to match wit and gall with Captain Picard.
	<b>Vash</b> An unscrupulous human archaeologists and fortune seeker who seduced Picard, used him for her own ends, then later ran off with Q.

**Miscellaneous people of interest:** K'Ehleyr, mate of Worf. Lwaxana Troi, mother of Deanna. Scientist savant Noonian Soong, father of Data and Lore. The mysterious Traveler, mentor of Wesley. Thadiun Okona, outrageous space rogue. Alynna Nechayev, Starfleet flag officer.

crew: 83 length: 225 m speed: 5.2	<b>Commanding Officer</b>	Captain Jonathan Archer
	<b>First Officer</b>	Commander T'Pol
	<b>Chief Engineer</b>	Commander Charles Tucker
	<b>Chief Medical Officer</b>	Dr. Phlox
	<b>Armory Officer</b>	Lt. Malcolm Reed



The USS Enterprise of Enterprise

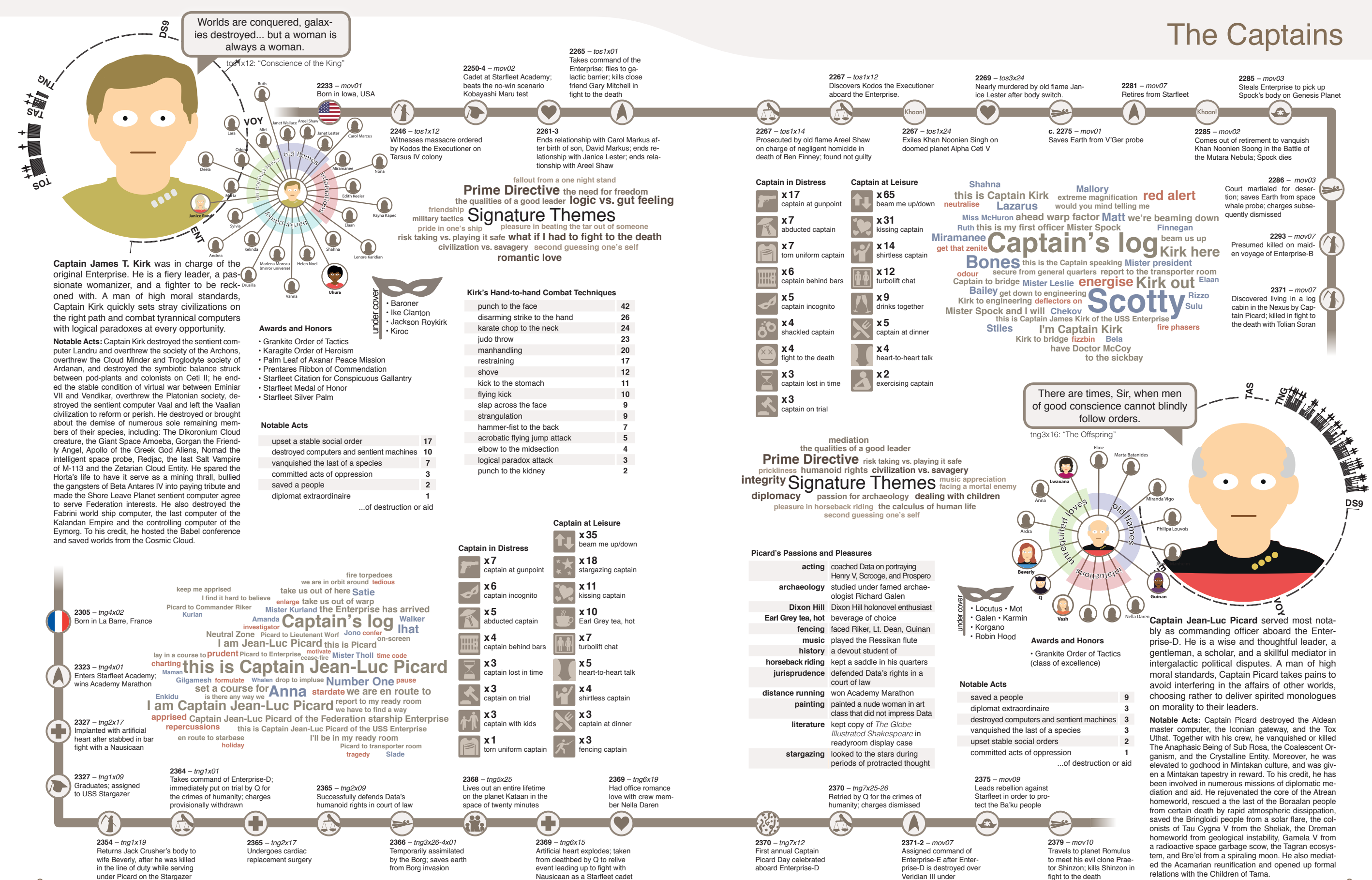
crew: 136 length: ? speed: ?	<b>Commanding Officer</b>	Captain Gabriel Lorca
	<b>First Officer</b>	Commander Saru
	<b>Chief Engineer</b>	Commander Paul Stamets
	<b>Physician</b>	Lt. Com. Hugh Culber
	<b>Science Officer</b>	Com. Michael Burnham



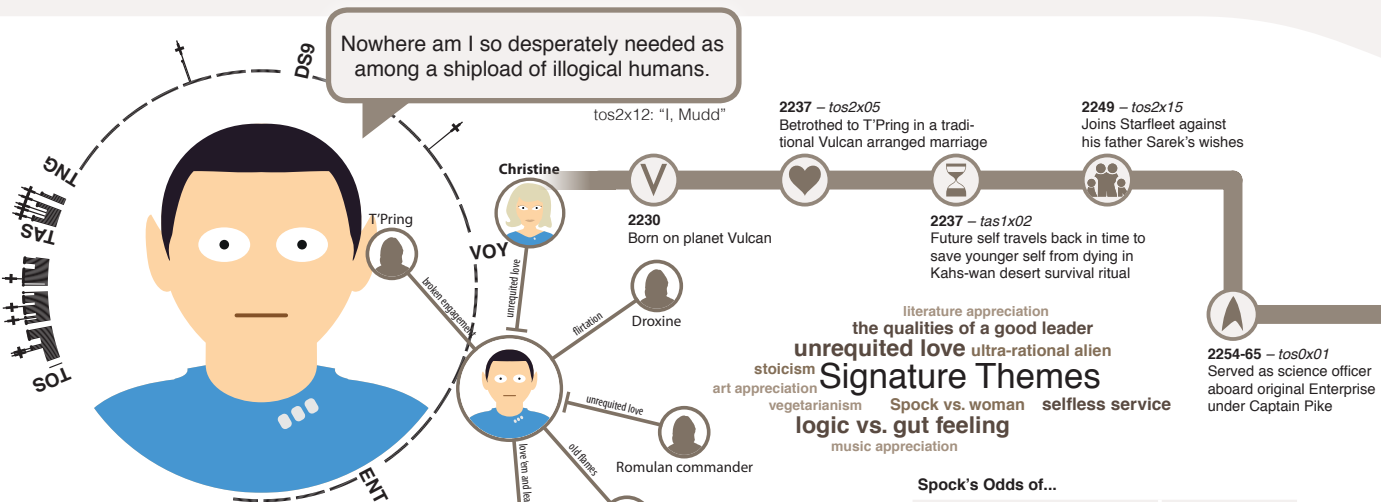
The USS Discovery of Discovery



# The Captains



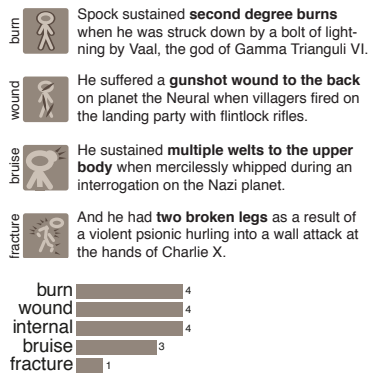
# The First Officers



**Mister Spock** is best known for his service as first officer and science officer aboard the original Enterprise. A green blooded, pointy eared, Human/Vulcan hybrid he was always careful to project the outward appearance of a dispassionate man of reason. On the inside, however, he fought a constant battle between emotion and rationality. Spock, a humanoid of culture and learning, showed great fondness for art, literature, philosophy, science, and music.

**Notable Acts:** Spock lead the shuttlecraft Galileo science team to rescue after crash landing on a planet inhabited by hostile apes in the Murasaki 312 quasar-like formation, volunteered as a test subject for Dr. McCoy's cure for mass insanity, volunteered to penetrate the giant space amoeba in a shuttlecraft to find a way to destroy it, worked tirelessly to prevent an asteroid from colliding with the planet Amerind, seduced a Romulan commander on a covert mission to steal a cloaking device, saved the original Enterprise from destruction in the Tholian web, devised a risky plan to prevent the original Enterprise from blowing up following the sabotage of a matter-antimatter integrator by a Kalandan hologram, discovered the mythical planet Eden for a band of space hippies, foiled a Kzinti plot to steal a Slaver stasis box, attempted to reunite the Romulans and Vulcans by means of cowboy diplomatic measures.

## Spock's Injuries



## Spock's Odds of...

both himself and Captain Kirk being killed by the Horta	2228.7:1
making it out of Klingon compound on Organia alive	7824.7:1
making it out of Klingon compound on Organia alive following successful ambush	< 7000:1
landing party being alive following transporter malfunction getting a royal fizzbin	≈ 400:1
	never computed

## Other Overly Exact Estimates

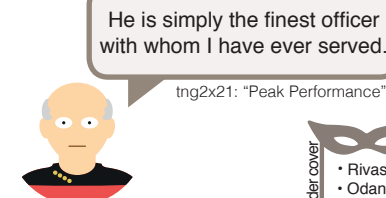
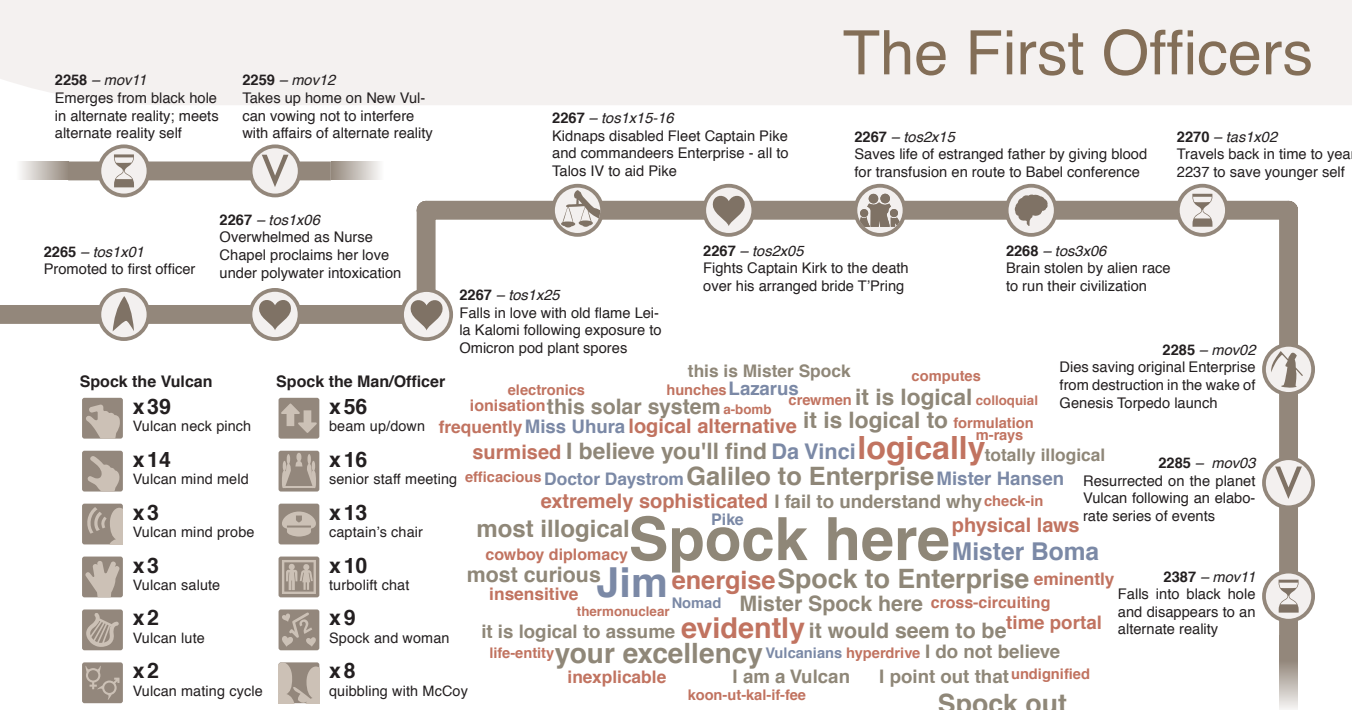
It's not a 97 megaton explosion that results from a starship impulse engine overloading, it's **97.835**. The landing party will transport through approximately **112.37** miles of solid rock to meet Sargon. The ship wasn't thrown **1000** light years in space from the Kalandan artificial planet, it was **990.7**. It's not 15 minutes until ship engines reach maximum overload, as Scotty suggested, it's **14.87**. There are **3,724,000,000** inhabitants on Daran V.

## Riker's Personal Interests

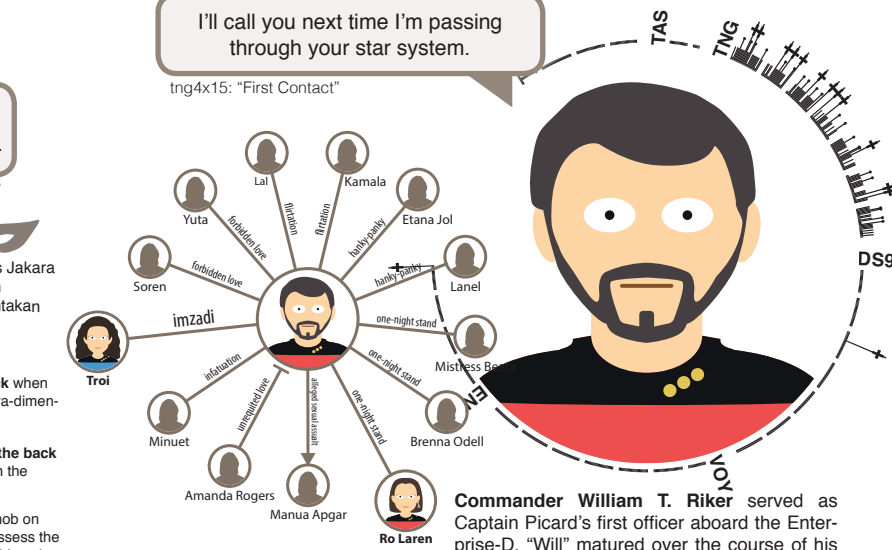
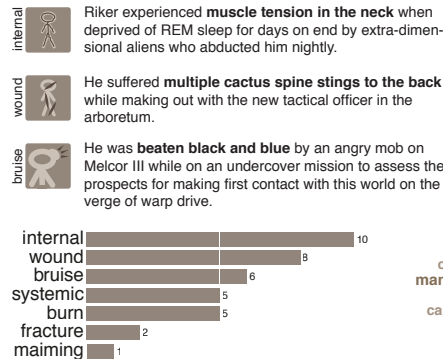
acting	member of Beverly's acting troupe
cooking	makes some good 'owon eggs
martial arts	anbo-juysu master
music	semi-competent trombonist
poker	held regular poker night
sports	parrises squares enthusiast
vacationing	Risa frequenter

## Riker's Pick up Lines

What's a knock out like you doing in a computer-generated gin join like this?  
You are the heart in my day and the soul in my night.  
I know this perfect little vacation spot...  
You'd be a big hit in London.  
Oh, is there a special technique to this foot washing?  
I dream of a galaxy where your eyes are the stars and the universe worships the night.  
Even Klingons need love now and then.  
What's your name? Tell me you love jazz.  
Brussels is lovely this time of year, isn't it?



## Riker's Injuries



**Commander William T. Riker** served as Captain Picard's first officer aboard the Enterprise-D. "Will" matured over the course of his tenure on the Enterprise from a bold, womanizing, and clean shaven young officer to a prudent, womanizing, and bearded older officer. But while the alien babes came and went, his imzadi Deanna Troi always held a special place in his heart.

**Notable Acts:** Commander Riker successfully pleaded with the matriarchs of Angle One to stay the execution of a band of fugitives, helped dispel Human stereotypes when he served aboard a Klingon warship as part of a cultural exchange program, and saved the Enterprise-D from capture by the Ferengi in the aftermath of a botched war-games exercise. It will also be noted that Riker became pretty full of himself upon being temporarily granted the power of the Q. Continuing on, he also prevented a break down in Acamarian peace negotiations by killing Acamarian Outcast assassin Yuta, commanded the Enterprise-D in the thwarting of the Borg invasion of Earth, volunteered to be implanted with Trill symbiont Odan so that it might complete its diplomatic mission on Pellar Zel, and played an instrumental role in preventing the Stone of Gol from falling into the hands of radical Vulcan isolationists.

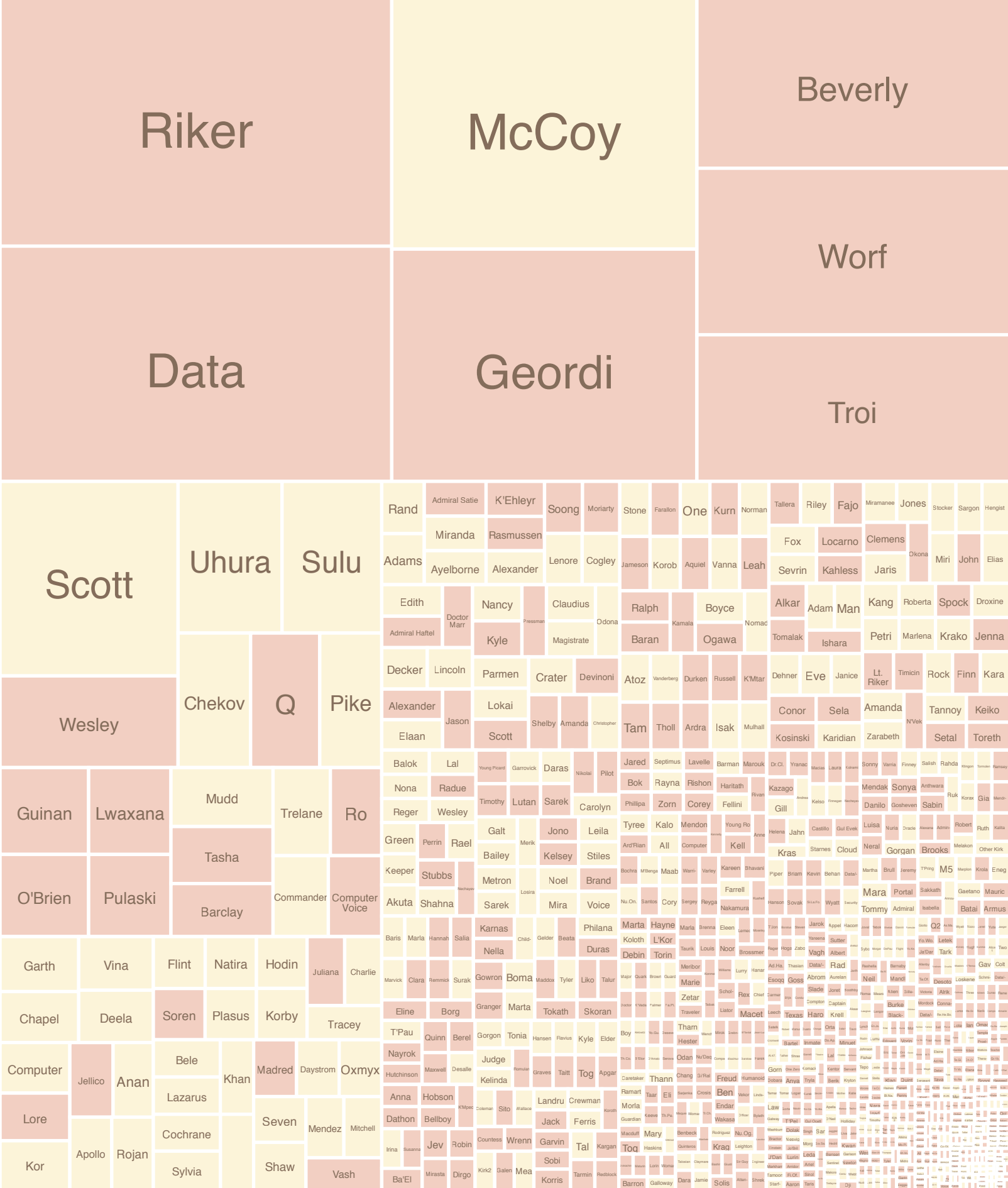
Pages 12 to 21 are not shown in this book preview.



# Words per Hours of Episode

The area of each rectangle is proportional to the total number of words spoken by the corresponding character divided by the total number of minutes in the episode. There is roughly 70 hours of TOS/TAS episodes versus 134 hours of TNG episodes.

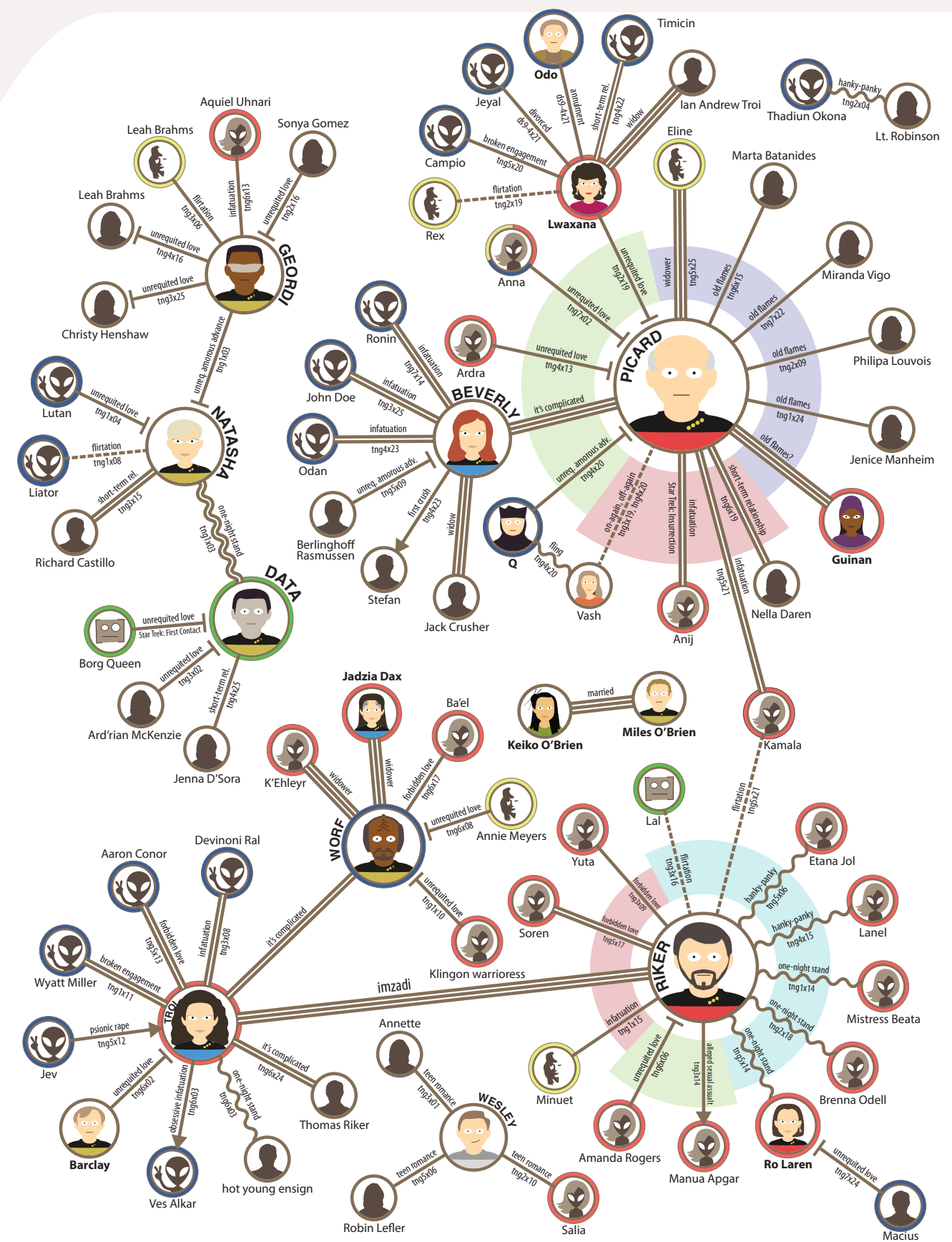
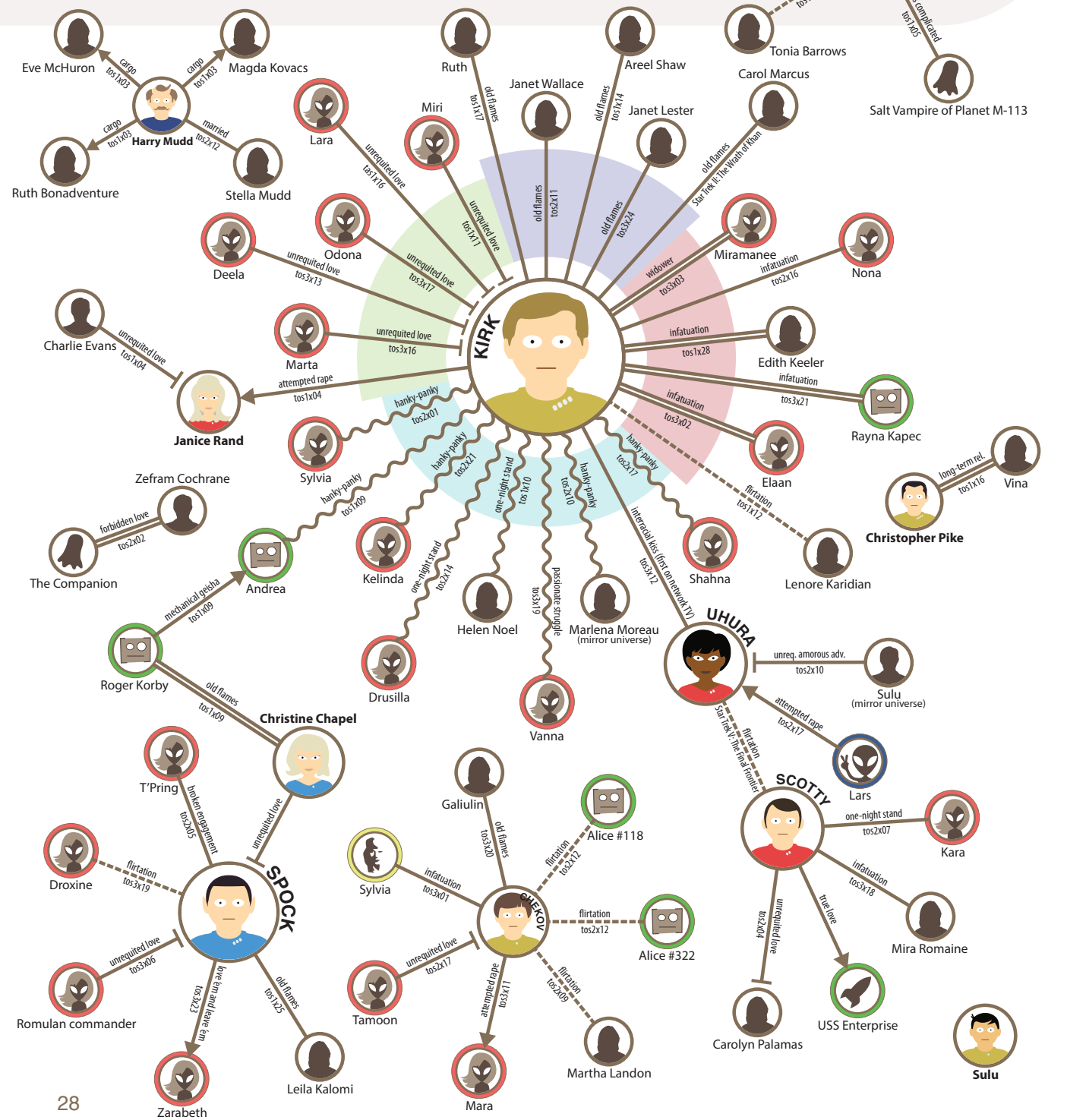
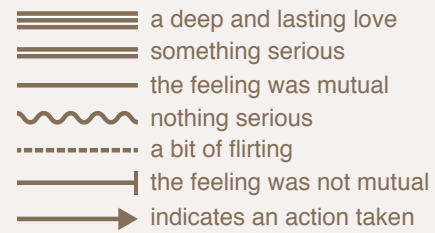
This highlights the most important recurring characters.





Pages 24 to 27 are not shown in this book preview.

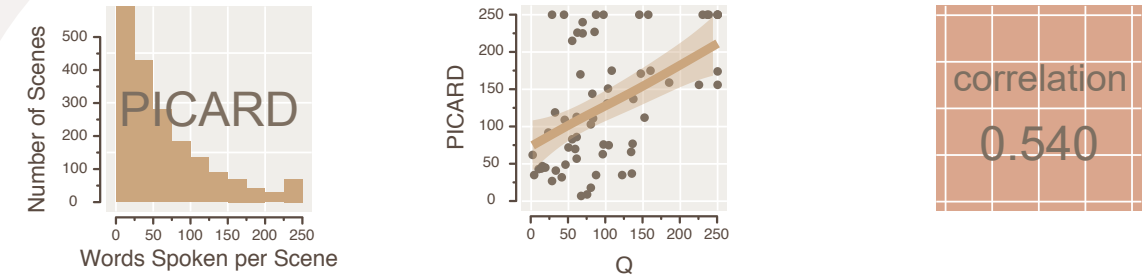
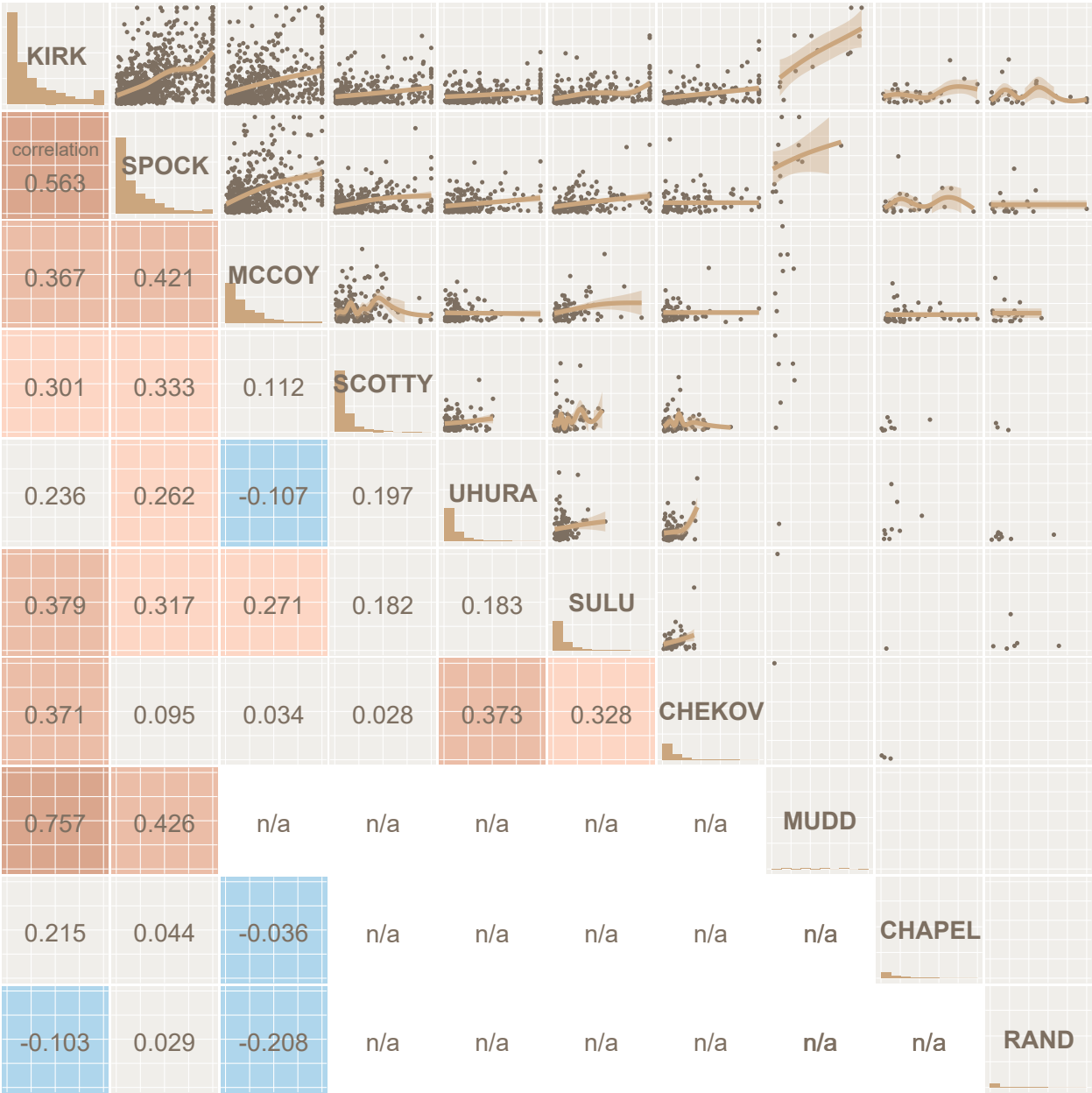
# The Romantic Intrigue Network



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# Who's Talking to Who, Part II

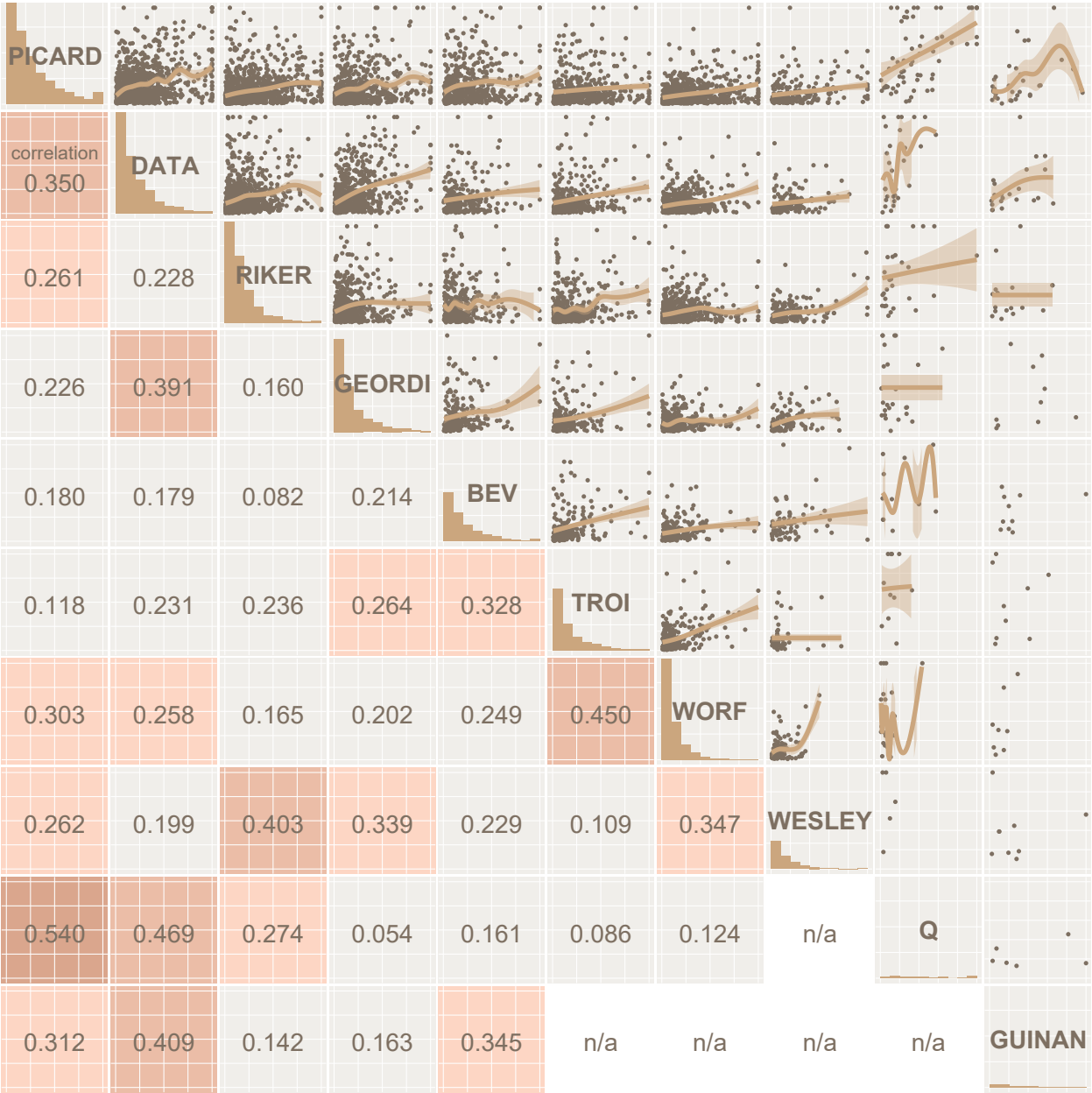
Here we employ the scatter plot matrix technique to investigate pairwise relationships in the number of words spoken per scene among some important characters. Individual scatter plots show the number of words spoken per scene by one character plotted against that of another; loess curves are drawn in orange to call attention to certain trends in the data. Associated correlations are mirrored along the diagonal in the color-coded boxes. The Picard/Q case study to the right hints at the sorts of speculations that can be drawn from the data.



A histogram of the number of words spoken per scene by Captain Picard. The second bar from the left, for example, indicates there are just over 400 in which he spoke between 25 and 50 words.

A scatter plot of the words spoken per scene by Q versus Captain Picard. The upper left points (Picard talking a lot, and Q a little) likely correspond to scenes where Picard lectures Q.

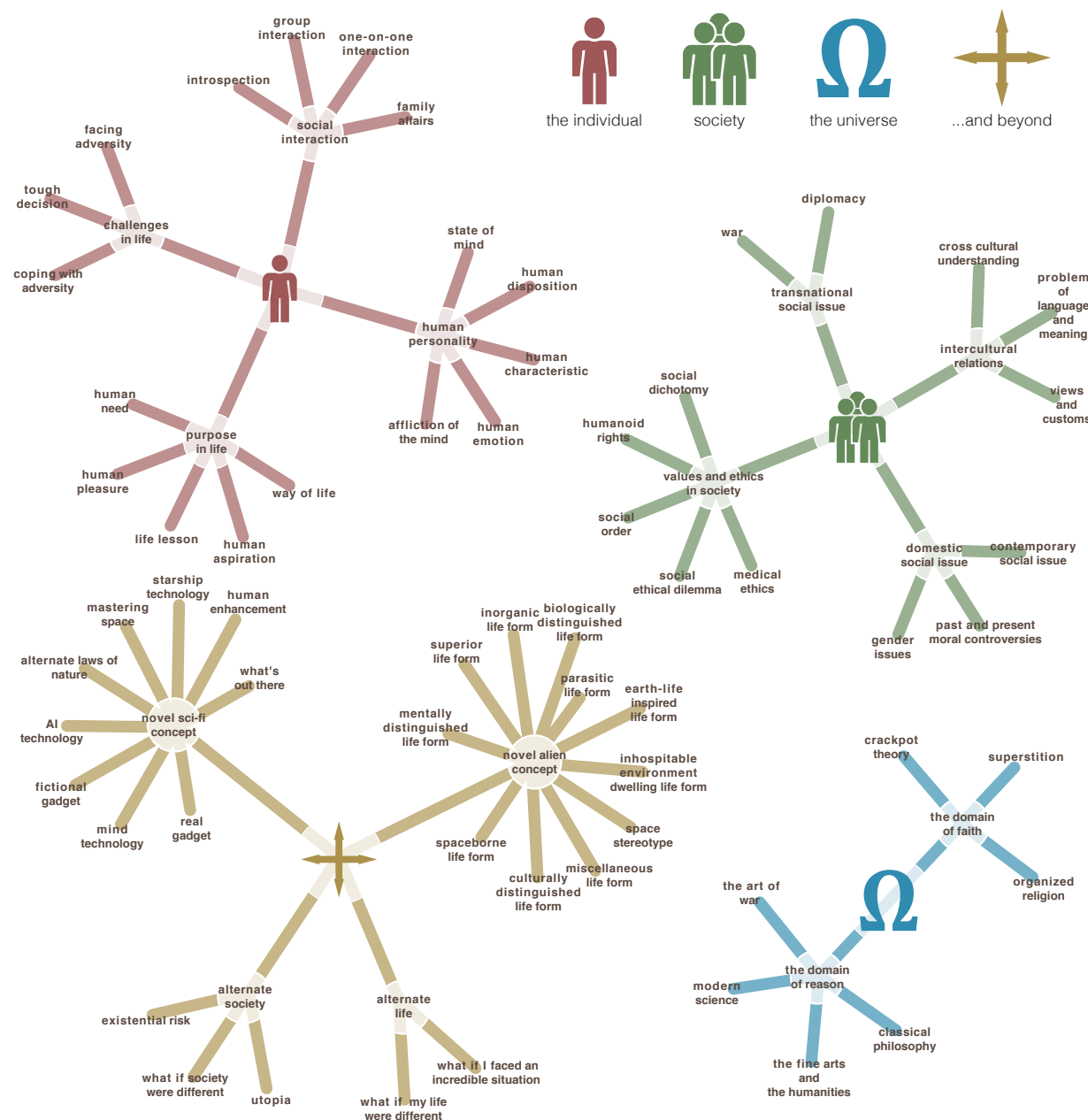
The correlation between the words spoken by scene by Picard and Q is 0.540. This turns out to be one of the stronger correlations in the dataset.





# The Themes

A theme in fiction is loosely defined as an idea, concept, or message that the author of a story wishes to convey. Themes may sometimes be summed up by a single word or phrase, such as “love”, “loyalty”, or “the lust for gold”. Here we record, categorize, and explore the themes of Star Trek TV series episodes in some depth.



## What's in a theme?

Stories normally carry messages that the authors (consciously or subconsciously) want to convey. We call these “themes”. Sometimes themes are easy to describe with tolerable accuracy in one succinct phrase, for example: “be wary of strangers”.

In popular stories the message is generally more nuanced and we cannot summarize it adequately in a short statement. The story might for example illustrate that, while we should be prudently wary of strangers in certain situations, trust is also a virtue and we must not allow ourselves to become knee-jerk xenophobes. In this case we prefer to identify a suitably narrow domain of the problem that is discussed: trust in strangers.

Perhaps the story does not limit itself to discussing “trust in strangers”; perhaps it compares the way we place trust in strangers to the way we place trust in family, friends, or our child’s math teacher. The story then carries several additional themes: trust in family members, trust in friends, and trust in math teachers. But these are merely examples and it is clear that such a story has a broader scope still. We choose to summarize the theme as “trust in people”.

We say that “trust in people” is a generalization of “trust in strangers” which in turn is a generalization of “be wary of strangers”; a story about “trust in strangers” is also a “trust in people” kind of story etc. Trust, however, is not always discussed in terms of the way one person trusts another. The theme could instead be “trust between friends” or “the burden of being trusted”. We make one further generalization and say that all these examples are simply stories about “trust”.

For the purpose of statistical analysis and categorization of stories, we find that it is convenient to introduce two further generalizations. The theme “trust” is said to be in the category of themes about “human disposition” which itself is in the domain of “the human condition”. We make these definitions because they are practical and they define the natural contexts in which trust is most often discussed.

It is, of course, possible to discuss trust in ways that do not fit comfortably under the label of human dispositions. For example the cold war and such political brinkmanship is (among other things) a matter of trust between nations. If we ever find that it is needed to describe a story, we will prefer to call the theme “trust between nations”, a subset of “transna-

tional social issue” and is a theme about “society”.

We can equally well remove humans from the picture altogether and make a story that discusses trust as a mathematical concept in game theory. The sequence of generalization that we would choose for the theme of such a story (it has not yet become necessary) would be “trust within game theory”, a subset of “modern science” themes, “the domain of reason”, and “the pursuit of knowledge”. Few blockbusters center on any of these last themes, but we sometimes spot them as minor components in interesting science fiction stories.

Most of the theme names can be readily understood from examples and a detailed expositions of the top levels of generalizations which is to be found on the succeeding pages. That is, so to speak, our choice theme for this chapter.

## Theme domain and theme level

We found it practical to organize story themes into the following four domains:

**The Human Condition:** Themes about emotions, needs, desires, the enduring of hardships and the facing of life's challenges.

**Society:** Themes about the diverse ways of how society is or has been organized.

**The Pursuit of Knowledge:** Themes about how the world works and how to act ethically within it.

**Alternate Reality:** Themes falling outside of reality as it is presently understood. These are the classical science fiction and fantasy themes.

Even with suitable generalization we find that it is seldom possible to pick a single theme for a story such as a Star Trek episode. More often we find twenty. They are not equally important, however, and we use the following three levels:

**Choice theme:** What we really think the story is essentially about.

**Major theme:** A topic that is prevalent throughout most of the story or seems to be an important part of its conclusion.

**Minor theme:** Any topic of interest that is discussed, even briefly.

# Some Familiar Themes

Here are four theme categories common to Star Trek, not to mention any number of other sci-fi stories, accompanied with a selection of representative episodes.

## Romantic Love/Romantic Relationship

These are two distinct but related themes. One is about the emotion (love) felt by an individual and what goes on in their head. The other is about human-human interaction and how people embark upon romantic relationships together.



*The City on the Edge of Forever* [tos1x28-1967] is a *tragic love* story. Kirk falls madly in love with a woman who he knows is destined to die young and he is duty-bound not to interfere. *Metamorphosis* [tos2x02-1967], by contrast, features an interspecies romance: a powerful incorporeal alien falls madly in love with a strapping young human, but such a thing cannot possibly be. This is an example of *forbidden love*, that is, a love which is not quite accepted by contemporary society.

*Ménage a Troi* [tng3x24-1990] and *Galaxy's Child* [tng4x16-1991] are two typical stories of *unrequited love*. In the first, a despicable and ugly Ferengi tries to woo Lwaxana Troi who considers herself far out of his league. The spurned Ferengi resorts to kidnapping but is eventually outwitted. In the second story, the socially awkward engineer Geordi tries his game on the cold and condescending scientist Leah Brahms. She will have nothing of it and is in fact happily married already; Geordi and Leah parted on friendly terms.

In *The Game* [tng5x06-1991], Wesley gets a girlfriend, Robin Lefler. There is awkward conversation, shuffling of feet, sneaking off into corners and the stealing of a first kiss. The associated theme is called *teen romance* and may not be suitable for mature audiences.

## Past and Present Moral Controversies

Stories are also used to investigate aspects of serious and controversial social issues, some more current than others. Star Trek does not shy away from discussing the pros and cons of genetic engineering, religion, slavery and even Nazi Germany.



*The Conscience of the King* [tos1x12-1966] and *Space Seed* [tos1x24-1967] take on *eugenics*: practices aimed at improving humans as a race by preventing inferior individuals from reproducing. Such ideas are largely abhorrent to the modern mind, but it was not

## A Farewell to Arms (1932)



**Forbidden Love:** An American World War I ambulance driver in Italy falls in love with a nurse but army regulations do not allow such affairs.

## Black Oxen (1923)



**Past Moral Controversy:** Janet is an enamored young flapper challenging the prevailing sexual norms in the Roaring Twenties' America.

## The End of the World (1916)



**Existential Risk:** Civilized society collapses as a comet on a trajectory that takes it close to Earth causes various natural catastrophes.

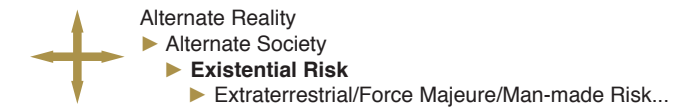
long ago they were taken seriously (the last forced sterilization in the USA was carried out in 1981). In the first story it is revealed that the Governor of Tarsus IV faced a food shortage and chose to let only "the best" people survive. In the second story, selectively bred super-human Khan seeks to annihilate lesser specimens.

The possible consequences of *genetic engineering* are pondered in *Unnatural Selection* [tng2x07-1989] and *The Hunted* [tng3x11-1990]. In the first story, a disease deadly to non-genetically engineered humans is accidentally created. In the second, genetically engineered super-soldiers with social issues go rogue and create much trouble for their government.

In *Half a Life* [tng4x22-1991] and *Ethics* [tng5x16-1992] *euthanasia* is a central theme. In *Half a Life* we see a reclusive alien arce in which people at the age of 60 are expected to commit ritual suicide for the benefit of society as a whole. In the aptly named *Ethics*, Worf becomes paralyzed in a freak accident; without hope of regaining his former mobility he beseeches his friends to help him die with dignity.

## Existential Risk

Thoughts on how Earth, our civilization or the entire universe may come to an end is interesting stuff for stories. In Star Trek there are plenty of examples.



*Assignment Earth* [tos2x26-1968] takes on Earth during the cold war. The United States is about to launch a *orbital nuclear weapons platform*, an event that advanced aliens believe will lead to *nuclear holocaust*. Luckily, the aliens intervene through proxy, Gary Seven, and the project is sabotaged.

*The Empath* [tos3x08-1968] and *All Our Yesterdays* [tos3x23-1969] discuss the possibility of a *sun going supernova*. In the first story the solar system happens to have multiple species, one which is advanced enough to flee and take another species with it. In the second story there is an advanced species that escape into their own past through a time portal. In reality, supernova are thought to occur only about three times per century in the Milky Way so the number of them encountered in Star Trek is conspicuous.

*Conspiracy* [tng1x25-1988], *The Survivors* [tng3x03-1989], and *The Best of Both Worlds* [tng3x26-1990] are stories about demise through an *attack from outer space*. Supposing we are not alone in the universe, should we fear other intelligent species? In the first story it is *parasitic bug aliens* that subvert our leaders by attaching themselves to people's brain stems. In the second, a human colony is wiped out by an invading fleet but the invaders' species in turn get wiped clean out of existence by a *transcendental alien* with magic-like powers. In the third, the Borg try to invade Earth and turn all humans into *cyborgs*.

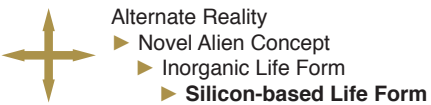


# Episode Vignettes, Part I

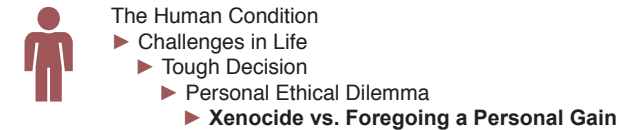
Here we provide summary vignettes for two memorable episodes. Some of the more salient themes are highlighted in bold. Themes are shown in their proper places in the theme hierarchies as space allows.

## The Devil in the Dark [tos1x26-1967]

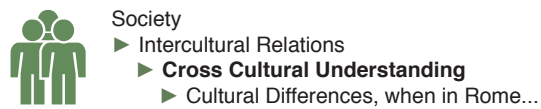
The Enterprise is dispatched to investigate rumors of a subterranean creature that is thought to be responsible for the destruction of equipment and the deaths of fifty men on the Janus VI mining colony. Kirk and Spock discover a hideous *silicon-based life form* inhabiting the surrounding rock. The mother Horta, as the rock monster is called, is an *endangered species*—the last of its kind. A *tough decision* looms as the creature seemingly blocks the miners path to wealth. The *personal ethical dilemma* is obvious: either commit *xenocide* or forgo plundering the mother Horta’s natural resources. Spock fortuitously manages to achieve a *cross cultural understanding* with the creature by means of a Vulcan mind-meld. An unsettling compromise is reached when the mother Horta agrees to help the miners locate ore deposits in the rock in exchange for a cessation of hostilities. The story concludes with an appeal to the proverb *beauty is in the eye of the beholder* when Spock explains how he learned that the human form is just as repellent to the mother Horta, as her appearance is to humans.



A *silicon-based life form* is a noteworthy *novel alien concept*. Silicon with its similarity to carbon (the basis for all known life) is a candidate for alternative biochemistries. But silicon life forms would no more have to resemble rock, than humans do charcoal.



*Xenocide vs. foregoing a personal gain* is a *personal ethical dilemma* whereby someone must choose whether or not to commit great harm to a people in order to acquire wealth. Outlandish as this may sound, humankind has a long history of engaging in such practices in the name of personal gain.



*Cross cultural understanding* themes treat the sorts of problems that arise when people from different cultures interact, like what happens when humans stumble on a race of rock monsters.

## A Trip to the Moon (1902)



**Novel Alien Concept:** A group of Earth scientist travel to the Moon and find there the insectoid “Selenites”, who prove less than welcoming.

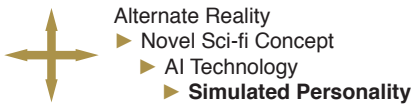
## R.U.R. (1922)



**AI Technology:** Rossum and his greedy nephew create a line of artificial people called robots to work in the factories. Instead the robots rise up to kill their human oppressors.

## Ship in a Bottle [tng6x12-1993]

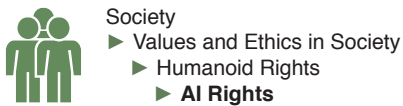
The *simulated personality* Professor James Moriarty is accidentally returned to life on the holodeck. Filled with *the need for freedom*, the arch villain hatches a plot to free himself from his holodeck confines. A game of *deductive reasoning* between Moriarty and Picard ensues. Moriarty sets the contest into motion by leaving the holodeck in flagrant violation of the laws of physics. Picard welcomes Moriarty to the 24th century, but urges him to remain aboard the Enterprise for awhile. Moriarty, eager to get on with life, protests that the request constitutes a violation of his *AI rights*. It’s not long before Moriarty appears to take control of the ship, threatening to destroy it unless his *romantic love*, the Countess Regina Bartholomew, is beamed into reality. Just when all seems lost, Picard deduces that he is actually inside a simulation made by Moriarty. Picard appears to give in to Moriarty’s demand and has him reunited with Regina. Alas! It’s The Professor who has been duped: what he believes to be reality is yet another *simulated reality*. Will he ever discover that his *universe is a simulation*?



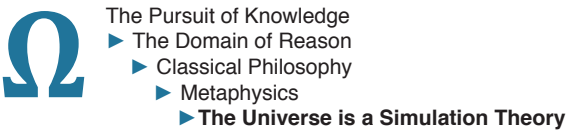
The notion of a *simulated personality*, that is, a self-aware machine, is a time-honored sci-fi theme. The HAL 9000 computer from Arthur C. Clarke’s *2001: A Space Odyssey* is one iconic example.



Moriarty’s *need for freedom* is a testament to his humanity. More generally, the *human need* category of themes deal with those things people require to feel safe, content, and fulfilled in life.



Should an as yet hypothetical (but rapidly more plausible) self-aware AI be entitled to the same basic rights that we enjoy?



A philosophical theme lies at the center of this story: *the universe is a simulation theory*. From Descartes 1637 desiderata “I think therefore I am” to the 1999 movie *The Matrix*, such musings are occasionally on the mind of pundit and couch potato alike.

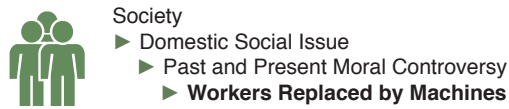


# Episode Vignettes, Part II

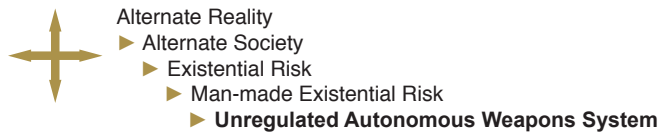
In this series of episode vignettes, we find everything from a battle of man vs. machine, to a truly crackpotted notion concerning the origin of the devil, to a Dyson sphere and a cheesy office romance.

## The Ultimate Computer [tos2x24-1968]

Richard Daystrom, a computer scientist with an *obsession* for his work, is commissioned to install a *sentient computer* on the Enterprise. Kirk and his crew worry about being *replaced by machines*. Instead the computer runs amok and turns the ship into an *unregulated autonomous weapons system*. The battle of *man vs. machine* begins, as the computer takes a war games exercise all too seriously. Kirk has a *clash of wills* with Daystrom over the necessity to destroy the machine, but in the end Kirk's will prevails.



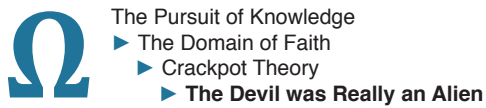
*Man vs. machine* is a prominent theme that is only becoming more interesting as machines become more sophisticated. In 1727 the UK parliament passed a law against the demolition of machines. Today we ask ourselves whether computers will one day take over the world and make us humans obsolete.



An *unregulated autonomous weapons system* run amok is a noteworthy special case of the “killer robots” theme, featured in such classic sci-fi films as *Terminator* and *The Matrix*.

## The Magicks of Megas-Tu [tas1x08-1973]

Caught in a matter-energy whirlwind, the Enterprise is pulled into the galactic core where the crew learns first hand *what it would be like to have magical powers*. They also find out that *the Earth's devil was really a misunderstood alien*, and a rather nice chap at that, who was only in search of some friendship.



*Crackpot theories*, when not taken too seriously, make for highly amusing story material. From the crashed UFO in Roswell, New Mexico, in 1947 to theories about spontaneous combustion and telekinesis; the Star Trek proposition that *the devil was really an alien* with magical powers must be among the zaniest.

## Gibel sensatsii (1935)



**Workers Replaced by Machines:** Robots controlled by music take the jobs of workers and are used to quash the subsequent rebellion.

## Metropolis (1927)



**Social Inequality:** Wealthy industrialists live in luxury while benighted workers toil away underground. The workers are urged to rise up. Can the two classes reconcile?

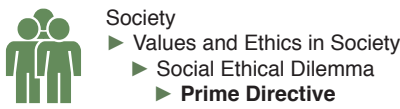
## The Hunchback of Notre Dame (1923)



**Unrequited Love:** Quasimodo is a horribly disfigured hunchback who falls in love with the beautiful Esmeralda. She shows him kindness but is ultimately repulsed his appearance.

## Justice [tng1x08-1987]

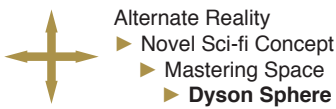
The Enterprise crew reaches out for some *cross cultural understanding* on an alien homeworld, a veritable *free love utopia*. They see the dark side of this society, however, when Wesley is condemned to death for clumsily tumbling into a flowerbed. Picard, having the power to choose, must now face the following *social ethical dilemma*: either follow the *Prime Directive* and obey the alien laws or violate those laws to save Wesley from execution.



Ethical dilemma is nourishing food for any story. These can be realistic or hypothetical: Is it okay to kill an android to save a unicorn?

## Relics [tng6x04-1992]

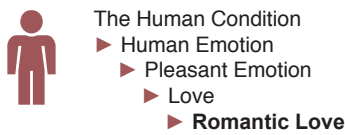
Gerodi discovers Mr. Scott (now captain) locked in a transporter buffer. Scotty, who is generally *coping with aging*, now faces *what it would be like to wake up in the future*. He has troubles fitting in and feels *the need to feel useful to society* now that his skills have become obsolete. During a *male bonding* experience with Geordi, however, he gets to save the Enterprise from being stuck inside a *Dyson sphere* and recovers some much needed dignity.



The *Dyson sphere* is a classic the sci-fi theme. Thought of by Olaf Stapledon in 1937, the idea was elaborated on by physicist Freeman Dyson in 1960: A huge sphere is built around a star, allowing its inhabitants to harvest 100% of the star's energy. Such a sphere built around Sol would have the surface area of a half-billion earths.

## Lessons [tng6x19-1993]

While prowling the ship during a sleepless night, Picard chances upon Nella Daren, head of the science department. The attraction is instantaneous and they embark on an *office romance*. The feelings of *romantic love* are deepened by their mutual *passion for music*. Picard, however, is repeatedly torn between *duty vs. love*. The matter comes to a head when he must make a life and death decision involving Nella and other crewmen. Though safe and sound in the end, they ultimately decide to part ways.



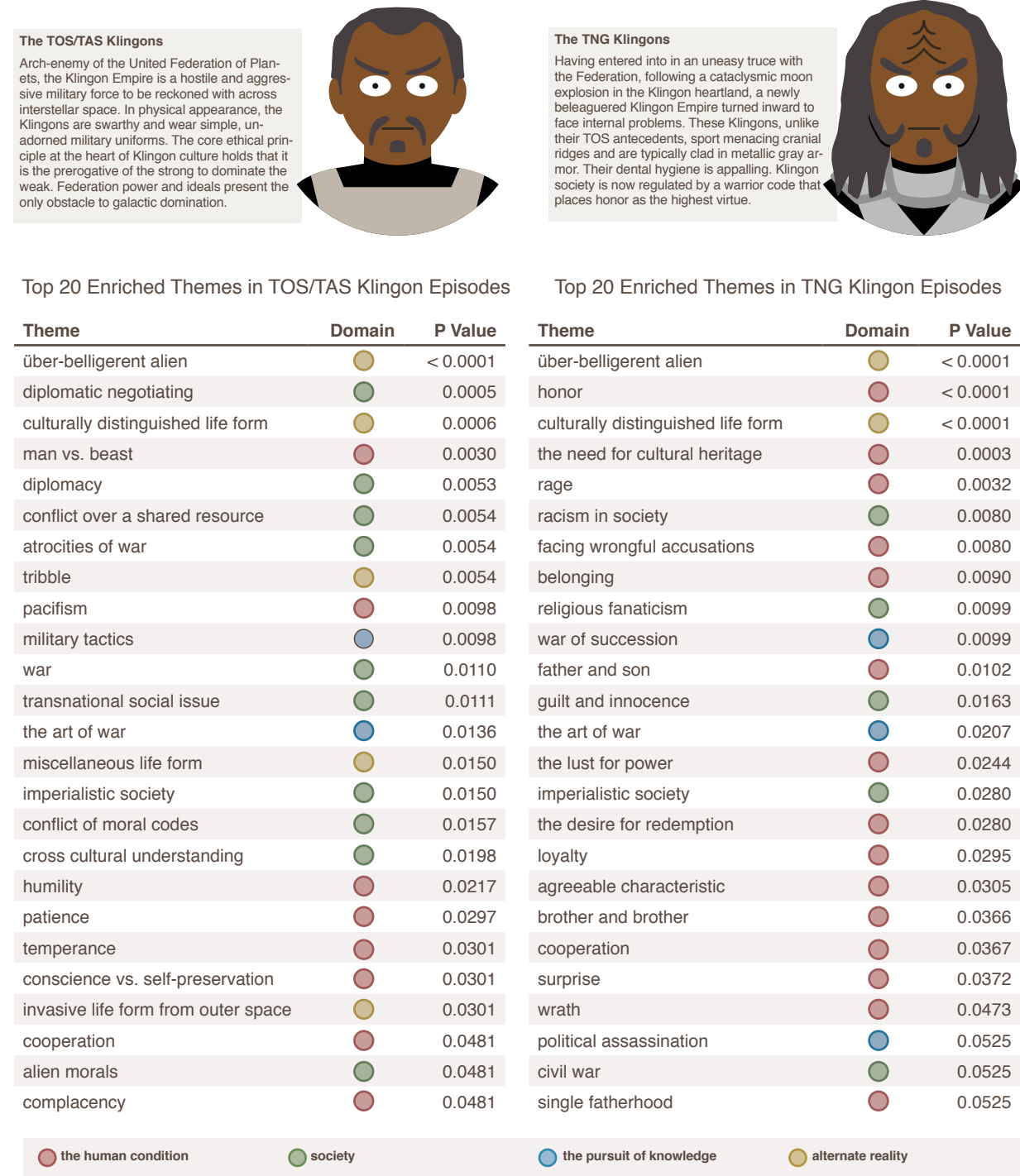
Romance! We present here our choice of a mature love-story.



Pages 42 to 53 are not shown in this book preview.

# A Tale of Two Klingons

What a difference a generation makes. The Klingons went from being a galactic menace of the highest order in TOS/TAS to an inward looking warrior culture in TNG. What changed? What stayed the same?



The Klingons are an über-belligerent humanoid species in the Star Trek alien pantheon. In TOS/TAS, the Klingon Empire pursues a harsh imperialist foreign policy, characterized by the use of military force in the subjugation of their weaker neighbors. The Federation, by contrast, is portrayed as a group of confederated alien races, united under the common principles of human rights and interstellar cooperation. The Federation fights to check Klingon expansion in the galaxy. The conflict between the Federation and the Klingon Empire has been seen as an allegory for the Cold War. According to this interpretation, the Federation represents the Western powers (i.e. NATO), and the Klingon Empire, the Soviet Union (i.e. the Warsaw Pact). But by the TNG series, Klingon society had undergone a radical transformation. The Klingons went from being a Federation enemy hell-bend on galactic domination, to an ally with a warrior culture, preoccupied with the maintaining of cherished traditions in an ever-changing world. Gone was the outward looking and expanding Klingon Empire. In its place, we find a society beset with internal struggle and a culture that values traditional warrior virtues, especially as loyalty and honor.

The big question is this: Do the Star Trek episode themes distinguish the cold warrior Klingons of TOS/TAS from their samurai warrior kin of TNG?

The answer lies in the identification of statistically over-represented themes in Klingon related episodes. Roughly, a theme is said to be over-represented, or *enriched*, when it occurs in a list of episodes more than would be expected by chance. The TOS/TAS and TNG Klingon episode enriched themes are shown in the accompanying tables. Theme over-representation analysis is fully described in [1] and the curious reader can reproduce these examples using the R package stoRy [2].

Consider first the TOS/TAS Klingon enriched themes in overview. TOS/TAS Klingon *imperialistic society* posed a serious military threat to the Federation. When an inevitable *transnational social issue* flared up between the Federation and Klingon Empire, such as a *conflict over a shared resource*, the resolution usually came about by either *diplomatic negotiating* or outright *war*. Although in some instances, Klingons and Federation members came to a *cross cultural understanding* when united by a common enemy that invariably came in the form of an incorporeal alien. But TOS/TAS

Klingon society had at its heart a *conflict of moral codes* with Federation ideology that proved insuperable. Many of the human condition themes are virtues possessed by the aliens that the Klingons sought to conquer (i.e. *pacifism*, *humility*, *kindness*, *honesty*, *patience*, and *temperance*). Most notably, the chief TNG Klingon virtues of *loyalty* and *honor* are not over-represented in TOS/TAS Klingon episodes.












Where TOS/TAS Klingon society is enterprising and enthusiastic in its convictions, TNG Klingon society is inward looking and gloomy. Consider the sorts of over-represented themes shown in the TNG Klingon table. The enriched society themes mostly pertain to internal conflicts, as evidenced by the themes *civil war*, *mediation*, *racism in society*, *religious fanaticism*, and *war of succession*. No longer is the Klingon Empire striving to impose Klingon values on the galaxy by means of military force, but rather it is focused on its own internal affairs. A subset of the enriched human condition themes (i.e. *loyalty*, *honor*, *rage*, and *wrath*) constitute signature TNG Klingon characteristics. However, a number of the human condition themes are about Worf, the lone Klingon aboard the Enterprise-D, struggling to maintain a connection with his Klingon cultural roots (i.e. *belonging*, *multicultural upbringing*, and *the need for cultural heritage*). The Klingon's family life is also much featured. In particular, there is Worf's relationship with his powerful borthor Kurn (i.e. *brother and brother*) and his only begotten son Alexander (i.e. *father and son* and *single fatherhood*). Many of the remaining human condition themes surround aspects of life in a cut-throat warrior culture, including *the lust for power*, *the desire for redemption*, and *coping with the death of a fellow compatriot*. Granted some old Klingon habits die hard. Klingon *über-belligerence* and a passion for *the art of war* hold true irrespective of the series under consideration.

## References

[1] Mikael Onsjoë and Paul Sheridan, Theme Enrichment Analysis: A Statistical Test for Identifying Significantly Enriched Themes in a List of Stories with an Application to the Star Trek Television Franchise, arXiv, (2017).  
[2] Paul Sheridan and Mikael Onsjoë, stoRy: Theme Enrichment Analysis for Stories (2017). R package version 0.1.1.

# A Tale of Three Series

Each Star Trek series comes with its own unique charm. But which themes stand out the most in each of TOS, TAS, and TNG? A theme over-representation analysis provides the answers.

Theme	Domain	P Value	Comment
Top 15 TOS Enriched Themes			
female stereotype		< 0.0001	Various outmoded female stereotypes reinforced.
wrath		< 0.0001	Violent outbursts abounded.
alternate society		< 0.0001	Different ways of organizing society explored.
facing a fight to the death		< 0.0001	Captain Kirk no stranger to such altercations.
what if I had to fight to the death		< 0.0001	Captain Kirk no stranger to such altercations.
gender issues		< 0.0001	Various outmoded sexist attitudes challeged, too.
rage		< 0.0001	Hurled bowls of Vulcan plomeek soup and so on.
real gadget		< 0.0001	Flatscreen TV, lie detector, teleconferencing, etc.
unpleasant emotion		< 0.0001	Parent theme of “rage”.
alternate life		< 0.0001	Fantastical things befalling people explored.
way of life		0.0001	Ideologies on how to lead a good life explored.
purpose in life		0.0002	Parent theme of “way of life”.
existential risk		0.0002	Various threats to human civilization explored.
imperialistic society		0.0002	Federation a bastion against imperialism.
what if I faced an incredible situation		0.0003	Examples of incredible situations faced noted in the main text.
Top 5 TAS Enriched Theme			
earth-life inspired life form		0.0004	Avians, felinoids, insectoids, slug-like aliens, etc.
life-support belt		0.0004	A belt-like device that functions as a spacesuit.
miscellaneous life form		0.0017	E.g. an alien composed of autonomous parts.
man vs. beast		0.0187	Beasts faced: ie-matya, rock beast, tribble.
Chariots of the Gods		0.0326	Aliens supplied the ancients with technology.
Top 15 TNG Enriched Theme			
human emotion		< 0.0001	Virtues, vices, emotions pleasant and unpleasant
virtual reality room		< 0.0001	The holodeck in other words.
familial love		0.0002	Bonds between family members emphasized.
growing up		0.0003	Problems faced in early life treated.
heavenly virtue		0.0004	Emphasized human virtues detailed in main text.
android		0.0006	Lieutenant Commander Data in other words.
human personality		0.0008	Parent theme of “human emotion”.
social interaction		0.0008	Social dynamics of people interacting in groups explored.
pride		0.0012	Just one of the many human vices examined.
belonging		0.0020	Finding one’s place in a social group explored.
mother and son		0.0021	E.g. Beverly Crusher and her son Wesley.
AI point of view		0.0026	Characters keen on self-analysis of mental states.
family affairs		0.0029	A mother’s love for her child featured.
adolescence		0.0030	The world as might be viewed by an AI shown.
familial relations		0.0035	The ups and downs of family life examined.
 the human condition  society  the pursuit of knowledge  alternate reality			

## Theme Over-representation by Series

A theme is said to be over-represented, or enriched, in a series when it is found to occur among its episodes more than would be expected by chance. Over-represented themes for TOS, TAS, and TNG are shown in the accompanying Enterprise-shaped word clouds. The curious reader can find out more about “A Tale of Three Series” over-representation analysis in references [1, 2].

## The Original Series

Two society domain themes (*female stereotype*, and *gender issues*) stand out and they relate to the role of women in 1960s society. Of the various over-represented alternate reality domain themes three (*alternate society*, *existential risk*, and *man-made existential risk*) relate to speculations about society. In particular the emphasis on existential risk is likely a reflection of the Cold War and relatively fresh memories of the Second World War. Four of the most over-represented human condition domain themes (*wrath*, *facing a fight to the death*, *rage*, and *unpleasant emotion*) are in fact closely tied to conflict as well. Other human condition themes among the top 20 most enriched themes (*way of life*, *purpose in life*, *personal ethical dilemma*, *tough decision*, and *the need for a challenge in life*) fit into a category of life choices and decision making. Speculating about why this might be a feature of TOS relative to the later series is left to the reader. Suffice it to say that they, like all the most over-represented human condition domain themes in TOS, are notably different from the over-represented themes in TNG.

## The Animated Series

Many of the over-represented alternate reality themes can be labeled as fanciful notions. There are typical sci-fi themes: *earth-life inspired life form*, *life-support belt*, and *miscellaneous life form*. *Chariots of the Gods*, which is a theory that aliens bootstrapped human civilization via the supplying o our ancient ancestry with technology, is categorized as a *crackpot theory* as it is a theory that is not accepted in mainstream science. Note that *Atlantis* and *Bermuda Triangle* are other *crackpot theories* that fall withing the top 10 most enriced TAS themes. That such themes become over-represented in TAS can be explained by the fact that it is the only animated series of the trio. On one hand this would have released the authors from constraints otherwise imposed by the need for costly props and primitive computer-generated imagery and allowed

them to unleash their imagination further. The lack of emotion-related themes, ascompared with TOS and TNG, may be partially explained by early animation technology’s inability to approach the nuances of facial expression and body language that talented actors (notably William Shatner and Patrick Stewart) could employ.

## The Next Generation

The lion’s share of the most significantly over-represented TNG themes relate to individual human experience. Many of them are in the category called *family affairs*: *familial love*, *growing up*, *mother and son*, *maternal love*, *family affairs*, *adolescence*, *familial relations*, *father and son*, *paternal love*, and *child rearing* (the latter three thmes fall within the top 20 most enriched themes); some others are not dissimilar: *human emotion*, *heavenly virtue*, *human personality*, *social interaction*, *pride*, and *belonging*. Anyone familiar with the lovable android Data will understand that the alternate reality domain themes *android* and *AI point of view* are tied up with stories about individual human experience as well. In fact the only theme that stands out as different in this sense is *virtual reality room*, a particular sci-fi concept that refers to the holodeck in TNG which has become something of a meme in its own right. Why it is that TNG so distinctly features these family affair, relationship, and emotional themes is of course open to interpretation. Grumpy old-timers will point to an inexorable trend in modern television has been towards vapid character development designed to evoke safe familiarity rather than intellectual stimuli or moral controversy. Certainly, the main characters in TNG all have more elaborate background stories, subtle personality traits, and complicated interpersonal relationships than the main characters of the two earlier series.

## References

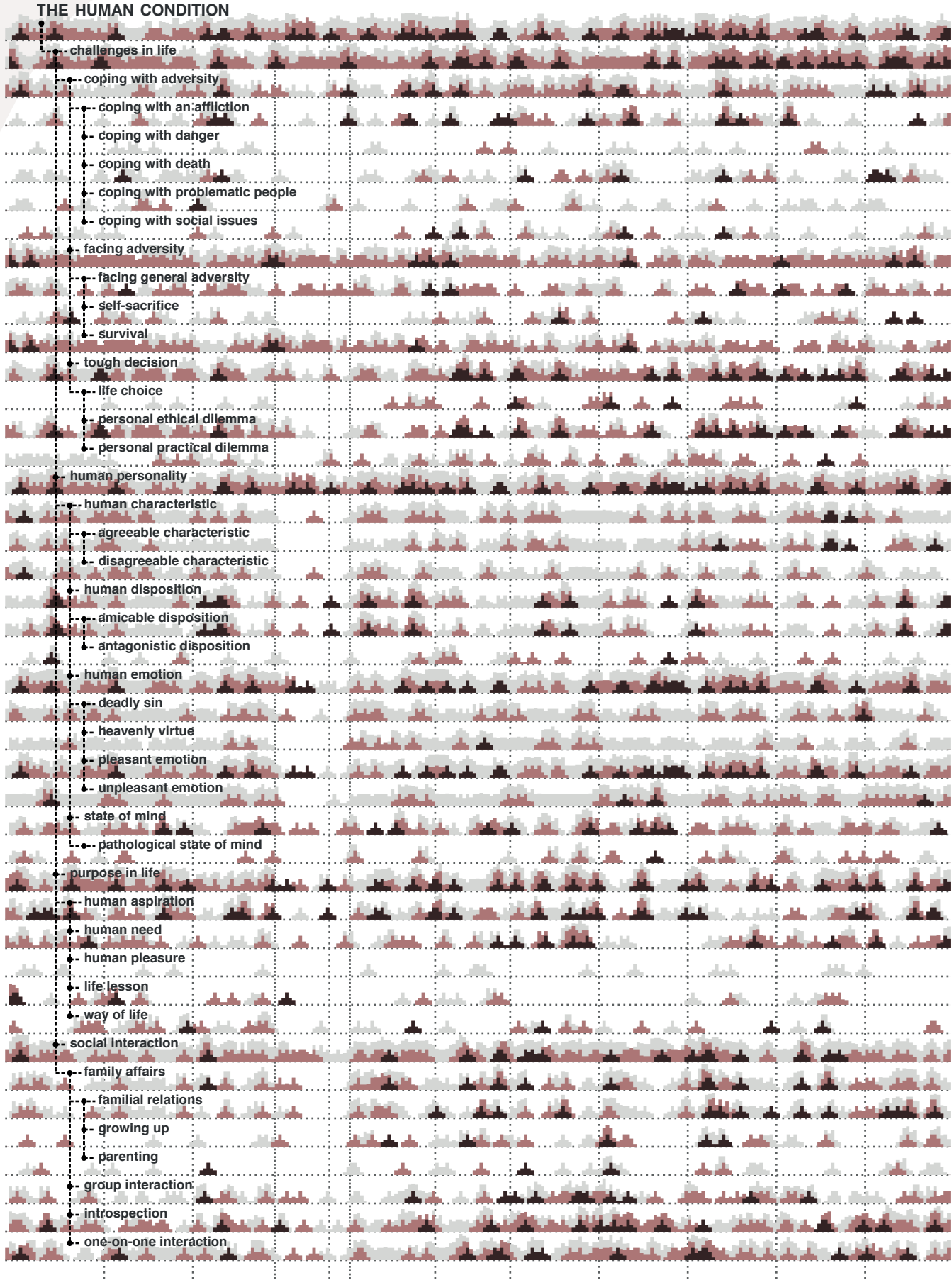
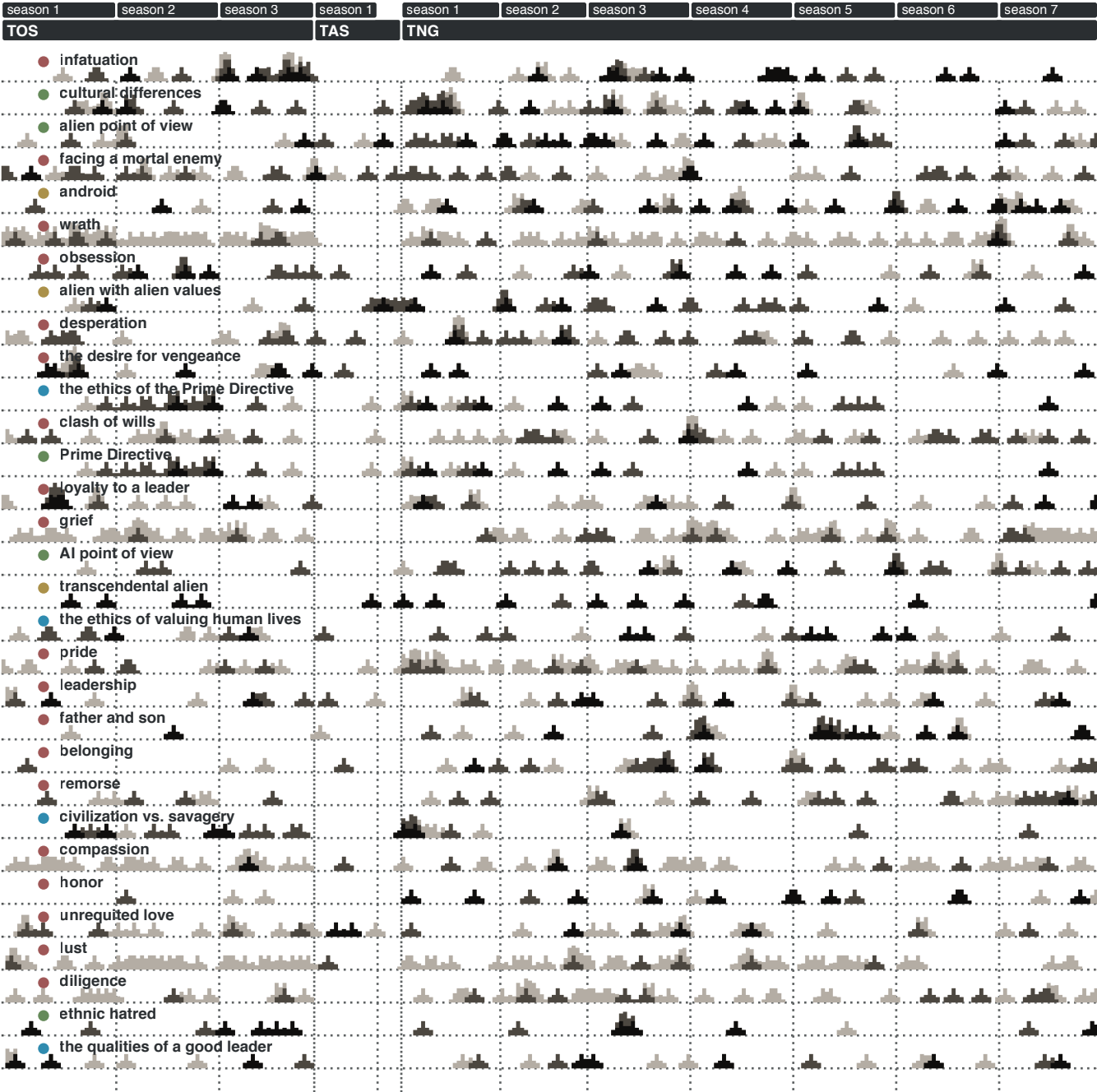
[1] Mikael Onsjö and Paul Sheridan, Theme Enrichment Analysis: A Statistical Test for Identifying Significantly Enriched Themes in a List of Stories with an Application to the Star Trek Television Franchise, arXiv, (2017).  
[2] Paul Sheridan and Mikael Onsjö, stoRy: Theme Enrichment Analysis for Stories (2017). R package version 0.1.1.



# Theme Time Series

The study comprises several thousand themes organized into roughly a hundred theme categories, all of which can be explored at <http://www.themeontology.org>

The first page below displays the 31 most common specific themes and when they were used. The next three pages show the same but for each of the theme categories. A black/colored/gray mark indicates a choice/major/minor theme usage respectively.



Pages 60 to 63 are not shown in this book preview.

Themes that are about the individual experience of being human: our lives, emotions, relations, needs, aspirations, etc.





# Human Personality

"What makes one man an exceptional leader? We see indications that it's his negative side which makes him strong, that his evil side, controlled and disciplined, is vital to his strength. Your negative side removed from you, the power of command begins to elude you."  
— Mr. Spock, "The Enemy Within"

These are themes that describe, discuss, and illustrate the various components that make up the human psyche. They put a single individual in the center and involve other people and external condition only insofar as these are represented as thoughts in the main character's mind. *Human personality* themes fall into four broad categories: *human characteristic*, *human disposition*, *human emotion*, and *human state of mind*. Amicable and antagonistic dispositions, in particular, as well as romantic love necessitate by definition that there is the idea of someone else.

## Human Characteristic

*Human characteristics* are perhaps the easiest to explain. When featured, they tend to come with the moral suggestion "this is what you ought to be like" or "this is what you shouldn't be". *Heavenly virtue* and *deadly sin* are by and large just other positive and negative character traits. The list is lifted from Christian tradition and reveal the authors' backgrounds as Western writers. It should be noted, however, that all major religions discuss positive and negative character traits in similar ways, just with different emphasis. Because of the significance such thinking has had throughout the last millenniums of world history, it is hoped that the inclusion of sins and virtues as their own categories will be appealing and useful.



**Agreeable Characteristic:** A character trait that is generally admirable and considered beneficial to society is featured.

Child themes: *chivalry*, *courage*, *courage in the face of death*, *courtesy*, *creativity*, *distaste for attention*, *fairness*, *fortitude*, *heroism*, *honesty*, *hon-*

*or, hospitality*, *ingenuity*, *inquisitiveness*, *integrity*, *personal conviction*, *Spartan asceticism*



**Disagreeable Characteristic:** A character traits that is generally disagreeable and considered bad for society is featured.

Child themes: *childishness*, *closed-mindedness*, *complacency*, *cowardice*, *cruelty*, *deviousness*, *hedonism*, *hubris*, *irreverence*, *malevolence*, *prickliness*, *prudishness*, *righteousness*, *rudeness*, *ruthlessness*, *sadism*, *stubbornness*, *tardiness*



**Heavenly Virtue:** One of the traditional "heavenly virtues" of Christian theology is featured.

Child themes: *chastity*, *diligence*, *generosity*, *humility*, *kindness*, *patience*, *temperance*

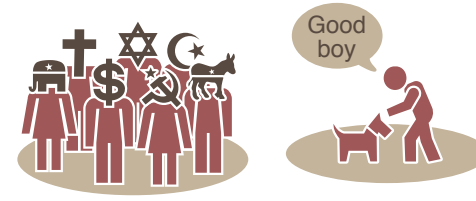


**Deadly Sin:** One of the traditional "deadly sins" of Christian theology is featured.

Child themes: *avarice*, *gluttony*, *jealousy*, *lust*, *pride*, *sloth*, *vanity*, *wrath*

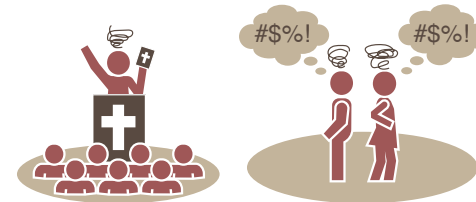
## Human Disposition

Themes about *human dispositions* are rather similar to those about *human characteristics*. Where the latter discusses a person's behavior in general, the former evokes slightly more specific situations. The moral message may be "this is how you should treat others" and vice versa.



**Amicable Disposition:** A positive attitude we may have towards one another is featured.

Child themes: *compassion*, *graciousness in defeat*, *loyalty to a cause*, *loyalty to a friend*, *loyalty to a group*, *loyalty to a leader*, *loyalty to a subordinate*, *loyalty to one's family*, *loyalty to one's species*, *magnanimity in victory*, *mercy*, *pity*, *respect for an enemy*



**Antagonistic Disposition:** A negative attitudes we may have towards one another is featured.

Child themes: *contempt*, *inferiority complex*, *moral outrage*, *prejudice*, *resentment*

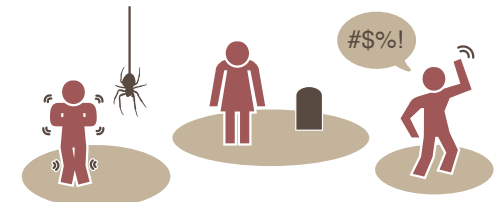
## Human Emotion

The sub-category called *human emotion* may seem obvious at first glance. There is, however, no real consensus on precisely what an emotion is. The distinction between *pleasant emotion* and *unpleasant emotion*. Comparatively basic feelings are in the *human emotion* categories and more complex mental states in the *human state of mind* categories. The distinction between positive and negative is fuzzy as well. If negative aspects of something that is normally considered positive are notably featured, however, it is always possible to formulate a different theme for that particular idea. It is interesting to note that whereas themes about character traits often come with a moral message, themes about emotions are less judgmental of themselves. The message is rather "this is what it is like to experience such and such". There may be a moral message attached to whatever situation that brought about the emotion but, again, that is then a different theme.



**Pleasant Emotion:** A base human emotion that we typically enjoy having is featured.

Child themes: *acceptance*, *admiration*, *amazement*, *anticipation*, *awe*, *bliss*, *determination*, *distraction*, *ecstasy*, *hope*, *interest*, *joy*, *love*, *nostalgia*, *serenity*, *surprise*, *trust*, *vigilance*



**Unpleasant Emotion:** A base human emotion that we typically do not enjoy having is featured.

Child themes: *anger*, *annoyance*, *apprehension*, *boredom*, *despair*, *disgust*, *embarrassment*, *fear*, *frustration*, *grief*, *loathing*, *loneliness*, *pensive-ness*, *rage*, *remorse*, *sadness*, *shame*, *terror*

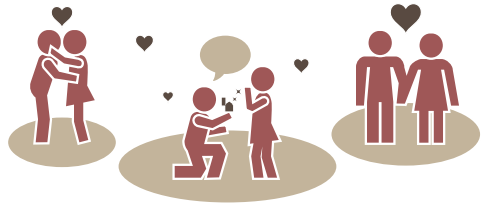
Many of the emotions can easily be imagined as dispositions. The obvious example is *romantic love*. Related words when used as themes are placed under the category of *pleasant emotions* because the focus in such stories (and many there are) tends to be on the individual characters' individual feelings. Love may be a disposition in many cases but when, for example, holy scripture commands that thou shalt love thy neighbor, thy fellow man, or thy Lord, this is most likely not to be understood in the romantic sense.

Webster's dictionary defines love as "a quality or feeling of strong or constant affection for and dedication to another." In our stories, love is overwhelmingly of the romantic variety, i.e., the idea of physical attraction and sex is not far removed. Another substantial category is that of non-romantic love between family members. The remaining case (non-romantic love between people who are nothing like family) are few enough that they can be squeezed together with the second kind into, simply, *familial love* without causing too much head-scratching.



**Familial Love:** The sort of love shared among family and friends.

Child themes: *filial love, fraternal love, love of a pet, maternal love, matrimonial love, paternal love, platonic love, sororal love*



**Romantic Love:** That peculiar sort of love between people associated with sexual attraction.

Child themes: *epic love, forbidden love, infatuation, love at first sight, nostalgic love, obsessive love, old-age love, tragic love, unrequited love*

## Human State of Mind

Whether *human states of mind*, such as phobias, should be categorized as “pathological” is arguable. It is of course a matter of degree. A commonly cited example of a phobia is the fear of spiders: arachnophobia. The fear of snakes, heights, open spaces and small spaces, dogs, thunder, germs, flying, and holes are others that one quickly come across on searching. A word game related site on the Internet (<http://www.wordplays.com>, accessed 23/09/2017) lists the following 80 English words ending with “phobia”:

Acrophobia, aerophobia, agoraphobia, ailurophobia, ailurophobia, algophobia, anemophobia, anglophobia, anthropophobia, aquaphobia, arachnophobia, arithmophobia, astraphobia, astraphobia, astrophobia, autophobia, bathophobia, batrachophobia, bibliophobia, cancerophobia, cancerphobia, canophobia, claustrophobia, computerphobia, cyberphobia, cynophobia, dromophobia, ecophobia, emetophobia, ergophobia, erotophobia, erythrophobia, europophobia, francophobia, genophobia, gerontophobia, graphophobia, gynophobia, hierophobia, homophobia, hydrophobia, hypsophobia, keno-

phobia, monophobia, mysophobia, necrophobia, negrophobia, neophobia, nosophobia, nyctophobia, ochlophobia, odontophobia, ornithophobia, panophobia, pantophobia, pathophobia, phagophobia, phengophobia, phonophobia, photophobia, pyrophobia, satanophobia, scopophobia, scotophobia, sitiophobia, sitophobia, symmetrophobia, syphilophobia, taphephobia, taphophobia, technophobia, teratophobia, thanatophobia, theophobia, toxicophobia, toxiphobia, xenophobia, zelophobia, zoophobia

Of these, the spell checker in our software recognizes only acrophobia (fear of heights), agoraphobia (-open spaces), arachnophobia (-spiders), claustrophobia (-narrow spaces), ergophobia (-work), homophobia (-homosexual people), hydrophobia (-water), technophobia (-advanced technology), and xenophobia (-strangers). The latter is frequently featured in Star Trek where the “strangers” may be physically repulsive beings from another planet. It is not hard to come across additional phobias. After all, one can take any noun, append the suffix “phobia” and come up with a fantastical story to match.



**Non-pathological State of Mind:** A mental illness, i.e., such states of mind that are undesirable and serious enough that professional treatment should be considered

Child themes: anxiety, culture shock, denial, desperation, emotional overwhelm, ennui, escape from reality, feeling of helplessness, feeling of unfulfillment, megalomania, misandry, misanthropy, misogyny, moodiness, obsession, obsession with a life-dedicated project, religious fervor, selective memory, withdrawal from society.



**Pathological State of Mind:** A complicated internal mental state that is not described as simple

emotions, i.e., a disorder and the like.

Child themes: acute anxiety, arachnophobia, delusion of being an android, delusion of grandeur, depression, descent into madness, drug addiction, hypochondria, intoxication, mental illness, monophobia, persecution complex, psychopathy, sleep deprivation, Stockholm Syndrome, succumbing to dark emotions, suppressed emotion, suppressed memories, transporter phobia, video game addiction

## Purpose in Life

*“These are people, not robots. They should have the opportunity of choice.”*  
– James T. Kirk, “The Apple”

*Purpose in Life* is the category of themes that illustrate the things that motivate us and the choices we make about how to lead our lives. Themes that describe the most basic needs are categorized under *Human Need*. It is interesting to compare these with Maslow’s hierarchy of five types of needs: The “physiological” contain that which is needed for humans to live. “Safety” is that which we need to feel that our lives and ways of life are secure. “Love and belonging” is the need to be involved in society through, e.g., friends and family; “esteem” is the need to be valued and accepted by the same. “Self-actualization”, finally, is the need to fulfill intellectual and spiritual desires and achieve one’s perceived potential.

The category *Human Pleasure* simply contains a variety of pleasurable pursuits pastimes that have been found featured in stories. *Human Aspiration* contains particular things a human may choose to strive for in life (cf. Maslow’s fifth category).

*Life Lesson* is a diverse category of various condensed “facts” (they need of course not be taken as truths by the audience just because they are featured in a story) a person may have come to learn about life and existence. *Way of Life*, finally, contains things related to a persons choices about how to lead their life in society. Where the human aspirations contained particular personal ambitions, ways of life are rather ideas about what kind of community we want to live in.



**Human Need:** The things we humans tend to need in order to consider ourselves healthy, content, and fulfilled in life.

Psychological: the need for procreation

Safety: attachment to one’s land, attachment to one’s livelihood, the need for privacy, the need for self-determination

Love/Belonging: attachment to one’s people, the need for closure, the need for companionship, the need for cultural heritage, the need for friendship

Esteem: the need for self-vindication, the need to be remembered, the need to be treated with respect, the need to feel useful to society, the need to get there on one’s own merits, the need to maintain an image, the need to prove one’s self

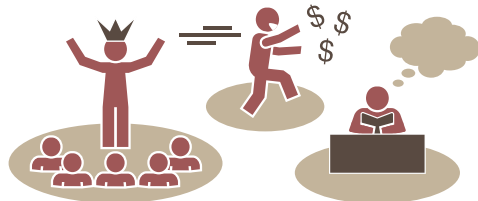
Self-actualization: attachment to one’s ship, the need for a challenge in life, the need for a purpose in life, the need for freedom, the need for play, the need for rest and recreation



**Human Pleasure:** A character takes marked pleasure in an activity such as a hobby.

Child themes: passion for archaeology, passion for charitable volunteering, passion for gambling, passion for medicine, passion for music, passion for space exploration, pleasure in antiquing, pleasure in beating the tar out of someone, pleasure in cooking, pleasure in dancing, pleasure in discharging firearms, pleasure in eating, pleasure in horseback riding, pleasure in hunting, pleasure in listening to music, pleasure in solving a puzzle, pleasure in taking exercise, pleasure in telling someone to shut th hell up, pleasure in violence, the beauty of nature, the joys of love





**Human Aspiration:** A basic human hope, dream, or the question of what we want out of life is featured.

Child themes: *the desire for glory, the desire for justice, the desire for personal development, the desire for prestige, the desire for redemption, the desire for vengeance, the desire to advance one's career, the desire to be beautiful, the desire to be worshiped, the desire to pursue one's dream, the lust for gold, the lust for power, the quest for immortality, the thirst for knowledge*

what is ugly might still be good one cannot cheat fate  
the flip side of immortality  
there is value in redundancy  
there is value in experience  
there are no shortcuts in life  
there is value in diversity  
ignorance is bliss  
there is value in diversity



**Way of Life:** The various ideas people may have about how they want to lead their lives.

Child themes: *anti-intellectualism, carpe diem, free love, intellectualism, just be yourself, neo-luddism, pacifism, patriotism, traditionalism, turn the other cheek, vegetarianism*

pacifism living underground is not natural  
free love  
better to have loved and lost  
fatalism  
patriotism  
vegetarianism  
just be yourself  
carpe diem  
neo-luddism  
turn the other cheek  
don't judge prematurely



**Life Lesson:** A character comes to learn useful knowledge or a principle that can be applied to living a better life.

Child themes: *appearances can be deceiving, be careful what you wish for, be mindful of first impressions, better to have loved and lost, evil can come in the guise of beauty, ignorance is bliss, the flip side of immortality, there is strength in unity, there is value in diversity, there is value in redundancy, true beauty comes from within, you can't force someone to love you, you have to take chances to get ahead*

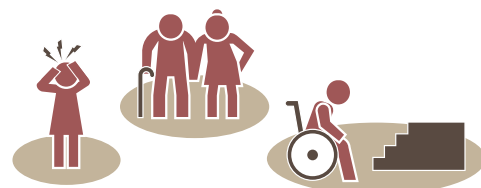
## Challenges in Life

"A man either lives life as it happens to him, meets it head-on and licks it, or he turns his back on it and starts to wither away."  
— Dr. Boyce, "The Menagerie" and "The Cage"

This is the category of themes that describe problems an individual may be confronted with in the course of their life. It is further divided into three branches: *coping with adversity, facing adversity, and tough decision.*

### Coping with Adversity

The word "coping" is used to indicate that these are challenges in life that we, by and large, just have to endure. The struggle is mostly within one's self and coming to terms with fact. In a science fictional setting it is not hard to imagine a situation where someone instead seeks to change such conditions. But that is then the subject for a different theme.



**Coping with an Affliction:** A character is coping with a physical or mental condition that causes them pain or anxiety.

Child themes: *coping with a bad hangover, coping with a disability, coping with a friend who is losing their mind, coping with a friend who is overexerting themselves, coping with a loss of faith, coping with a loved one being terminally ill, coping with a terminal illness, coping with aging, coping with amnesia, coping with being horribly disfigured, coping with cold feet, coping with excruciating pain, coping with insomnia, coping with menopause, coping with post-traumatic stress, coping with senility, coping with test anxiety, coping with tight boots*



**Coping with Death:** A character is coming to grips with the death of a person or persons who they had a degree of attachment to in life.

Child themes: *coping with suicide, coping with the death of a child, coping with the death of a colleague, coping with the death of a fiancée, coping with the death of a friend, coping with the death of a grandparent, coping with the death of a lover, coping with the death of a parent, coping with the death of a pet, coping with the death of a sibling, coping with the death of a spouse, coping with the death of a subordinate, coping with the death of one's entire chorus, coping with the death of one's entire family*



**Coping with Problematic People:** A character puts up with a person who they cannot avoid but find it difficult to deal with for whatever reason.

Child themes: *coping with a bad boss, coping with a loose cannon, coping with a real nag, coping with a spoiled brat, coping with an incompetent coworker, coping with an intransigent son of a bitch, coping with an obnoxious chatterbox, coping with an obnoxious jerk, coping with an over-protective guardian, coping with an unruly pet, coping with unwelcome romantic attention*



**Coping with Danger:** A character experiences a dangerous situation.

Child themes: *coping with a loved one being in peril, coping with being locked up in a penalty box, coping with being lost in space, coping with being stranded alone for years, coping with being tortured*

**Coping with Having to do Something:** A character has to do something they know they must do but that is nevertheless psychologically very difficult.

Child themes: *coping with opposing a friend, delivering bad news, killing an injured pet, struggling with a life-changing decision*

**Coping with Life Issues:** A character comes to terms with some common problem that happens to common people in the common course of life.

Child themes: *coping with a life-changing event, coping with having a predetermined life, coping with memories of a lost love, coping with mortality, coping with personal failure, coping with time passing you by*



**Coping with Social Issues:** A character has trouble with their place in society, or with family and friends, etc.

Child themes: *coping with being pitied, coping with being separated from one's family, coping with disagreeable orders, coping with guilt, coping with having injured a friend, coping with having injured someone, coping with living in a foreign culture, coping with rejection*

**Coping with Stress:** A character experiences a stressful situation.

Child themes: *coping with stress at work, coping with the rigors of command, cracking under pressure, freezing up in a critical moment, living up to expectations*

### Facing Adversity

The word "facing" is used to indicate that there is a confrontation with something objectionable that the character in question seeks to change. The struggle is to muster the resolve and find the resources that are required.



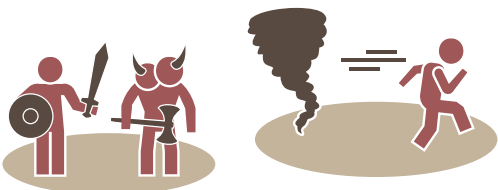
**Facing General Adversity:** A character confronts something difficult that they actively endeavor to overcome.

Child themes: *bird in a gilded cage, charting unknown territory, coming out of the closet, convalescence, facing a conspiracy, facing a hostage situation, facing a pandemic, facing a ship takeover, facing life in an insane asylum, facing life in captivity, facing mysterious adversity, facing one's darkest fear, facing wrongful accusations, overcoming a limitation, overcoming an addiction, postponing grief, resisting a temptation, standing up to a boss, standing up to a bully*



**Self-sacrifice:** A character helps another character or cause at a significant cost or risk to themselves.

Child themes: *sacrifice for a friend, sacrifice for a loved one, sacrifice for a subordinate, sacrifice for an adversary, sacrifice for an obsession, sacrifice for one's beliefs, sacrifice for one's people, sacrifice self and crew to foil an enemy, sacrifice to save a hated enemy, sacrificing one's self for the universe, sacrificing one's self to contain a pandemic, selfless service*



**Survival:** A character faces a situation where their life itself is at stake.

Child themes: *facing a ferocious beast, facing a fight to the death, facing a mortal enemy, facing an invading force, facing an overpowering adversary, man vs. beast, man vs. captivity, man vs. machine, man vs. nature, man vs. space anomaly, man vs. the occult, man vs. zombie, survival of one's species, surviving an existential risk*

## Tough Decision

The previous two categories are used when the choice of what to do is already clear. But choices themselves are so important and so central to our stories that they warrant their own category. The further subdivision of this category is interesting: Tough decisions tend to be one of (1) matters of personal preference (what do I want to do with my life?), (2) ethical (what is right and what is wrong?), (3) practical (what will happen if I choose such and such?) A philosopher may object that all choices are all of these things at once. In practice it is usually not difficult to decide that a particular tough decision theme fits better under the rubric of one or the other. Themes about emotions are less judgmental of themselves. The message is rather "this is what it is like to experience such and such". There may be a moral message attached to whatever situation that brought about the emotion but, again, that is then a different theme.



**Life Choice:** A character is made to reflect on a tough decision that involve choices that are hard, not because of ethical issues or uncertainty about the outcome, but because the decision that will have a major impact on the course of their life.

Child themes: *accumulation of wealth vs. personal development, adopting a child, breaking with tradition vs. suicide, choosing between allegiances, choosing between job opportunities, contemplating suicide, deal with the devil, homework vs. play, leaving one's old life behind, life as a cripple vs. suicide, love vs. career, personal freedom vs. romantic love, pursuing one's dream vs. saving a friend, resettlement vs. fighting for one's homeland, the thirst for knowledge vs. safety, tradition vs. safety*



**Personal Ethical Dilemma:** A character struggles with a tough decision that involves choices that are hard because they involve moral considerations.

Child themes: *choosing between just causes, compassion vs. self-preservation, compromising one's ethical principles vs. self-preservation, deal with the devil to save a friend, destroying an ancient relic vs. saving the universe, duty vs. compassion, duty vs. conscience, duty vs. duty, duty vs. friendship, duty vs. love, duty vs. self-preservation, grabbing power vs. forgoing power, kill or be killed, playing it far vs. taking an advantage, saving a friend vs. self-preservation, saving a people vs. self-preservation, saving innocent lives vs. compromising one's ethical principles, Sophie's choice, taking the law into one's own hands, the calculus of human life, the life of a friend vs. the lives of many, the life of a loved one vs. the good of humanity, to kill or to spare, to tell the truth vs. offering a comforting lie, xenocide vs. foregoing a personal gain*



**Personal Practical Dilemma:** A character struggles with a tough decision that involve choices that are hard, not because of moral considerations or preferences but simply because the effect of possible choices are less than clear.

Child themes: *carrot vs. stick, decision making in the face of uncertainty, fight vs. flee, hopeless search vs. abandon hope, logic vs. gut feeling, rick taking vs. playing it safe, to publicly confront vs. to privately discuss, tough love, trust in a potential foe, trust in intentions vs. trust in judgement*

## Social Interaction

*"Live now; make now always the most precious time. Now will never come again."*  
— Jean-Luc Picard, "Inner Light"

*Social Interaction* is concerned with themes about dyads or groups of people small enough that we can imagine the feelings of all the individuals involved. It is divided into the following sub-categories: *introspection, one-on-one interaction, family affairs, group interaction.*

### Introspection

Someone looks inward and thinks about themselves, who they are, and how they are leading their life. Although seldom (if sometimes) featured on screen, this often involves a mental dialogue with an internal self.



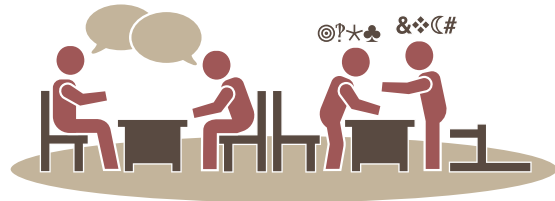
**Introspection:** A character examines their own conscious thoughts and feelings.

Child themes: *a wider world, beating one's self up, catharsis, coming to terms with things, confronting an old ghost, discovering a hidden talent, disillusionment, exercising self-restraint, facing one's darker side, getting a taste of one's own medicine, having a preconception challenged, holding one's tongue, lamentation over a lost love, lesson in humility, questioning one's sanity, remembrance, repressing one's hatred, second guessing one's self, seeing the error of one's ways, self-analysis, self-image, stepping up to the task, swallowing one's pride, taking responsibility for one's actions, trusting one's conscience*

### One-on-one Interaction

Focus is on two people and the relationship between them in some particular context. Because of the preponderance of romance in stories, such interaction is further grouped into *Romantic Relationship*.





**One-on-one Interaction:** Two characters engage in a social interaction of some kind.

Child themes: *betrayal, bluffing, clash of wills, clash of Wills, compromising, cooperation, expressing feelings, faith in a friend, falling out of friendship, female bonding, flattery, friendship, intimidation, male bonding, mutual respect, placing blame, reconciliation, reverse psychology, rivalry, second guessing a superior, sucking up, trust in a friend*

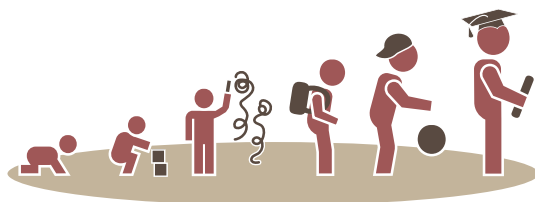


**Romantic Relationship:** Two characters engage in a romantic relationship.

Child themes: *cross cultural romance, doctor and patient relationship, exploiting a lover, fall out from a one night stand, first crush, flirtation, for better or for worse, letting go of a lover, long distance relationship, love triangle, lovers' quarrel, office romance, old flames, old man fetish, pity sex, reunion with a loved one, teen romance, womanizing, young and old romance, young lovers*

## Family Affairs

Another set of themes that is featured in abundance in our stories is that which centers on the family. There are countless variations and permutations. Many of them involve children, and the challenge of bringing them up.



**Growing Up:** The various problems someone may face during childhood and adolescence.

Child themes: *adolescence, black sheep, childhood as an outsider, childhood aspirations, father and son rivalry, imaginary friend, leaving the nest, multicultural upbringing, orphanhood, role models, sibling rivalry, spoiled brat, teenage angst, university entrance exams, youthful indiscretion*



**Familial Relations:** A relationship between persons who are close enough to consider one another as family is featured.

Child themes: *a person and their clone, brother and brother, brother and sister, father and daughter, father and son, fiancée and fiancée, grandmother and grand daughter, guardian and child, husband and wife, maker and machine, master and pet, mentor and protégé, mother and daughter, queen and a cache of eggs, sister and sister, uncle and nephew*



**Parenting:** A problem or situation that may arise in the interaction between parents and their progeny is featured.

Child themes: *absentee father, adoption, child rearing, custody battle, dealing with children, discipline of a child, expecting parents, fatherly disappointment in a son, intellectual development of a child, meddling parent, motherly disappointment in a son, motherly instinct, on the move parenting, parental pride, reunion with a long lost son, shotgun wedding, single fatherhood, single motherhood, unplanned pregnancy, working parents*

## Group Interaction

Groups of people that are not family may of course also be featured with respect to some interesting issue. This often involves the workplace or work-like situations, for example the military.

Some of the themes are studied under the label of team dynamics by corporations who want to improve the efficiency with which we cooperate.

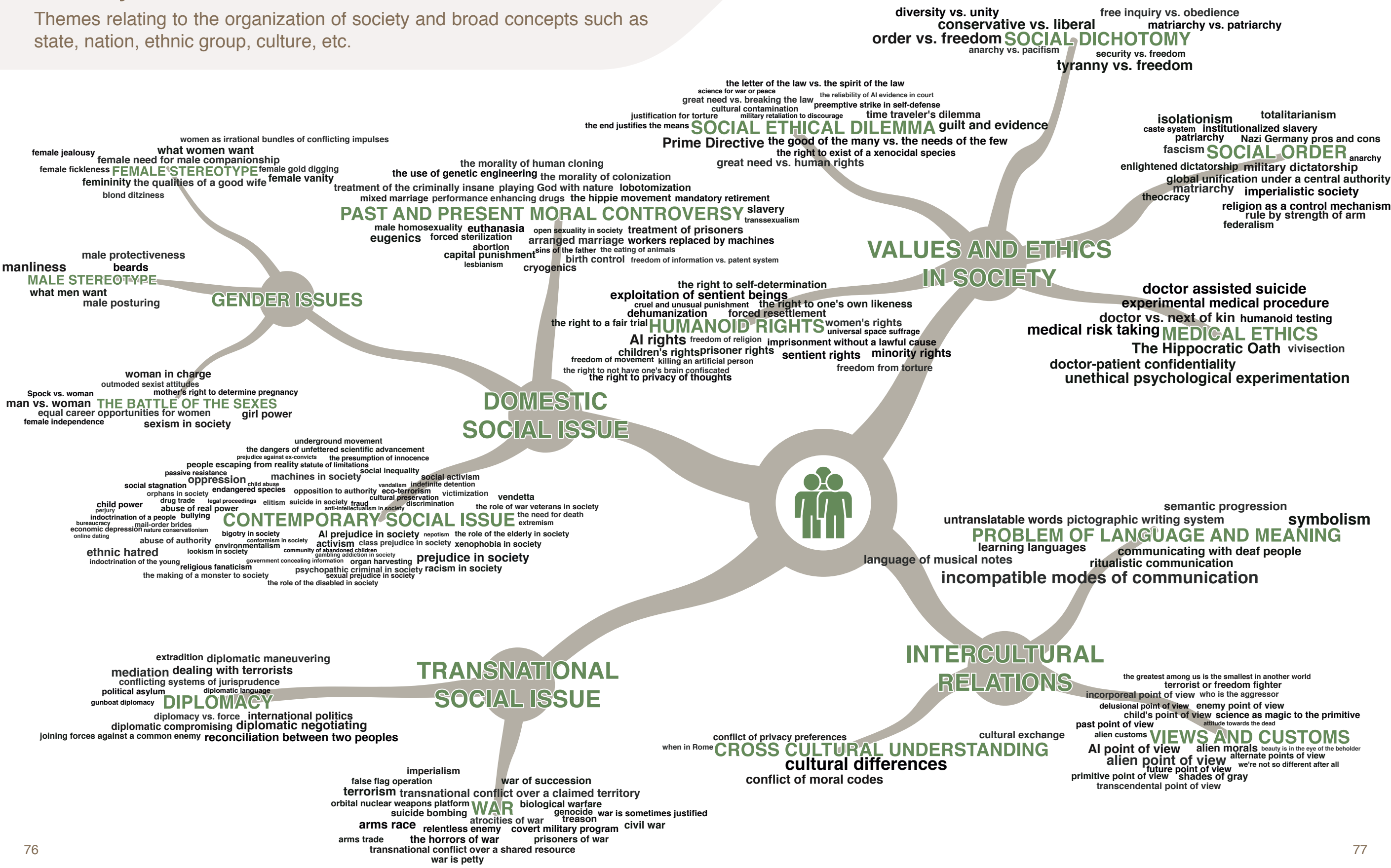


**Group Interaction:** An interpersonal relation and interaction within a non-family group of more than two people.

Child themes: *a shared danger can bring people together, belonging, chain of command, competition among friends, control by intimidation, demagoguery, keeping secrets, leadership, loss of inhibition, loss of self-control, mass hysteria, negotiation, office politics, pecking order, peer pressure, social awkwardness, table manners, the bureaucrat at command, the importance of punctuality, there is weakness in conformism, trust in a leader, two heads are better than one, working together in spite of disagreement, working together under stress, workplace relations*

Society

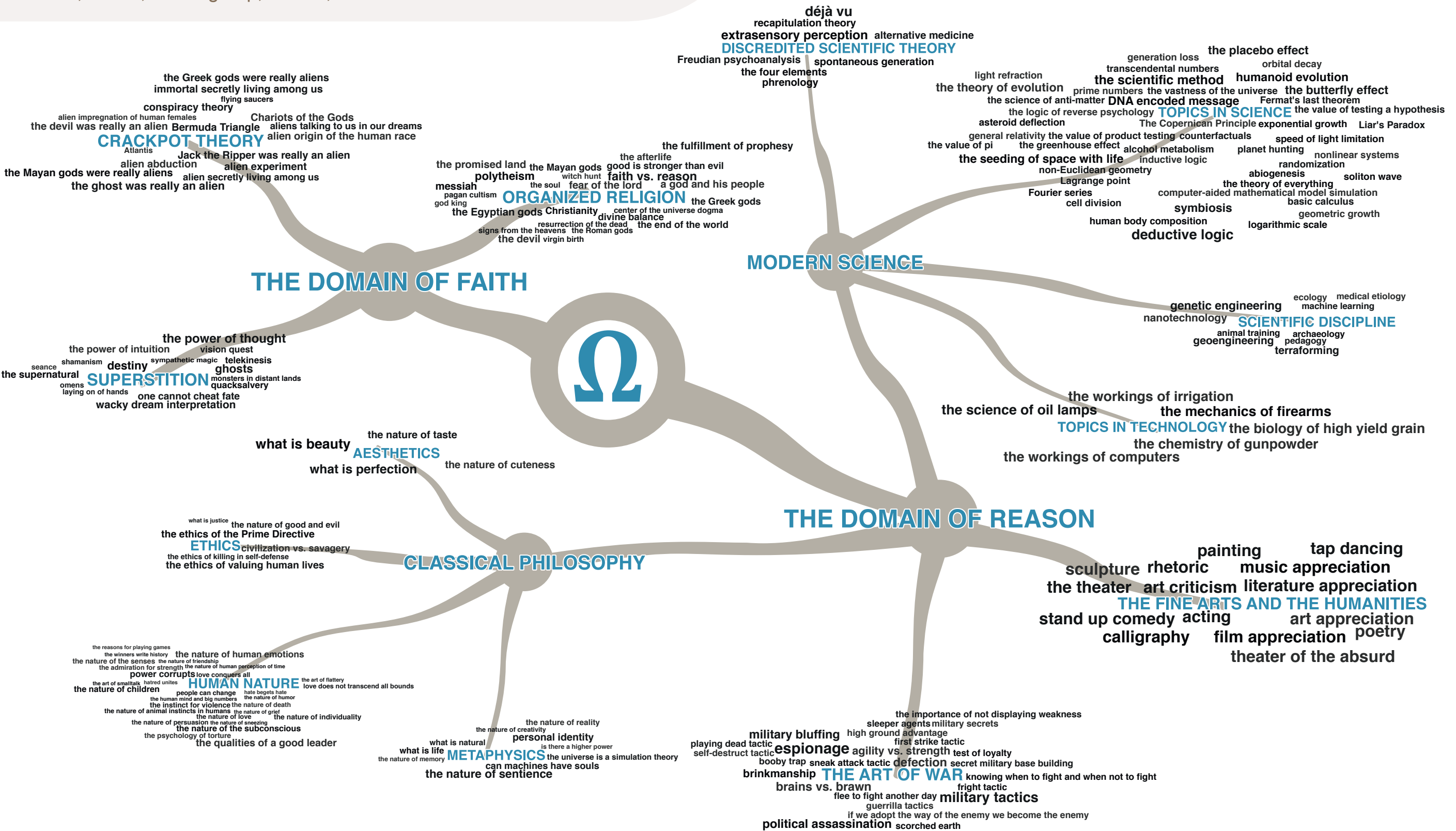
Themes relating to the organization of society and broad concepts such as state, nation, ethnic group, culture, etc.



Pages 78 to 87 are not shown in this book preview.

# The Pursuit of Knowledge

Themes relating to the organization of society and broad concepts such as state, nation, ethnic group, culture, etc.



Pages 90 to 95 are not shown in this book preview.



Themes that discuss anything that is currently outside of reality as we know it. They are classical science fiction and fantasy themes, for example ideas about the future, futuristic science and technology, as well as just plain old nonsense of some kind or another.





Pages 98 to 105 are not shown in this book preview.

# The Aliens

No science fiction franchise has imparted a more iconic cast of aliens on modern culture than Star Trek. It has given us the logically-minded Vulcans with their pointy ears, the warlike Klingons who value tradition and honor, and the Borg to whom resistance is futile. In this chapter we present a systematic review of the Star Trek alien universe.

## The Alien Amicability Network

Amicability relations are shown between aliens co-appearing in the same episodes. Line thickness increases in proportion to the number of episodes that pairs of aliens appeared in together.

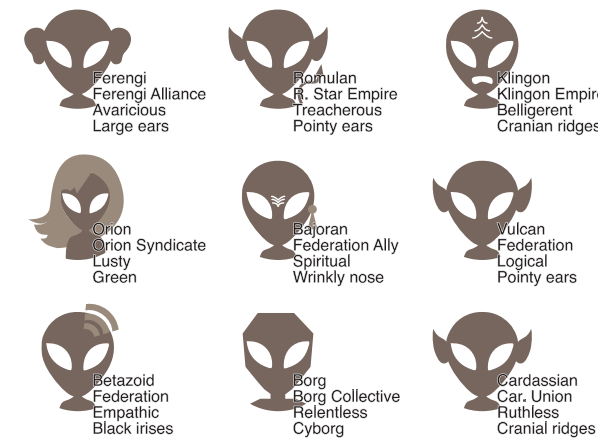


# The Star Trek Universe

The Star Trek franchise is founded on the notion that Humans are but one of many sentients in a galaxy teeming with life. Here, Humankind is a founding member in the Federation — a group of confederated alien races, united under common principles of humanoid rights, equality, and interstellar cooperation.

But the Federation way of life does not go unchallenged. Hostile alien forces, organized into competing interstellar political orders, come in conflict with the Federation over territorial ambitions, ideological agendas, traditions or mere whims. Humankind and her allies must employ all their faculties to overcome antagonism, conflicts of interest and mind boggling ethical dilemmas.

Several frequently recurring alien species are “stereotypically human” in that the members of it largely comport themselves within the normal spectrum of human behaviors. Their defining features tend to be a simple embellishment of some attribute that is considered interesting, for example avarice, aggression, rationality or empathy. They are all humanoid which, as anyone familiar with the franchise will know, means they look mostly human save for signature cranial wrinkles or funny ears. The nine most significant alien races are as follows:



One notable exception, The Borg, do not abide by anything that resembles normal human behavior. They are a horde of technologically unsurpassed cyborgs that function as drones in a collective mind, with the ultimate goal of imposing a dystopian notion of perfection on the galaxy.

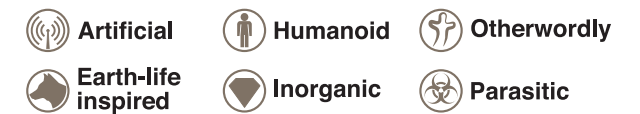
In addition to these, there is a cornucopia of humanoid civilizations that appear in only single episodes

each. It is a common pattern for Star Trek episodes that the protagonists, in their starship, visit a new alien homeworld and experience the delights and challenges involved in meeting with a completely alien culture.

## The Alien Menagerie

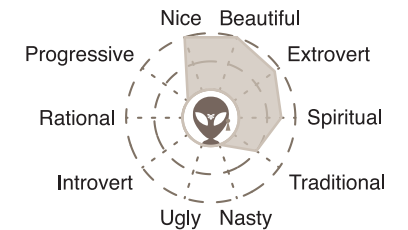
There are nearly 500 alien species in TOS, TAS and TNG. Some are recurring, some are central to a single episode, some are only mentioned directly or indirectly (Saurian brandy is a popular beverage). To bring order to this veritable menagerie, we categorize, gauge, classify, order and reorder the species in different ways.

### Biological Taxonomy: How are they composed?



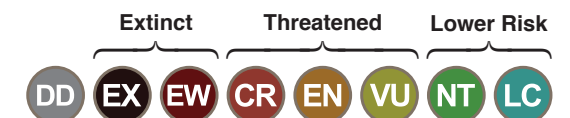
**Depiction Grade:** Do they appear recurrently or only once? Are they mentioned in passing, depicted or merely suggested?

**Personality Score:** For many humanoid species we rate selected personality traits on a scale between bipolar adjective pairs. The Betazoids, for instance, are portrayed as a nice and beautiful race that value tradition.



**Formidability Level:** The species are ranked by their ability to defend themselves. For recognizable civilizations this score closely corresponds to technology level. The categories used are: “tribal”, “civilized”, “industrialized”, “spacefaring”, “high-warp” (e.g. Federation), “overpowering” (e.g. the Borg), and “transcendental”.

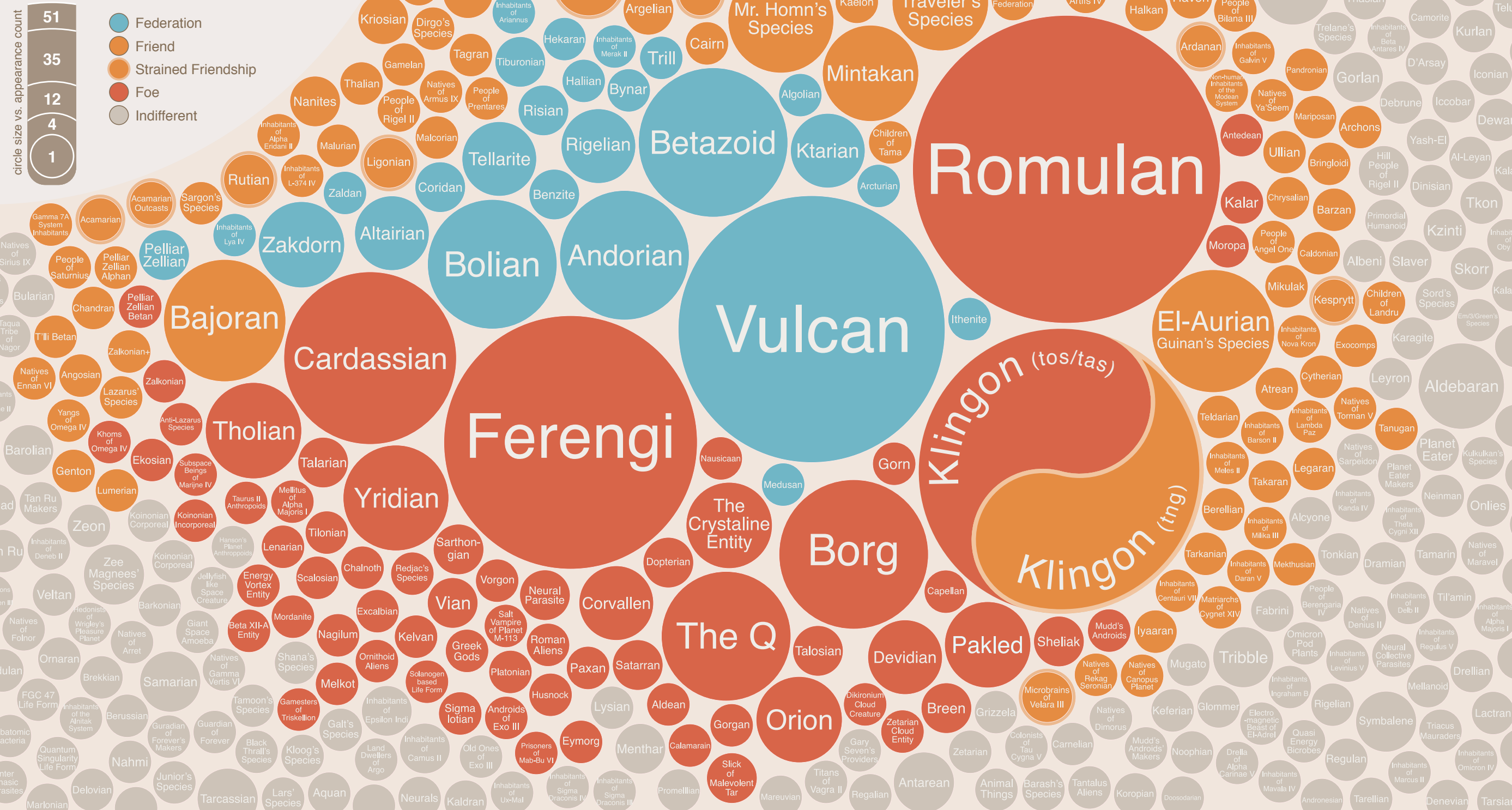
**Conservation Status:** How abundant is the species, and how likely to survive in the near future?



Descriptions and complete classifications for all the Star Trek aliens is found in the Aliens appendix.

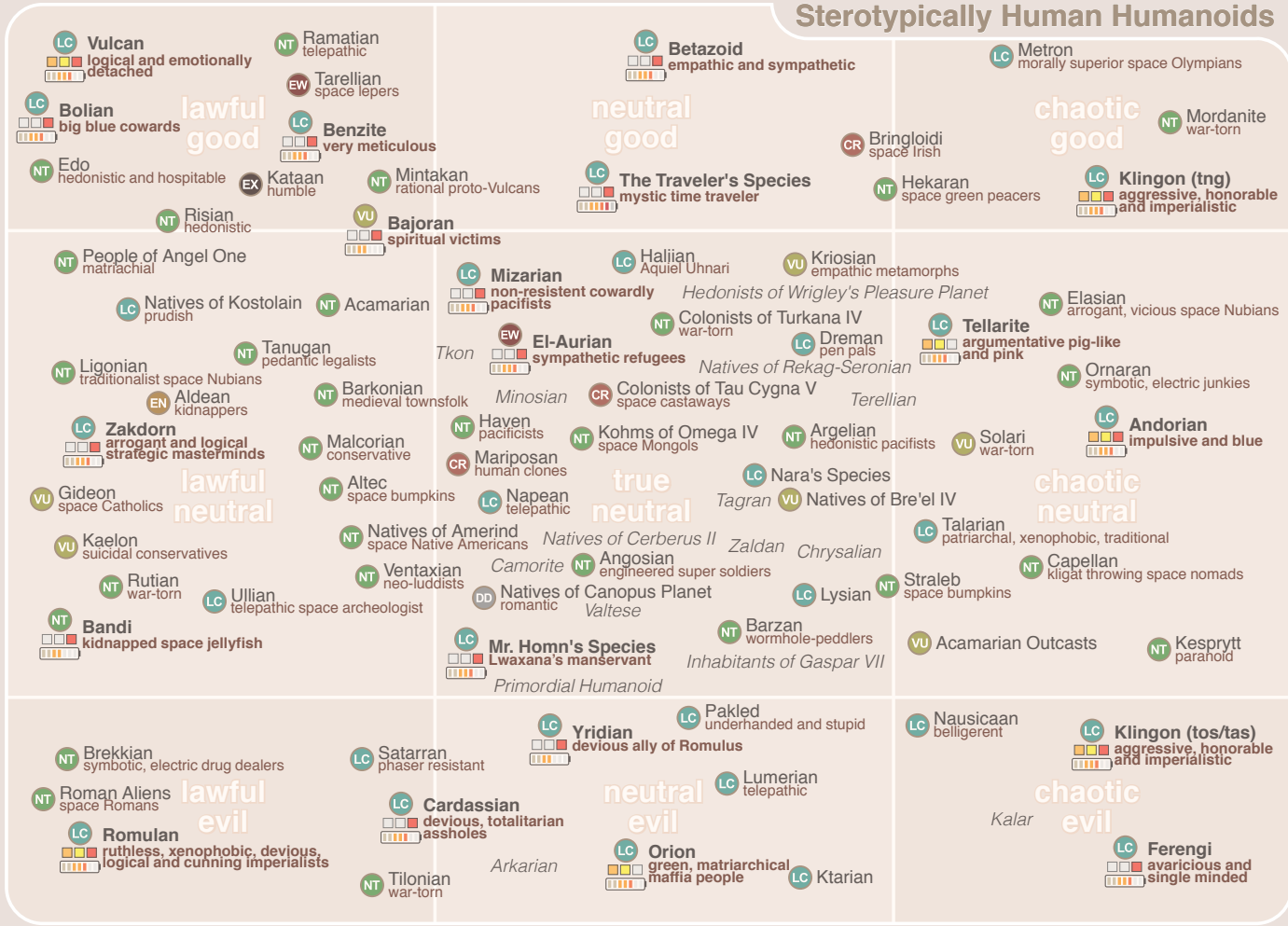
# The Most Featured Alien Is?

The Romulans! This devious race appeared or were mentioned in a total of 51 of the 276 different tos/tas/tng episodes. In general, bubble size grows with the number of episodes in which an alien species appears or is mentioned.





Alien Taxonomy



Non-Humanoid Terrestrials

Mellitus of Alpha Majoris I  
Ursinoid  
Legaran  
Antican (NT): racist carnivores  
Sheliak (LC): xenophobic and pedantic  
Gamesters of Triskelion (LC): disembodied brains  
Chalnoth (LC): aggressive, carnivorous anarchists  
Natives of Landris II  
Grizzella  
Drella of Alpha Carinae V  
Melkot (LC): telepathic, xenophobic  
Chandran

**insectoids**

- Em/3/Green's Species (LC): cowardly
- Jarada (NT): isolationist, xenophobic, ritualistic
- Kaferian (NT): apple loving
- Barash's Species (EW): orphan
- Ancient Insectoid Species
- Insectoid Elysian Council Member's Species

**reptilians (lizzardlike)**

- Gorn (LC): fought Kirk one on one
- Delta Theta III Aborigine (NT): stone agers
- Saurian (DD)
- Selay (NT): racist
- Slaver
- Malurian
- Sord's Species (LC): strong

**marine-like creatures**

- Vendorian (VU): shapeshifting allies of Romulus
- Antedean
- Aquan (VU): advanced medics
- Lactran (LC): zookeepers with superiority complex

**plantlike**

- Phylosian (CR): servile and impressionable

Artificial Lifeforms

Shore Leave Planet Computer (EW)  
Nanites (EN): tiny nano-robots  
Mudd's Androids (NT): from Andromeda galaxy  
Soong Type Android (EW): Data, Lore etc.  
Androids of Exo III (EX): Old Ones' androids  
Rayna Kapec (DD): Flint's android  
Portal 6-3 (EW): ancient guardian

Non-Sentient Lifeforms

Pandronian (LC): green  
Tribble (LC): cute little furballs  
Taurus II Anthroids (NT): brutish, territorial giants  
Electromagnetic Beast of El-Adrel (EW): invisible monster  
Animal-things  
Mugato  
Exocomps (CR): semi-sentient tools  
2D Lifeform (NT): swarming  
Neural Collective Parasites (LC)  
Omicron Pod Plants (LC)  
Calamarain (LC): swirls of ionized gas

felinoids (catlike)

Magen's Species (DD)  
Vedala (LC): opposed jihad  
Kzinti (LC): stole Slaver Weapon

avian (birdlike)

Ornithoid Aliens (LC): tiny in their true forms, unemotional  
Skorr (LC): prolific in reproduction  
Bird-creature of Gothos  
Aurelian

inorganic / subterranean

Microbrains of Velara III (VU): collective  
Horta (VU): cave-dwelling carpet  
Tholian (LC): xenophobic, thermaphile, punctual hemaphrodites  
Excaltian (NT): studied good vs. evil

holodeck characters

Prof. Moriarty (EW): Sherlock Holmes novel come alive  
Minuet (EW)  
Dixon Hill Holodeck Characters (EW): gangsters

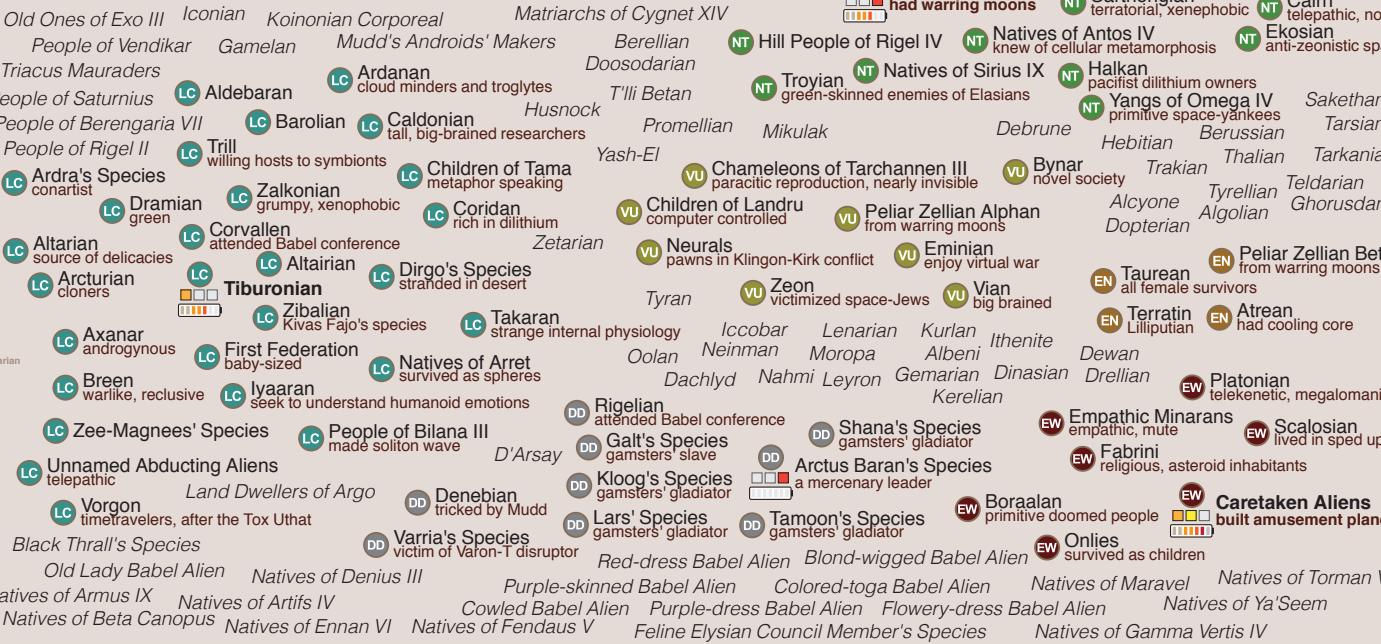
ginormous

Tin Man's Species (EW): living spaceship  
Crystalline Entity (EW): vampiric, starship sized crystal  
Cosmic Cloud (EW): worldeating  
Jellyfish-like Space Creature (CR): monogomous, starship sized  
Giant Space Amoeba (EX)  
Planet Eater (EX): mechanical space worm

Oherworldly

Quasi-energy Microbes (NT): dwell in plasma stream  
Solanogen-based Lifeform (LC): inquisitive, evil abductors from subspace  
Edo God

Aliens Humanoid in Shape



Catullan (NT): nerve-pinching hippie  
Vaaliens (CR): primitive, innocent savages  
Talosan (CR): hedonistic, telepathic buttheads  
Eymorg (CR): females enslaving male brutes  
Colonists of Omicron Ceti III (CR): succumbed to pod-plants  
Kalandan (EX): built autonomous planetoid  
Lazarus' Species (EX): fought Anti-Lazarus  
Natives of Cheron (EX): black and white  
Natives of Sarpeidon (EX): escaped into their own past  
Greek Gods (EX): Apollo and Greek gods  
Inhabitants of Epsilon Indi (EX)  
Anti-Lazarus's Species (EX): tried to destroy the Universe  
Hansen's Planet Anthroids  
Natives of Quazulu VIII  
Gamma 7A System Inhabitants  
Natives of Ilyra VI  
Natives of Ophiucus VI  
Natives of Omega Cygni

Parasites

Trill Symbiont (LC): dwell in abdomen of willing host  
Subatomic Bacteria  
Anaphasic Being of Sub Rosa (LC): ghostly being with Scottish origins  
Interphasic Parasites (LC): fed on crewmen's brains  
Neural Parasite (LC): parasitic, malevolent  
Bacterio-virus (NT)

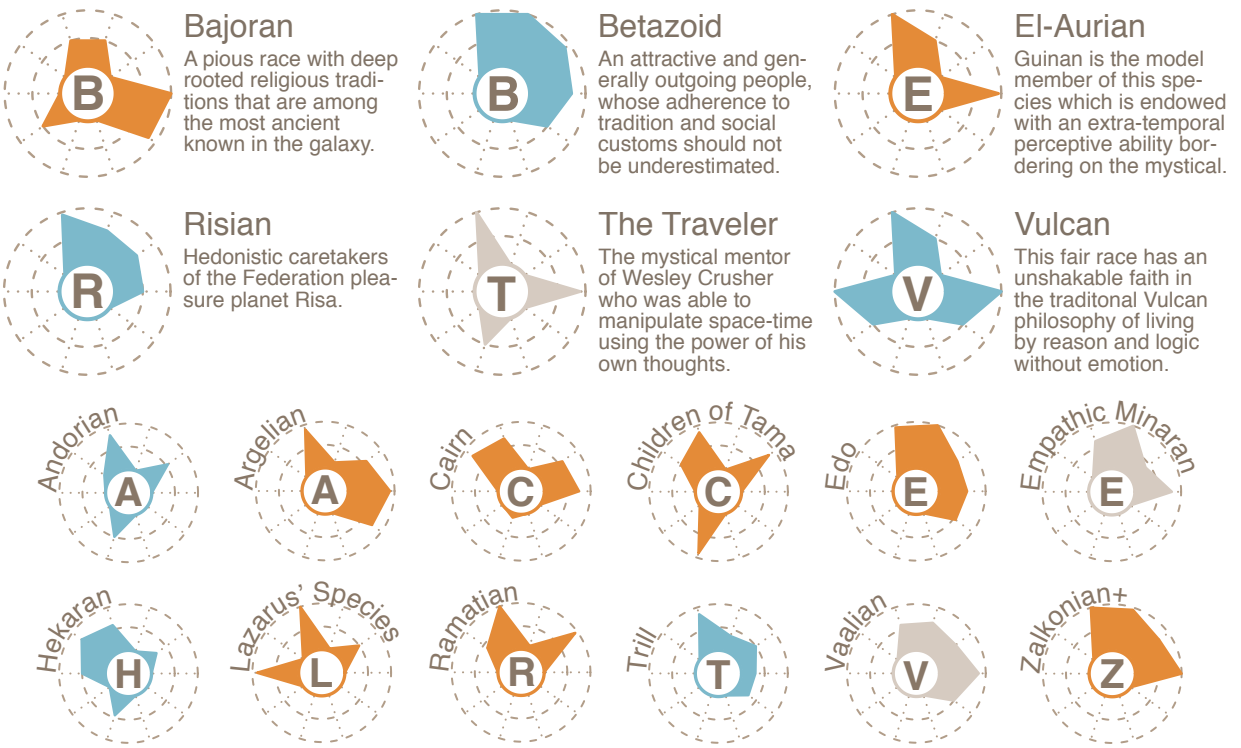
Spaceborne

Allasomorphs of Daled IV (LC): shapeshifters  
Ilan's Species (LC): Troi's wasplike child  
Energy Vortex Entity (LC): trapped the Enterprise-D  
FGC 47 Lifeform (LC): dwell in nebula, posed as Isabella  
Medusan (LC): telepathic  
Devidian (LC): vampiric timetravelers  
Slick of Malevolent Tar (EN): Tasha-killing tar  
Prisoners of Mab-Bu VI (CR): disembodied criminals  
Coalescent Organism (EW): amorphous blob  
Magnetic Organism (EW): malevolent  
Beta Renner Energy Pattern (NT): pattern in cosmic cloud  
Companion's Species (NT): loved Cochrane  
Koinonian Incorporeal (NT): tried to adopt orphan Jeremy  
Redjac's Species (DD): serial killer, Jack the Ripper  
Salt Vampires of Planet M-113 (EX): sodium craving monster  
Zetarian Cloud Entity (EX): attacked Memory Alpha  
Gorgan (EX): the friendly angel  
Casino Royale Makers (LC)  
Organian (LC): enforced Klingon-Federation armistice  
Beta XII-A Entity (LC): fed on negative emotion and succumbed to laughter  
Nagilum (LC): toyed with Enterprise-D  
Paxan (LC): xenophobic isolationist  
Megan (LC): space wizards  
Kukulkan's Species (EW): Mayan god  
Sargon's Species (EW)  
Zalkonian+ (EW): evolved Zalkonian  
Thasian (LC): cared for Charlie X  
Trelane's Species (LC): the Squire of Gothos

Transcendental



The Good

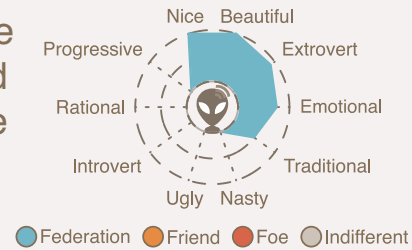


The Bad

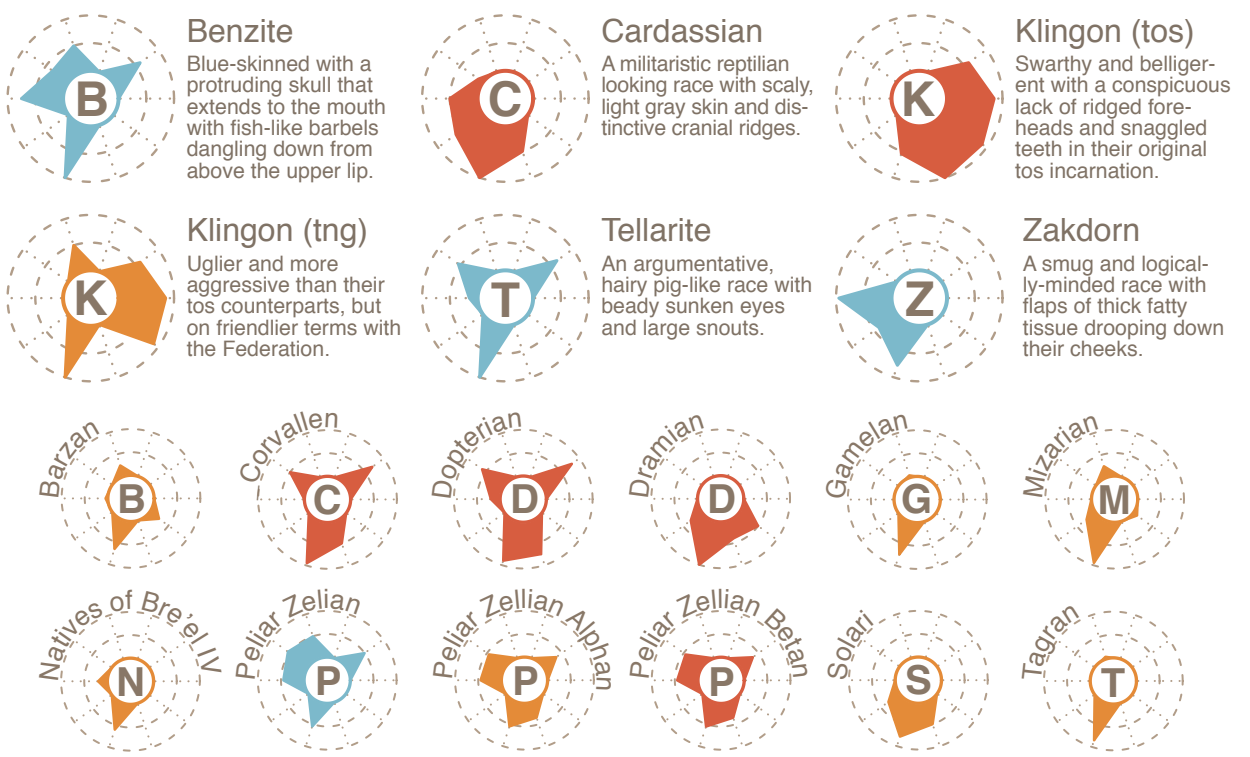


# Humanoids: The Good, the Bad and the Ugly

Personality traits of selected humanoid species are rated according to five bipolar adjective scales and arranged in a circular layout as shown for the Betazoids on the right.



The Ugly



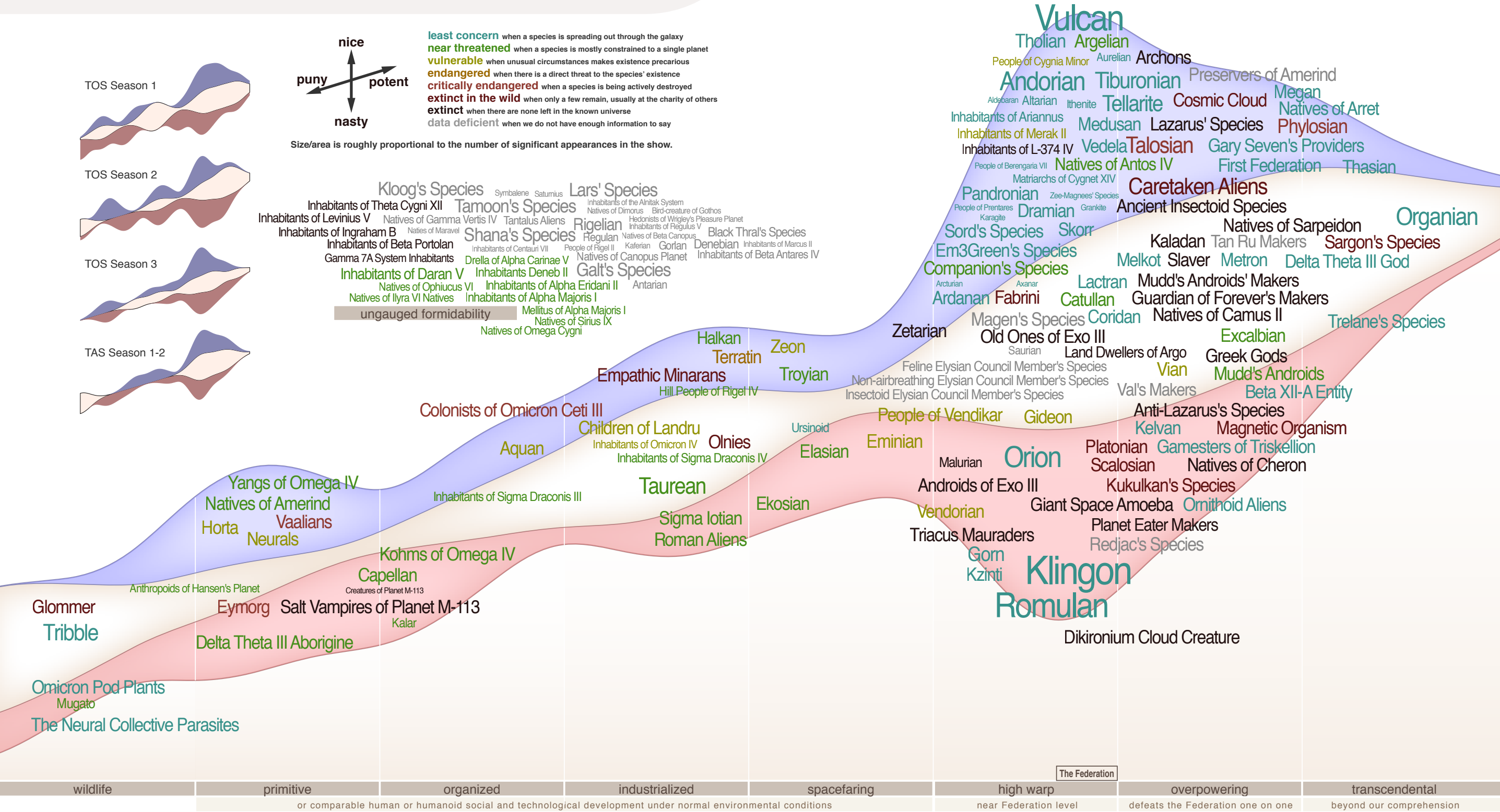
Some Others



# Alien Formidability Distribution (TOS/TAS)

This spread is concerned with aliens of TOS and TAS. It explores the interdependence of parameters: formidability, alignment (with respect to The Federation), conservation status, and cumulative significance.

The size of an alien name indicates their cumulative significance in the show, and the color their conservation status. In TOS/TAS the majority of aliens are at or somewhat above the Federation in capabilities. However, a pattern among endangered and extinct aliens is discernable: The overpowering category appears to be a perilous one!

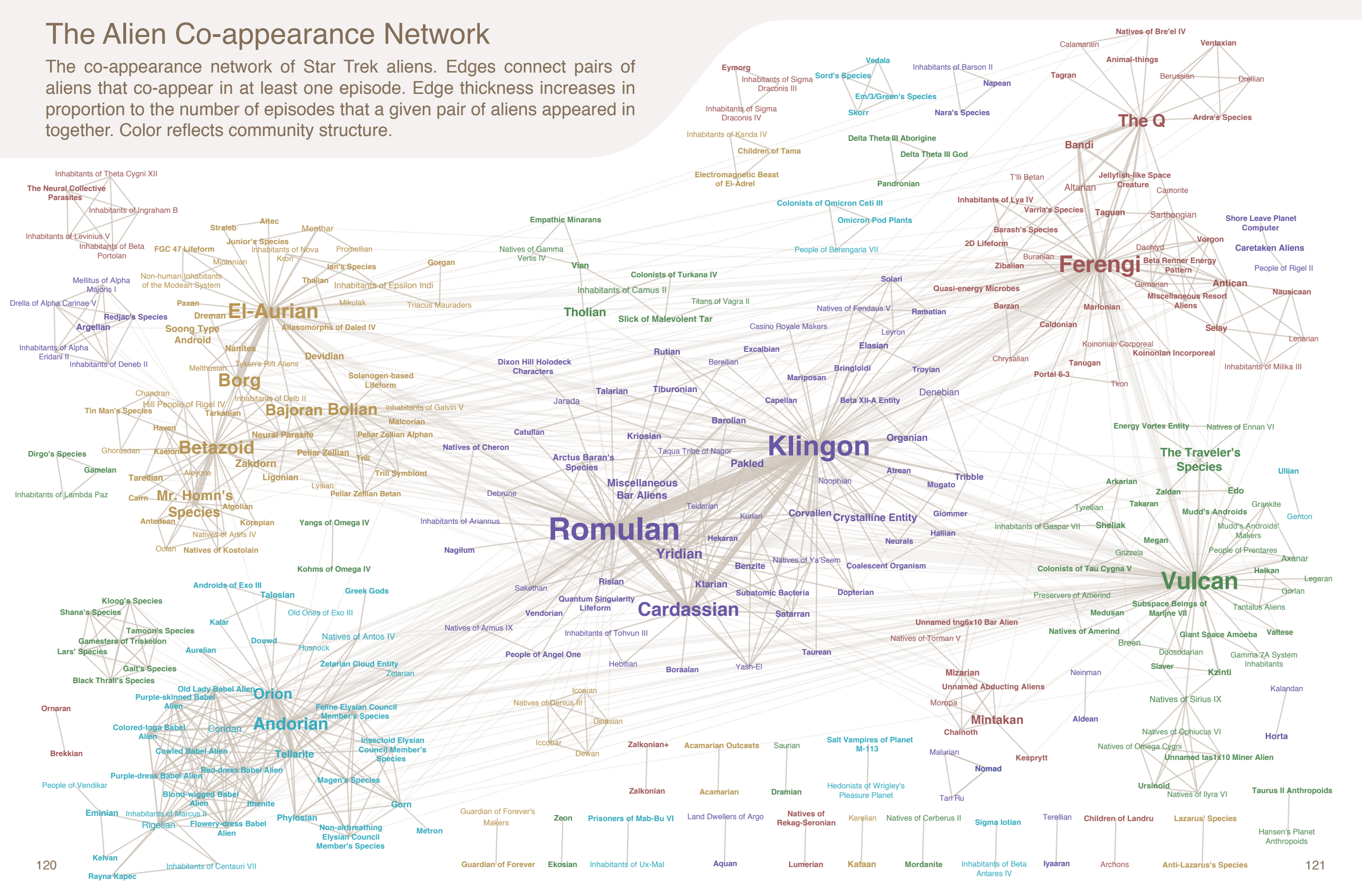


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# The Alien Co-appearance Network

The co-appearance network of Star Trek aliens. Edges connect pairs of aliens that co-appear in at least one episode. Edge thickness increases in proportion to the number of episodes that a given pair of aliens appeared in together. Color reflects community structure.

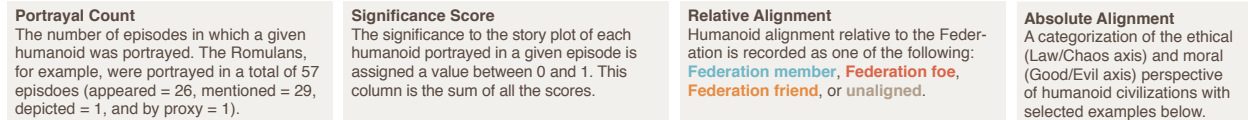




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We end the present chapter with a broad overview of the humanoids of Star Trek. A sample of the dataset that we compiled for the 175 different humanoid species portrayed in the franchise is provided below together with a matrix plot that correlates their personality traits.

(175 rows in total)



<b>Nasty</b>	-2	-1	0	1	2	<b>Nice</b>
	Abominable	Prickly	Civil	Agreeable	Angelic	
<b>Ugly</b>	-2	-1	0	1	2	<b>Beautiful</b>
	Butt Ugly	Homely	Ordinary	Handsome	Ravishing	
<b>Introvert</b>	-2	-1	0	1	2	<b>Extrovert</b>
	Hermitic	Bashful	Sociable	Gregarious	Life of the Party	
<b>Emotional</b>	-2	-1	0	1	2	<b>Rational</b>
	Prophetic	Intutional	Down-to-earth	Analytical	Spook	
<b>Traditional</b>	-2	-1	0	1	2	<b>Progressive</b>
	Amish	Conservative	Moderate	Liberal	Avant-garde	

127

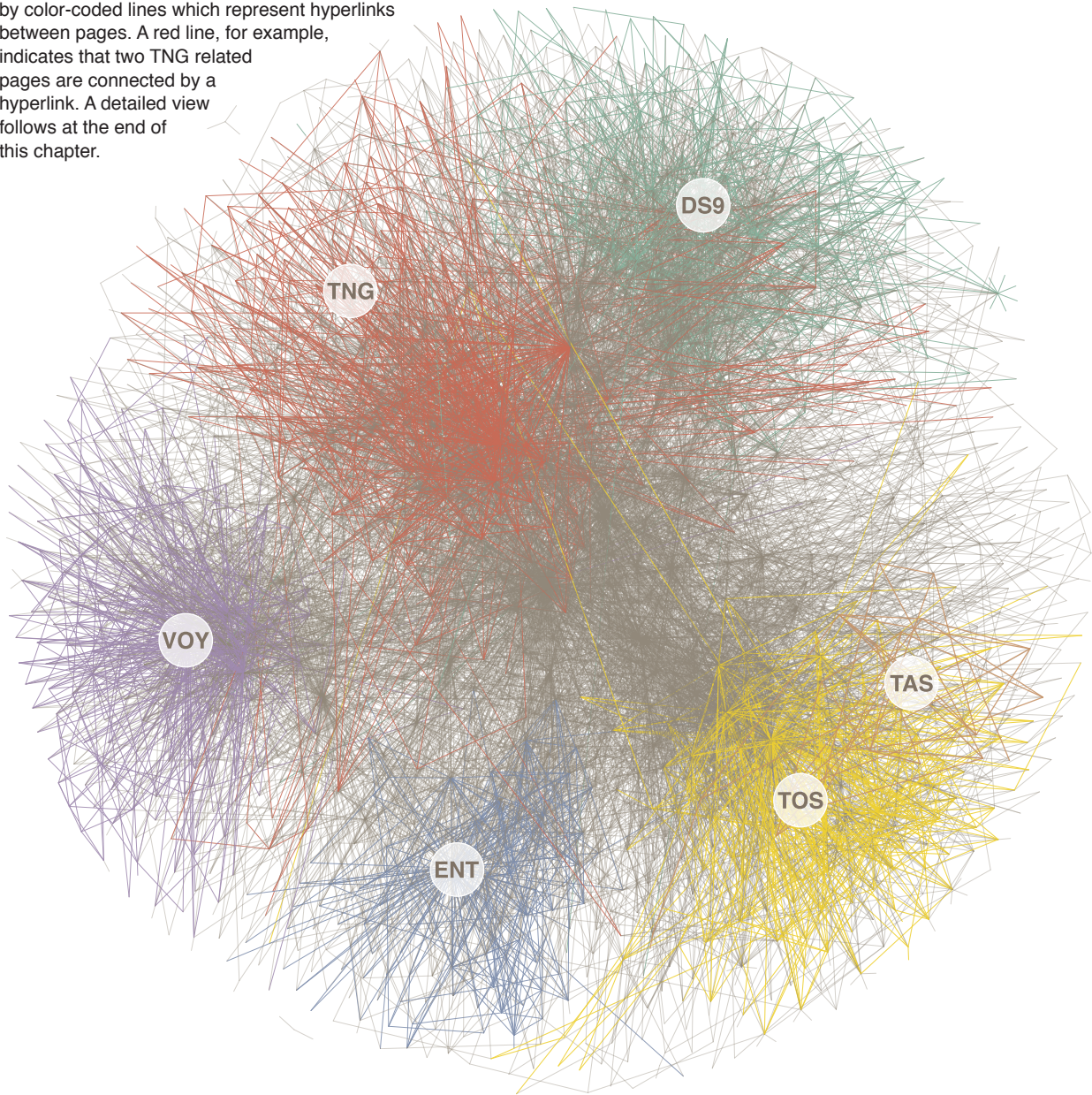


# Miscellanea

This chapter is devoted to the obscure and the miscellaneous. In the pages that follow the reader will be treated to futuristic cityscapes, little known film-ing locations, a zoo of subatomic particles, Robert the Bruce, killer weapons, red alerts, yellow alerts, blue alerts, ninety-nine ways to die, and all the tech-nobabble he or she can handle.

## The Star Trek Wikipedia Webgraph

A bird's eye view of Star Trek on Wikipedia. Each Star Trek related page is a dot in the graph. These dots are connected by color-coded lines which represent hyperlinks between pages. A red line, for example, indicates that two TNG related pages are connected by a hyperlink. A detailed view follows at the end of this chapter.



### Did you know?

Star Trek creator Gene Roddenberry resigned from piloting at Pan Am within a year of surviving a fiery crash in the Syrian Desert in order to pursue his dream of writing for television. He drafted a proposal for the series that would become Star Trek by 1964 which he publicly marketed as a Western in outer space. In the private company of friends, however, he revealed that the series was really being modeled after Gulliver's Travels in so far as each episode was intended to function on two levels: an adventure story and an allegory of some contemporary societal issue. Star Trek debuted in 1966 and ran for three seasons on NBC before being canceled due to poor ratings. The series soon thereafter attained virtual cult status in syndication and has enjoyed continued popularity all the way down to the present day.

Related spread: *Star Trek in a Historical Context*

### Where was it filmed, anyway?

Staged settings were shot on the Paramount Pictures lot in Hollywood, while off-site scenes were mostly filmed in the surrounding vicinity of Southern California. For instance, Captain Kirk's iconic fight to the death with a Gorn in the episode *Arena* (*tos1x19*) was filmed at Vasquez Rocks Natural Area Park in the high desert near Agua Springs. The Robin Hood themed episode *Qpid* (*tng4x20*) was filmed at the Descanso Gardens. As for the site of the Starfleet Headquarters and nearby Starfleet Academy in *First Duty* (*tng5x19*): the Donald C. Tillman Water Reclamation Plant in the San Fernando Valley.

Related spread: *Filming Locations*

### What do Louis Pasteur, Gertrude Stein, and Charlemagne have in common?

All three of these historical figures were mentioned in Star Trek. Spock noted that Doctor Roger Korby was often called "the Pasteur of archaeological medicine" in the episode *What are Little girls Made of?* (*tos1x09*). In *Emergence* (*tng7x23*), Beverly delighted Captain Picard with an anecdote about Gertrude Stein meeting Sigmund Freud on The Orient Express. Picard, not to be outdone, once revealed to the chief of a tribe of space Native Americans that his family lineage could be traced back to the time of Charlemagne.

Related spread: *Historical Character References*

### How many phaser related deaths were there?

Answer: 5366 deaths. A total of 5,321 these deaths were of the classical phaser disintegration variety, 42 were via direct phaser blast, and three by phaser blast and subsequent fall.

Related spreads: *Death By...* and *Who Kills What?*

### Can somebody get me an ico-spectrogram on the subspace relay theta flux distortion?

Treknobabble is an iconic form of pseudo-scientific jargon that is habitually used in Star Trek to convey a feeling of technical sophistication to the audience. Memorable treknobabble terms include isolinear chip, Heisenberg compensator, inertial damper, spectral analysis, plasma conduit, and the oft mentioned transporter trace. But it is dilithium (a fictional element which is used in crystal form to power starship warp drives) that is the most frequently uttered treknobabble term in the series (68 times).

Related spread: *Treknobabble Overload*

### How many color-coded alert signals were used aboard Starfleet vessels?

Answer: three. Any Star Trek enthusiast will know that a red or yellow alert klaxon sounds during an emergency situation. But there is a lesser known blue alert used to warn the crew of an impending docking maneuver and other possible environmental hazards.

Related spread: *Alert, Alert, Alerts!*

### Did Star Trek get the science right?

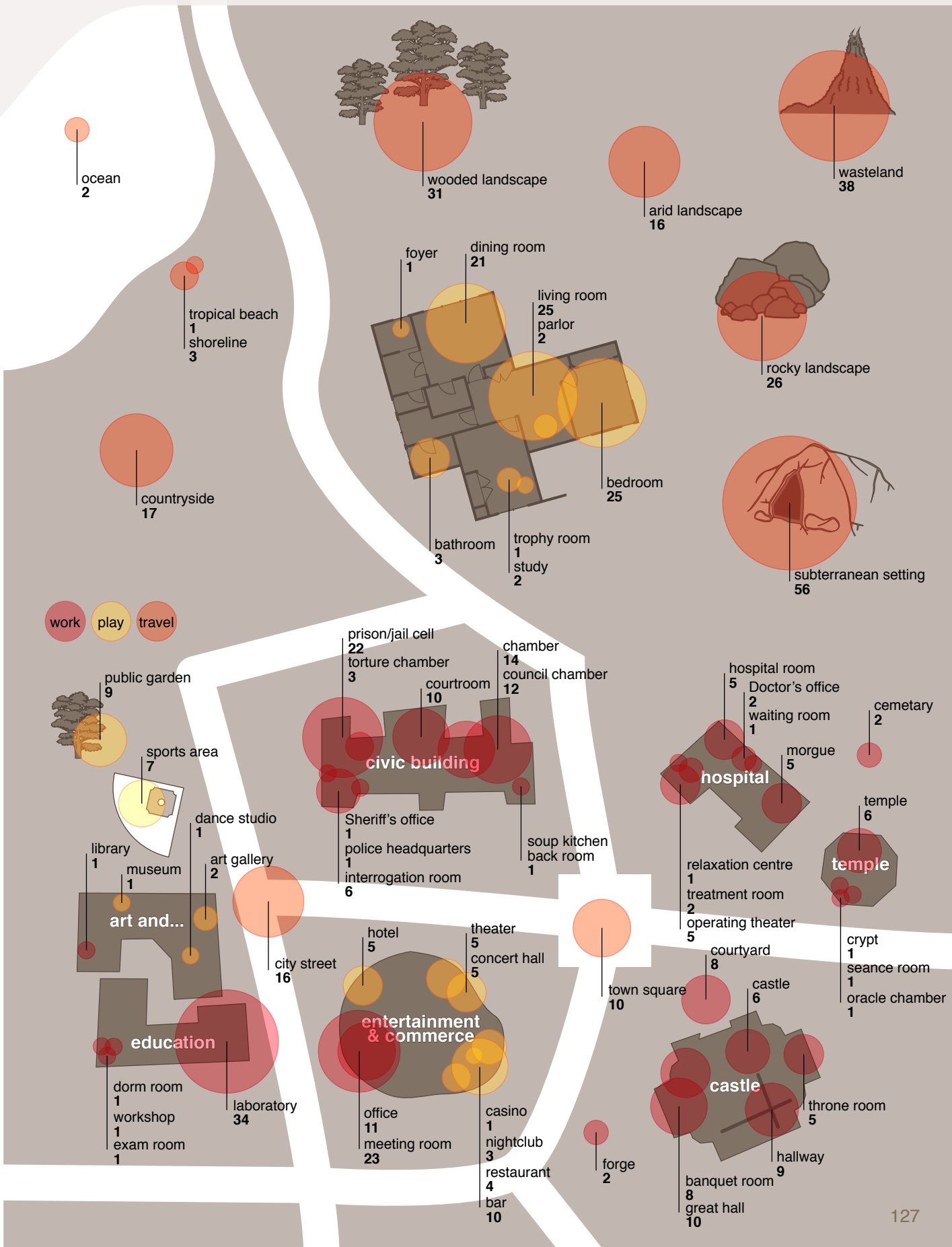
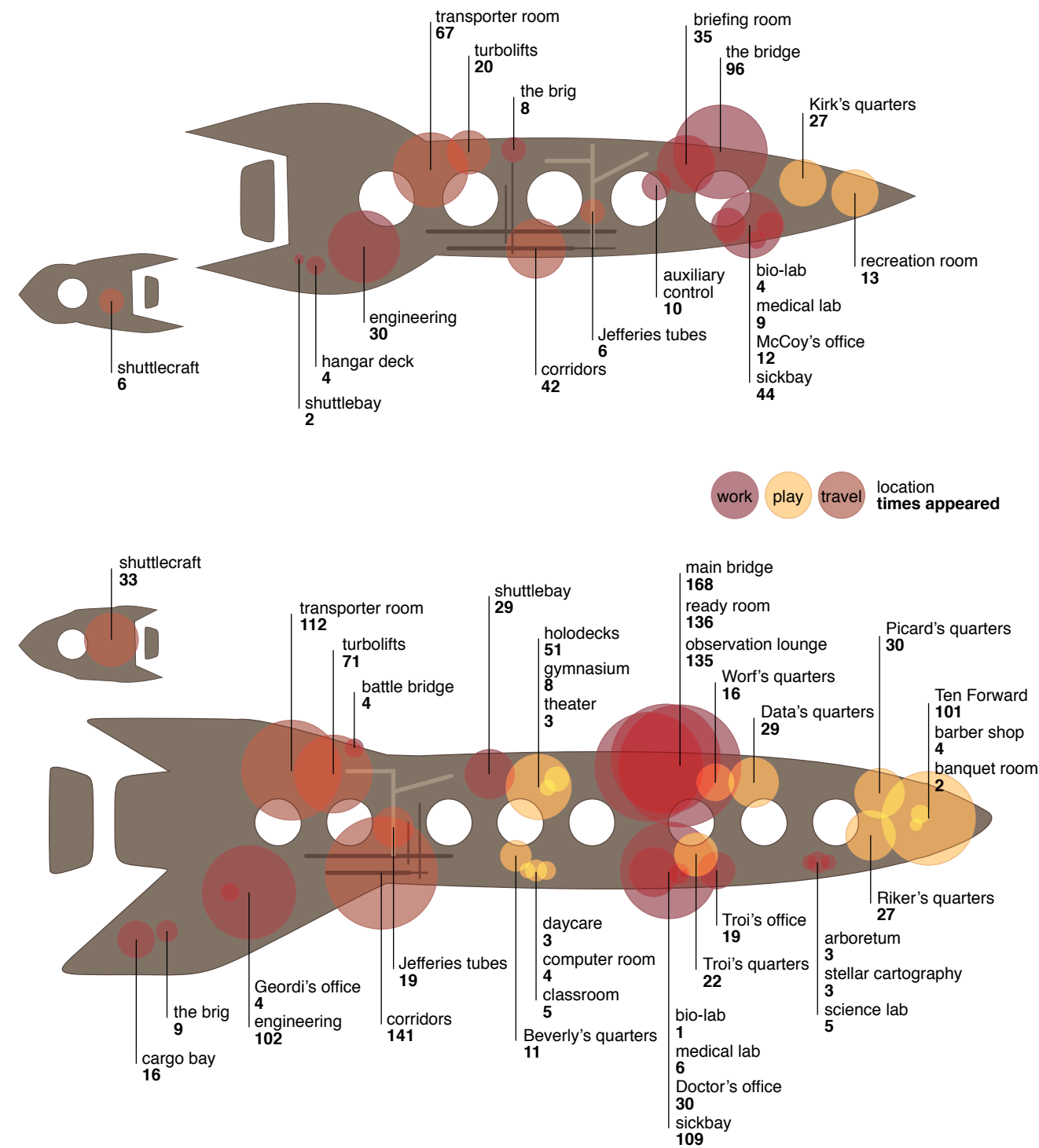
Much has been written over the years about which Star Trek technologies are possible under the known laws of physics and which amount to pure fantasy. There is, however, comparatively little to be found on how the series fares with regard to fundamental scientific concepts. As with the technologies, the science is a mixed bag. There is Data's triumphant explanation of fire as a physical process, in refutation of the theory of the four elements from *Thine own Self* (*tng7x16*), and Beverly's textbook definition of life in *Quality of Life* (*tng6x09*). But at the same time the mugato in *A Private Little War* (*tos2x06*) is an affront to the theory of evolution.

Related spread: *In the Star Trek Universe...*



# A Survey of Settings

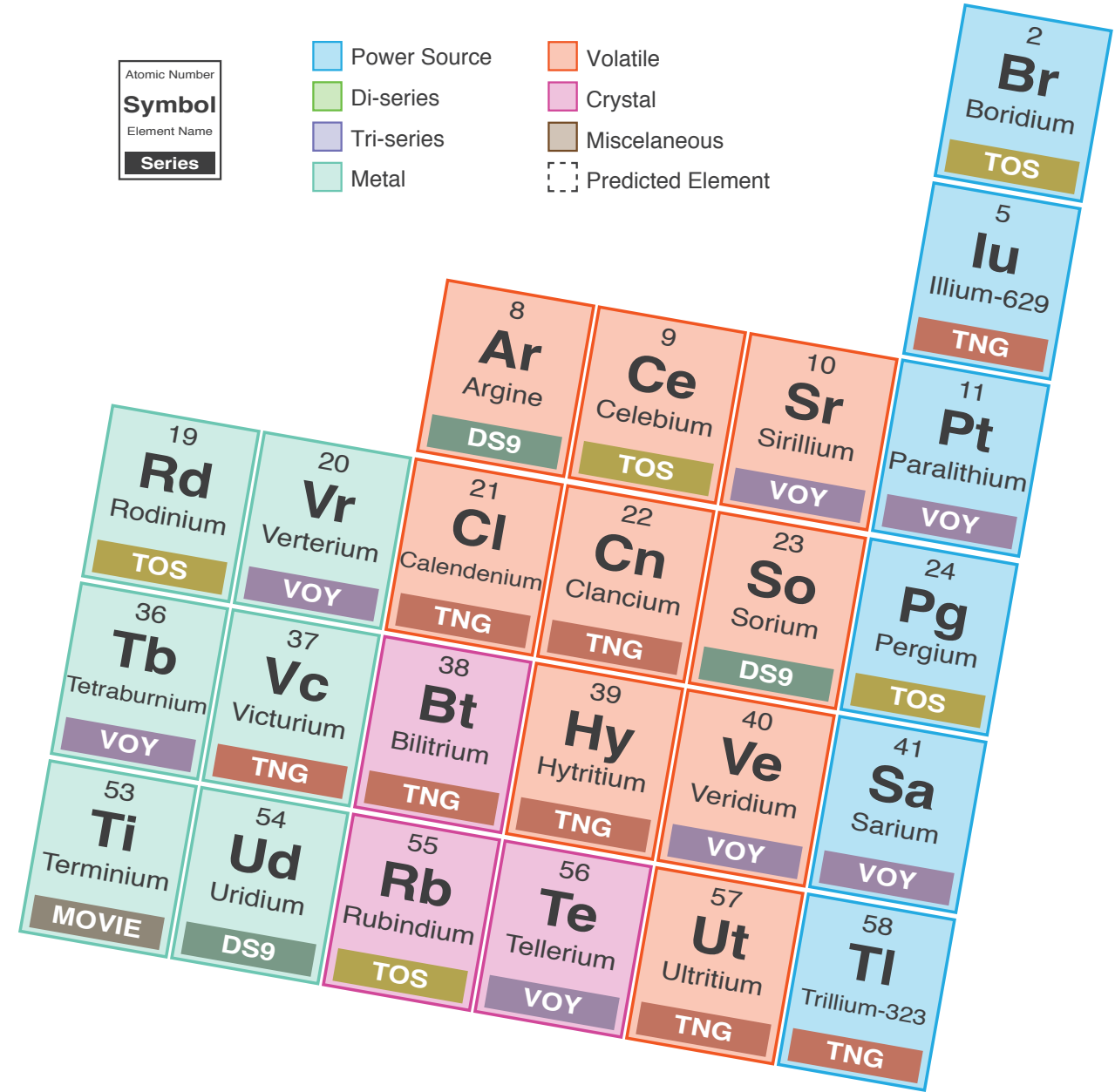
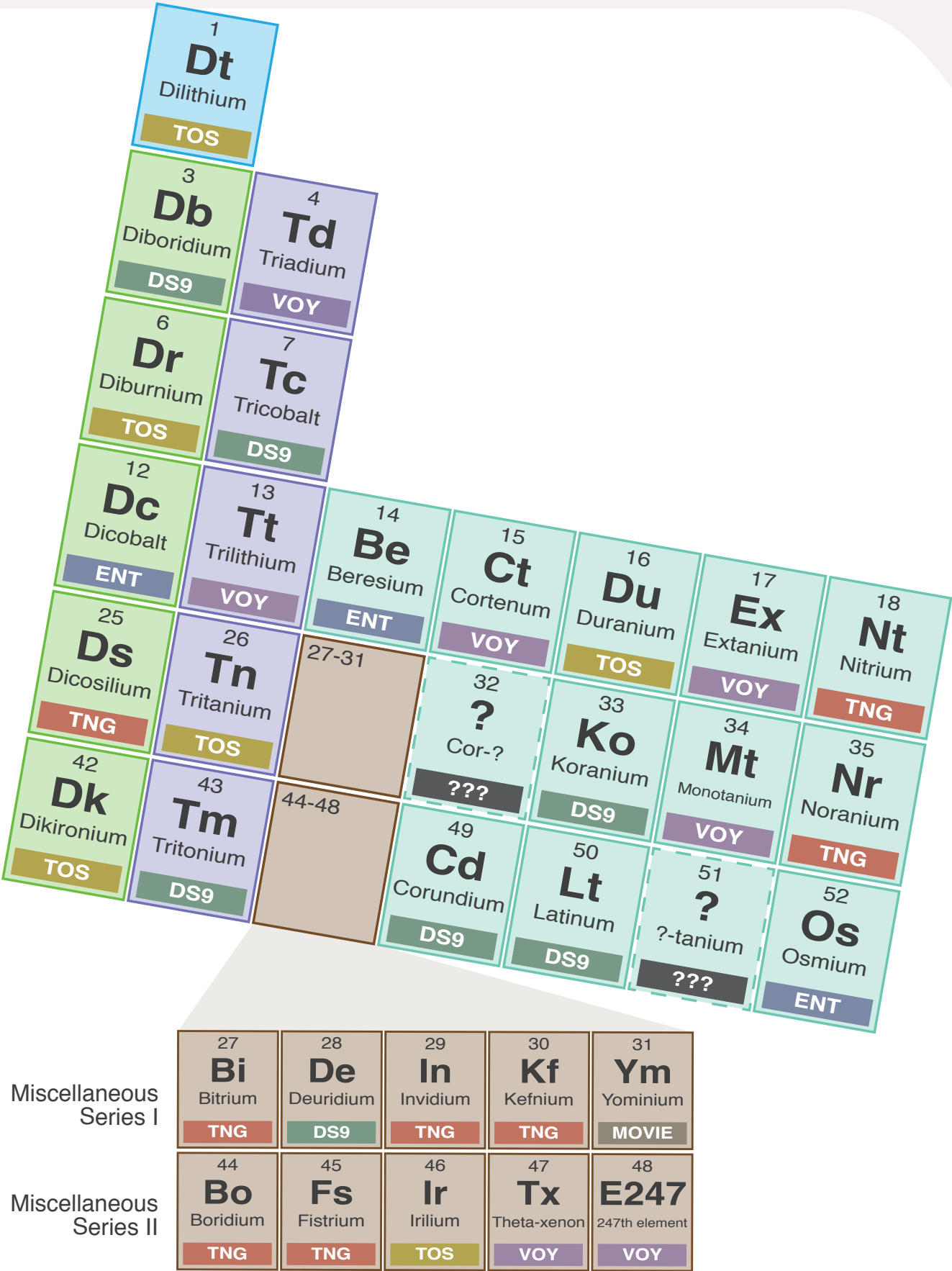
Star Trek features a disperse selection of settings. Most of them are placed on one of two spaceships named “Enterprise”. Some are on alien (albeit of-ten Earth-like) planets.



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# The Periodic Table of Star Trek Elements

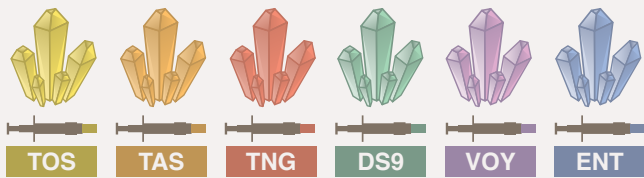
The periodic table of elements features at present a total of 118 elements, some 93 of which are found to exist in nature. Here we have meticulously arranged the not quite so numerous fictitious elements from Star Trek into a makeshift periodic table.





# Selected Minerals and Medical Compounds

Star Trek abounds with fictional minerals and medical compounds. How many of these do you remember?



**Topaline**  
A rare mineral, vital to the life-support systems of planetoid colonies. Captain Kirk negotiated topaline mining rights on Capella IV — *tos2x03: Friday's Child*.

**Antimonium**  
A mineral commodity traded on the Sepian Commodities Exchange — *ds9-5x18: Business as Usual*.

**Ryetalyn**  
A rare mineral that is the only known cure for Rigelian fever — *tos3x21: Requiem for Methuselah*.

**Vendarite**  
A rare mineral coveted by the Ferengi that can be found in large quantities on Ligos VII — *tng6x07: Rascals*.

**Gallicite**  
A naturally-occurring mineral on the planet Vulcan that emits electrical discharges in the presence of metal objects — *ent4x09: Kir'Shara*.

**Zenite**  
A rare mineral that was highly valued for its medicinal effects on plants — *tos3x19: The Cloud Minders*.

**Bilitrium**  
A crystal that is a powerful explosive when combined with an antimatter converter. A Bajoran terrorist was foiled in an attempt to blow up a colony on a moon of Bajor VII — *ds9-1x03: Past Prologue*.

**Tricyanate**  
Kivas Fajo contaminated the water supply on Beta Agni II with this poisonous mineral — *tng3x22: The Most Toys*.

**Trellium-D**  
An ore that was necessary in the Delphic Expanse to insulate starships from the effects of dangerous space anomalies — *ent3x05: Impulse*.

**Fortanium**  
The D'Arsey space information archive was composed primarily of this mineral — *tng7x17: Masks*.

**Benamite**  
A crystal that was used by the Borg to power their quantum slipstream drive — *voy5x06: Timeless*.

**Love Potion Crystal**  
A mysterious crystal sold by the con artist Harry Mudd as a love potion — *tas1x10: Mudd's Passion*.

**Chrondite**  
A mineral found in a highly compressed state in the cores of some asteroids — *tng5x20: Cost of Living*.

**Anorthosite**  
An asteroid containing anorthosite ore collided with Terra Nova colony — *ent1x06: Terra Nova*.

**Pergium**  
Pergium ore was used as an energy source on Federation worlds. It was mined by a Federation colony on Janus VI with the help of an indigenous creature known as the Horta — *tos1x26: The Devil in the Dark*.

**Kemocite**  
An ore that is a powerful source of energy when highly refined. Quark was detained by Odo for attempting to smuggle a consignment of kemocite ore to Orion — *ds9-4x08: Little Green Men*.

**Trimagnesite & Trevium**  
Common minerals that produce ultraviolet light when burned in combination — *tos1x29: Operation Annihilate!*.

**Magnesite**  
A common mineral known to hamper with sensor and transporter functions. The Duras sisters, Lursa and B'Etor, once purchased secondhand mining equipment in a failed attempt to mine a magnesite deposit in the Kalla system — *tng7x21: Firstborn*.

**Riddinite**  
A brick-like mineral used by "The Albino" to construct his compound on Secarus IV — *ds9-2x19: Blood Oath*.

## ANALGESIC

**Asinolyathin**  
Dr. Bashir injected O'Brien with this drug to alleviate pain from a muscle spasm that was caused by a sudden decrease in serum calcium levels — *ds9-3x17: Visionary*.

**Bicaridine**  
Wesley was treated with bicaridine to alleviate pain from second degree burns and a fractured arm sustained in a training exercise accident — *tng5x19: The First Duty*.

**Hydrocortilene**  
The Doctor used hydrocortilene in combination with a nasal constrictor to treat B'Elaanna for a headache — *voy3x04: The Swarm*.

**Terakine**  
Dr. Crusher ordered a 10 cc dose of this drug for Riker when he suffered a broken rib during Bat'leth training — *tng7x12: The Pegasus*.

## NEUROLOGICAL

**Acetylcholine**  
Dr. McCoy was adamant that Spock botched an acetylcholine test that he performed on the giant space amoeba — *tos2x19: The Immunity Syndrome*.

**Alkysine**  
Dr. Crusher administered an alkysine treatment to Worf following a debilitating spinal cord injury, but it proved to be ineffective — *tng5x16: Ethics*.

**Norepinephrine**  
Dr. Crusher ordered for Tasha to be injected with this neurotransmitter when her synaptic network was in the final stages of breakdown — *tng1x23: Skin of Evil*.

**Theragen**  
A nerve gas developed by the Klingons that Dr. McCoy used to treat the crew for mental derangement caused by exposure to interphase space — *tos3x09: The Tholian Web*.

## ANESTHETIC

**Anesthizine**  
A knock out gas that Captain Picard ordered to be released into the cargo bays on Deck 38 in an effort to capture super-soldier Roga Danar — *tng3x11: The Hunted*.

**Anetrizine**  
The Doctor administered a 20 cc dose of this drug to Seven of Nine to anesthetize her cranial nerves prior to her de-assimilation procedure — *voy4x02: The Gift*.

**Melenex**  
Dr. McCoy used 10 ccs of melenex to render Spock temporarily unconscious on the Shore Leave planet — *tas1x09: Once Upon a Planet*.

**Neurozine**  
A knock out gas used by The Doctor and Emergency Medical Hologram Mark II to subdue Romulans aboard the USS Prometheus — *voy4x19: Message in a Bottle*.

## RESUSCITATIVE

**Borathium**  
An experimental rybotherapy pioneered by Dr. Toby Russell that she falsely believed to surpass conventional leporazine and morathial treatments — *tng5x16: Ethics*.

**Cortolin**  
Dr. Bashir revived Quark with this drug when he stopped breathing after being shot point-blank with a compressed tetryon beam weapon — *ds9-2x08: Necessary Evil*.

**Morathial**  
Dr. Crusher relieved Dr. Toby Russell of duty for treating a seriously injured survivor of the USS Denver disaster with borathium, instead of this drug — *tng5x16: Ethics*.

**Netinaline**  
The Doctor revived Vhnori Ptera using this drug when she was accidentally transported aboard the USS Voyager after she died on her homeworld — *voy1x09: Emanations*.

## CARDIO

**Benjisidrine**  
Sarek confided to Dr. McCoy that he has been prescribed this drug for congestive heart failure — *tos2x15: Journey to Babel*.

**Lectrazine**  
The Doctor gave a 20 cc dose of this drug to Tuvok in combination with cortical stimulation after the Vulcan collapsed in main engineering — *tvoy6x23: Fury*.

**Quadroline**  
Riker was resuscitated with a 15 octare dose of quadroline on Malcor III for what was believed to be possible trauma to the telencephalon — *tng4x15: First Contact*.

**Vasokin**  
Dr. Bashir used this dangerous experimental drug on Vedek Bareil in a last ditched effort to save his life — *ds9-3x13: Life Support*.

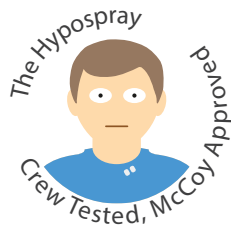
## SEDATIVE

**Dylamadon**  
Dr. Crusher used this sedative to simulate death in Troi in a bid to induce Ves Alkar to sever his harmful psychic link with her — *tng6x03: Man of the People*.

**Improvovine**  
Lon Suder aggressively refused a five cc dose of this drug from The Doctor to help calm him down — *voy3x01: Basics, Part II*.

**Kayolane**  
Dr. Crusher ordered a ten cc dose of kayolane for Geordi when it was found that alien retro-DNA had proliferated inside his body — *tng4x18: Identity Crisis*.

**Sonambutril**  
Dr. Phlox demanded that Hoshi and Trip take this sedative after they were infected by a silicon-based virus — *ent4x11: Observer Effect*.



## MISC.

**Dylovene**  
Dr. McCoy injected Sulu with this broad-spectrum antitoxin after he was bitten by a poisonous, small mobile plant — *tas1x07: The Infinite Vulcan*.

**Stokaline**  
Spock was "treated" with this harmless vitamin compound after faking a flare up of Rigelian Kassaba fever — *tos2x21: By Any Other Name*.

**Tri-ox**  
Dr. McCoy faked using a tri-ox compound on Captain Kirk during a reprieve in a fight to the death with Spock on the planet Vulcan — *tos2x05: Amok Time*.

## STIMULANT

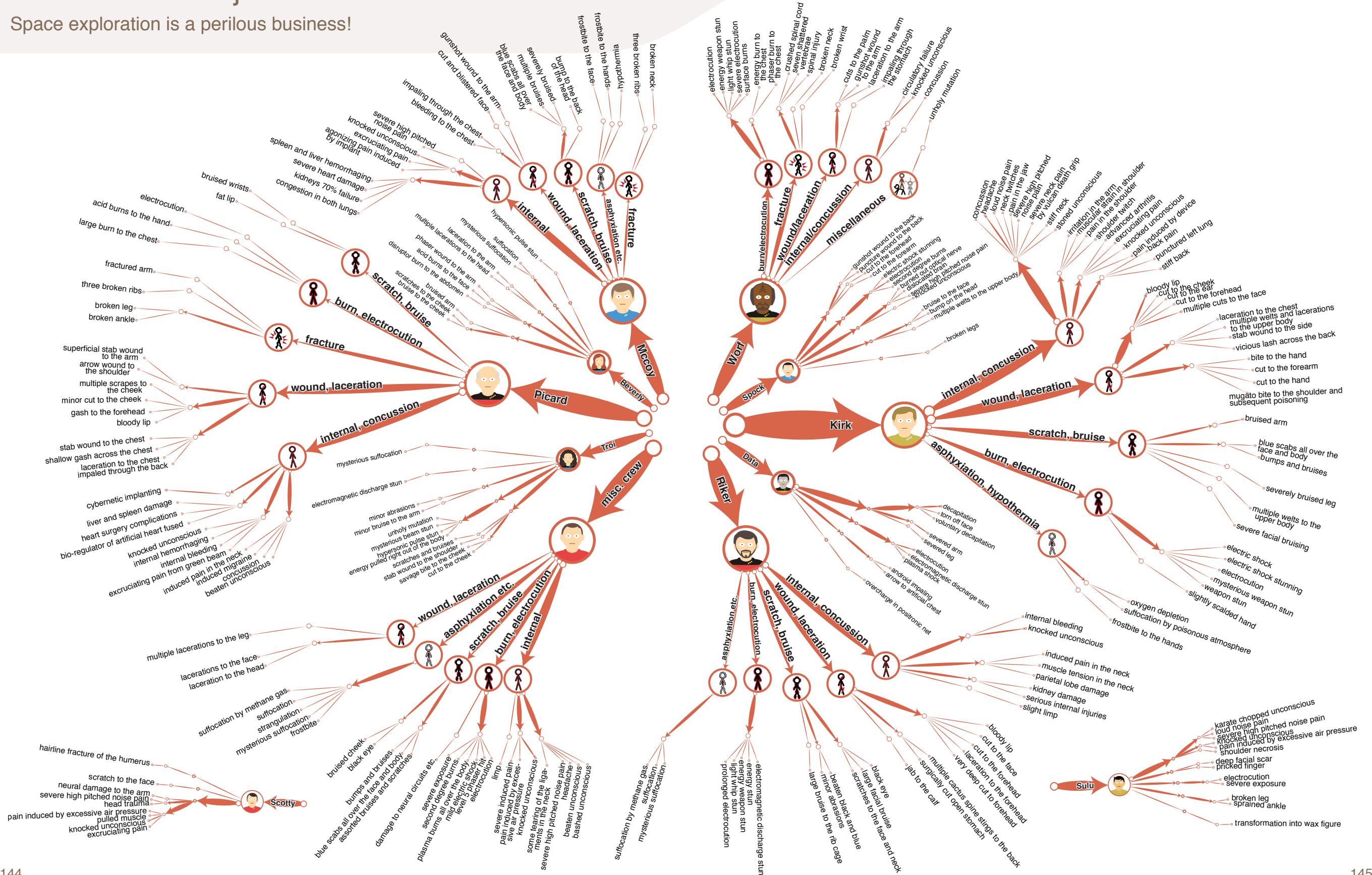
**Cordrazine**  
Dr. McCoy overdosed on cordrazine when he accidentally hyposprayed himself on the bridge during a moment of turbulence — *tos1x28: The City on the Edge of Forever*.

**Cortropine**  
Dr. McCoy administered this stimulant to combat lassitude experienced by the landing party on Taurus II — *tas1x04: The Lorelei Signal*.

**Inaprovaline**  
The amnesic Zalkonian known as John Doe was treated by Dr. Crusher with 60 ccs of inaprovaline to combat low autonomic responses — *tng3x25: Transfigurations*.

**Masiform D**  
Dr. McCoy injected Spock with enough masiform D to "make the whole crew turn handsprings" after he was attacked by a flower on Gamma Trianguli VI — *tos2x09: The Apple*.

## Space exploration is a perilous business!

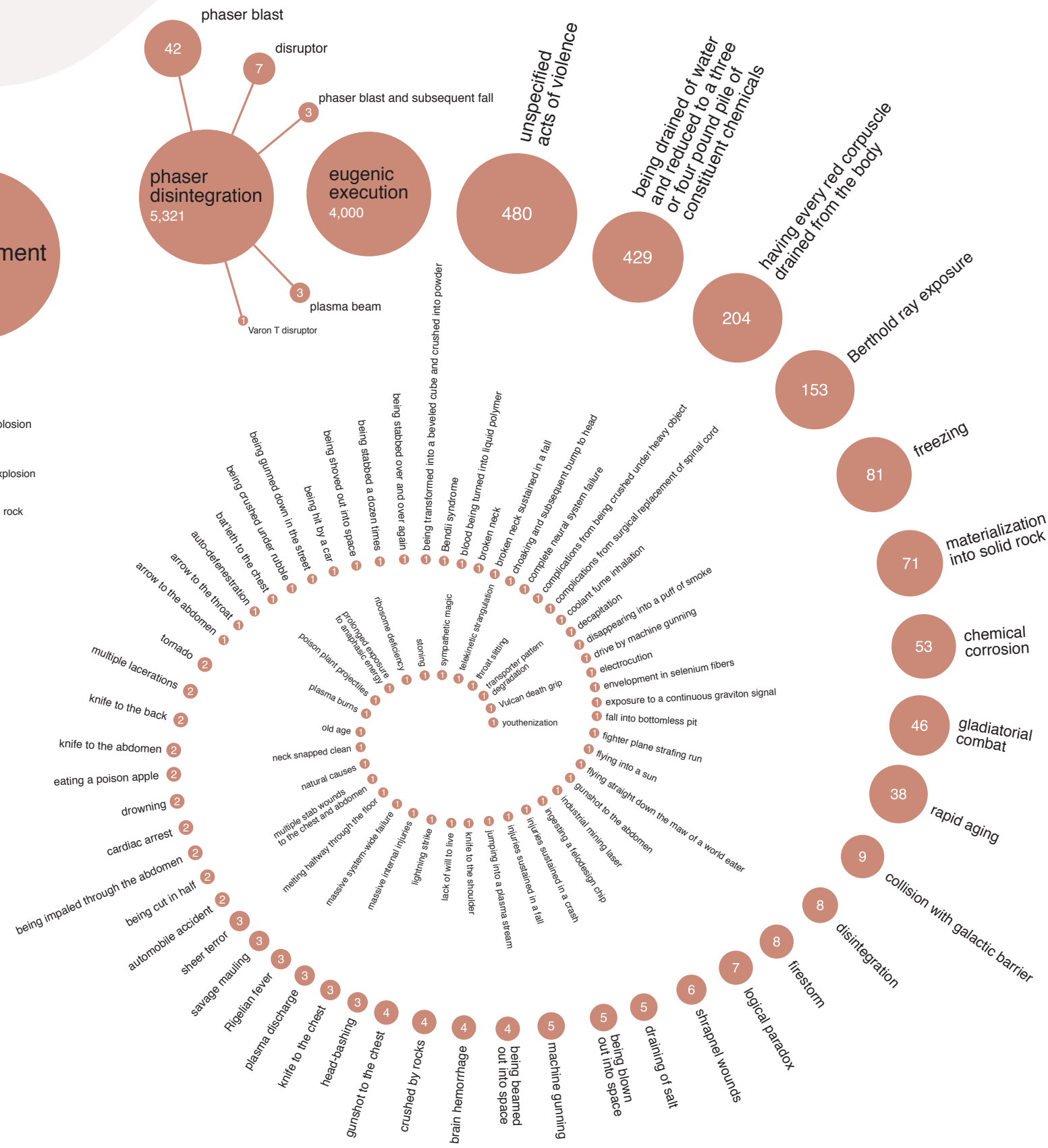


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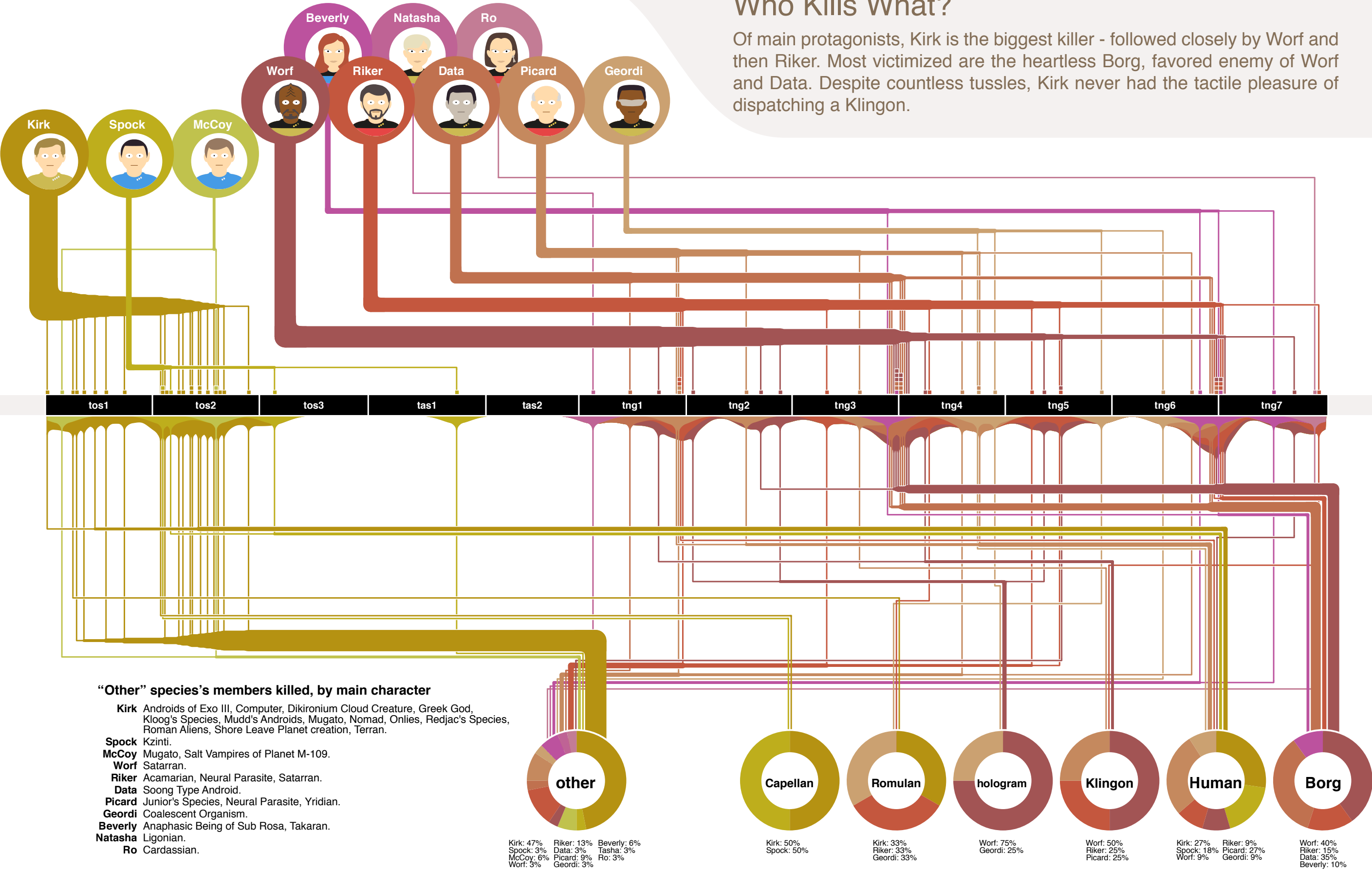
Death By...

Ninety-nine ways to die, which would you choose?



# Who Kills What?

Of main protagonists, Kirk is the biggest killer - followed closely by Worf and then Riker. Most victimized are the heartless Borg, favored enemy of Worf and Data. Despite countless tussles, Kirk never had the tactile pleasure of dispatching a Klingon.



Pages 154 to 155 are not shown in this book preview.



# Alert, Alert, Alerts!

Red, Yellow, Intruder, General and Security Alert! Perimeter, Battle, Evacuation, Fire, Standby, Baker Two, System B-Two, All Decks, and Medical Alert! Combat, Tactical, Blue, and Red Alert In Kirk's Neck!

- Red Alert! *tos/tas/tng/ds9/voy*
- Yellow Alert! *tos/tas/tng/ds9/voy*
- Miscellaneous
- Intruder Alert! *tos/tas/tng/ds9/voy/ent*
- Security Alert! *tos/tas/tng/ds9/voy*
- Tactical Alert! *ds9/voy/ent*

"All decks, Red Alert! Battle stations, battle stations! Go to **Red Alert!**"



Uhura, tng2x16: "A Private Little War" as an enemy Klingon vessel was approaching the Enterprise.

"Red Alert. Shields up!"



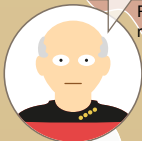
Riker, tng7x22: "Bloodlines", as a Ferengi probe was approaching.

"Monitor all frequencies. Phaser crews stand by. Maintain **Yellow Alert.**"



Kirk, tos3x02: "Elaan of Troyius", as the Enterprise tried to hail a Klingon vessel of unknown disposition.

"Mister Worf, I want a level three **security alert** until further notice."



Picard, tng6x02: "Realm of Fear", after Barclay reported that transporters were acting up.

"**Intruder Alert, Sir.**"



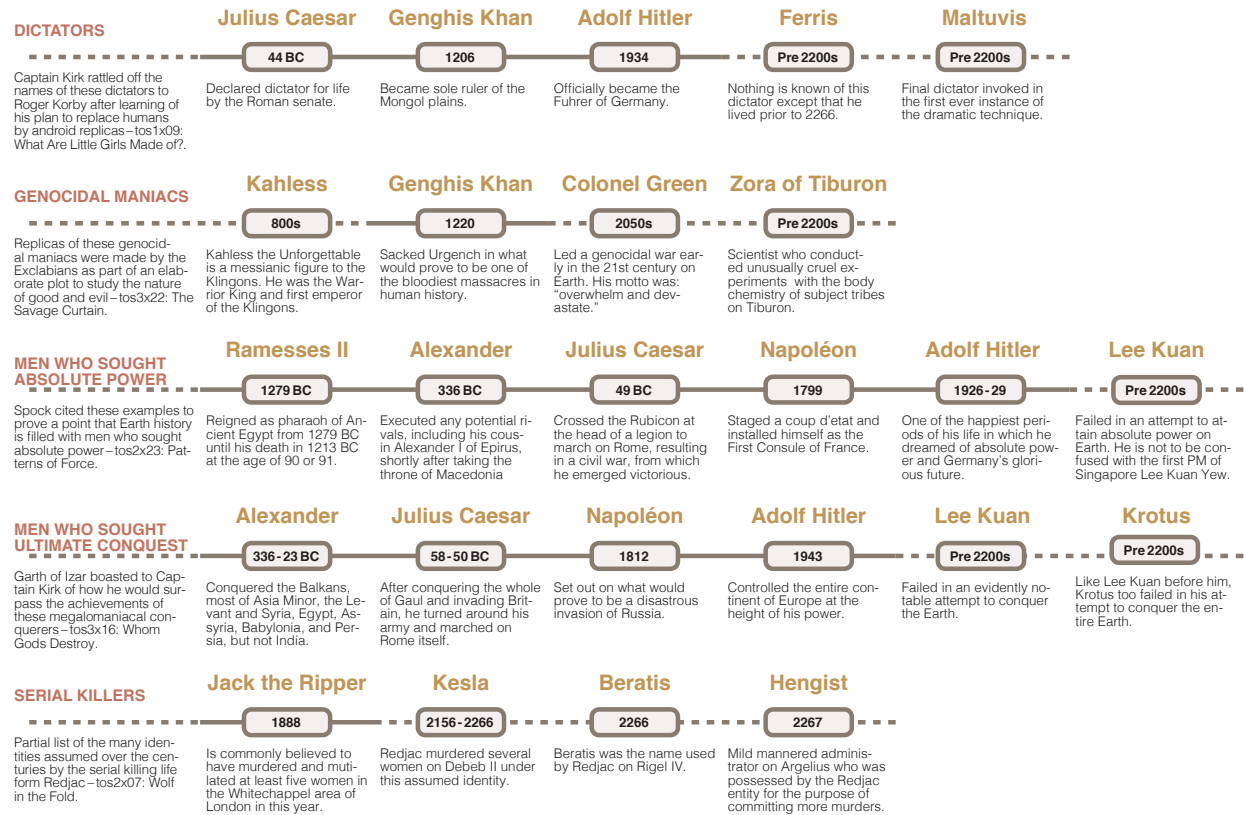
Yar, tng1x09: "The Battle", as a Ferringi ship was noticed.

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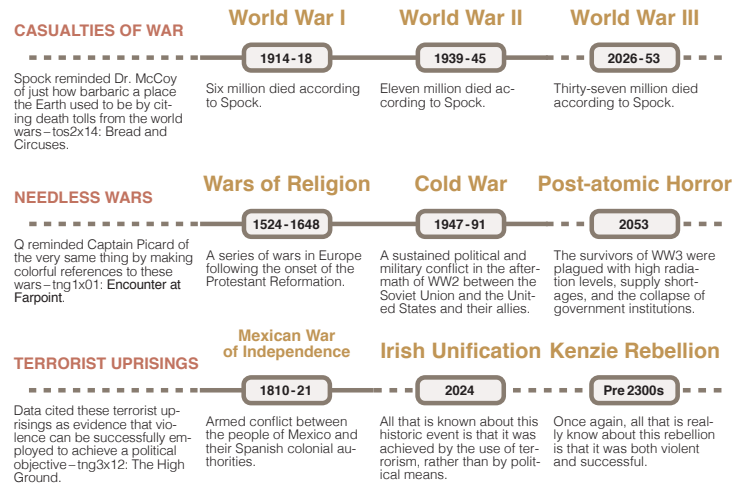
The Maltuvis Literary Device

A dramatic technique that is used time and time again in Star Trek. It occurs when a character rattles off a list of people, places, or events that usually begins in history and ends in a fictional future. We named the device after the last fictional dictator named in its first ever usage.

INFAMOUS PEOPLE



WARTIME



HONORABLE MENTIONS

Human augment Khan Noonian Singh named Leif Ericson, *Richard the Lionheart*, and Napoléon as examples of bold men after noticing a painting by Marla McGivers of the gladiator Flavius in her quarters –tos1x24: Space Seed.

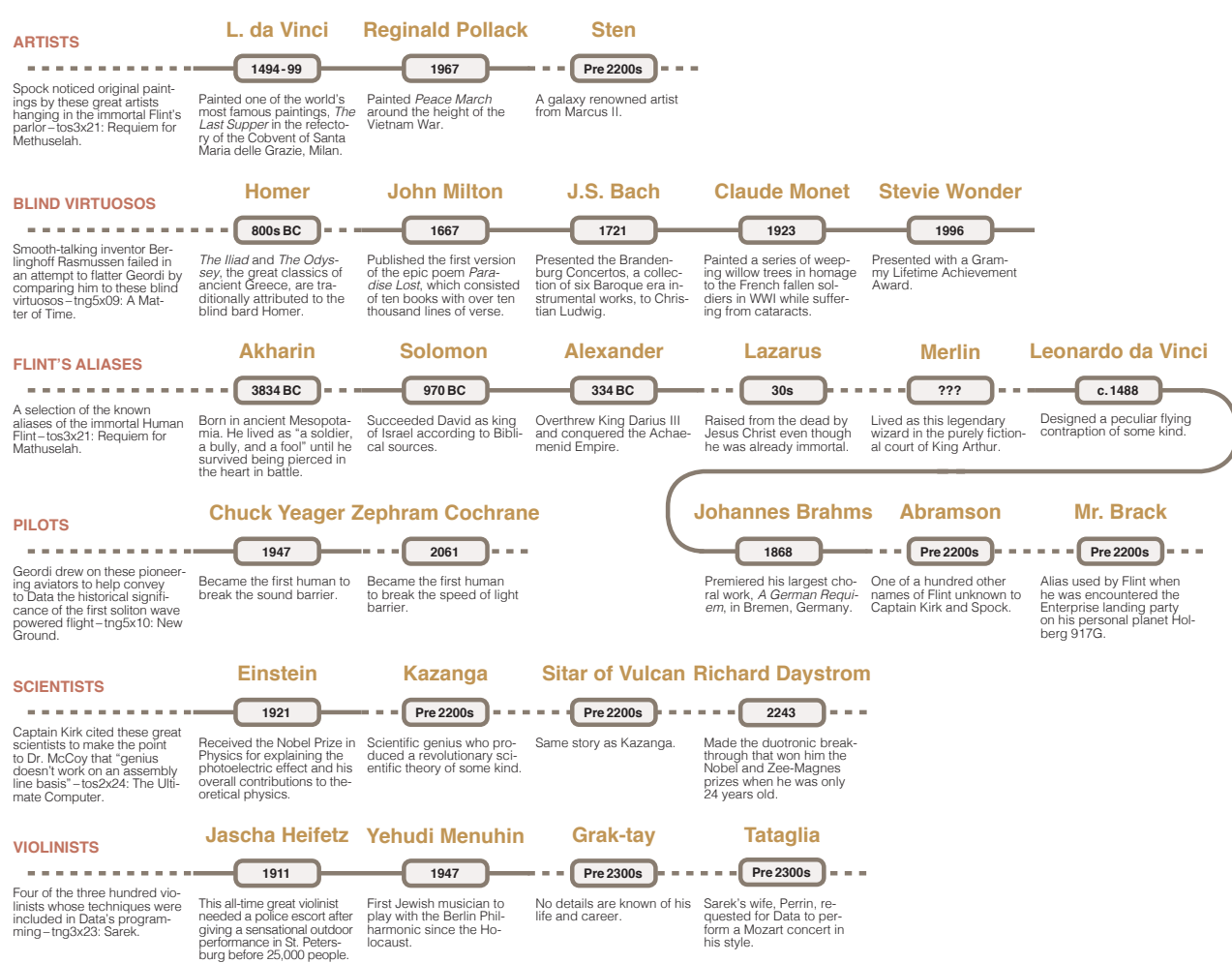
Spock noticed first printings of Shakespeare's First Folio, the Gutenberg Bible, and the Creation Lithograph by Taranulus of Centauri VII displayed in Flint's parlor –tos3x21: Requiem for Mathuselah.

Data remarked to a holodeck newspaper vendor that Joe DiMaggio's 56-game hitting streak would be broken by a shortstop for the London Kings (named Buck Bokai) in 2026 –tng1x12: The Big Goodbye.

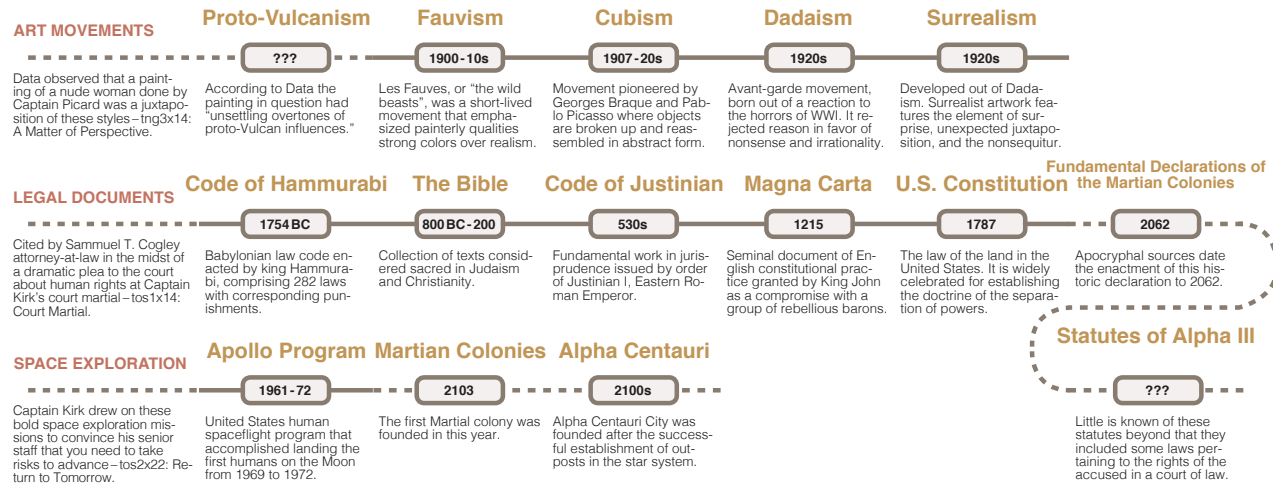
Data planned to study these famed Shakespearean actors: Lawrence Olivier, Kenneth Branagh, Shapiro, and Kullnark –tng3x10: The Defector.

Professor Richard Galen cited Heinrich Schliemann (found the City of Troy) and M'Tell (found Ya'Seem) as great archaeologists –tng6x20: The Chase.

ILLUSTRIOUS PEOPLE



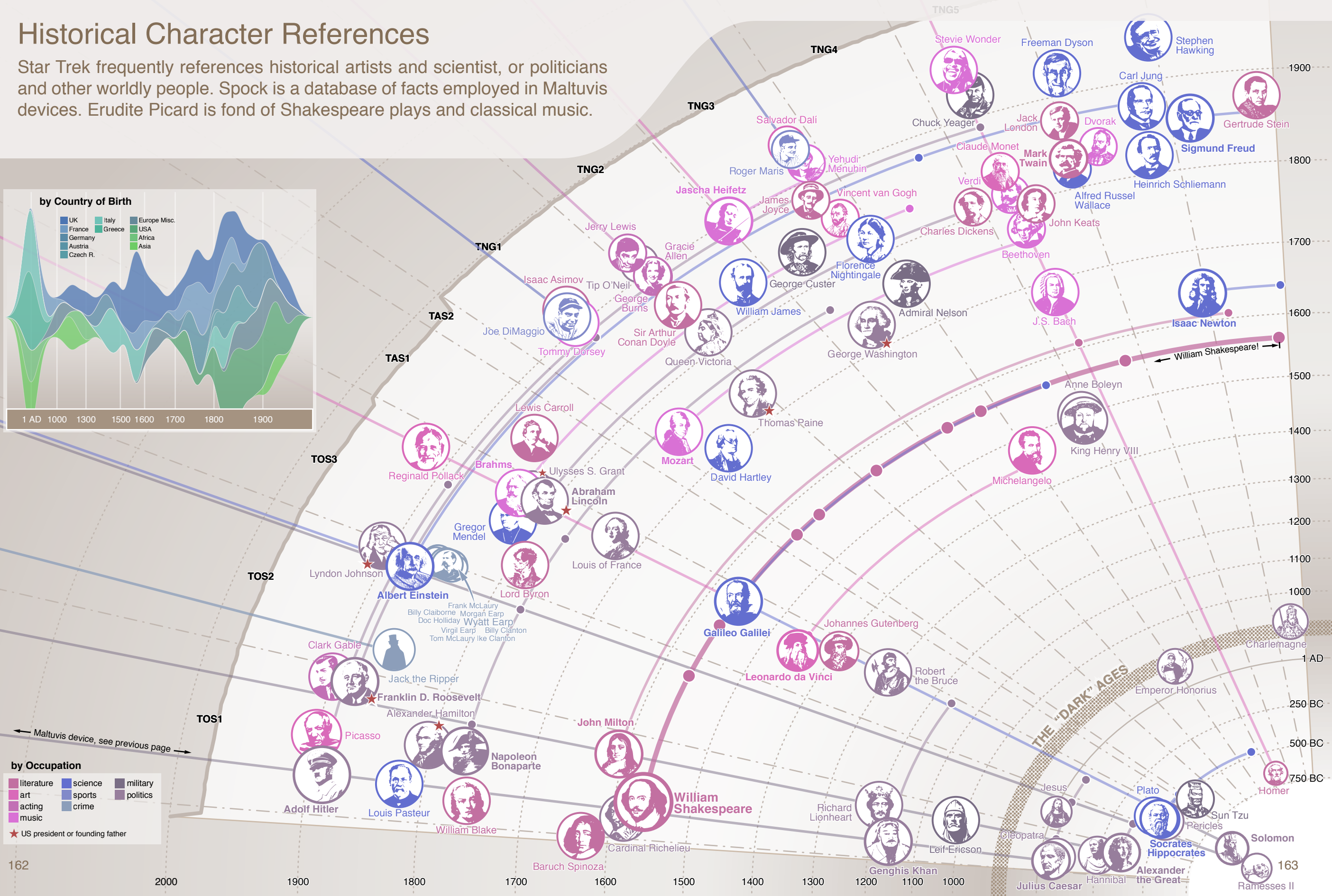
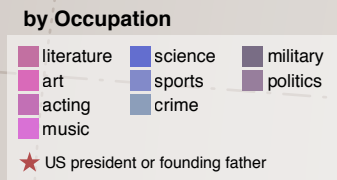
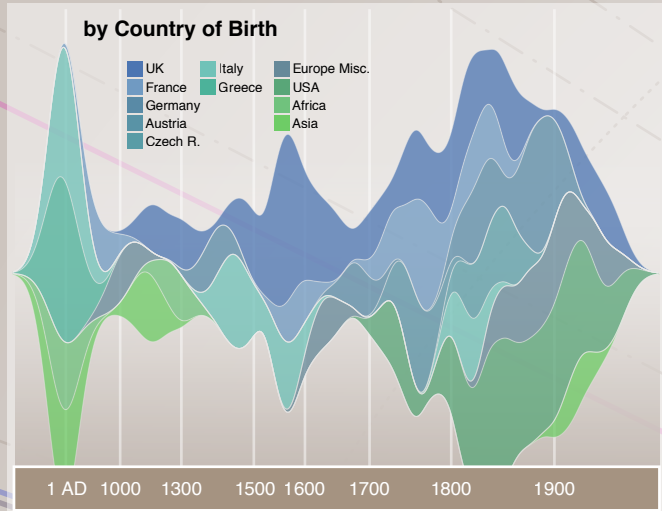
PEACETIME





## Historical Character References

Star Trek frequently references historical artists and scientist, or politicians and other worldly people. Spock is a database of facts employed in Maltuviv devices. Erudite Picard is fond of Shakespeare plays and classical music.



Pages 164 to 165 are not shown in this book preview.



# Appendix A: Episode Dictionary

Star Trek TOS, TAS, TNG consist of 80, 22, and 178 episodes respectively if one counts the two pilot episodes (a potentially sensitive topic). A brief synopsis for each of these 280 stories is provided in this appendix.

### TOS Pilots

[tos0x01] **The Cage** by Gene Roddenberry (SD Unknown) *The Enterprise follows a distress signal to the planet Talos IV , where Captain Pike is taken captive by a group of telepathic aliens. Pike, the Keeper, Vina.*

[tos1x02] **Where No Man Has Gone Before** by Samuel A. Peeples (SD 1312.4) *After the Enterprise attempts to cross the Great Barrier at the edge of the galaxy , crew members Gary Mitchell and Elizabeth Dehner develop godlike psychic powers which threaten the safety of the crew.*

### TOS Season 1

[tos1x01] **Where No Man Has Gone Before** by Samuel A. Peeples AD 1966-09-22 (SD 1312.4) *After the Enterprise attempts to cross the Great Barrier at the edge of the galaxy , crew members Gary Mitchell and Elizabeth Dehner develop godlike psychic powers which threaten the safety of the crew. Elizabeth Dehner, Gary Mitchell, Kirk.*

[tos1x02] **The Corbomite Maneuver** by Jerry Sohl AD 1966-11-10 (SD 1512.2) *The Enterprise is menaced by a gigantic alien ship whose commander condemns the crew to death. The alien ship appears all-powerful and the alien commander refuses all attempts at negotiation, forcing Kirk to employ an unorthodox strategy to save the ship. First Federation; Balok, Dave Bailey, Kirk.*

[tos1x03] **Mudd's Women** by Gene Roddenberry AD 1966-10-13 (SD 1329.8) *Misadventure ensues after the Enterprise crew pursue and capture interstellar con artist Harry Mudd and his cargo of three beautiful mail-order brides. Eve McHuron, Harry Mudd, Kirk.*

[tos1x04] **The Enemy Within** by Richard Matheson AD 1966-10-06 (SD 1672.1) *While beaming up from planet Alpha 177, a transporter accident splits Captain Kirk into two beings: one good, who is weak and indecisive, and one evil, who is overly aggressive and domineering. Evil Kirk, Janice, Kirk.*

[tos1x05] **The Man Trap** by George Clayton Johnson AD 1966-09-08 (SD 1513.1) *The Enterprise visits planet M-113 for a routine medical inspection of the husband-wife archaeological team stationed there, but the crew finds that the wife has been replaced by a deadly, shape-shifting creature. Salt Vampires of Planet M-113; creature, Kirk, McCoy, Robert Crater.*

[tos1x06] **The Naked Time** by John D. F. Black AD 1966-09-29 (SD 1704.2) *A strange, intoxicating infection, which lowers the crew's emotional inhibitions, spreads throughout the Enterprise, endangering the entire ship. Kevin Riley, Kirk.*

[tos1x07] **Charlie X** by Gene Roddenberry AD 1966-09-15 (SD 1533.6) *Traveling aboard the Enterprise, a dangerous young man named Charlie Evans terrorizes the crew with his unusual mental powers. Thasian; Charlie Evans, Janice, Kirk.*

[tos1x08] **Balance of Terror** by Paul Schneider AD 1966-12-15 (SD 1709.2) *Investigating a series of destroyed outposts along the Neutral Zone, the Enterprise discovers a lone Romulan vessel with a cloaking device. The Romulans, having never been seen by humans, are revealed to visually resemble Vulcans, casting doubt on Mr. Spock's loyalty as the two ships become locked in a cat-and-mouse battle through space. Romulan; Kirk, Unnamed Romulan Commander of TOS1x08.*

[tos1x09] **What Are Little Girls Made Of?** by Robert Bloch AD 1966-10-20 (SD 2712.4) *In search of Nurse Chapel's fiancé, renowned exobiologist Roger Korby, the Enterprise visits the ice planet Exo III, where Korby is found living deep underground with a group of highly advanced androids. Androids of Exo III, Old Ones of Exo III; Andrea, Christine, Kirk, Roger Korby, Ruk.*

[tos1x10] **Dagger of the Mind** by S. Bar-David AD 1966-11-03 (SD 2715.1) *On a re-supply mission to a rehabilitation colony for the criminally insane, an escaped patient gives the Enterprise crew reason to suspect that the chief doctor has been using a device which destroys the human mind. Kirk and a female crew member beam down to the colony to resolve the mystery. Helen Noel, Kirk, Simon van Gelder, Tristan Adams.*

[tos1x11] **Miri** by Adrian Spies AD 1966-10-27 (SD 2713.5) *After discovering a duplicate of the planet Earth, Kirk and his landing party beam down to find signs of a population ravaged by a strange disease, from which only children appear to have survived. Oinies; Kirk, Miri.*

[tos1x12] **The Conscience of the King** by Barry Trivers AD 1966-12-08 (SD 2817.6) *Visiting an old friend, Kirk suspects a Shakespearean actor may actually be the murderous former governor of Tarsus IV where Kirk grew up. Kirk invites the acting troupe aboard the Enterprise in order to investigate, but soon assassination attempts are made on Kirk and another crewman who was an eyewitness to the murders. Kirk, Kodos the Executioner, Lenore Karidian.*

[tos1x13] **The Galileo Seven** by Oliver Crawford AD 1967-01-05 (SD 2821.5) *Spock and a scientific party are sent to study the Murasaki 312 quasar aboard the shuttle Galileo. During the survey, the Galileo is forced to make an emergency landing on the planet Taurus II, where the crew fight the planet's primitive ape-like inhabitants. As the crew begin to make repairs, Scotty determines that the shuttle does not have enough fuel to reach orbit carrying all seven passengers, and Spock must contemplate leaving some of his fellow crew behind. Taurean; High Commissioner Ferris, Kirk, Spock.*

[tos1x14] **Court Martial** by Don M. Mankiewicz AD 1967-02-02 (SD 2947.3) *Kirk is placed on trial for negligence after a crewman is killed during a severe ion storm. Kirk maintains that his actions were proper and*

*should not have led to the officer's death, but the evidence seems strong against him. Benjamin Finney, Kirk, Spock.*

[tos1x15] **The Menagerie, Part I** by Gene Roddenberry AD 1966-11-17 (SD 3012.4) *Spock hijacks the Enterprise to take his crippled former captain, Christopher Pike, to the forbidden world of Talos IV. He then demands a court martial where he uses the events of episode tos0x10:"The Cage" to tell the tale of Pike's captivity on the planet years earlier. Talosian; Kirk, Pike, Spock.*

[tos1x16] **The Menagerie, Part II** by Gene Roddenberry AD 1966-11-24 (SD 3013.1) *Spock continues detailing the events of episode tos0x01:"The Cage" to the tribunal. After witnessing the Talosians' capabilities of mental illusion, Kirk realizes that Spock intends to return Pike to the planet to live a life of illusion, unencumbered by his crippled condition. Talosian; Kirk, Pike, Spock.*

[tos1x17] **Shore Leave** by Theodore Sturgeon AD 1966-12-29 (SD 3025.3) *Kirk orders shore leave for the Enterprise crew on a seemingly uninhabited planet. The landing parties begin to see strange sights, such as a White Rabbit a la Alice in Wonderland, Don Juan, and a sword-wielding samurai. Spock discovers that the planet seems to be drawing a large amount of energy from the ship's engines, placing the Enterprise in danger. Caretaken Aliens; Kirk, McCoy, Sulu, Yeoman Tonia Barrows.*

[tos1x18] **The Squire of Gothos** by Paul Schneider AD 1967-01-12 (SD 2124.5) *The Enterprise crew discovers a rogue planet drifting through space, inhabited by an eccentric being named Trelane who uses his apparently unlimited power over matter and form to manipulate the crew. Trelane's Species; Kirk, The Squire of Gothos.*

[tos1x19] **Arena** by Fredric Brown AD 1967-01-19 (SD 3045.6) *The Enterprise comes under attack by unknown aliens while investigating the destruction of the Cestus III colony. While pursuing the aliens into unexplored space, both ships are captured by the powerful Metrons, who force Kirk and the reptilian, alien captain to a fight to the death: the winner's vessel will be set free, while the loser's ship will be destroyed. Gorn, Metron; Gorn Captain, Kirk.*

[tos1x20] **The Alternative Factor** by Don Ingalls AD 1967-03-30 (SD 3087.6) *The Enterprise traces the source of a galaxy-wide disturbance in space to an apparently dead planet, where the crew is greeted a raving lunatic who claims there is still time to stop the murdering monster that destroyed his entire civilization. Anti-Lazarus's Species, Lazarus' Species; Kirk, Lazarus-A, Lazarus-B.*

[tos1x21] **Tomorrow is Yesterday** by D. C. Fontana AD 1967-01-26 (SD 3113.2) *After accidentally traveling back in time to 1969, the Enterprise rescues USAF Captain John Christopher from his crippled fighter jet. The crew struggles to return to their own time, while simultaneously returning Christopher to the Air Force, removing his knowledge of the future and all record of contact with the Enterprise Captain John Christopher, Kirk.*

[tos1x22] **The Return of the Archons** by Gene Roddenberry AD 1967-02-09 (SD 3156.2) *The Enterprise discovers a planetary population mind-controlled into acting as a harmonious collective by the powerful philosopher, Landru. While investigating, Kirk and his landing party are taken captive and discover that the Enterprise crew will be the next to be "absorbed" into Landru's control. Archons, Children of Landru; Kirk, Landru, McCoy, Reger, Spock.*

[tos1x23] **A Taste of Armageddon** by Robert Hamner AD 1967-02-23 (SD 3192.1) *On a diplomatic mission, the Enterprise visits a civilization mired in a war with its planetary neighbor that is fought entirely by computer simulation. Even so, citizens who are listed as virtual casualties willingly report to termination booths to be killed for real. After the Enterprise is destroyed in an attack simulation, Kirk must fight to keep his crew from death. Eminian, People of Vendikar; Anan 7, Kirk, Robert Fox, Spock.*

[tos1x24] **Space Seed** by Carey Wilber AD 1967-02-16 (SD 3141.9) *The Enterprise discovers an ancient sleeper-ship, which escaped from Earth's Eugenics Wars in the late 20th century. The genetically engineered passengers, led by war criminal Khan Noonien Singh, seize control of the Enterprise and attempt to destroy the ship. Colonists of Omicron Ceti III, Omicron Pod Plants; Khan Noonien Singh, Kirk, Marla McGivers, McCoy, Spock.*

[tos1x25] **This Side of Paradise** by Nathan Butler and D. C. Fontana AD 1967-03-02 (SD 3417.3-3417.7) *The Enterprise crew finds a Federation colony's population to be healthy and apparently thriving in spite of endemic exposure to fatal Berthold rays. An old flame of Spock, leads the crewmen to some flowers that seem to impose a state of pure bliss on anyone exposed to their spores, but at the cost of ambition and self-discipline. Kirk, whose will power keeps him immune from the spores' effects, must fight as the crew succumb to the spores one by one. Horta; Kirk, Leila Kalomi, Spock.*

[tos1x26] **The Devil in the Dark** by Gene L. Coon AD 1967-03-09 (SD 3196.1) *Dispatched to the mining colony on Janus VI, the Enterprise is tasked to investigate rumors of a subterranean creature responsible for destruction of equipment and the deaths of fifty miners. Kirk and Spock discover a silicon-based life form, which lives in the surrounding rock Horta, Kirk, Spock, Vandenberg.*

[tos1x27] **Errand of Mercy** by Gene L. Coon AD 1967-03-23 (SD 3198.4) *After peace negotiations between the Federation and the Klingon Empire collapse, the Enterprise is ordered to protect Organia, a peaceful planet located near the Klingon border. But upon beaming down to the planet, Kirk and Spock are baffled that the inhabitants reject their offers of help. Klingon, Organian; Ayelborne, Kirk, Kor, Spock.*

[tos1x28] **The City on the Edge of Forever** by Harlan Ellison

AD 1967-04-06 (SD 3134.0) *After accidentally overdosing on a powerful stimulant, McCoy becomes unbalanced and disappears through a newly discovered time portal on an unexplored planet, where he somehow changes the course of history. Kirk and Spock follow him back to the 1930s in order to restore the timeline. Guardian of Forever, Guardian of Forever's Makers; Edith Keeler, Kirk, McCoy, Spock.*

[tos1x29] **Operation – Annihilate!** by Steven W. Carabatsos AD 1967-04-13 (SD 3287.2) *The Enterprise arrives at Deveva colony to find its inhabitants are under attack by neural parasites that cause mass insanity. After Spock himself becomes infected, McCoy and Kirk must race to find a cure in time to save Spock and the Denevan colonists. The Neural Collective Parasites; Kirk, McCoy, Spock.*

### TOS Season 2

[tos2x01] **Catspaw** by Robert Bloch AD 1967-10-27 (SD 3018.2) *In search of missing crewmen on Pyris VII, Kirk and his landing party beam down to find a spooky castle with witches, shackled skeletons, and even a black cat. While investigating they are taken prisoner by two powerful aliens, who threaten the well-being of the Enterprise and her crew with their magical powers. Ornithoid Aliens; Kirk, Korob, McCoy, Spock, Sylvia.*

[tos2x02] **Metamorphosis** by Gene L. Coon AD 1967-11-10 (SD 3219.4) *After crash landing on a remote asteroid, a shuttle crew from the Enterprise are astonished to find a castaway, who appears to be Zefram Cochrane – the inventor of warp drive – and his mysterious alien companion. Companion's Species; Commissioner Nancy Hedford, Kirk, McCoy, Spock, Zefram Cochrane.*

[tos2x03] **Friday's Child** by D. C. Fontana AD 1967-12-01 (SD 3497.2) *On a mission to secure a mining agreement on Capella IV, the Enterprise crew find that the Klingons have beat them to the punch, and become entangled in a tribal power struggle. Capellan, Klingon; Eelen, Kirk, Kras, Maab, McCoy, Spock.*

[tos2x04] **Who Mourns for Adonais?** by Gilbert Ralston AD 1967-09-22 (SD 3468.1) *While approaching Pollux IV, the Enterprise is grabbed by an ethereal green hand and the crew taken captive by an alien who claims to be the Greek god Apollo. Greek Gods; Apollo, Carolyn Palamas, Kirk, Scotty.*

[tos2x05] **Amok Time** by Theodore Sturgeon AD 1967-09-15 (SD 3372.7) *When Spock begins behaving aggressively, Kirk discovers his first officer must return home to Vulcan to be married, or die. Kirk disobeys his orders to save Spock, only to find the unbalanced Vulcan at his throat when the bride forces Spock into a duel – and chooses the captain as her champion. Kirk, Spock.*

[tos2x06] **The Doomsday Machine** by Norman Spinrad AD 1967-10-20 (SD 4202.9) *After losing his entire crew to an alien planet-eating machine, Commodore Matthew Decker pulls rank on Kirk in order to play a game of cat and mouse with the mechanical adversary. His efforts to destroy the menace place the Enterprise in grave danger. Planet Eater; Kirk, Matt Decker, Spock.*

[tos2x07] **Wolf in the Fold** by Robert Bloch AD 1967-12-22 (SD 3614.9) *Scotty is implicated in the serial killing of several women while on shore leave on Argelius II. The chief city administrator is keen to pin the crimes on Scotty, and the stakes are high, because the penalty for murder is death by slow torture. The crew must identify the real killer in order to save their chief engineer. Argelian, Redjac's Species; Jaris, Kirk, McCoy, Mr. Hengist, Scotty.*

[tos2x08] **The Changeling** by John Meredyth Lucas AD 1967-09-29 (SD 3541.9) *The Enterprise crew deals with a visit from Nomad, a space probe launched in the early 2000s that somehow became a sentient machine on a mission to seek out and destroy lifeforms that do not meet its standard of perfection. Tau Ru; Kirk, Nomad.*

[tos2x09] **The Apple** by Max Ehrlich AD 1967-10-13 (SD 3715.3) *On a mission to investigate the source of strange sensor readings emanating from the planet Gamma Trianguli VI, the Enterprise crew stumbles upon a veritable Garden of Eden, whose primitive inhabitants worship a environmental control machine, called Vaal, as a god. Vaalians; Akuta, Kirk, McCoy, Spock.*

[tos2x10] **Mirror, Mirror** by Jerome Bixby AD 1967-10-06 (SD Unknown) *A transporter mishap sends Kirk and the landing party to a mirror universe, where the Enterprise serves a barbaric Empire instead of the Federation. evil Kirk, Kirk, McCoy, Scotty, Spock, Spock with a gotee, Uhura.*

[tos2x11] **The Deadly Years** by David P. Harmon AD 1967-12-08 (SD 3478.2) *Strange radiation exposes the command crew of the Enterprise to the effects of rapid aging. McCoy must find a cure before they succumb to the effects of old age. Romulan; Commodore Stocker, Janet Wallace, Kirk, McCoy, Spock.*

[tos2x12] **I, Mudd** by Stephen Kandel AD 1967-11-03 (SD 4513.3) *The Enterprise crew have a second run in with the con man, Harry Mudd, this time finding him as the ruler of a planet of androids. Mudd's Androids; Harry Mudd, Kirk, McCoy, Norman, Spock.*

[tos2x13] **The Trouble with Tribbles** by David Gerrold AD 1967-12-29 (SD 4523.3) *Tribbles - a bisexual species of adorable little fur-balls with an astonishing ability to multiply - disrupt the exploitation of a disputed planet between the Klingons and Federation. Klingon, Tribble; Kirk, Nilz Baris, Spock.*

[tos2x14] **Bread and Circuses** by Gene Roddenberry and Gene L. Coon AD 1968-03-15 (SD 4040.7) *Kirk and his landing party are forced to fight in gladiatorial games on a planet modeled after the Roman Empire. Roman Aliens; Claudius Marcus, Kirk, McCoy, R. M. Merik, Spock.*

[tos2x15] **Journey to Babel** by D. C. Fontana AD 1967-11-17 (SD 3842.3) *While transporting dignitaries to an important peace conference on a planetoid code-named Babel, the Enterprise is pursued by a mysterious vessel and one of the alien diplomats is assassinated. Spock's estranged father Sarek is the prime suspect in the murder, but he is incapacitated after suffering a massive heart attack, and only spoke can save him. Andorian, Coridan, Orion, Tellarite, Vulcan; Kirk, Sarek, Spock.*

[tos2x16] **A Private Little War** by Jud Crucis AD 1968-02-02 (SD 4211.4) *Kirk must decide how to save a primitive race of hill-people from the technological interference of the Klingons. Klingon, Neurals, Organian; Kirk, McCoy, Nona, Tyree.*

[tos2x17] **The Gamesters of Triskelion** by Margaret Armen AD 1968-01-05 (SD 3211.7) *Kirk, Chekhov and Uhura are abducted by a trio of disembodied brains and forced to fight in gladiatorial contests to satiate the aliens' gambling addiction. Andorian, Galt's Species, Gamesters of Triskellion, Kloog's Species, Lars' Species, Shana's Species, Tamoon's Species; Chekov, Galt, Kirk, Shanna, Uhura.*

[tos2x18] **Obsession** by Art Wallace AD 1967-12-15 (SD 3619.2) *Kirk becomes obsessed with destroying a murderous entity that killed many of the crew of his old ship. Dikironium Cloud Creature; Ensign Garrovick, Kirk, McCoy, Spock.*

[tos2x19] **The Immunity Syndrome** by Robert Sabaroff AD 1968-01-19 (SD 4307.1) *Approaching Starbase 6 for a much needed period of rest and recreation, the Enterprise is ordered to divert to the Gamma 7A star system where the crew discover that a giant space amoeba has consumed its thriving civilization, killing billions of inhabitants. Kirk endeavors to destroy the organism before it can strike again. Giant Space Amoeba; Kirk, McCoy, Spock.*

[tos2x20] **A Piece of the Action** by David P. Harmon AD 1968-01-12 (SD 4598.0) *On a mission to investigate a possible case of cultural contamination on Sigma Iota II, the Enterprise crew beam down to find a planet with a violent culture based on the American 1920s gangster era. Sigma Iotian; Bela Okmyx, Kirk, McCoy, Spock.*

[tos2x21] **By Any Other Name** by Jerome Bixby AD 1968-02-23 (SD 4657.5) *Beings from the Andromeda Galaxy hijack the Enterprise, technically modify it, transform all but the command crew into small cuboctahedral solids, and attempt to return home. Kelvan; Kelinda, Kirk, McCoy, Rojan, Spock.*

[tos2x22] **Return to Tomorrow** by John Kingsbridge AD 1968-02-09 (SD 4768.3) *Three disembodied survivors of a once powerful civilization that was obliterated in some sort of ultimate cataclysm half a million years ago take control of Kirk and Spock's under the pretext of desiring to build android bodies for themselves. Sargon's Species; Henoeh, Kirk, McCoy, Sargon, Spock, Thalassa.*

[tos2x23] **Patterns of Force** by John Meredyth Lucas AD 1968-02-16 (SD 2534.0) *The Enterprise crew visit a planet dominated by a Nazi culture and at war with its planetary neighbor. Ekosian, Zeon; Daras, Isak, Kirk, Spock.*

[tos2x24] **The Ultimate Computer** by Laurence N. Wolfe AD 1968-03-08 (SD 4729.4) *Kirk and a skeleton crew test a new computer system that could potentially replace them all at their jobs. Kirk, Richard Daystrom.*

[tos2x25] **The Omega Glory** by Gene Roddenberry AD 1968-03-01 (SD Unknown) *After chancing on a derelict starship in orbit around Omega IV, the Enterprise crew beams down to find the derelict's crew dead and its captain, Ron Tracy, violating the prime directive by assisting the Kohms in a war against their enemy the Yangs. Kohms of Omega IV, Yangs of Omega IV; Cloud William, Kirk, Ron Tracy.*

[tos2x26] **Assignment: Earth** by Gene Roddenberry and Art Wallace AD 1968-03-29 (SD Unknown) *On a historical research mission to 1968, the Enterprise crew encounters Gary Seven, a human from the future who appears to be attempting to alter history. Gary Seven's Providers; Gary Seven, Kirk, Spock.*

### TOS Season 3

[tos3x01] **Spectre of the Gun** by Lee Cronin AD 1968-10-25 (SD 4385.3) *For trespassing on an alien world, Kirk and his landing party are forced to re-enact the famous shoot-out on the O.K. Corral with themselves cast as the losing side. Melkot; Chekov, Kirk, McCoy, Morgan Earp, Scotty, Spock.*

[tos3x02] **Elaan of Troyius** by John Meredyth Lucas AD 1968-12-20 (SD 4372.5) *The Enterprise crew transport a spoiled princess, who must bring peace to a star system at war. Elasian, Troyian; Elaan of Troyius, Kirk.*

[tos3x03] **The Paradise Syndrome** by Margaret Armen AD 1968-10-04 (SD 4842.6) *A mysterious alien device on a planet with a predominantly American Indian culture erases Kirk's memory, and he begins a life with them as a member of their tribe. Natives of Amerind, Preservers of Amerind; Kirk, McCoy, Miramane, Spock.*

[tos3x04] **The Enterprise Incident** by D. C. Fontana AD 1968-09-27 (SD 5027.3) *Due to an apparent lapse of rationality brought on by the strain of command, Kirk orders the Enterprise to cross the Neutral Zone, after which the ship is immediately captured by Romulan forces. When Kirk is held in the Romulan flagship on the charge of espionage, his true mission to steal a cloaking device is revealed. Romulan, Vulcan; Kirk, Spock, Unnamed Romulan Commander of TOS3x04.*

[tos3x05] **And the Children Shall Lead** by Edward J. Lakso AD 1968-10-11 (SD 5029.5) *The Enterprise crew rescue a group of children stranded on a Federations outpost, who summarily take control of the ship at the insistence of their evil imaginary friend. Gorgan, Triacus Mauraders; Gorgon, Kirk, Spock, Tommy Starnes.*

[tos3x06] **Spock's Brain** by Lee Cronin AD 1968-09-20 (SD 5431.4) *The Enterprise crew pursues aliens who have stolen Spock's brain. Eymorg; Eymorg leader, Krik, McCoy, Scotty, Spock.*

[tos3x07] **Is There in Truth No Beauty?** by Jean Lisette Aroeste AD 1968-10-18 (SD 5630.7) *The Enterprise crew transport an alien ambassador who must travel inside a special case because he is so ugly that one look at him is enough to drive a man insane. Medusan, Vulcan; Kirk, Kollos, Larry Marvick, Miranda Jones, Spock.*

[tos3x08] **The Empath** by Joyce Muskat AD 1968-12-06 (SD 5121.5) *While visiting a doomed planet, Kirk and his landing party is subject to torturous experiments to test an empathic race. Empathic Minarans, Vian; Gem, Kirk, Lal, McCoy, Spock, Thann.*

[tos3x09] **The Tholian Web** by Judy Burns and Chet Richards AD 1968-11-15 (SD 5693.2) *On a mission to rescue the USS Defiant, Kirk is caught in interspace while the Enterprise is trapped by an energy draining web spun by hostile aliens, called the Tholians. Tholian; Kirk, McCoy, Spock.*

[tos3x10] **For the World is Hollow and I Have Touched the Sky** by Rik Vollaerts



Pages 168 to 173 are not shown in this book preview.

Appendix B: Character Dictionary

In preparation of writing this book we identified 497 characters in Star Trek TOS, TAS, and TNG. Of these, 199 are affiliated with the organization called Starfleet. The full list is given in this appendix.

TOS Starfleet Characters Index

High Command					
Captain					
Christopher Pike	DeSalle	Spinelli	Mira Romaine	Nyota Uhura	Helen Noel
Fleet Captain	Engineer	Helmsman	Science Officer	Communications Officer	Psychiatrist
James T. Kirk	John Farrell	Hikaru Sulu	Washburn	Joe Tormolen	Doris Atkins
Starship Captain	Navigator	Helmsman	Science Officer	Medical Officer	Crewmember
Ron Tracy	Freeman	Teller	Compton	Pavel Chekov	Tonia Barrows
Starship Captain	Starfleet Officer	Starfleet Officer	Security Officer	Navigator	Commodore Stone
	Gaetano	Alden	Galloway	Garrovick	Starfleet Flag Officer
	Science Officer	Science Officer	Security Officer	Security Officer	
	Garison	D'Amato	Johnson	Rizzo	
	Communications Officer	Geologist	Security Officer	Security Officer	
Senior Staff					
Hansen	Lee Kelso	Elizabeth Dener	Lt. O'Neil	Non-Commisioned	
Outpost Commander	Navigator	Psychiatrist	Starfleet Officer	J.M. Colt	Crewmember
Philip Boyce	Latimer	Karl Jaeger	Lt. Singh	Crewman Green	Starfleet Officer
Chief Medical Officer	Navigator	Meteorologist	Engineer	Matt Decker	Starfleet Flag Officer
Christine Chapel	Lt. DePaul	Kelowitz	Mallory	Ben Finney	Records Officer
Nurse	Helmsman	Tactical Officer	Security Officer	José I. Mendez	Starfleet Officer
Leonard McCoy	Lt. Leslie	Lindstrom	Marla McGivers	Gary Mitchell	Helmsman
Chief Medical Officer	Security Officer	Sociologist	Historian	José Tyler	Navigator
Mark Piper	Lt. Styles	Lt. Boma	Palmer	Zahra	Crewmember
Chief Medical Officer	Navigator	Astrophysicist	Rayburn	Pitcairn	Transporter Chief
Spock	Larry Matson	Charlene Masters	Rowe		
First & Science Officer	Starfleet Officer	Science Officer	Security Officer		
	Number One	Marlena Moreau	Security Officer		
	First Officer	Starfleet Officer			
Montgomery Scott	Rahda	Carolyn Palamas	Arel Shaw		
Chief Engineer	Helmswoman	Archaeologist, Anthropologist	Attorney		
	Kevin Riley	Esteban Rodriguez	Timothy		
	Starfleet Officer	Science Officer	Lieutenant		
Junior Staff					
Dave Bailey					
Navigator					

TNG Starfleet Characters Index


High Command					
Brckett	Phillippa Louvois	Worf	Alyssa Ogawa	Ensign Taitt	Susanna Leijten
Starfleet Flag Officer	Starfleet Officer	Tactical Officer	Nurse	Tactical Officer	Starfleet Officer
Alynnna Nechayev	Benjamin Maxwell		Aquiel Unhari	Mendon	Nicholas Locarno
Starfleet Flag Officer	Starship Captain		Communications Officer	Science Officer	Starfleet Cadet
Margaret Blackwell	Jean Luc Picard	Chang	Jenna D'Sora	Burke	Miss Piper
Starfleet Flag Officer	Starship Captain	Starfleet Officer	Security Officer	Security Officer	Personal Assistant
Aaron	Satelk	Kyle	Daniel Kwan	Davis	Dexter Remmick
Starfleet Flag Officer	Starship Captain	Jack of All Trades	Engineer	Engineer	Starfleet Officer
Admiral Haftel	Tryla Scott	Marla Aster	Linda Larson	Ensign Giusti	Nella Daren
Starfleet Flag Officer	USS Renegade	Archaeologist	Engineer	Operations Officer	Scientist
Haden	Commanding Officer	Julian Bashir	Lt. Jr Singh	Ensign Williams	Dealt Hester
Vice Admiral	Donald Varley	Chief Medical Officer	Assistant Chief	Tactical Officer	Medical Officer
Kennelly	Starship Captain	Paul Hickman	Engineer	Sonya Gomez	Mordock
Starfleet Officer		Science Officer	Nara	Engineer	Starfleet Cadet
Nakamura		Barnaby	Engineer	Hildebrant	Albert
Vice Admiral		Security Officer	Engineer	Geomechanics Specialist	Starfleet Officer
Admiral Brand	Calvin Hutchinson	Bartel	Palmer	Hutchinson	Argyle
Superintendent	Starfleet Officer	Engineer	Transporter Operator	Transporter Chief	Chief Engineer
Mark Jameson	Orfil Quinteros	Brossmer	Tess Allenby	Robin Lefler	Reginald Barclay
Rear Admiral	Starfleet Officer	Navigator	Navigator	Starfleet Officer	Engineer
Gregory Quinn	William T. Riker	Gillespie	Marta Batanides	Peeples	Kelso
Bureaucrat	First Officer	Operations Division Chief	Starfleet Officer	Engineer	Transporter Chief
SAvar	Shelby	Logan	Janet Brooks	Salazar	Kosinski
Starfleet Flag Officer	Starfleet Officer	Chief Engineer	Starfleet Officer	Transporter Chief	Rocket Scientist
	Beverly Crusher	Thomas Riker	Sariel Ensign Rager	Daniel Sutter	Leland T. Lynch
	Chief Medical Officer	Helmsman	Felton	Engineer	Chief Engineer
	Bruce Maddox	Jim Shimoda	T'Su Lian	Wesley Crusher	Miles O'Brien
	Cyberneticist	Assistant Chief	Conn Officer	Despicable Knowitall	Transporter Chief
	Robert DeSoto	Engineer	Security Officer		Leah Brahms
	Starship Captain	Natasha Yar	Conn Officer		Engineer
	Chief Medical Officer	Security Chief	Conn Officer		Guinan
	Rachel Garrett	Sam Lavelle	Conn Officer		Bartender
	Starship Captain	Operations Officer	Starfleet Officer		Keiko O'Brien
	Edward Jellico	Orfil Solis	Davies		Botanist
	Starship Captain	Helmsman	Geo-chemist		
	Walter Keel				
	Starship Captain				
	Silva La Forge				
	Starfleet Officer				


Non-Human Characters Index

Acamarian	Ferengi	Kargan	Juliana Tainer	Dathon	Mot
Marouk	Arridor	Warbird Captain	Scientist	Starship Captain	Barber
Sovereign	Kell	Diplomat		Deela	Nagilum
Yuta	Bok	Kor	Space Roman	Queen	Nara
Royal Taster	Starship Captain	Klingon Officer	Claudius Marcus	Dirgo	Engineer
	Goss	Koroth	Proconsul	Captain	Natira
Allasomorph	Starship Commander	High Cleric	Flavius Maximus	Doctor Farallon	High Priestess
Any	Reyga	Korris	Gladiator	Scientist	Nomad
Guardian	Scientist	Klingon Warrior		Doctor Timicin	Exterminator
Salia	Sovak	Kras	Tanugan	Scientist	Nona
Princess	Personal Assistant	Klingon Warrior	Manua Apgar	John Doe	Witch Doctor
	Tog	Kurn	Nel Apgar	Healer	Odan
Android	Starship Captain	Klingon Warrior	Scientist	Dohlman of Elas	Diplomat
Alice no.118		L'Kor	Chief Investigator	Eline	Brenna Odell
Alice no.322		Klingon Warrior		Homemaker	
	Hologram	Lursa	Unknown	Kivas Fajo	Odona
	Albert Einstein	Klingon Warrioress	Arctus Baran	Trader	Thadiun Okona
	Theoretical Physicist	Mara	Mercenary	Kyrl Finn	Freighter Captain
	Sigmund Freud	Science Officer	The Traveler	Terrorist	Bela Oxmyx
	Psychologist	IKS Maht-H'a Captain	Traveler	Galt	Mob Boss
	Annie Meyers			Master Thrall	Petri
	Proprietor			Grepnedlog	Diplomat
	Minuet			Starship Captain	Portal 6-3
	James Moriarty			Civic Leader	Guardian
	Professor			Guinan	Q
	Cyrus Redblock			Bartender	Universal Nuisance
	Gangster			Chief Administrator	Radue
	Rex			Hugh	First Appointee of Aldea
	Bartender			Isabella	Devinoni Ral
				Imaginary Friend	Negotiator
				Jev	Ronin
				Historian	Ghost
				Etana Jol	Sargon
				Kamala	Leader
				Kara	Servin
				The Keeper	Engineer
				Magistrate	Shahna
				Sirna Kolrami	Thrall
				Master Strategist	Soren
				Jojo Krako	Shuttle Pilot
				Mob Boss	Sylvia
				Engineer	Explorer
				Lal	Kova Tholl
				Scientist	Public Servant
				Lazarus	Trelane
				Scientist	Squire
				Losira	Ian Troi
				Commander	Tyree
				Lutan	Leader
				Ruler of Ligon II	Aquiel Unhari
				Kerian MacDuff	Communications Officer
					Kevin Uxbridge
					Vanna
					Rebel Leader
					Varria
					Personal Assistant
					Vekor
					Mercenary
					Zarabeth





## All Characters, by Surname A-Z


 **Aaron**, Starfleet Flag Officer, Vice Admiral of Starfleet. *Bodily host for one of the parasitic bug aliens that advanced a nefarious plot to take covert control of Starfleet Command.* Played by Ray Reinhardt.


 **Adam**, Musician. Member of a ragtag band of space hippies who searched for the mythical planet Eden in a stolen space cruiser. After being taken into custody aboard the original Enterprise, he delighted the crew by playing on his space guitar, singing songs about the virtues of abandoning technological society. He died after eating a highly acidic fruit on a planet he wrongly believed to be Eden. Played by Charles Napier.


**Adams, Tristan**, Psychologist of Federation. Director of the Tantalus Penal Colony. Suspicions about the therapies he employed on the prisoners were raised after his assistant beamed up to the original Enterprise in a deranged state of mind. Played by James Gregory.


 **Admiral Brand**, Superintendent, Rear Admiral of Starfleet. *Superintendent of Starfleet Academy at the time of the infamous Nova Squadron incident, in which Wesley participated in the cover up in the death of a fellow cadet in a botched flight maneuver. She presided over an investigation into the death of the said cadet.* Played by Jacqueline Brookes.

 **Admiral Haftel**, Starfleet Flag Officer, Vice Admiral of Starfleet. *Cybernetics specialist who ordered Data to give up custody of his daughter Lal.* Played by Nicolas Coster.


 **Akuta**, Tribal Leader. Leader of a band of stone age people on Gamma Trianguli VI who worship the planet's environmental control machine, Vaal, as a god. Played by Keith Andes.


 **Albert**, Starfleet Officer, Lieutenant Commander of Starfleet. *Father of Joshua Albert – the cadet who died in the infamous Nova Squadron incident.* Played by Ed Lauter.


 **Alden**, Science Officer, Lieutenant of Starfleet. *Manned the helm when the Enterprise encountered an energy barrier at the edge of the Milky Way galaxy on an extragalactic exploration mission.* Played by Lloyd Haynes.


 **Alexander, Son of Worf**, Weapons Officer. Alexander Rozhenko is Worf's only son. The father and son found themselves in almost constant conflict over Alexander's disregard for Klingon traditions, although he ultimately followed in the ways of the warrior, and fought for the The Klingon Defense Forces in the Dominion War. Played by James Sloyan, Marc Worden, Brian Bonsall, Jon Steuer.


 **Alice**. Replica of Alice from Alice in Wonderland first encountered by McCoy on the Shore Leave Planet. Played by Marcia Brown.


 **Alice no.118**. Number 118 of 500 Alice series androids on Planet Mudd. They were made according to Harry Mudd's personal specifications, as were the Maisie series, the Trudie series, and the Annabel series. Played by Alyce Andrece.


 **Alice no.322**. Number 322 of 500 Alice series androids on Planet Mudd. They were made according to Harry Mudd's personal specifications, as were the Maisie series, the Trudie series, and the Annabel series. Played by Rhæe Andrece.

 **Alkar, Ves**, Diplomat, Ambassador of Federation. Federation mediator who owed his success to his ability to transfer his negative emotions to others, inducing death by rapid aging in them in the process. He used Troi as a receptacle for his negative emotions during his mediation of a dispute on Rekag-Seronia. Played by Chip Lucia.


 **Allenby, Tess**, Navigator, Ensign of Starfleet. *Token redshirt who sat at the conn from time to time after Wesley left the Enterprise-D to enter Starfleet Academy.* Played by Mary Kohnert.


 **Anan 7**, High Council Leader of Eminian Union. Led the Eminian Union in a computer simulated war with the people of Vendikar when the original Enterprise visited the planet on a diplomatic mission. It was his responsibility to compel the crew to report to disintegration chambers after the ship was marked as destroyed in a simulated attack and the crew declared casualties of war. Played by David Opatoshu.


 **Andrea**, Companion. Sexy android built by Roger Korby who nurse Chapel referred to as a "mechanical geisha". Played by Sherry Jackson.

 **Anna**, Diplomat, Ambassador. Secret female identity of the Iyaaran Ambassador Voval, created to study the concept of love in human society. He took on this form shortly after staging a crash landing of a shuttlecraft he shared with Captain Picard. Played by Barbara Williams.


 **Anyia**, Guardian. Guardian and protector of Salia, the leader in waiting of a race of shapshifting monsters. Played by Paddi Edwards.

 **Apgar, Manua**. Accused Riker of making unrequited sexual advances on her person at a hearing to determine whether he would be put on trial for the murder of her husband Nel Apgar. Played by Gina Hecht.

 **Apgar, Nel**, Scientist. Scientist who invented a Krieger wave converter in his Federation funded orbital research station above Tanuga IV. He died when his research station exploded just as Riker was beaming back to the Enterprise-D after having stopped by to check on his progress. A hearing was convened on the holodeck to determine whether to extradite Riker on the charge of murder, but he was cleared of any crime when it was discovered that Apgar was responsible for the explosion. Played by Mark Margolis.


 **Ardra**, Con Artist. Interstellar con artist who duped the Ventaxians into believing that she was their mythical devil in order to exploit them for cheap labor. Her deception was exposed by Captain Picard in a dramatic courtroom trial. Played by Marta Dubois.


 **Argyle**, Chief Engineer, Lieutenant Commander of Starfleet. *Preceded Geordi as chief engineer aboard the Enterprise-D. He best remembered for supervising Kosinski's warp drive experiment and reassembling Data's evil brother, Lore.* Played by Biff Yeager.


 **Armus**, Bully. Malevolent slick of tar that murdered Tasha Yar on planet Vagra II in the Zed Lapis sector. Played by Matt McChesney, Ron Gans (voice).

 **Arridor**, Physician of Ferengi Alliance. Found himself stranded in the Delta Quadrant together with his associate Kol after passing through the Barzan wormhole in a shuttlecraft. Played by Dan Shor.


**Aster, Jeremy** of Federation, House of Mogh. Orphaned when his mother, Marla, died in the line of duty on a Worf led away mission. Worf later made him an honorary member of his family by performing the R'uustai ceremony. Played by Gabriel Damon.


 **Aster, Marla**, Archaeologist, Lieutenant of Starfleet. *Mother of Jeremy Aster; she died on a Worf led away mission, which left the Klingon with a sense of duty to take care of her newly orphaned son.* Played by Susan Powell.


 **Atkins, Doris**, Crewmember, Yeoman of Starfleet. *Yeoman who testified to Captain Kirk's deteriorating mental condition at a competency hearing when he suffered from rapid aging.* Played by Carolyn Nelson.


 **Ba'el**. Descended from Klingon survivors of the Khitomer Massacre; she lived in a Romulan prison camp, where Klingons and Romulans lived in harmony. She and Worf, who infiltrated the community on bogus information that his father was being held there, became infatuated with one another, but Worf rejected her upon discovering that she was half Romulan. Played by Jennifer Gatti.


 **Bailey, Dave**, Navigator, Lieutenant of Starfleet. *Navigator when the original Enterprise encountered the First Federation flagship Fesarius. Following a tense confrontation, he volunteered to serve aboard the Fesarius for an undetermined period of time for the purpose of cultural exchange.* Played by Anthony Call.


 **Balok**, Starship Captain of First Federation. Humanoid with the body of a little boy that commanded the flagship of the First Federation. He came into conflict with the Enterprise crew when they destroyed a First Federation marker buoy. Played by Clint Howard.


 **Baran, Arctus**, Mercenary. Leader of a band of marauders hired by a group of Vulcan isolationists to smuggle them the Stone of Gol. Played by Richard Lynch.


 **Barclay, Reginald**, Systems Diagnostic Engineer, Lieutenant, Lieutenant Commander of Starfleet. *A talented member of Geordi's engineering team, whose reclusive and highly-introverted nature brought him into socially awkward situations with the crew, and at times rendered him incompetent in the workplace. His nick name is "Lieutenant Broccoli".* Played by Dwight Schultz.

 **Barnaby**, Security Officer, Lieutenant of Starfleet. *Part of the skeleton crew commanded by Beverly in a space fight against a rogue Borg ship.* Played by James Horan.


 **Barrows, Tonia**, Crewmember, Yeoman of Starfleet. *Member of the landing party that became trapped on a the Shore Leave Planet – a world where thoughts become reality. She imagined herself a princess in medieval times, and conjured up a black knight who killed Dr. McCoy.* Played by Emily Banks.

 **Bartel**, Engineer, Lieutenant of Starfleet. *Attempted to prevent Scotty from being a nuisance in main engineering after the Enterprise-D crew found him stored in the transporter patter buffer of a vessel that crashed on a Dyson sphere.* Played by Stacie Foster.


 **Bashir, Julian**, Chief Medical Officer, Lieutenant of Starfleet. *Served as chief medical officer on space station Deep Space 9. He is an enthusiastic, self-important man who was genetically engineered to posses a a keen analytical intelligence. Miles O'Brien is his best friend and drinking buddy.* Played by Alexander Siddig.

 **Batanides, Marta**, Starfleet Officer, Ensign of Starfleet. *Captain Picard's old flame from his cadet days at Starfleet Academy; she was involved in the bar-room brawl with a group of Nausicaans that led to Picard getting impaled through the heart.* Played by J.C. Brandy.


**Bates, Hannah**, Theoretical Physicist. Member of the scientific caste on the genetically engineered colony of Moab IV. She worked together with Geordi to prevent a stellar core fragment from colliding with her world, and was afterwards granted asylum aboard the Enterprise-D. Played by Dey Young.


 **Beata**, Ruler, The Elected One. Matriarch of the planet Angel One. She spared a group of fugitives from execution after Riker delivered an impassioned plea for mercy. Also she slept with Riker. Played by Karen Montgomery.

**Ben**, Waiter. Ten Forward waiter who was friends with a group of junior officers that included Sam Lavelle, Taurik, sito Jaxa, and Alyssa Ogawa. Played by Bruce Beatty.


 **B'Etor**, Klingon Warrioress of House of Duras, Klingon Empire. *Started Klingon Civil War together with her sister Lursa in a bid to wrest control of the Empire from Gowron; their efforts ended in failure and the sisters ultimately died in a space fight against the Enterprise-D in orbit over Veridian III.* Played by Gwynyth Walsh.


 **Blackwell, Margaret**, Starfleet Flag Officer, Admiral of Starfleet. *In communication with Captain Picard during a mission to salvage the USS Pegasus.* Played by Nancy Vawter.


 **Bochra**, Romulan Officer of Romulan Star Empire. *Romulan officer who found himself stranded with Geordi on a planet ravaged by electromagnetic storms. He initially took Geordi prisoner, but ultimately decided to work together with his sworn enemy in an effort to contact the Enterprise-D.* Played by John Snyder.

 **Bok**, Starship Captain, DaiMon of The Ferengi Alliance. *Ferengi DaiMon who became obsessed with taking revenge on Captain Picard after his only son was killed by Picard at the Battle of Maxia.* Played by Frank Corsentino, Lee Arenberg.

**Bonaventure, Ruth**, Mail-order Bride. *The lone brunette among the trio of mail-order brides who Harry Mudd brought to a colony of lonely lithium miners.* Played by Maggie Thrett.


 **Boyce, Philip**, Chief Medical Officer, Commander of Starfleet. *Served as Chief Medical Officer aboard the original Enterprise while it was under the command of Captain Pike. He once whipped up a martini for Captain Pike in his quarters, noting that, "sometimes a man will tell his bartender things he'll never tell his doctor."* Played by John Hoyt.

 **Brackett**, Starfleet Flag Officer, Fleet Admiral of Starfleet. *Briefed Captain Picard on the possible defection of Spock to the Romulan Star Empire.* Played by Karen Hensel.


 **Brahms, Leah**, Engineer of Starfleet. *Brilliant research engineer who played a significant role in the design of Federation starship warp drives. Geordi, on the heels of an infatuation with a holographically simulated Leah Brahms, pursued a romantic relationship with the real one when she came aboard the Enterprise-D to inspect the engines, but gave up in his efforts shortly after discovering she was already married.* Played by Susan Gibney.

**Brianon, Kareen**, Personal Assistant. *Personal assistant to Doctor Ira Graves until he transferred his consciousness into Data at the moment of his bodily death.* Played by Barbara Alyn Woods.


 **Brooks, Janet**, Starfleet Officer, Ensign of Starfleet. *Token redshirt who was counseled by Troi after the death of her husband.* Played by Kim Braden.


 **Brossmer**, Transporter Chief, Lieutenant of Starfleet. *At the transporter controls when Geordi and Ensign Ro were lost when transporting back from a Romulan science vessel.* Played by Shelby Leverington.


 **Burke**, Security Officer, Ensign of Starfleet. *Token yellowshirt who replaced Worf at the tactical station while he joined Riker aboard the USS Hathaway for a war games exercise.* Played by Glenn Morshower.

 **Campio**, Minister. Prudish fiancée of Lwaxana Troi who called off the marriage when she arrived at their wedding ceremony in traditional Betazoid fashion. Played by Tony Jay.

**Castillo, Richard**, Starfleet Officer, Lieutenant Junior Grade of Starfleet. *Served aboard the Enterprise-C when the ship passed through a temporal rift and encountered the Enterprise-D in a alternate reality in which the Federation was pitted in a desperate war with the Klingon Empire. He commanded the Enterprise-C on a mission to travel back in time to prevent the war from starting. Tasha, who was alive in the alternate reality, accompanied him on the mission after the two had become romantically involved.* Played by Christopher McDonald.

 **Chang**, Starfleet Officer, Lieutenant of Starfleet. *Invigilated the taking of the Starfleet Academy entrance exam by Wesley and a handful of other prospective cadets.* Played by Robert Ito.

 **Chapel, Christine**, Nurse, Lieutenant, Commander of Starfleet. *Christine Chapel was Dr. McCoy's go to nurse in sickbay. Nurse Chapel maintained a strong romantic interest in Spock for the duration of her assignment aboard the original Enterprise, but her attempts to win his Vulcan heart proved unsuccessful. She eventually went on to obtain a medical degree and served as chief medical officer aboard the original Enterprise after its refit.* Played by Majel Barrett-Roddenberry.

 **Chekov, Pavel**, Navigator, Ensign of Starfleet. *Pavel Chekov served primarily as navigator aboard the original Enterprise. He is best remembered as a spirited young ensign, who, being proud of his Russian heritage, would take pains to point out anything of significance that he thought to have originated from his homeland, going so far as to assert that the Garden of Eden was located just outside Moscow.* Played by Walter Koenig.


**Christopher, John**, Pilot, Captain of US Air Force. *Fighter pilot in the US Air Force in the late 1960s. He was dispatched to intercept the original Enterprise when it passed accidentally through a time warp to his period.* Played by Roger Perry.


**Clemens, Samuel Langhorne**, Author & Humorist of The United States of America. *Celebrated American author and humorist, better recognized by his pen name Mark Twain. He was portrayed as an acquaintance of Guinan in late 19th century San Francisco, who traveled into the future and met Captain Picard and his crew aboard the Enterprise-D.* Played by Jerry Hardin.


**Clemonds, L.Q. "Sonny"**, Musician. Human musician from the 20th century found cryonically preserved by the Enterprise-D crew on a small vessel adrift in space. He was revived in sickbay along with Ralph Offenhouse and Clare Raymond. Played by Leon Ripley.

**Cochrane, Zefram**, Scientist. Inventor of warp drive; he was discovered living on a remote asteroid with a mysterious alien companion by an Enterprise shuttlecraft crew. Played by Glenn Corbett.

**Cogley, Samuel T.**, Attorney of Federation. *Defended Captain Kirk in his court martial on the charge of murder in the death of Ben Finney.* Played by Elisha Cook Jr..

 **Colt, J.M.**, Crewmember, Yeoman of Starfleet. *Captain Pike's yeoman; the Talosians abducted her along with the Pike's first officer, and insisted that he choose one of them as a mate to give birth to a race of slaves to rebuild their dying world.* Played by Laurel Goodwin.


 **Commodore Stone**, Starfleet Flag Officer, Commodore of Starfleet. *Presided over a court martial of Captain Kirk on the charge of murder in the death of Ben Finney.* Played by Percy Rodriguez.


 **Compton**, Security Officer, Lieutenant of Starfleet. *Token redshirt who helped the Scalosians take over the Enterprise after he was hyper-accelerated in time.* Played by Geoffrey Binney.


**Conor, Aaron**, Leader. Leader of a colony of genetically engineered Humans. He fell in love with Troi when the Enterprise-D was sent on a mission to save the colony from a passing stellar core fragment of a neutron star. Played by John Snyder.


**Crater, Nancy**, Homemaker. *Old flame of Dr. McCoy; she was killed and her identity assumed by the Salt Vampire of Planet M-113.* Played by Jeanne Bal.


**Crater, Robert**, Archaeologist of Federation. Excavated ruins of an ancient civilization on Planet M-113 with his wife Nancy Crater until she was killed and her identity assumed by an indigenous salt vampire. He accepted the creature as Nancy, but it eventually killed him for sustenance aboard the original Enterprise. Played by Alfred Ryder.


 **Crewman Green**, Starfleet Officer, Crewman of Starfleet. *Token redshirt; killed by the Salt Vampire of Planet M-113 for sustenance while on an away mission to the planet to investigate the mysterious death of a fellow crewman.* Played by Bruce Watson.

 **Crusher, Beverly**, Chief Medical Officer, Commander of Starfleet. *Dr. Beverly Crusher served as chief medical officer aboard the Enterprise-D. Beverly was a dedicated physician and a devoted single mother to her son Wesley, who lived with her on the ship. Not only was Beverly once known as "the dancing doctor" for her superb tap dancing ability, but she is also instrumental in finding a cure for any mysterious illness that may have threatened the wellbeing of the crew.* Played by Gates McFadden.


 **Crusher, Jack**, Starfleet Officer, Lt. Commander of Starfleet. *Beverly's one time husband and father to Wesley; he died in the line of duty while serving under Captain Picard aboard the USS Stargazer.* Played by Doug Wert.


 **Crusher, Wesley**, Despicable Knowitall, Civilian, Acting Ensign [tn1x06], Ensign [tn3x24] of Starfleet. *Wesley Crusher lived with his mother aboard the Enterprise-D, where he served mainly as acting ensign, before leaving to study at Starfleet Academy. This wunderkid routinely demonstrated his exceptional potential by saving the day just when the best and most experienced crew in Starfleet thought all was lost. He would go on to drop out of the Academy to joyride around the universe with his mentor, The Traveler.* Played by Wil Wheaton.


 **D'Amato**, Geologist, Lieutenant of Starfleet. *Included in the landing party that beamed down to investigate a derelict Kalandan outpost on an artificial planet. He was killed by the computer generated image of the outpost's long dead commander, Losira.* Played by Arthur Batanides.


 **Danar, Roga**, Soldier. *Super soldier who was captured by the Enterprise-D crew after having escaped from a prison moon.* Played by Jeff McCarthy.

 **Daren, Nella**, Scientist, Lieutenant Commander of Starfleet. *Girlfriend of Captain Picard while she headed the Enterprise-D stellar services department for a short time.* Played by Wendy Hughes.


 **Data**, Second Officer, Lt. Commander of Starfleet. *Data was a Soong-type android who held the rank of lieutenant commander aboard the Enterprise-D. This kind and inquisitive android was not only beloved by the crew, but was also relied on by Captain Picard for prudent council in the face of adversity, owing to his encyclopedic knowledge on a bewildering number of subjects and super human analytical ability. When Data is unoccupied with his command duties, he spends his time studying all aspects of the human condition, since as an android he is incapable of feeling emotions, and all he really longs for is to be human.* Played by Brent Spiner.


 **Dathon**, Starship Captain. *Died battling the Electromagnetic Beast of El-Adrel together with Captain Picard. His sacrifice was instrumental in opening relations between the Children of Tama and the Federation.* Played by Paul Winfield.

 **Davies**, Geo-chemist, Ensign of Starfleet. *Member of a science team led by Wesley to find the cause of an ongoing volcanic cataclysm that was endangering the Dremen civilization. He quite understandably resented taking orders from Wesley, who was an acting ensign at the time.* Played by Nicholas Cascone.


 **Davis**, Engineer, Ensign of Starfleet. *One of the last personnel to evacuated main engineering on the Enterprise-D during an impending warp core breach.* Played by Craig Benton.


**Daystrom, Richard**, Scientist of Federation. *Nobel and Zee-Magnees prize winning scientist who installed a artificially intelligent computer system on the Enterprise that took control of the ship and attacked Federation targets.* Played by William Marshall.


 **Decker, Matt**, Starfleet Flag Officer, Commodore of Starfleet. *Commanded the USS Constellation in an encounter with a planet eating machine from another galaxy that left the ship heavily damaged and his crew dead.* Played by William Windom.


 **Deela**, Queen. Queen of an alien race on the verge of extinction owing to radiation induced sterility in its males. She orchestrated a takeover of the original Enterprise and attempted to use Captain Kirk as breeding stock. Played by Kathie Browne.


 **Dener, Elizabeth**, Psychiatrist, Lieutenant of Starfleet. *Sacrificed her live to weaken Gary Mitchell, who had acquired super power after the original Enterprise penetrated the galactic barrier, enough so that Captain Kirk could kill him in a fight to the death.* Played by Sally Kellerman.


 **DeSalle**, Navigator, Assistant Chief Engineer, Lieutenant of Starfleet. *Mid-ranking officer aboard the original Enterprise of French ancestry; he was left in command of the ship when the senior officers were held prisoner in a spooky castle on Pyris VII by extragalactic the aliens Korob and Sylvia.* Played by Michael Barrier.

 **DeSoto, Robert**, Starship Captain of Starfleet. *Captain of the USS Hood; he rendezvoused with the Enterprise-D to deliver Tam Elbrun on a mission to make first contact with the living starship Tin Man.* Played by Michael Cavanaugh.


 **Dirgo**, Captain. Mining shuttle "captain" who crash landed on a desert moon without any emergency supplies of food and water while transporting Captain Picard and Wesley. He died in a fool hearty attempt to procure water from a fountain surrounded by a mysterious force field. Played by Nick Tate.


 **Doctor Farallon**, Scientist. Scientist who invented the particle fountain (an orbital mining platform) and the exocomps (rodent sized, automated sentient tools). Played by Ellen Bry.


 **Doctor Timicin**, Scientist. Scientist who made a failed attempt to rejuvenate his peoples dying sun aboard the Enterprise-D. He fell in love with Lwaxana Troi while on board, but returned to his home world shortly thereafter to commit ritual suicide. Played by David Ogden Stiers.


 **Doe, John**, Healer. Recovered from life-threatening injuries under Beverly's supervision after being discovered in the wreckage of a crashed escape pod. During his convalescence, he began to display a number of remarkable powers, including the ability to heal injuries by the laying on of hands, and the ability to raise the dead to life. He ultimately transformed into a being of pure energy. Played by Mark La Mura.


 **Droxine**. Daughter of the high adviser of the cloud city Stratos on the planet Ardana. She pursued a flirtation with Spock when he visited the city with Captain Kirk to pick up a zenite consignment. Played by Diana Ewing.


 **D'Sora, Jenna**, Security Officer, Lieutenant Junior Grade of Starfleet. *Girlfriend of Data for a short time aboard the Enterprise-D. The relationship did not work out owing largely to Data's inability to experience emotions.* Played by Michele Scarabelli.

 **Duras, Son of Toral**, Politician, Warrior, leader of the House of Duras of The House of Duras, The Klingon Empire. *Prominent Klingon politician who opposed Gowron's successful bid to lead the Klingon High Council. The fall out from his defeat lead to the Klingon Civil War. He was ultimately killed by Worf in a dual.* Played by Patrick Massett.

 **Durken, Aval**, Chancellor. Chancellor of Melcor III. He decided to postpone first contact with the Federation on behalf of his people after Riker had been captured on a covert mission on the planet and was discovered to be an alien. Played by George Coe.

 **Einstein, Albert**, Theoretical Physicist. Lt. Barclay once discussed how to unify the theory of general relativity with quantum mechanics with a hologram of the famed physicist. Played by Jim Norton.

 **Elaan**, Dohlman of Elas. Transported aboard the original Enterprise from her home world to a neighboring planet to marry its ruler. On the way she used her tears, which functioned as a kind of super love potion, to make Captain Kirk fall in love with her. Played by France Nuyen.

 **Elbrun, Tam**, Diplomat of Starfleet. Betazoid first contact specialist. He was tasked to communicate with an enigmatic living space ship called Gomu. Played by Harry Groener.

 **Eline**, Homemaker. Wife on Captain Picard when he experienced a lifetime of memories as Karmin on the planet Kataan. Played by Margot Rose.

 **Ensign Giusti**, Operations Officer, Ensign of Starfleet. *At the conn when Captain Picard and Riker were kidnapped by a band of mercenaries on a covert mission to retrieve the Stone of Gol.* Played by Sabrina LeBeauf.



Pages 178 to 185 are not shown in this book preview.

In preparation of writing this book we identified 637 alien races mentioned in Star Trek TOS, TAS, and TNG. Of these, we consider 466 to be humanoid. The full list is contained in this appendix.

See introduction in "The Aliens" chapter, and the "Alien Formidability Distribution" spread for more information

Pages 188 to 197 are not shown in this book preview.