



Star Trek: The Next Generation: Crossover

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Ambassador Spock continues his mission to unify the Romulan and Vulcan peoples, but is captured by a Romulan spy. Starfleet dispatches its best ship, the "U.S.S. Enterprise" TM 1701-D, and its most respected captain, Jean-Luc Picard, to secure the release of the ambassador. Ambassador McCoy, now over 140 years old, is also sent to assist in the negotiations. But the situation becomes further complicated when another of Spock's former shipmates, Montgomery "Scotty" Scott confiscates an out-of-service starship and effects his own daring rescue of his friend.

Star Trek: The Next Generation: Crossover Details

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From Reader Review Star Trek: The Next Generation: Crossover for online ebook

Ryan Case says

The book was a satisfactory read for anyone looking to scratch that NextGen itch - especially if you're a fan of how the show has handled a lot of the TOS characters. My only complaint about the book is that... I felt like I'd read it before or seen it on an episode before (and I know I hadn't). The source material, theme, story, and characters used FOR that story has been done to death. A mad trip to Romulan space to save Spock while constantly alluding to the mindmeld between Picard and Sarek is just rehashed ground and while the other books that I've read along this storyline may have copied this one... I have no way of knowing, LOL.

Andrew Beet says

loved seeing scotty and mccoy and spock join up with the next gen characters the character of mccoy was well written he wanted to go in and get spock out whereas picard was thinking let's be a bit more cautious because if the romulans have got him the odds wont b in our favour if they have more ships very enjoyable novel from one of my favourite star trek authors. i also liked when admiral mccoy took command of the enterprise.

Joshua Horvath says

A rather silly novel, but somehow still a fun read. The story involves Scotty stealing a Constitution class starship to go rescue Spock who as been captured by the Romulans. Honestly, the most interesting and fun part somehow was Scotty getting the stolen ship up and running for a combat mission. I actually would have loved it if this chapter was expanded to the point were it was a third of the book. The part of the book where Scotty steals the ship, the USS Yorktown, was fun, but really ridiculous. His theft of the antique starship was so cartoonishly easy, it made the Iron Eagle franchise of movies seem as grounded and realistic as the television series The Wire.

Abbie says

This book was so much fun. Being the first Star Trek book I've ever read, I wasn't sure what to expect, but this completely blew my mind! The Next Generation crew with some favorites from the Original Series, the melding of the two was perfect. And to return to Spock's efforts to reunify Vulcans and Romulans, handled so deftly in TNG, was fantastic. I've always been curious about Romulans, and to actually spend some time with them in this book was fantastic. I'm looking forward to reading more Star Trek books in the future!

Lee says

A quaint little story with the feel of the old Star Trek but set in the world of the new. There are so many implausibilities and lantern-hangings that it can't really be taken seriously, but then that was always the charm of proper 1960s Star Trek.

Craig says

I bought this book when I was young and never read it until now. It was great seeing the characters who showed up from the Original Series on TNG get involved in another adventure and Picard and crew having to deal with it. It always confused me the registration of the ship on the cover so I am glad that got cleared up and was not some person getting confused with the numbering - though ANOTHER Yorktown... how many of those ships are out there? Scotty's story was the most fun and entertaining part of the book but I did find McCoy's arc very interesting and it went in a direction I did not expect.

Maj says

Until about halfway through the book I considered this novel a big disappointment. I chose it according to the GR ratings, and based on its leading characters, but I just found too much of it off, or downright annoying. Eventually, it started to slowly come together (as did the characters), and the final few chapters were downright joyous to read.

Still, I had to suspend my belief and steel my nerves more than I expected to.

So, the Romulans wouldn't know what the leader of the Unificationists looked like. Right. I know that this was written in the mid-90's, and that I come from 20 years later, when nobody in their right mind would use this as a crucial plot point - but frankly, I think you must have been a bit insane to do that even then. (Some secret police the Romulans have. Useless.)

Then, there we have McCoy, who is just an insufferable asshole for a large part of the book. Of course, if you had to make an asshole out of anyone of the core TOS crew, Bones is the best option, but it just felt too much like they needed him to be stubborn to complicate the plot, more than an actual manifestation of his character.

And then there's Spock, who, despite being in the whole novel, only really shows up at the end. As in, properly.

For the most part this novel ended up being a frustrating mixed bag, not bringing the best of both TOS & TNG crews until very late - but the nostalgia-fest elements of it were lovely. So this gets a 3* in the end.

John Yelverton says

It's a fun and well done story that's a crossover between the original "Star Trek" television series and "Star

Trek: The Next Generation". The entire time that I was reading this book, I found myself wishing that they had actually produced this as an episode. There were a couple of places that made you roll your eyes, but on the whole, it's a fantastic story. I was especially pleased with the way that Michael Jan Friedman wrote each original series character in a way that was exactly true to each character.

R J Mirabal says

This will please any Star Trek fan especially since it combines three Classic characters--Spock, Scotty, and McCoy--with the Next Generation crew. I enjoyed Scotty role in the first half of the story as he engineered his way to getting an old star-ship space worthy in a new century. McCoy was not given a very good role in this story. Spock was good revealing more of the Vulcan way of logic compared to the combative Romulans. Picard was his usual self, but splitting the stage with all these characters took away from the Next Gen crew a little too much. The ending had the usual combination of Star Trek techie gymnastics and psychological insight, but wasn't too original. Plotting could have been better and more innovative.

Ken says

A fun, if forgettable, Star Trek novel that features the three TOS characters still alive in the TNG era — Spock, Scotty, and McCoy. Unfortunately, the three are not working together, so there's little teamwork involved. Further, McCoy is reduced to a cantankerous old coot, and much of Spock's drama is predicated on the notion that the Romulans have no photographic evidence by which to identify the Vulcan. Fortunately, Scotty is as ingenious and entertaining as always; the book is worth it almost solely for his scenes.

Kate says

Recent events have turned me to some good old fashioned Star Trek literature. Comfort food along with a good, pulpy horror story but this is one I've never come across and I was sold right away when I cam across it in the library's catalogue. Spock is doing work for Unification on Romulus and is arrested with a bunch of other followers - somehow no one knows that Spock is actually among them. The Federation is, of course, concerned but not for probably the obvious reason. Top brass orders Captain Jean-Luc Picard and the crew of the Enterprise to deal with things - and they're sending Admiral Leonard McCoy along as well as an advisor.

Meanwhile out in space on the shuttle Picard loaned to him, Montgomery Scott intercepts a message about Spock's capture and decides it's up to him to rescue his friend. The man has stolen starships before so I think he has developed a taste for it - and I actually really enjoyed watching him do it. While Scott is being a pirate, Picard has to deal with an impatient and holier than thou McCoy who ends up becoming something he always hated. Really though, Picard's crew is superficial and this is a story about our living three original Enterprise crew members and it is so much fun to read.

I have my problems with it (Spock's chosen course of action, the fact that the Romulans don't know Spock is there in their damn jail, some other stuff) but over all it's a fun adventure and a logical progression since we've had Spock, Scott, and McCoy on The Next Generation but not at the same time. Much enjoyment to be had here for original series fans.

Alejandro says

Things can't get any better than this!!!

THOSE WONDERFUL CROSSOVERS!

I had the time of my life reading this exceptional *Star Trek* novel, back then in 1998.

If the TV series production of *Star Trek: The Next Generation* would make at the time an adaptation of this to television, it could easily be in the highest spots of preference by the fans.

Crossovers always are a sweet treat to fans of any franchise where there are separate characters and/or spin-offs. When I was a kid, I knew that if in *Six Million Dollar Man* and/or *The Bionic Woman*, the main character of the other TV series was a "guest star", then the episode would be epic since they need the power of both bionic heroes to face the menace! The classic episode "The Three Doctors" from *Doctor Who* was the detonation factor to make more episodes reuniting more than one regeneration of The Doctor, and also a popular topic in several novels. Even I still remember how cool was having Commander Cobra shouting "Cobra!!!" in an animated TV episode of *The Transformers* in their Second Generation.

The fans love crossovers!

On *Star Trek*, you had several crossovers, just like the two, "Unification" and "Relics" on *Star Trek: The Next Generation*, which are the foundation to the developing of this very novel at hand. But also, there were priceless crossover like "Trials and Tribble-actions" on *Star Trek: Deep Space Nine* which it was the key factor to the following process of remastering *Star Trek: The Original Series* with modern CGI visual effects. In *Star Trek: Voyager*, you had Captains Janeway and Sulu interacting in "Flashback". And in *Star Trek: Enterprise*, the crew must not only faced menaces like The Borg and the Ferengi, but also an ancient predecessor of Dr. Noonian Soong. And all this, just to mention a few of all those wonderful crossovers.

And you can be certain that this novel is a wonderful reading to any fan who loves the crossovers...

...it's its very title!!!

A CROSSOVER AS YOU ALWAYS DREAM SHOULD BE

The premise of this novel is good enough to make you want to read it!

Spock is continuing his clandestine work, in the planet of Romulus, to seek out a reunification of the peoples of Vulcan and Romulus, but he is captured by the Romulans and now he is a political prisoner.

So, Starfleet sends the *USS Enterprise-D* under command of Captain Jean-Luc Picard to make diplomatic talking and negotiate the release of Ambassador Spock, but along with the mission, Starfleet sends too, a special observer, Admiral Leonard "Bones" McCoy!

To complicate things, Admiral McCoy isn't trusting that Picard would be able to accomplish the mission and he pulls his rank to take command of the *Enterprise-D*!

But that's not all!

Retired Captain Montgomery "Scotty" Scott hears about the troubles of Spock, and he decides to "borrow" an old *Constitution*-class starship from a Federation museum and he engages on his own personal rescue mission for his old friend.

Ah?!! Do you need more?!!

THE LOGICAL NEXT STEP OF THREE EPISODES

Michael Jan Friedman, the author, took as base the events on the episodes of *Star Trek: The Next Generation*: "Encounter at Farpoint", "Unification" and "Relics", where you watched the appearances of Admiral McCoy, Ambassador Spock and Retired Captain Scott...

...and the next logical step was...

...to have all three of them in the same story!

In a masterful way, Friedman plots a great adventure putting together the known alive (at that point) members of the crew of *Star Trek: The Original Series* along with the crew of *Star Trek: The Next Generation*.

Definitely it's one of the best Trek novels that I ever read and I fully enjoyed it, from the begining to the end.

A book that presents with great imagination and excitement, the value of...

...TRUE FRIENDSHIP.

Great action, thrilling fun and an engaging reading!

...what are you doing still here?!

GO AND READ IT!!!

Rusty says

I have only two words to say about this novel. However, I intend to bury those two words deep within a 1500

word rant about can openers and people that cross lanes when turning at an intersection.

And actually, is that a thing people are supposed to be able to do? I mean, there are two lanes going one direction at an intersection. A person is turning left onto the two lane road at the same time that another person is directly opposite our left turning hero and is turning right onto the same two lane road.

It seems to me that it should all work out without a traffic incident, the person turning left stays in the left lane and the person turning right stays in the right lane.

However, whenever I find myself in that situation, invariably, the person opposite me (whether I'm turning left OR right at this mythical intersection) will cross lanes and either force me to slam on my brakes to avoid being pummeled, or cut me off so aggressively that I think a collision was their goal in the first place.

Now, I figure if someone has a 'right of way' in that scenario, it should be me on occasion for the simple reason that I find myself as the left turning person and the right turning person from time to time... I'd have to be in the right even by accident some times. Except... when is it okay to just cross lanes that way during a turn **WHEN THERE IS SOMEONE IN THE LANE YOU ARE CROSSING INTO.**

Whatever, all I'm saying is people need to stop it.

And another thing, what's the deal with my can opener? It's been working fine for years, then, out of nowhere, last week, it just stops working. I have to fight with it to get the blade onto the lip of the can, and once there, cranking it over to cut into the tin top has become impossible. I can't find any misalignment or flaws in the mechanism when giving it a good visual inspection. It just stopped working.

Maybe my cans all have crooked tops or something. Stupid... uh... things.

And in between all this, I may have read a Star Trek book. Actually, I know I did. I'd talk about it more except that for all the excitement I had after reading the most excellent Federation, this one was a pretty big letdown for me.

Lessee – this is one of the those novels that takes place in the TNG era but involves several of the TOS era crew. Spock, ambassador now, is living on Romulus and teaching the wisdom of the Vulcan Buddha to the Romulans that are willing to listen. His dream of a united people (in Star Trek lore, the Romulans are an offshoot of the Vulcans – having fled the Vulcan homeworld when all this 'lets-be-logical' talk starting getting out of hand.

So, anyway, the Romulans capture Spock and A) have no idea who he is and B) intend to kill him for his insurrectionist thoughts.

I have a hard time believing that no one can figure out who Spock is. I think events of the TV show made it clear that the Romulan government is well aware of Spock and his teachings, and probably monitor his movements. Whatever. If that isn't the case, you'd think they have things like fingerprints or genetic testing, or facial recognition software in the 24th century that could identify the most famous Vulcan in the alpha quadrant.

But no, no one has any idea who he is. I mean, he's arrested and processed, but again, no one bothers to check anything about this man out.

So, McCoy, who is somewhere close to 145 years old at this time, and still working as an admiral, commandeers the Enterprise and relieves Jean Luc Picard of command after he resists the idea of invading Romulan space and shooting everything until Spock is given back.

And in a book where Spock has become the religious zealot that everyone with any sense should avoid (and talking in circles almost as bad as Yoda does in Star Wars), McCoy becomes an overconfident moron.

Oh, and Scotty, he somehow hacked Starfleet and heard a communique to McCoy regarding Spock and so went off and stole a constellation class starship from a museum while taking a tour there.

Actually, aside from the ridiculous way he found out about Spock, this was probably the best part of the novel.

And Picard spend the bulk of this novel in his quarters, sulking about being relieved of command.

Yeah, I was not that happy about this. None of the characters felt right to me. The plot made very little sense to me, and after Federation, honestly, I just expected a lot more.

So, boo.

And now that I think of it, it seems like I've read a Star Trek book or two in the past from this author (really, a very long time ago, the mid-nineties) that I really liked. I'll have to go back and see if I can remember which one it was.

Chris Friend says

I really did want this one to be better. But there's not enough going on to warrant a novel, the climax relies too heavily on a fire fight, and the classic characters are brought together because it was easy, not because it was relevant, necessary, or probable. Oh, and then there's the issue of making up a new race that apparently gets the Romulans scared alluviasudden? No. Try harder to be convincing, Friedman. Sorry. Kind of a frustrating story, on the whole.

Snogged says

Star Trek: Crossover features the TNG crew as well as a few members from TOS: Spock, McCoy, and Scotty.

What you need to know is that Spock is still working on his unification efforts between Vulcans and Romulans. Spock and the rest of his students get captured and the Federation sends McCoy to advise and assist Picard and his crew with the rescue mission. Good ole Montgomery Scott intercepts the message and does some wonderfully space pirate/super engineer things in his efforts to help.

I will admit that I found it odd that the Romulans couldn't identify who Spock was, but I did appreciate the "Oh Captain, My Captain"-type moment that it delivered. There will also a few other moments that didn't

quite work, but overall, this was a fun adventure that captured the voices of characters we all know and love.
