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Welcome to STAR TREK THE TOUR. I'm sure you have already discovered, as I have, that this event is truly a unique amalgamation of all the things that made Star Trek a phenomenon. My own small contribution to this legendary story has continued to be a source of great pride to me during my career, and although I have been fortunate enough to have many other projects to satisfy the artist in me, I have nevertheless always felt a deep and visceral connection to the show. But there are reasons why this never-ending story has endured. I have always believed that this special connection to Star Trek we all enjoy comes from the positive picture the stories consistently envision. No matter what strange new worlds and new philosophies the crews of the Enterprise face, the solutions they find are always the very best combination of human truth, personal honesty and faith. I was honored to work with the creator of Star Trek, Gene Roddenberry, and I am pleased that his legacy continues to grow and evolve. STAR TREK THE TOUR brings us one step closer to the very roots of how this all came to pass. It's a rare chance for us, the fans, to get to know so much more about the process and the many talented men and women that made this all possible.

Star Trek is now over forty years old, and to me that's still a kid. Just wait 'til you see what happens next.

Enjoy!
William Shatner

TO ALL OF OUR VISITORS,

On behalf of SEE Touring Productions, Inc., I would like to welcome you to our newest and most spectacular event, STAR TREK THE TOUR. We are especially excited to be able to bring this incredible world to cities all across America and Canada. Stretching out before you, STAR TREK THE TOUR is the culmination of years of careful planning and innovation by some of the best in the business, including many that worked and even created the original Star Trek series and films that are certainly now part of everyone's culture - and I think you will soon understand why we are so proud of this achievement. Together with our partner, CBS Consumer Products and our friends at Paramount Pictures, the hard work and dedication of all the men and women of the SEE team has created a spectacular Star Trek exhibition like no other. It is a truly unique and rare opportunity for the fan and novice alike to explore the fact and fantasy that masterfully come together to make Star Trek a reality. Whatever your personal history with Star Trek might be, the enduring legacy for all of us continues to be its unwavering belief in a positive future for Mankind. From its very first episode on television to the blockbuster films of today, this message of hope has remained an integral part of the Star Trek phenomenon. Beyond the countless rare artifacts, towering sets and elaborate costumes we present to you today, we also celebrate Star Trek's "infinitely" positive vision for us all.

"Live long and prosper!"

Martin Biallas, President, SEE Touring Productions, Inc.
Welcome to STAR TREK THE TOUR! Prepare to experience the delights of the greatest science fiction event in the Galaxy. Detailed over the next few pages are some of the wondrous sights, activities and other marvels that you can relish at this unique spectacular, and cherish in the future. So read on and enjoy. “Resistance is futile.”

STAR TREK THE TOUR is dedicated to the over forty years of imagination, artistry and meticulous craftsmanship that together have made the Star Trek legacy the most enduring television franchise in history. This is the largest collection of artifacts, sets and information ever put on public display. A truly impressive array of exhibits, featuring sets, costumes, priceless museum pieces and props from all five Star Trek television series and ten Star Trek feature films. Together these components offer Star Trek fans and novices alike, an unprecedented encounter with the phenomenon that is Star Trek.

A HISTORY OF THE FUTURE
Nine major exhibit areas, plus a variety of displays, interactive kiosks, rare photo opportunities and unique adventures, offer a comprehensive insider’s look at Star Trek in all its forms. This is as close as you have ever been to entering “the final frontier!”

THE ROTUNDA
Our journey begins in The Rotunda, a monumental entrance hall that instantly ushers us into the elegant, futuristic Star Trek universe. Swooping architectural curves and original illuminated technical displays create a grand atmosphere. The centerpiece is the Starship Enterprise herself, an eighteen-foot model of the NCC-1701-A beckons you to leave reality behind and enter a stunning vision of the future. Large models of Starfleet space vessels and iconic reminders of the legacy hover overhead. A video montage of classic Star Trek episodic memories alternates with powerful and familiar musical themes from over four decades of some of Star Trek’s greatest moments – an emotionally-charged overview of scenes beloved by millions, the friends and foes, the creatures and characters, the planets and starships…a “visual overture” which sets the tone for the adventures to follow. When you enter that main arena from the rotunda, you’ll pass by a crystalline monument to the Star Trek credo where once again you are reminded of the Star Trek mission in English, Vulcan and Klingon.
THE U.S.S. ENTERPRISE NCC-1701 HOLOGRAM
As you exit The Rotunda, a holographic U.S.S. Enterprise hovers in space, awaiting the unwary visitor. Reach out to touch her and she goes to warp speed departing for the outer reaches of the Galaxy, shortly to return.
THE GENE RODDENBERRY TRIBUTE
This tribute is designed to entertain both the hardcore Star Trek fan and the novice alike. Excerpts from one of Roddenberry’s final wide-ranging interviews reveal Roddenberry’s creative process and bring insight into the mind of the creator of the Star Trek legacy. Roddenberry, the “Father of it all” shares his personal perceptions and reveals the genesis of one of the most successful and influential continuing franchises in history. The film is narrated by his son, Rod Roddenberry.

STAR TREK
Here is where it all began: On the U.S.S. Enterprise bridge from the original Star Trek. Here; Kirk, Spock, McCoy, Sulu, Chekov, and Uhura faced the unknown. Captain Kirk’s command chair and the helm console are on display and are available for a unique photo opportunity, allowing you to sit in that famous chair! And when you receive your photo-print, you’ll find that the whole crew, or just a few of your favorites, have joined you in a truly special keepsake. It’s a fond nostalgic trip back to 1966 (or into the 23rd century) and the golden age of Star Trek. Next to the original bridge you can view several vintage black and white photographs of the actual TV crew at work on this set almost forty years ago at the Desilu (now Paramount) studios.

THE U-STAR VIDEO OPPORTUNITY
The expansive exhibition area offers several ways to experience the Star Trek universe for yourself! Here in this high tech area, you can actually guest star in one of three classic episodes from the original Star Trek. You can trade lines and meaningful looks with Kirk, Spock and the crew and take home your own DVD of the episode to enjoy for the next forty years!

THE GRAND ARCHWAY
One of the most impressive parts of the exhibition is a fifty foot radius half moon display area in the center of the exhibition. It includes six video monitors in massive supporting legs of an overhead arch, each depicting the behind scenes artistry of Star Trek. Scattered among these towers are a series of costume cases filled with original costumes and iconic props.
from many of your favorite Star Trek series and films. Each case contains its own individual television monitor showing the particular items as used in an episode or film. It’s a great way to compare the on-screen appearance of these priceless items with the real thing. Rick Berman and the cast, writers, designers and crew of Star Trek are highlighted, giving insight into the show’s roots, evolution and global impact. In all of these areas, you’ll get a rare glimpse of what was needed to conceive, build and maintain an entertainment phenomenon, understand the dedication, genius and perseverance it took - and above all, realize the total commitment that was required to launch a legend.

PRODUCTION DESIGN

In a specially produced video, Production Designer Herman Zimmerman discusses the evolution of Star Trek’s “look” over the years. While the earliest sets from the 1960s were comparatively simplistic expressions of space art; the designs in more recent years have become more sophisticated and intricate works of art. These later sets have more elegant curves, are constructed of higher quality materials, contain more functional graphic displays and offer more interesting possibilities for filming. Even with all this new technology and bigger budgets, the established look and feel of Star Trek has been faithfully protected throughout all its incarnations.

FACTS AND FIGURES

Just what does it take to put STAR TREK THE TOUR together:

When you emerge from the many wondrous exhibits and sets you have just seen, and the many incredible experiences you have just been through, you might wish to pause and look back. You might wish to think for a moment about the mammoth feat of engineering that supports it all, and the hundreds of people who have been involved in its design and construction. Over five years in the planning, STAR TREK THE TOUR occupies over 40,000 square feet, the content of the exhibition exceeds 250 tons, and that includes more than 430 authentic props, costumes and models, and around 60,000 pounds of lighting equipment (but doesn’t include the 25 or so alien races you may have encountered inside — they weigh extra).

The audio visual content exceeds five hours of material and the equipment cost exceeds two million dollars of cutting edge state of the art technology assembled specifically for this exhibition.

The skeletal construction of the bridge of the U.S.S. Enterprise NCC-1701-D alone takes fifteen men five days to setup.

When disassembled and packed for transit, STAR TREK THE TOUR occupies over 40 tractor trailer units. It all runs off its own proprietary computer control system.

This really is futuristic technology!
MAKE-UP
A custom-edited video in this section focuses on the Star Trek series’ many life forms and their creation through make-up and prosthetics. The imagination soars when it comes to the make-up wizardry of Michael Westmore and his team of designers and make-up artists. Here you can see how many of the alien species akin to Star Trek were envisioned and constructed. In a detailed video presentation Mr. Westmore personally escorts you through a presentation depicting the painstaking artistry of Hollywood prosthetic make-up magic. Here you can truly experience and appreciate the challenges presented by creating the many aliens and creatures in the Star Trek universe. More than 25 alien races are represented in the exhibition, and we’re sure that after this brief look into what it took to create them that you’ll appreciate them all the more!

VISUAL EFFECTS
There is no question that the field of Visual Effects has come a long way since the days of Kirk and Spock, but in many ways the first series broke new ground in this area and inspired its future direction. In this area, a rare behind-the-scenes view of the cutting edge discipline required in the creation of computer imagery is presented by Dan Curry. His CGI renditions of New Worlds, Starship Designs and “state of the art” visual imagery complement the kinetic energy of the simulator attractions located nearby.

COSTUMING
Deciding what you might wear on a given day is nothing like what an alien might wear. Someone has to create the out-of-this-world costumes and make them seem believable. Costume Designer Robert Blackman explains the depth of research, planning and design that goes into costuming the extensive Star Trek crews and aliens. After you experience this illuminating program, take the time to look around you. Much of Mr. Blackman’s monumental body of work is represented in nearby costume cases.

MAGIC MOMENTS
Everyone has a favorite Star Trek moment and so do we. A video montage has been created by the staff of STAR TREK THE TOUR and the many professional artists who were responsible for Star Trek over the years. Presented here for you to revisit, reflect upon and remember are some iconic and enduring scenes. Which was your favorite? Was it the crash landing of the U.S.S. Enterprise-D on Veridian III in the film Star Trek Generations? Or seeing Kirk buried in tribbles in the episode “The Trouble with Tribbles”? Maybe your favorite is the heart-breaking dramatic moment of Spock’s death? No matter what your preference, there is something for everyone in this collection of unforgettable Star Trek moments.

SHIPS OF THE LINE
The evolution of a dream that was and is Star Trek created starships in many forms. The Star Trek legacy is inexorably bound to the U.S.S. Enterprise. That special name has seen many incarnations. Even before Star Trek’s NCC-1701 there was the Enterprise naval aircraft carrier, the NASA space shuttle Enterprise and the NX-01 from the Star Trek: Enterprise series. After the first television show there was a grand parade
of NCC–1701s – A, B, C, D, E – with perhaps more yet to come. Inside the culture was a technology born of imagination. The Starship Enterprise became a character itself, not only with its own operational personality but also almost like a living, breathing being. STAR TREK THE TOUR has assembled a montage in salutation of this central character and the culture and technology it embodies. Here are the ships that boldly took us and the crew of Star Trek to explore the final frontiers of space and, ultimately, ourselves.

THE MUSEUM SPACE

As we enter the main exhibition space, we’re met by a stunning panorama. Here all Star Trek’s worlds “collide” under one magnificent soaring roof. Bright pools of theatrical light draw us toward each of the main exhibits where the rich music from the series and films creates a living ambiance. It is a voyage of discovery. Each corner reveals still another of hundreds of Star Trek icons, these are the smaller sets, ornate costumes and familiar props in the STAR TREK THE TOUR Collection. It is a truly priceless collection and is curated as professionally and completely as that of any great museum. The collection before you is considered the most complete and authentic collection of Star Trek items in existence – and that’s anywhere in the Galaxy.

THE GUARDIAN OF FOREVER

“Since before your sun burned hot in space, I have waited a question.”

The voice you now hear is that of The Guardian of Forever, the enigmatic machine-being from the original Star Trek episode “The City on the Edge of Forever.” The Guardian can once again challenge those who approach it, just as it did Kirk and Spock in what is widely regarded as the finest episode of the original Star Trek. It was in this episode that Kirk fell in love with a missionary suffragette, Edith Keeler, played by an actress then relatively unknown to American audiences, Joan Collins. This iconic monument built here guards not only time itself but the entrance to the saucer section corridor from the U.S.S. Enterprise NCC-1701-D from Star Trek: The Next Generation that lies beyond, but you can always return.

“Many such journeys are possible. Let me be your gateway.”

THE SAUCER CORRIDOR

It’s not hard to imagine that you are now aboard Captain Picard’s Enterprise, as a stroll down the corridor brings his exploration of the Star Trek universe sharply into focus as you see first hand settings familiar to the many generations of Star Trek fans.

LIVING QUARTERS

Relaxation seemed a rare occurrence during the adventures of many of our favorite Star Trek characters, but when Captain Jean-Luc Picard did opt to get some rest, this is where he went. Faithfully reproduced, here is a depiction of the Captain’s personal living quarters, right down to a bottle of Chateau Picard wine waiting to be sampled.
SICKBAY
Feeling a bit overwhelmed by your experience so far? Then maybe a trip to sickbay is what you need. Here, Dr. Beverly Crusher cured some nasty illnesses and confronted the incredible medical challenges of the 24th century.

K CORRIDOR
One of the unsung heroes of Star Trek design are the various girders and archways that when placed in different configurations, can visually transport us almost anywhere. These structures embody the very look and feel of Star Trek.

TRANSPORTER ROOM
The phrase “Beam me up, Scotty” was never actually spoken in the original Star Trek – but if you want to use it, this is the place! Guests of STAR TREK THE TOUR can step onto the transporter pad from the U.S.S. Enterprise-D and be transported to an unknown planet! Your experience is available as a take home lenticular post card, a fitting tribute to a true cultural icon.

ENGINEERING SECTION
Many of your favorite scenes in Star Trek: The Next Generation took place here in Engineering. Here you’d find Geordi La Forge along with the ship’s warp drive engine controls and the warp core itself, seen in the heart of the engine room.

THE STAR TREK TIMELINE
Forty years is just a spec of infinitesimal time when compared to the adventures of the Starship Enterprise and her sister ships. This timeline chronicles the entire Star Trek saga, truly “The History of the Future” of the Star Trek Universe and in many ways part of our own here on Earth. This extended timeline starts with Zefram Cochrane’s first warp flight and takes us all the way through the latest adventures from Star Trek Nemesis – and there’s room for more! Here, Michael Okuda, creator of the control panel designs that bears his name (“Okudagrams”) and Denise Okuda have painstakingly detailed the ebb and flow of the Star Trek saga for you to rediscover for yourself.

U.S.S. ENTERPRISE-D COMMAND BRIDGE
There’s a bit of extra excitement in store at this magnificent area of STAR TREK THE TOUR. As you gather at this spectacular spot you are almost immediately plunged into a custom made adventure aboard Star Trek: The Next Generation’s Galaxy-class ship – Captain Picard’s U.S.S. Enterprise NCC-1701-D. The giant view-screen at the front of this hallowed bridge reveals a wormhole down which we are plunging only to emerge in an eerie space junkyard. We are under the control of a Borg tractor beam. As we join forces with the U.S.S. Exeter to cripple and destroy the Borg aggressor we can feel each phaser burst and photon torpedo. The Borg cube is destroyed, but not without significant losses – it was a close fight. The Enterprise stands down. Now that all systems are normal, the turbolift doors open to reveal the majesty of Captain Picard’s famous bridge – but this time you have the opportunity to see the interior, and pose for a souvenir photograph at the science station or sitting in the Captain’s chair. We’re sure Jean-Luc won’t mind.
THE SHUTTLECRAFT SIMULATORS
This is the definitive warp speed encounter! Ride wild or mild two by two or within a group of intrepid fellow travelers. STAR TREK THE TOUR presents the most unique full-motion based simulator experiences available to the public today. Computer-generated sequences take riders out of the USS Enterprise-D aboard a Starfleet shuttle and on a thrilling flight through the solar system with the Borg in pursuit! By choosing the degree of motion, the guest experience is fully satisfying each and every time, and you may want to ride more than once! Whether aboard the two passenger MaxFlight (wild) units or the fifteen passenger Doron (mild) vehicles, your ride is captured along with the full range of emotions you’ve experienced on a take home DVD.

INTERACTIVE EXHIBITS
Scattered throughout the circulation area are a number of walk-up interactive Star Trek Trivia Stations where you and your friends can test your trivia skills and be ranked from cadet to captain. At the end of the tour in each city there will be a special mention of the winners on our website. You never know, there may even be a special prize.

THE FEATURE FILM PLAZA
It is here that we find a collection of models, props and costumes from the feature film Star Trek Nemesis: A treasure trove of icons never before seen on the North American continent: The Romulan Scorpion two-man fighter, impressive with its sleek organic curves; the massive cage in which Captain Picard was imprisoned; the magnificent costume and cloak worn by Shinzon in his bid to destroy Earth.

THE ENCOUNTER THEATER
Be the first to go to one of the most exciting and unique presentations of decades of Star Trek lore. What innocently begins as a scheduled lecture on stellar cartography and the operation of one of Starfleet’s most sophisticated vessels, soon evolves into a sensory-challenging attack by a renegade group of Klingons in search of the latest Starfleet technology and its secrets. Have you ever in real life seen an eight-foot dexahedron depiction of an all-out shields down battle with a Klingon battle cruiser? Well, maybe you will but remember – this is a classified experience and so, once you enter the Encounter Theater there is no return to the exhibit, preventing you from warning the others.

STARFLEET PROVISIONS
Trekkie or Trekker there’s always time to shop and STAR TREK THE TOUR provides an exclusive opportunity to select Star Trek and Tour specific merchandise available nowhere else on Earth – and there’s also plenty of great food too – although you may have to get used to Klingon bloodwine or fresh Pipius claw. Whatever your choices, there is always time to reflect on your Star Trek experience and on behalf of your crew at STAR TREK THE TOUR, thanks for sharing it with us.
Like Kivas Fajo's spaceship, STAR TREK THE TOUR features an assortment of stunning museum pieces. Spread throughout the event, there are more than 430 original items, props, costumes and memorabilia from the Star Trek universe. Transcending all the series and films, this is a collection like no other and this priceless collection is the one we kept!

For those of you who know your Star Trek backwards and forwards, names like Herman Zimmerman, Bob Blackman, Michael Westmore, John Eaves, William Ware Theiss, Michael Okuda, Dan Curry and Rick Sternbach are the unsung heroes of the franchise. It's because of them, and the many other behind-the-scenes personnel who work on the show (literally hundreds of people), that the Star Trek universe is such an exciting and believable place to visit. From designing the bridge of the Enterprise through to creating Elim Garak's stock for his tailor shop, it's their incredible attention to detail that makes Star Trek so great. And at STAR TREK THE TOUR, you can see for yourself just how much work these craftsmen and women put into each and every episode.

The exhibit itself features everything from costumes by the legendary Bill Theiss (whose creations include Kirk and crew's uniforms, Starfleet's delta shield insignia for the original Star Trek and the Star Trek: The Next Generation jumpsuits) through to martial arts expert and visual effects producer Dan Curry's hand-held weapons (the Klingon bat'leth and mek'leth among them). Just some of the costumes on display are Kirk's dress uniform from Star Trek: The Motion Picture, Ricardo Montalban's ragged outfit from Star Trek II: The Wrath of Khan, Martia the chameleon's woolen costume from Star Trek VI: The Undiscovered Country, Dr Beverly Crusher's medical smock; Captain Picard's dress white uniform; Deanna Troi's Starfleet jumpsuit; B'Elanna Torres' Starfleet uniform; Captain Archer's duty uniform and even one or two of Neelix's somewhat colorful creations! Elsewhere, there are props from the various series and films, including the type-2 phaser (which stands for PHASed Energy Rectification), hand-held weapons from Star Trek: Enterprise, the Rura Penthe mining tool as seen in ST:VI, and a PADD (Which stands for “Personal access display device”, but you knew that, right?). Then there are the models – the T'Lani military command center (pictured), as seen in Star Trek: Deep Space Nine’s “Armageddon Game” among them. Also on display are many examples of Michael Westmore's Emmy Award-winning make-up creations, including the likes of the Ferengi for Star Trek: The Next Generation and subsequent series, the Borg for Star Trek: First Contact and Star Trek: Voyager (check out the cool Borg alcove while you're at it), and Morn and Tosk for Star Trek: Deep Space Nine. The exhibit features an intergalactic collection of Star Trek memorabilia, which really has to be seen to be believed. It really does make you appreciate the amazing amount of work that goes into every single on-screen moment of Star Trek.
Want to know more about the exhibits? Should you wish to discover a little more about the features on display at STAR TREK THE TOUR, your tour can be accompanied by a full audio commentary delivered via a futuristic handset, which is triggered by the input of numbers. This state-of-the-art technology offers in-depth commentary about the memorabilia on show at the event, everything from the prosthetic masks of Morn through to actual models of the starships used to create the special effects in the series.
Nearly three entire weeks, midnight to midnight, without stopping for sleep. That's how long it would take to watch all of Star Trek, from Captain Kirk and Mr. Spock chasing a salt-sucking vampire in "The Man Trap"—the very first episode aired—through to Captain Archer striding out to a podium to give an historic speech in "These Are the Voyages…"—the last episode of the most recent incarnation, Star Trek: Enterprise. And that doesn't include the 10 films and 500-plus Star Trek novels that have been published. None of it would have existed had it not been for an original low-budget 1960s series that was canceled due to small television audiences and, at the time, was generally considered a failure. Some failure!

A Brief History

It would be nice to think that Star Trek’s success had been preordained, as if the world was just waiting for it to appear, but that wasn’t the case. In fact, Star Trek only made it onto the screens through a combination of talent, luck and circumstance.

The small Hollywood studio Desilu, known mainly for it’s founder Lucille Ball and the “I Love Lucy” show, was looking to break into the big time by pitching ambitious ideas to the TV networks operating out of New York. The company had put its faith in two separate ideas—Mission: Impossible and Star Trek—and, to its amazement, both were picked up at the same time. That left the company with the problem of how to make both series simultaneously with only limited resources. However, having been given the chance, Desilu was not about to throw the opportunity away.

The Great Bird of the Galaxy

Star Trek had been brought to Desilu by Gene Roddenberry, a former writer of western and police series. Roddenberry had been a fan of science fiction for some years, and wanted to bring the intelligence of the written form into a TV arena more used to children’s serials such as Captain Video and morality tales like The Outer Limits.

Roddenberry’s two great innovations were to build the series around strong, three-dimensional characters and to base the spacecraft and its crew around realistic Naval traditions (“decks” instead of “levels,” “port” and “starboard” rather than “right” and “left”). Both of those innovations served to make the series appear realistic, rather than futuristic, and the scripts continued with this theme, being written in the main around human and moral problems rather than monsters and laser beams.

A Star Trek Retrospective

The show that was the birthplace of the Star Trek phenomenon. Without Kirk, there would be no Picard, Sisko, Janeway or Archer. The intergalactic adventures of the original Starship Enterprise’s crew paved the way for more than 40 years of time-traveling escapades, alien invaders, diplomatic intrigue and, when you get right down to it, good, wholesome entertainment. To coin a phrase, Star Trek has lived long and prospered.
“RISK IS OUR BUSINESS. THAT’S WHAT THIS STARSHIP IS ALL ABOUT. THAT’S WHY WE’RE ABOARD HER.”
CAPTAIN JAMES T. KIRK, “RETURN TO TOMORROW”
The Happy Triumvirate

Roddenberry cleverly constructed his series around three central characters, each of whom needed the other two to make them whole. Captain Kirk was instinct personified: his initial reaction in any situation was to act quickly rather than stop to analyze the situation. The alien Spock, by contrast, was logical to the extreme. It was his council of caution that often stopped his Captain from making mistakes, while Kirk’s impetuousness prevented Spock from being too cautious. Doctor McCoy held the balance of power: his humanity tempered both Kirk’s rashness and Spock’s hardened logic.

Around them, Roddenberry placed a multi-racial and mixed sex crew that, more than any alien, looked like the future to people watching in the 1960s. In Roddenberry’s vision, everyone got along without any cultural problems.

The Wagon Train to the Stars

Roddenberry sold the idea of Star Trek to Desilu as ‘Wagon Train to the stars’, cleverly disguising his science fiction ideas by relating them to a previous TV series set in the days of the old west. If the entirety of the Star Trek legend parallels the history of America itself then the original series takes place at exactly that point, when the forces of law and order – personified by Kirk and his crew – are attempting to impose justice on situations no human has experienced before. Kirk is something like a traveling magistrate, empowered by his superiors in Starfleet to act as judge, jury and sometimes executioner when problems arise at the edge of the bold new frontier.

Not quite the explorers that the much later Star Trek: Enterprise portrays, and yet not quite the comfortable representatives of an advanced civilization as shown in Star Trek: The Next Generation, the original Star Trek sits on the cusp, its crew bringing order to a chaotic galaxy and shaping their own future, as well as that of the generations to come.

True Science Fiction

Many episodes were written by science fiction authors, brought in from the magazine and book market to produce the kind of scripts that Roddenberry wanted. By involving the likes of Theodore Sturgeon, Harlan Ellison and Norman Spinrad, Roddenberry built bridges between his show and the sci-fi community who had felt insulted by other forays into science fiction on television.

Now they had a show that didn’t treat them like kids, and the loyalty that Roddenberry built up by treating sci-fi fans as adults is a crucial reason why Star Trek is still alive today. No TV series before Star Trek had ever built up a committed and adult group of fans who lobbied for its continuation and, when it was canceled, kept it alive through conventions and fan magazines.

Life Goes On

In the short term, the fan interest in Star Trek led to an animated series. Eventually, of course, it led to four spin-off series, 10 movies and a worldwide cultural marvel – and all that from 79 episodes of “disposable” television. It is an enduring record of achievement.
“CAPTAIN, YOU ARE AN EXCELLENT STARSHIP COMMANDER... BUT AS A TAXI DRIVER, YOU, LEAVE MUCH TO BE DESIRED.”

SPOCK, “A PIECE OF THE ACTION”

It only took a few years following its cancellation for Star Trek to become a phenomenon. Paramount Pictures, which had bought Desilu – the studio that originally produced Star Trek – discovered, to its surprise, that the episodes could be shown again and again in TV syndication, and continue to increase its audience. It was obvious that the market was ready for more. The only problem was that nobody – apart from the series’ fans and creator, Gene Roddenberry – knew what it was that made the show such a hit.

The New Generation

A Star Trek spin-off film was discussed in 1973, and a new TV series in 1977 (Star Trek: Phase II), but the volatile situation within the TV industry at the time, and the sudden and surprising success of Star Wars on the big screen, resulted in the pilot episode of the new TV series suddenly being expanded into a film. Star Trek had become a big budget movie franchise, and a new TV series had never seemed so far away.

It took nine years before the financial climate changed enough for a TV series to become a viable option again. The films (four of them by now) were still popular, of course, but it made sense for Paramount to start thinking about how to keep Star Trek going with young actors and fresh ideas. The initial idea was for a group of cadets, fresh out of Starfleet Academy, to inherit the U.S.S. Enterprise from Kirk and crew, but Gene Roddenberry wasn’t overly fond of the idea. Over the course of several months, Roddenberry brought in people he had worked with on Star Trek – Robert H. Justman, Edward Milkis, David Gerrold, D.C. Fontana – and, gradually, an idea began to emerge. An idea about an Enterprise a generation removed from the original. An idea about a Federation that had settled down, become comfortable, made peace with the Klingons. An idea called Star Trek: A New Generation. Or perhaps Star Trek: A New Beginning. Or Star Trek: The Enterprise Continues. They could sort the details out as they went along.

Crew Review

Whereas Star Trek revolved around three main characters who were designed to reflect the three different sides of the human triangle – emotion, logic and intuition – the characters in Star Trek: The Next Generation, as it now was called, were much more easily recognizable, much simpler in many ways.

During the whole of the original series, we found out very little about Captain Kirk’s previous history, apart from the fact that he once served on the U.S.S. Farragut; he was on good terms with many women and he had a brother named Sam. We found out even less about McCoy and Spock. By contrast, the writers of ST:TNG seemed to go out of their way to tell us about the histories of the next generation of crew –
"LET'S MAKE SURE HISTORY NEVER FORGETS THE NAME ENTERPRISE"

CAPTAIN JEAN-LUC PICARD, "YESTERDAY'S ENTERPRISE"
their likes, loves, hopes, fears, families, previous love affairs, psychological quirks and favorite foods. Star Trek was now as much about people as it was about ideas: symbolic drama had become soap opera.

Family Values

Kirk, Spock and McCoy between them made a complete human being. The regular characters in ST:TNG between them made a family, with Jean-Luc Picard as the stern father and Deanna Troi and Beverly Crusher as the fussing mothers. William Riker, Data, Worf and Geordi La Forge are like brothers – one trustworthy and slightly aggressive, one intellectual and eccentric, one gruff and one who has problems with the girls. Perhaps the most dramatic difference between the original Star Trek and  ST:TNG is the conception of the new U.S.S. Enterprise NCC-1701-D as a family ship, rather than the space-going equivalent of a Naval destroyer. Children roam the decks, there’s a kindergarten and a school, and there’s even a Captain’s Day, when the kids all paint portraits of Captain Picard and he judges the results.

A Story to Tell

Over its seven years and 177 episodes, ST:TNG has provided some memorable television moments. At its best, the show was not just good science fiction, but good fiction. This was aided, of course, by the presence of a talented Shakespearean actor in the lead role. “Q Who,” for instance, first introduced the Borg, and sent a frisson of fear down the spines of Star Trek fans everywhere – here, finally, was an enemy that could not be defeated by some last minute technological fix on the part of the chief engineer or a heroic gesture by the captain. No, here was an enemy that would keep on coming, that could not be shot down, blown up or defeated by logic. An enemy with whom you could neither negotiate nor reason. The Borg were truly unstoppable it seemed.

The Seventh Seal

After seven years – more than most TV series manage – ST:TNG went out on a high. It had, for a time, been the most popular syndicated series on American television. It proved that Star trek had not been a fluke, but could succeed in entirely different clothing, 20 years on. ST:TNG also followed in the footsteps of its predecessor and successfully transferred onto the big screen, generating four movies and picking up a vast new audience on the way. It proved that intelligent science fiction could and would work on television. And its success made possible three follow-on series – Star Trek: Deep Space Nine, Star Trek: Voyager and Star Trek: Enterprise. But that really is another story.
GOODBYE JEAN-LUC. I'M GOING TO MISS YOU. YOU HAD SUCH POTENTIAL, BUT THEN AGAIN... ALL GOOD THINGS MUST COME TO AN END." Q, "ALL GOOD THINGS..."
In many ways, Star Trek: Deep Space Nine is the step child of the Star Trek universe. It began in the shadow of Star Trek: The Next Generation and ended in the shadow of Star Trek: Voyager. Its characters look unlikely to make it onto the big screen alongside those from the series that bracket it. Its dark moods, flawed characters, complex morality and multi-episode storylines are unlike anything else Gene Roddenberry’s name had ever appeared on (he died as initial discussions on the shape of the new series were being held). And yet it is brilliant television. It pushes the boundaries of Star Trek just about as far as they can go.

Starting Point
Initial discussions within the production team revolved around the idea that the lead character of the new series could — for the first time in Star Trek history — be a female captain. The idea was shelved temporarily — the world would have to wait until Star Trek: Voyager for a lead female — and instead an African-American lead was cast.

Other discussions highlighted a desire to provide continuity with ST:TNG, and to reduce slightly the risk of running two Star Trek series at the same time. The idea was that a character from ST:TNG would transfer across between the series. To that end, a female alien named Ro Laren was added to the ST:TNG cast, and storylines were introduced to set up the fundamental political conflicts of the new series, but when the actress playing Ro Laren (Michelle Forbes) decided to make her career in films instead, the idea was quietly shelved.

What’s your Station?
The Deep Space Nine of the title is a space station at the extreme border of Federation space, in orbit around the planet Bajor. It was built and run by the Cardassians — a grey skinned, overtly militaristic race that have only recently given up their occupation of Bajor. They wait, just the other side of the border with the Federation, always ready to come back and reoccupy the planet.

As if the precarious position of the space station weren’t enough, there’s a wormhole in the vicinity of Bajor — an astronomical phenomenon that provides an instantaneous means of transport to a distant part of the Galaxy. But not only are there nasty things waiting at the other end of the wormhole — there are strange things living inside it as well...

Team List
The calm at the center of the ST:DS9 storm is Commander (later Captain) Benjamin Sisko. A reserved, cautious family man, Sisko arrives on the former Cardassian space station with his young son Jake in tow. He doesn’t want to be there, so far from Earth, and he tells Jean-Luc Picard so in no uncertain terms.
At a glance: In a dark, obscure corner of space lies
Deep Space 9, a gigantic space station that will
become the most strategic place in the Alpha Quadrant after the discovery of a
earby wormhole that allows instant travel to the other side of the cosmos.

"THAT’S ONE OF THE GREAT THINGS ABOUT THIS
STATION: YOU NEVER KNOW WHAT’S GOING TO HAPPEN
NEXT OR WHO YOU’RE GOING TO MEET."
CAPTAIN BENJAMIN Sisko, "SECOND SIGHT"
Captain Picard’s presence itself is unsettling – when Picard was abducted by the Borg, he led the cybernetic beings in a battle against Starfleet forces during which Sisko’s wife was killed, and Sisko still holds Picard responsible.

The team that Sisko inherits on Deep Space Nine consists of an eclectic group of mismatched humans and aliens. Odo, the station’s constable, is the only known member of a race that can change their shape, but he doesn’t know who his people are or where to find them. Quark, the owner of the station’s bar, is a Ferengi – a member of a race to whom profit is everything and morals have little meaning.

Kira Nerys is a Bajoran liaison officer embittered and consumed by what the Cardassians did to her planet. Julian Bashir is a medical genius hiding a terrible secret who strikes up an unlikely friendship with Garak – an exiled Cardassian spy pretending to be a tailor aboard the station. And Jadzia Dax is the 8th incarnation of an intelligent worm that needs humanoid hosts to survive (and who once had a short-lived relationship with Leonard McCoy).

Oh, and there’s Miles O’Brien – a Starfleet engineer who once served aboard Captain Picard’s Enterprise-D. They all have agendas, they all want different things, and it’s Sisko’s job to meld them together as an effective team in the face of the ongoing threat of the Cardassians and from the increasing military threat from the other side of the wormhole.

**Story Arcs**

ST:DS9 has two things that no other Star Trek series has. The first is a regular villain who runs from the first episode to the last. Gul Dukat is the Cardassian officer who ran Deep Space Nine before Benjamin Sisko took over. He’s superficially charming but deeply vicious, he can’t understand why the Bajorans don’t love their Cardassian conquerors and he also has a liking for Major Kira.

The second thing is a gradually developing story that also runs from the first episode to the last – a storyline that incorporates the future of Bajor and Cardassia, the relationship between Benjamin Sisko and the aliens who live within the wormhole, the secret of Odo and his race, and ends in a war that devastates the Federation and lasts for most of three seasons of the program.

**Making Parallels**

ST:DS9 proved many things during its seven-year run. It proved that two Star Trek series could be run in parallel without saturating the market. It proved that complex, dark and morally ambiguous stories could work within the Star Trek ethos. It proved that long-running storylines could work as well as single episodes.

But, most of all, it proved that Gene Roddenberry’s visionary ideals were still valid, so many years after he first formulated them, and that those values were perhaps more important than ever in the face of issues like enemy occupations and war.
“I’VE FOUND THAT WHEN IT COMES TO DOING WHAT’S BEST FOR YOU, YOU HUMANIDS HAVE THE DISTRESSING HABIT OF DOING THE EXACT OPPOSITE.” ODO, “HOMEFRONT”
Stranded 70,000 light-years from home in a hostile, unexplored quadrant of space, the seven-year journey back to Earth was a perilous one for the crew of the U.S.S. Voyager. With the intrepid Captain Janeway at the helm, the crew battled the arch enemy the Borg, explored new civilizations and entertained us, making Star Trek: Voyager a gripping chapter in the history of Starfleet...

Where do you go after you've voyaged to the final frontier? The far side of the Galaxy, of course! In the early 1990s, Star Trek: Deep Space Nine was garnering itself a solid fan base, but Star Trek: The Next Generation had come to an end, and there was no series scheduled to follow the tried and trusted format of classic Star Trek: one ship, one crew, on one long journey through the cosmos. Star Trek: Voyager filled this gap. However, it also gave the general exploration mission of Starfleet a new and more specific twist. In the very first episode, a mysterious and powerful entity known as the Caretaker pulls the U.S.S. Voyager 70,000 light-years from our known space to an unexplored area of the Galaxy called the Delta Quadrant.

The Caretaker is looking for a suitable mate, in the hope of producing offspring who will continue his work of looking after the childlike Ocampan race. But no one aboard Voyager is suitable, and the Caretaker dies without sending the ship back. Captain Janeway and her crew are left stranded, and the next seven years is the story of their journey home, exploring the Delta Quadrant as they go.

Captain Janeway

Star Trek: Voyager differs from the earlier ship-bound shows in more than just the name of the ship. Prior to the screening of the pilot, the biggest media buzz surrounded the new captain, who was the first woman to head a Star Trek series. Kathryn Janeway is tough, determined, highly moral and arguably more in touch with the emotional welfare of her crew than any of her predecessors. But the best tribute to the character, and to Kate Mulgrew's acting abilities, was that nobody thought of her as "the female captain" for long – she soon became just the captain of Voyager.

Janeway certainly needed her air of authority, because her crew starts out as a bit of a challenge. Not only are many of the original complement killed during the rough ride to the Delta Quadrant – and the remainder deeply distressed to be stranded so far from home – but in order to have enough people to stay operational, Voyager has to take the personnel of a Maquis vessel which is dragged across the Galaxy with them before being destroyed. As the Maquis are renegade freedom fighters opposed to Federation policies, this poses a problem for the by-the-book Starfleet officers who run Voyager.

The first season of ST:VOY charts the Maquis' progress from outcasts to integral parts of the starship's crew, as their leader Chakotay pragmatically accepts the situation, becoming first officer, and the passionate half-Klingon B’Elanna Torres reins herself in enough to serve as chief engineer.

Compelling Characters

Star Trek has always been about much more than technology, and ST:VOY served up some of the classic characterizations which made the franchise so beloved. As well as sure-fire favorites like Tom Paris, a disgraced officer who joins Voyager to get out of jail, the breakaway successes were the holographic Doctor and Seven of Nine, both characters who questioned what it means to be human, in the tradition of Data and Spock.
STAR TREK: VOYAGER (1995-2001)
Main Characters:
• Captain Kathryn Janeway (Kate Mulgrew)
• Commander Chakotay (Robert Beltran)
• Lieutenant Commander Tuvok (Tim Russ)
• Lieutenant B'Elanna Torres (Roxann Dawson)
• Lieutenant Tom Paris (Robert Duncan McNeill)
• The Emergency Medical Hologram (Robert Picardo)
• Ensign Harry Kim (Garrett Wang)
• Kes (Jennifer Lien)
• Seven of Nine (Jeri Ryan)

Starship: U.S.S. Voyager NCC-74656 (Intrepid-class)
Circa: 24th Century
At a glance: Thrown 70,000 light years to the other side of the universe and with many of the crew dead, the Starship Voyager is left with an unenviable and long trek home across hostile space.

"THIS JOURNEY CERTAINLY HASN’T LACKED EXCITEMENT. I CAN’T COMPLAIN ABOUT BEING BORED."
THE EMH, "ONE"
Emergency Medical Holograms are not meant to be used for more than a few hours, but Voyager’s had to stay active after the ship’s original doctor is killed. Robert Picardo’s masterful acting made the EMH a vivid personality, with a passion for opera singing and an ego the size of a small nebula. The fact that he never gets around to naming himself and remains just “the Doctor” is part of his charm.

And then there is Seven of Nine, a human assimilated into a cybernetic drone by the Borg. She joins Voyager at the beginning of the show’s fourth season. At first she’s angry and disoriented after being separated from the Borg’s collective mind, but gradually Seven comes to accept her renewed humanity, with the help of the mother-daughter relationship she forms with the Captain.

“Nous Sommes les Borg”
Followers of ST:TNG were of course familiar with the Borg, possibly Star Trek’s most fearsome adversaries and the subject of various episodes and one film. They don’t appear in ST:VOY until the third season, but when they do, they become the series’ main villains.
Many fans consider Borg episodes like “Dark Frontier” and “Scorpion” among the best in the show. ST:VOY has its own homegrown villains, like the creepy Vidiians who steal your organs to patch up their diseased bodies, but it’s the Borg Queen who becomes Captain Janeway’s personal nemesis, and locks horns with her in the final episode, “Endgame.”

The Voyage Home
The question of whether or not Voyager would get home, or even survive its hostile environment, remained totally open until they actually made it to Earth in the final episode. Even then it remains unclear exactly how the crew will fit back into life at home after their seven year voyage home. No further outings for the U.S.S. Voyager crew are planned at present, but the chances of our favorite characters continuing to make cameo appearances in future Star Trek shows and films always remain.

So, what comes after Star Trek: Voyager? In real terms, Paramount began filming the fifth Star Trek series, Star Trek: Enterprise, when ST:VOY wrapped in 2001. But in the fictional universe of the show, the last episode of ST:VOY is as far forward as we get, barring the snatched glimpses of such time travel episodes as “Relativity,” and the final ST:TNG film, Star Trek: Nemesis.
“WHAT YOU CALL IGNORANCE, WE CALL EXPLORATION. AND SOMETIMES IT MEANS TAKING A FEW RISKS!” NEELIX, “RANDOM THOUGHTS”
To Boldly Go

Star Trek: Enterprise takes us back to the tumultuous era that preceded the birth of the United Federation of Planets, almost 150 years before the exploits of Kirk and Spock. Following Zefram Cochrane's development of warp drive, humanity had its first encounter with an alien species: the Vulcans. In Star Trek: Enterprise, we discover how that encounter translated into our initial travels into the final frontier. Under the auspices of Vulcan "advisors," Starfleet launches its first high warp ship, the Enterprise NX-01, on a voyage of remarkable discoveries and unanticipated perils. The captain of this first group of adventurers, Jonathan Archer (Scott Bakula), couldn't be any more human, much to the consternation of his Vulcan science officer and second-in-command, T'Pol (Jolene Blalock), who has been assigned to "oversee" the vessel and humanity's progress first hand. Experience has taught the Vulcans to be extremely cautious in their exploration of new phenomena and first contact with alien worlds, which causes a great deal of friction regarding how best to handle the many situations the Enterprise crew encounters.

Crew Review

Archer's crew displays a range of characteristics and abilities, both good and bad, that they will draw upon in order to survive their pioneering mission. Commander Charles 'Trip' Tucker III (Connor Trineer) is an old friend of Archer's, a talented engineer who looks forward to facing the unknown. Ensign Hoshi Sato (Linda Park) is the opposite, terrified by the unpredictability of space travel but indispensable to the Captain because of her virtuoso linguistic abilities. Lieutenant Malcolm Reed (Dominic Keating) is a by-the-book British armaments officer, whose dedication to duty is eclipsed only by his reserve. Perhaps the most experienced crewmember aboard is Travis Mayweather (Anthony Montgomery), a naive but enthusiastic ensign who was brought up aboard a space-bound cargo ship. Rounding out the senior staff is Dr. Phlox (John Billingsley), a Denobulan physician who utilizes a variety of unusual creatures and treatments in his brand of intergalactic medicine.
STAR TREK: ENTERPRISE (2001-2005)

Main Characters:
- Captain Jonathan Archer (Scott Bakula)
- Commander Charles ‘Trip’ Tucker III (Connor Trinneer)
- Sub-commander T’Pol (Jolene Blalock)
- Lieutenant Malcolm Reed (Dominic Keating)
- Doctor Phlox (John Billingsley)
- Ensign Hoshi Sato (Linda Park)
- Ensign Travis Mayweather (Anthony Montgomery)

Starship: Enterprise NX-01 (NX-class)
Circa: 22nd Century

At a glance:
Star Trek: Enterprise follows Mankind’s first tentative steps into deep space.

“Someday my people are going to come up with some sort of doctrine, something that tells us what we can and can’t do out here, should and shouldn’t do, but until someone tells me that they’ve drafted that ‘directive’; I’m going to have to remind myself every day that we didn’t come out here to play God.” Archer, Dear Doctor
When Back is the way forward

In creating a new series, the predictable thing for *Star Trek*'s producers to do would have been to set *Star Trek: Enterprise* further ahead in time, dovetailing with the end of *Star Trek: Voyager* or leaping even farther ahead, to an era when Starfleet vessels actually can traverse time. However, *Star Trek* fans have long been fond of storylines that fill in gaps in the history of their beloved space-going saga, and the producers instead opted to trace the *Star Trek* legacy back to its roots, providing viewers with the opportunity to experience the dawn of such familiar constructs as the Federation and Starfleet's Prime Directive.

"First" Encounters

Probably the most entertaining part of *Star Trek: Enterprise* was the opportunity for fans to meet some of their favorite alien species for the "first" time. The antagonistic Klingons, for example, appear just moments into the premiere episode "Broken Bow," and provide the impetus for the NX-01's initial launch into space. This gives the production designers, make-up artists and digital artists the opportunity to recreate some of the classic aliens seen in the assorted series that preceded *Star Trek: Enterprise*, efforts that would have been technically impossible to achieve in that earlier era. The reimagining of the Andorians presented a unique opportunity to design and engineer Andorian antennae that actually move! Fans also get a glimpse at the precursors of almost every familiar *Star Trek* gadget, including phasers (then called phase pistols), communicators, force fields, and the as yet not entirely trustworthy transporter.

"New" Dangers and Explanations

*Star Trek: Enterprise* is also full of creatures and concepts never seen or theorized before. Through the years we have met a list of beings, some friendly and some downright tyrannical. But who would have thought that the Vulcans, mankind's oldest ally in space, were actually insufferably patronizing towards humans during this period? We quickly learn that they have held the fledgling Starfleet back, unsure of the humans' readiness for entry into the galactic community. With Archer's assistance, humanity reaches the distant stars despite Vulcan reluctance, only to discover that life out there can be downright hostile. Starting in the first episode, the Enterprise crew find themselves in the middle of a mysterious Temporal Cold War. Archer is immediately pitted against the Suliban, an aggressive race prone to extreme genetic manipulation that is a part of a faction of the war and given orders by an unknown being from the future. At the close of the second season, things take a deadly turn when an alien race named the Xindi attack Earth, killing over seven million of its inhabitants. With the Xindi preparing another attack and humanity facing destruction, the show's third season finds the Enterprise crew taking the proverbial bull by the horns and searching the mysterious Delphic Expanse for their enemies. The fourth season brings the crew to more familiar territory, with adventures featuring many long-time fan favorites, including a special guest appearance by Brent Spiner (Data in *Star Trek: The Next Generation*), several run-ins with Orion pirates and an exciting visit to the Mirror Universe.
“WE CAN TRAVEL FASTER THAN THE SPEED OF LIGHT, YOU’D THINK WE COULD FIND A CURE FOR THE COMMON COLD!” REED, SLEEPING DOGS
Ships of the Line
"ALL I ASK IS A TALL SHIP AND A STAR TO STEER HER BY." JOHN MASEFIELD, SEA FEVER
AFTER A GAP OF 10 YEARS, STAR TREK MADE A TRIUMPHANT RETURN – BUT THIS TIME ON THE BIG SCREEN.

When Star Trek was canceled in 1969, it would have taken a very optimistic fan to believe that the franchise would live on into the 21st Century. However, a change in fortune came in the early 1970s when the TV show was syndicated across America. Syndication meant that, rather than being limited to weekly airings on NBC’s TV network, Star Trek was now appearing on stations around the USA as much as five days a week, often filling better time slots than the one allocated to it on its parent channel. As audience figures grew, Paramount suddenly discovered it had an enormous and wide-reaching hit on its hands, with eager fans clamoring for a follow-up series. Initially, the studio planned just that, the ill-fated Star Trek Phase II, which was adapted at the last minute – a mere week before production began, in fact – to tap into the popularity of sci-fi with cinemagoers (following the massive box office successes of the likes of Close Encounters of the Third Kind and Star Wars), and make a film instead.

Thus Star Trek: The Motion Picture was born. When the movie, which reunited the original cast, grossed $82 million at the U.S. box office, the future of Star Trek was secured. Six blockbusters followed, but that wasn’t the end of Star Trek’s feature film style effects: the Star Trek: The Next Generation crew took over the reins in 1994 with the hit movie Star Trek Generations, a film that bridged the gap between the two branches of the franchise.

Since then, Captain Picard (Patrick Stewart) has led his crew on three further big screen adventures, including the high grossing Star Trek: First Contact, which saw fan favorite baddie, the Borg, make their feature film debut. With the advent of the movies appearing in special edition form on DVD, it looks like Star Trek will continue to wow a new generation of cinemagoers as it journeys into the 21st Century and boldly goes on making movie history. And it’s not over yet, not even close. The next feature film is already in the works and promises to be a great addition to the Star Trek legacy.
"THAT CHILD OF YOURS IS ABOUT TO DESTROY EVERY LIVING THING ON EARTH. NOW WHAT DO YOU SUGGEST WE DO? SPANK IT?"

DOCTOR MCCOY

TAGLINE: The human adventure is just beginning

DIRECTOR: Robert Wise

NOTABLE GUEST STARS: Stephen Collins, Persis Khambatta

PLOT SUMMARY: When a huge, mysterious cloud-like entity appears in deep space and destroys a research station, Admiral Kirk reclaims the USS Enterprise NCC-1701 from its new captain, Willard Decker (son of Commodore Matt Decker from Star Trek's “The Doomsday Machine”), and sets out to investigate.

THE BUZZ: After a gap of 10 years, fans were naturally eager to catch up with their Star Trek heroes after the end of the original tour of duty in 1969. There were plenty of changes: Kirk was an admiral, McCoy had retired, Chekov was the ship’s security officer and Spock had left Starfleet entirely. Even the ship had gone through a refit!

For the first time ever, all the regulars from the original show’s three seasons were gathered together in one production. Even Grace Lee Whitney’s character, Yeoman Janice Rand, who vanished halfway through Star Trek’s first season, was back as a lieutenant commander. Meanwhile, the two guest stars, Khambatta and Collins, had been kept on after being originally signed to play Ilia and Decker in the ill-fated second TV series Star Trek Phase II.

Behind the scenes, big names joined the fold to ensure that ST:TMP would be the extravaganza fans deserved. Academy Award-winning director Robert Wise brought in external expertise to combine with Gene Roddenberry’s existing vision, and make a film that would work for devotees and casual cinema-goers alike. On the design front, Hollywood’s top special effects company Industrial Light and Magic (ILM) provided cutting-edge computer generated visuals. Set to Jerry Goldsmith’s majestic score, they added a new level of grandeur to awesome sets like the interior of V’Ger’s cloud.

TRIVIA: In reality, NASA launched just two Voyager probes in the 20th Century. According to the NASA website: “Voyager 1, now the most distant human-made object in the universe, and Voyager 2, close on its heels, continue their ground-breaking journey, with their continuing mission to study the region in space where the Sun’s influence ends and the dark recesses of interstellar space begin.”
TAGLINE: At the end of the universe lies the beginning of vengeance

DIRECTOR: Nicholas Meyer

NOTABLE GUEST STARS: Kirstie Alley, Bibi Besch, Merritt Butrick, Ricardo Montalban

PLOT SUMMARY: Khan Noonien Singh – the genetically engineered tyrant whom Captain Kirk awoke from cryogenic slumber in the Star Trek episode “Space Seed” – has escaped from the desert planet where he was marooned, and he’s hungry for revenge. He’s taken over the U.S.S. Reliant, and is using it to hunt down his old enemy, Kirk.

THE BUZZ: Director Nicholas Meyer was new to Star Trek, but his sensitivity to the relationship between Kirk, Spock and Bones is one of the many factors that made ST:II such a resounding success. As well as exciting action sequences, the film has a strong emotional center and great characterization. Essentially, Meyer saw it as Horatio Hornblower in space!

During production, the announcement that the film would see the return of Khan (unforgettably portrayed by Montalban) had fans of Star Trek on tenterhooks for the movie’s release. However, this was overshadowed in the months before the film’s release by the shocking news that a major player was set to die. Fortunately, that character’s final scene was so moving as to win acclaim even from those who regretted the loss of such a beloved crewmember. The film’s dramatic finale was aided by Jack Sowards’ poignant script, which built up the atmosphere by devoting several scenes to personal dialogue between the three leads, adding intimate touches like McCoy’s gift of reading glasses to Kirk.

The resulting movie has a warm and engaging core, which harks back to the rhetoric of the original show but is backed up by some spectacular special effects.

TRIVIA: The bridges of the Reliant and Enterprise were actually the same set, changed and redressed for shooting the respective scenes. The main protagonists in the film, Montalban and Shatner were never actually on set at the same time, with the film’s dialogue being exchanged via comm link and view screens only.

“COMMANDING A STARSHIP IS YOUR FIRST, BEST DESTINY. ANYTHING ELSE IS A WASTE OF MATERIAL.”

SPOCK TO KIRK

“ALL SYSTEMS AUTOMATED AND READY. A CHIMPANZEE AND TWO TRAINEES COULD RUN HER.”

“THANK YOU, MR. SCOTT, I’LL TRY NOT TO TAKE THAT PERSONALLY.”

SCOTTY AND KIRK

PLOT SUMMARY: While the U.S.S. Enterprise NCC-1701 is undergoing repairs in space dock, Dr. McCoy breaks into Spock’s quarters and starts behaving strangely. Kirk discovers that before his death, Spock transferred his katra, or spiritual essence, to the doctor. Theoretically, it could be reunited with his body, but Starfleet Command has forbidden Kirk to return to the Genesis planet to rescue Spock’s body. “I'm going anyway,” announces Kirk, and the adventure begins.

THE BUZZ: This time there was neither a great unknown nor a Hollywood hard-hitter in the big chair. Instead, ST:III marked the directorial debut of the franchise’s very own Leonard Nimoy—who better to capture Star Trek’s essential magic than Spock himself? Spock's relatively light role in the film worked in Nimoy’s favor and, conundrums like how to direct a scene in which you also appear became irrelevant. Nimoy’s first feature was a resounding success.

Kirk’s son is killed in the film, but poor David’s exit was upstaged for many viewers by the demise of the Enterprise. Since then, Star Trek ships have been destroyed and replaced several times, but this was the first. The ship, which was so familiar to fans, was a beloved character in its own right, so it was always going to be an emotional goodbye.

TRIVIA: The self destruct code for the Enterprise hasn’t changed since the episode “Let That Be Your Last Battlefield.” The sequence in the film goes as follows: Kirk: Destruct Sequence One, code one, one-A; Scotty: Destruct Sequence Two, code one, one-A, one-B; Chekov: Destruct Sequence Three, code one-B, two-B, three; Kirk: code zero, zero, zero destruct zero.
TAGLINE: How on earth can they save the future?

DIRECTOR: Leonard Nimoy

NOTABLE GUEST STARS: Catherine Hicks, Mark Lenard

PLOT SUMMARY:
Aboard Krge’s captured Klingon bird-of-prey, Captain Kirk and company are traveling home to face the charges against them for stealing the U.S.S. Enterprise NCC-1701 to save Spock. However, before they arrive they receive a general distress call from Earth, telling all spacecraft to stay away as a mysterious probe is draining all power and vaporizing the oceans.

Spock establishes that the probe is trying to communicate with humpback whales, which have long been extinct on Earth. The only way to prevent it from decimating Earth is to travel back in time and return with live whales to answer the probe’s call.

THE BUZZ: ST:IV was eagerly anticipated as the third installment of what had become Spock’s death and rebirth trilogy, but as well as restoring the Vulcan to his full powers, it also introduced a new note of fun into the movie franchise. After the success of Star Trek III: The Search for Spock, Leonard Nimoy was invited to direct again, and his confidence in the job shines through. With the help of Leonard Roseman’s lively score, ST:IV gave the franchise a comedy romp that has become many fans’ favorite.

Effects-wise, this Earth-based movie represented a new level of challenge for Industrial Light and Magic. Showing a starship against a star field is one thing, but setting it against a familiar cityscape is quite another. Painstaking work resulted in shots which were a perfect fusion of contemporary San Francisco and advanced 23rd Century technology.

TRIVIA: The film’s greatest FX achievement was the whales. Humpbacks are actually too shy to allow close-up filming of the kind that was needed. So, as marvelously lifelike as the creatures appear, 95 percent of the whale footage was actually man-made.
**STAR TREK V: THE FINAL FRONTIER (1988)**

“JIM, YOU DON’T ASK THE ALMIGHTY FOR HIS ID.”

**DOCTOR MCCOY**

**PLOT SUMMARY:** Terrorists have taken hostages on Nimbus III. Kirk, Spock and McCoy beam down from the USS Enterprise NCC-1701-A to mount a rescue – only to find that the hostages are in on the plot.

The aim is to hijack a starship for the followers of Sybok, Spock’s Vulcan half-brother, who believes he has found the legendary Sha Ka Ree, or Heaven. Sybok converts most of the Enterprise crew to his cause by using his Vulcan telepathy to help them heal their greatest personal pain, and the ship heads for the Great Barrier at the centre of the Galaxy.

**THE BUZZ:** Production staff and fans felt that after the Spock trilogy, the franchise was back to square one, and could follow any path it wanted. Star Trek IV: The Voyage Home had been a comedy, so it was time for some high adventure, and a journey to the center of the Galaxy in search of God has to be the highest adventure you can get.

**TAGLINE:** Adventure and imagination will meet at the final frontier

**DIRECTOR:** William Shatner

**NOTABLE GUEST STARS:** Laurence Luckinbill

The original concept came from William Shatner, and the film was very much his baby. After two directorial turns for Leonard Nimoy, STV was Shatner’s chance to shine. His vision and instinct for the three central characters delivered the mix of big philosophical questions and classic character moments that was coming to characterize the film series.

In terms of overall look, STV differed from previous outings in several crucial ways. The clothing styles were closer to contemporary dress, and many of the weapons were bulky, mean-looking models with 20th Century features like magazines. It all added to the sense of immediacy and adventure that the production team wanted to create.

**TRIVIA:** The mountain which Kirk falls off at the start of the film is El Capitan (i.e. ‘The Captain’) mountain in Yosemite National Park. The meticulous preparation for this scene included constructing a fake cliff face in Yosemite, so that Shatner’s perch could be set against the correct background without the actual risk of him falling hundreds of feet.
STAR TREK VI: THE UNDISCOVERED COUNTRY

(1991)

TAGLINE: The battle for peace has begun

DIRECTOR: Nicholas Meyer

NOTABLE GUEST STARS: Kim Cattrall, Rosanna DeSoto, Iman, Christopher Plummer, David Warner

PLOT SUMMARY: When an energy production facility on the Klingon moon of Praxis explodes, the devastation is so great that the entire Klingon empire falls into crisis. To aid their survival, the Klingons agree to negotiate peace with the Federation, and the U.S.S. Enterprise NCC-1701-A is sent to pick up Chancellor Gorkon’s retinue. Kirk’s hatred of Klingons is well known, so when the Enterprise appears to fire on their vessel, it doesn’t look good for the captain. It seems there is a conspiracy trying to thwart any chance of peace with the Empire, and it has an agent among Kirk’s crew.

THE BUZZ: With the 25th anniversary of Star Trek approaching, it was decided to send the classic cast on one last, great adventure. Franchise veteran and fan favorite Nicholas Meyer returned to the director’s chair, and set to work on a screenplay which was more directly inspired by contemporary events than any previous Star Trek big screen offering. Developed from an idea of Leonard Nimoy’s, the script parallels the issues around the destabilization of the communist bloc, and the tentative hopes for the end of the Cold War which were springing up at the time. After Kirk’s consistent hatred of the Klingons since they killed his son in ST:III, it seemed perfect to bring Kirk face-to-face with his deepest prejudice for what many expected to be the captain’s last outing.

TRIVIA: The Klingon commandant’s speech to Kirk and McCoy when they arrive at Rura Penthe is very similar to Colonel Saito’s speech to the British POWs at the start of the classic war movie The Bridge on the River Kwai.

“ONCE AGAIN WE’VE SAVED CIVILIZATION AS WE KNOW IT.”
“THE GOOD NEWS IS: THEY’RE NOT GONNA PROSECUTE.”
CAPTAIN KIRK AND DOCTOR MCCOY
STARGATE
STARGATE (1994)

"I WAS OUT SAVING THE GALAXY WHEN YOUR GRANDFATHER WAS IN DIAPERS."
CAPTAIN KIRK TO CAPTAIN PICARD

PLOT SUMMARY: A disaster during the inauguration of the U.S.S. Enterprise NCC-1701-B results in Captain Kirk apparently being killed when a mysterious energy ribbon called the Nexus, destroys part of the ship.

Seventy-eight years later, the U.S.S. Enterprise NCC-1701-D investigates an explosion caused by the experiments of Dr. Tolian Soyan. Soyan is attempting to enter the Nexus, a constantly moving temporal anomaly where consciousness exists outside of time. To do this he needs to conduct a solar implosion – which will kill 230 million people. Trying to stop Soyan, Picard is accidentally caught up in the Nexus and finds himself face-to-face with James T. Kirk.

THE BUZZ: The combination of the original Star Trek and Star Trek: The Next Generation in one film demanded a director with a keen sensitivity to the special qualities of both crews, and he came in the form of David Carson, who had helmed ST:TNG episodes and the Star Trek: Deep Space Nine pilot. As a franchise insider, he understood the ethos of both generations of crew and how to bring them together to create the right sense of "passing the baton."

As for elements of the movie that grabbed the attention: Captain Kirk’s death, ‘nuff said! In this film, the original hero and the ST:TNG version of the Enterprise both come to grief, making it the end of an era in more ways than one.

As well as the big screen debut of the ST:TNG team, Generations saw a major development in the backroom of production. For the first time, a CGI version of the Enterprise was used instead of a model. This was only done for certain scenes, such as the one where the Enterprise-B tries to rescue the Lakul from the energy ribbon, but it proved to be a signpost to the future.

TRIVIA: The horse, home and farm, seen when Picard visits Kirk in the Nexus, all belong to William Shatner in real life.
SOMEONE ONCE SAID... ‘DON’T TRY TO BE A GREAT MAN... JUST BE A MAN. AND LET HISTORY MAKE ITS OWN JUDGMENTS.’ COMMANDER RIKER

TAGLINE: Resistance is futile

DIRECTOR: Jonathan Frakes

NOTABLE GUEST STARS: James Cromwell, Alice Krige, Robert Picardo, Alfre Woodward

PLOT SUMMARY: In orbit above Earth, the new Sovereign-class starship, the U.S.S. Enterprise NCC-1701-E, joins forces with a Federation fleet to destroy a Borg cube. However, just before the cube explodes, a sphere flies out, creates a temporal vortex and disappears back in time. The Enterprise-E follows it and blows it up, but not before the vessel fires upon the launch site of the Phoenix, Earth’s first warp capable vessel, a ship that will enable mankind’s first contact with an alien species and eventually the founding of the Federation. Meanwhile, some Borg have survived and start assimilating the Enterprise crew. They also have special plans for the android Data.

THE BUZZ: The entry of number one villains the Borg to the Star Trek feature film franchise was a sure-fire winner. The huge, austere, silver and black technology of the Borg lends itself perfectly to the big screen, and the props and costume teams excelled themselves in creating terrifying visions of biotechnology, including the Borg Queen’s first appearance on screen. Alice Krige also excelled in the role of the Queen (later reprised in the Star Trek: Voyager finale, “Endgame”), creating the most memorable Star Trek villain since Ricardo Montalban’s Khan.

The film also saw Jonathan Frakes (a.k.a. Commander Riker) following in the footsteps of Leonard Nimoy and William Shatner, joining the elite group of actors who have gone on to direct one of the films. He turned in a tour-de-force of dark, claustrophobic visuals – the closest thing Star Trek has to a horror movie. He was popular around the set too, particularly with Jerry Goldsmith, who was also to work with him on Star Trek: Insurrection.

“SOMEONE ONCE SAID... ‘DON’T TRY TO BE A GREAT MAN... JUST BE A MAN. AND LET HISTORY MAKE ITS OWN JUDGMENTS.’” COMMANDER RIKER
"IF A COURT-MARTIAL IS THE ONLY WAY TO LET THE PEOPLE OF THE FEDERATION KNOW WHAT IS HAPPENING HERE, I WELCOME IT."
CAPTAIN PICARD

TAGLINE: The battle for paradise has begun
DIRECTOR: Jonathan Frakes
NOTABLE GUEST STARS: F. Murray Abraham, Donna Murphy, Anthony Zerbe

PLOT SUMMARY: When Data runs amuck during a covert survey of the apparently primitive Ba’ku, the U.S.S. Enterprise NCC-1701-E visits the Ba’ku planet to retrieve him. Data has been damaged by weapons fire which left only his ethical subroutines intact. But why would that make him try to defend the Ba’ku against the Federation? A visit to the planet reveals a Federation plot to remove the unwitting Ba’ku from their planet and relocate them to another world, aided by a technologically advanced race called the Son’a.

THE BUZZ: The massive success of Star Trek: First Contact led to Jonathan Frakes reprising his behind-camera role as director. However, Insurrection was an altogether different type of movie — after the action-fest of First Contact, Insurrection was a more thoughtful film, made with the personal input of Patrick Stewart. Frakes showed an unerring ability to capture scenes of subtlety and beauty as well as the expected space battles. Frakes isn’t the only familiar name in the creative credits — Insurrection really feels like it was made by a group of people who are at home in the Star Trek universe. The many light touches of comedy — from Troi’s “Yuck!” on kissing Riker with a beard to Worf’s bout of Klingon acne — make it the most humorous movie since Star Trek IV: The Voyage Home.

TRIVIA: There were many great touches of humor in Insurrection but, sadly, a few of them had to be cut because of time constraints. These included appearances by two of Star Trek: Deep Space Nine’s most famous Ferengi: Max Grodenchik (Rom in ST:DS9), who appeared as a Trill ensign who throws a spitball at Riker, and Armin Shimerman, who had a cameo as Quark himself in a coda at the end of the film.
Nemesis (2002)

TAGLINE: A generation’s final journey begins

DIRECTOR: Stuart Baird

NOTABLE GUEST STARS: Whoopi Goldberg, Tom Hardy, Dina Meyer, Kate Mulgrew, Ron Perlman

PLOT SUMMARY: The crew of the U.S.S. Enterprise NCC-1701-E is at the wedding reception of the crew’s longest-standing couple, Commander William Riker and Counselor Deanna Troi. However, before they deliver the couple to Betazed for a second ceremony, Captain Picard receives new orders and diverts the Enterprise-E to Romulus on a surprising mission – the Federation’s most cunning enemy has suddenly announced a desire for peace.

THE BUZZ: After the subtlety of Star Trek: Insurrection, there was a demand for a more action packed movie, and that’s precisely what Nemesis delivers. Particularly impressive are the range of new vehicles introduced, from the Starfleet vehicle, the Argo, to the gorgeously sleek shuttlecraft, and most of all, the awesome Reman battle ship, the Scimitar.

The film also boasts its fair share of British talent, from the acting skills of Patrick Stewart, Marina Sirtis and newcomer Tom Hardy, to behind the scenes people like director Stuart Baird. Though a relative newcomer to directing at the time, Baird was a man with extensive experience of the genre arising from a 25-year editing career.

TRIVIA: With the first edit of the film running in at around the three hour mark, Baird was forced to make some cuts. One of the guest stars to be sadly dropped was Wil Wheaton, the 30-year-old actor who was to appear as a now grown-up Wesley Crusher, a popular regular from the early seasons of the Star Trek: The Next Generation series, at Riker and Troi’s wedding.

“THE TIME WE HAVE DREAMED OF IS AT HAND.
THE TIME OF CONQUEST.” SHINZON
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“MANY SUCH JOURNEYS ARE POSSIBLE. LET ME BE YOUR GATEWAY.” THE GUARDIAN