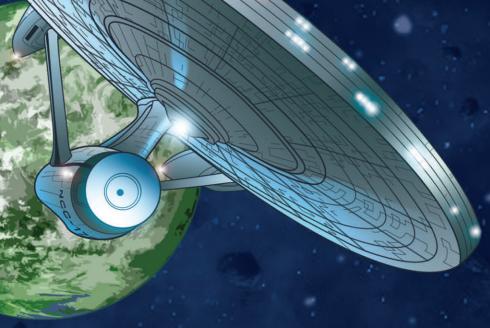


GIAR TREAS





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Based on the original teleplays of *The Return of the Archons* by Boris Sobelman and *The Trouble with Tribbles* by David Gerrold.

Star Trek created by Gene Roddenberry. Special thanks to Risa Kessler and John Van Citters of CBS Consumer Products for their invaluable assistance

IDW founded by Ted Adams, Alex Garner, Kris Oprisko, and Robbie Robbins

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I Love Comic Books

by David Gerrold

I grew up in the golden age of comic books. It was a great time to be a kid.

My friends were Superman and Batman, Little Lulu and Wonder Woman, Donald Duck and Bugs Bunny. Those were my role models. Those were the people who informed my world.

Life in comic books was simple, bright, colorful, and understandable. Problems were solvable. And best of all, people were essentially good. Things always worked out all right in the end.

And then, one day, I turned into a teenager. What they don't tell you about adolescence is that it's the period of life when you discover your ability to be truly depressed— but comic books were always a welcome escape back into the magic world of innocence. Yes, I was one of the weird kids. And today I'm a weird adult. I think it's because I had my comics, and I had my science fiction magazines, and I had all the mind-boggling movies too. It was a great time to be a teen. We had sparkling summer days and lazy afternoons and a stack of great stories.

I never lost my love of comics. Comics defy space and time and logic. They can be gritty and savage and dark. They can be silly and outrageous and bawdy. They can be anything. Even today, I still want to leap into the wonderful worlds inside comic books and live there, even if only for an afternoon. Who doesn't want to be a part of all those great sprawling adventures?

So when John Van Citters told me that IDW was going to reimagine "The Trouble With Tribbles" and when Scott Dunbier sent me an advance look, it was a marvelous homecoming for me. The circle was complete. In my own peripheral way, I was now part of the comic book world.

In 1967, Star Trek was another one of those weird things that only weird kids looked at. And when I sold the tribble episode to the series, it just confirmed how weird I really was. Those of us who worked on the show, we loved what we were doing. We knew the show was special—but we didn't know how special. It wasn't until after the show was cancelled and the fans started holding Star Trek conventions with 30,000 people attending that we began to realize the scale of what we'd created.

As I write this, Star Trek is only a few years away from its half-century anniversary— and it's still going strong. At Comic-Con, Creation-Con, and Dragon-Con, thousands of fans turn out to celebrate, proudly wearing Starfleet uniforms, dressing up as Klingons and Vulcans, and walking out of the dealers' room with armloads of tribbles. (www.tribbletoys.com)

There's a point to be made here— not just the enduring and endearing quality of Kirk, Spock, and McCoy, but something more. It's that same love of comics and science fiction that I experienced growing up. It's the hunger for adventure. It's curiosity, it's exploration, it's the need to know what's out there on the other side of the mountain or the other side of the sky.

It's not a kid thing, it's not about how old you are or how young. It's a human thing. It's about how connected you are to the universe you're living in.

Gene Roddenberry used to say that *Star Trek* is a way of saying that the way things are is not the way they have to be. It's about imagining other possibilities, better possibilities.

I think science fiction is even more than that. It's about the question, "What does it mean to be a human being?" and every new story is another opportunity to consider the question.

And sometimes— this is where the tribbles come in— being human is about being silly, funny, and even a bit cuddly. Being human isn't always a serious thing. Most of the time, it's a great big, wibbly-wobbly, squishy ball of complexities and contradictions. Sometime we bounce, sometimes we go splat—but the victory is that we never stay splatted. That's what our adventures teach us. The only failure is not getting back up.

Here's another chapter in Star Trek, here's another chapter in the history of comic books, another world to leap into and enjoy for an afternoon.

Somewhere on this planet, someone will read this book— maybe it's you— with the same weird fascination, the same love and excitement that I experienced so many years ago and maybe that person— or maybe a lot of persons— will be inspired enough to become part of the next generation of storytellers and artists and movie-makers.

I hope so. There are too many great stories that haven't been told yet. I want to read more great comic books.





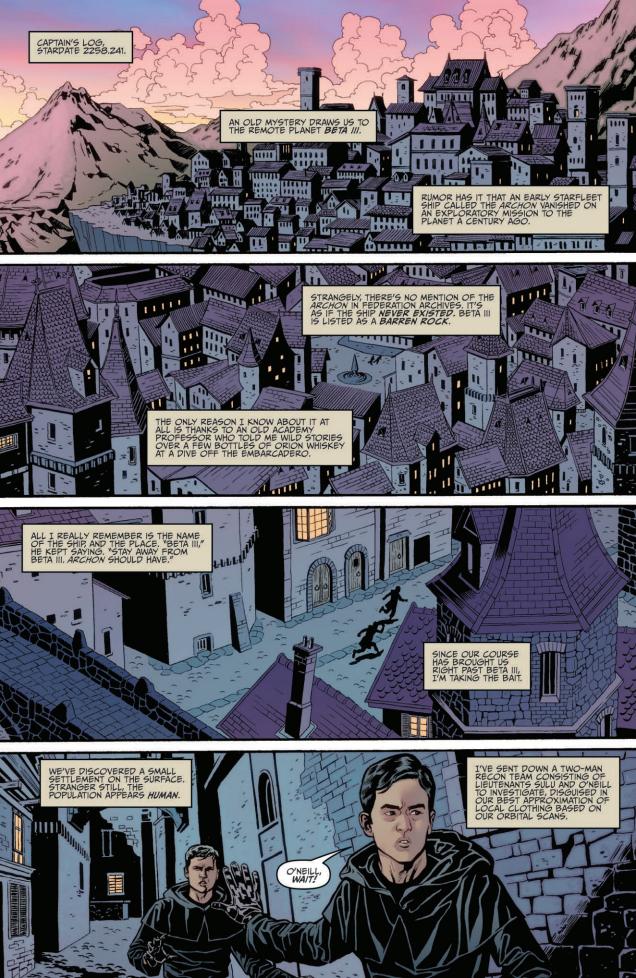




































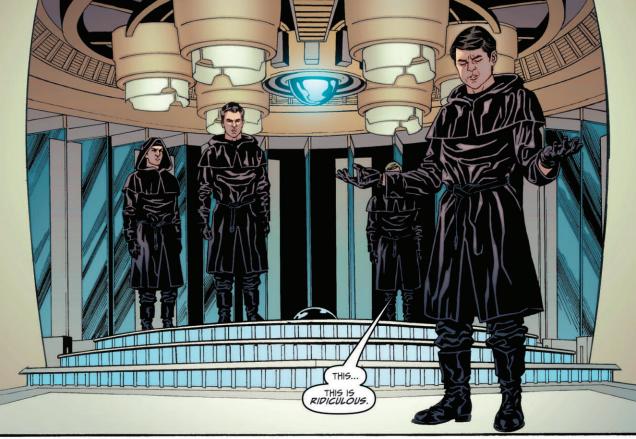






















































































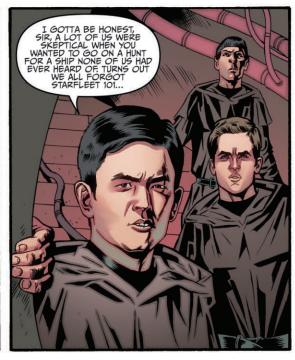






















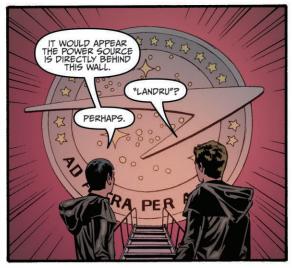


















































































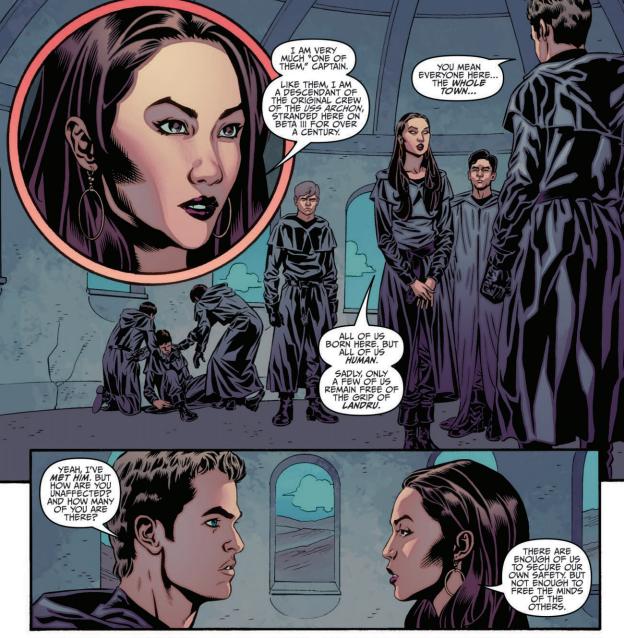






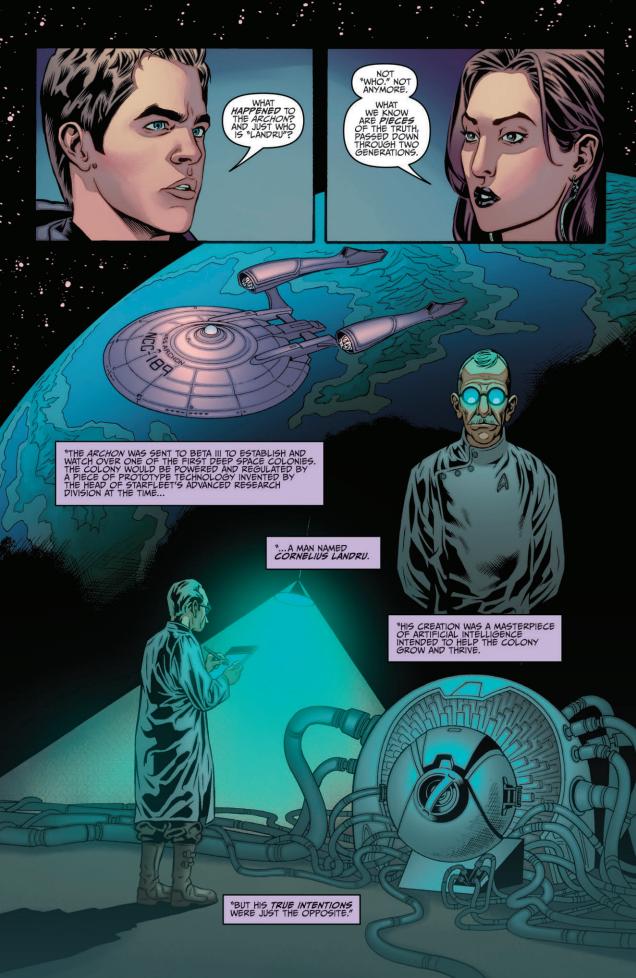






















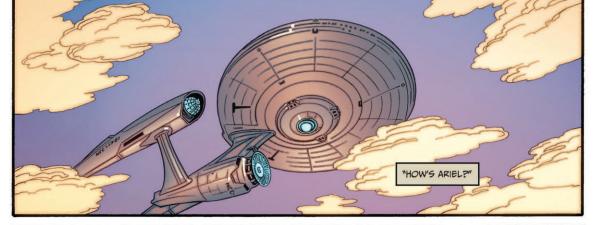


















































































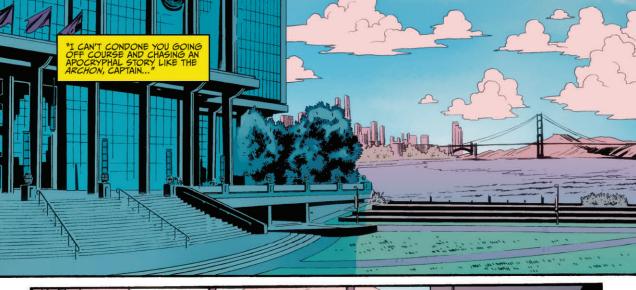


















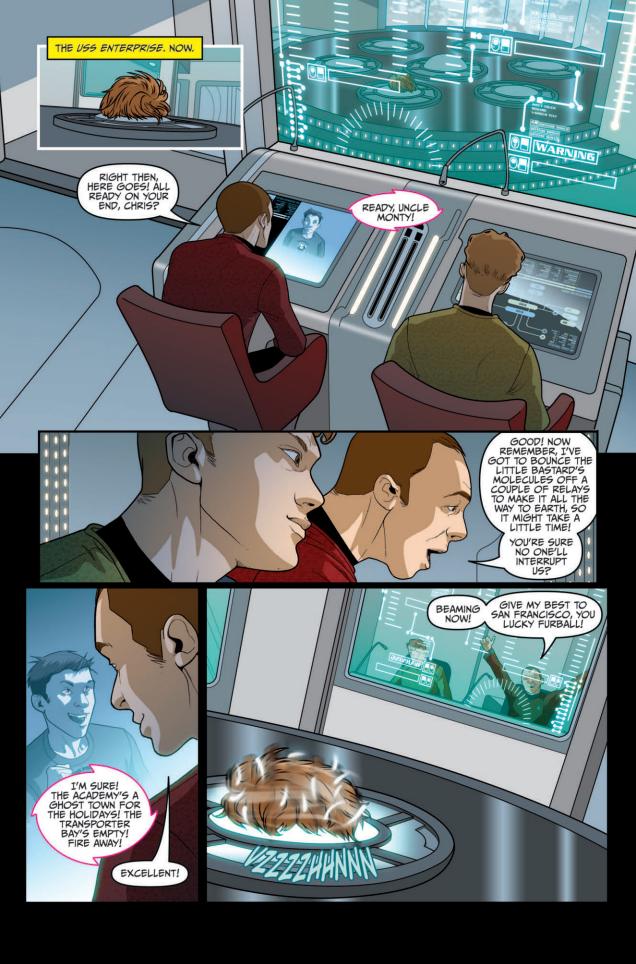






THE TRUTH ABOUT TRIBBLES Artwork by Tim Bradstreet Colors by Grant Goleash



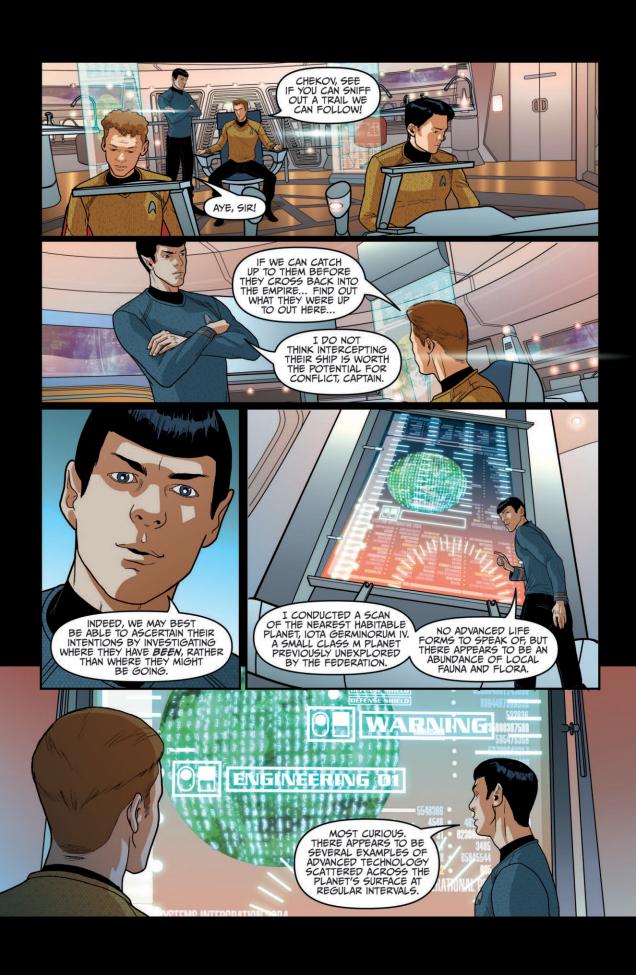


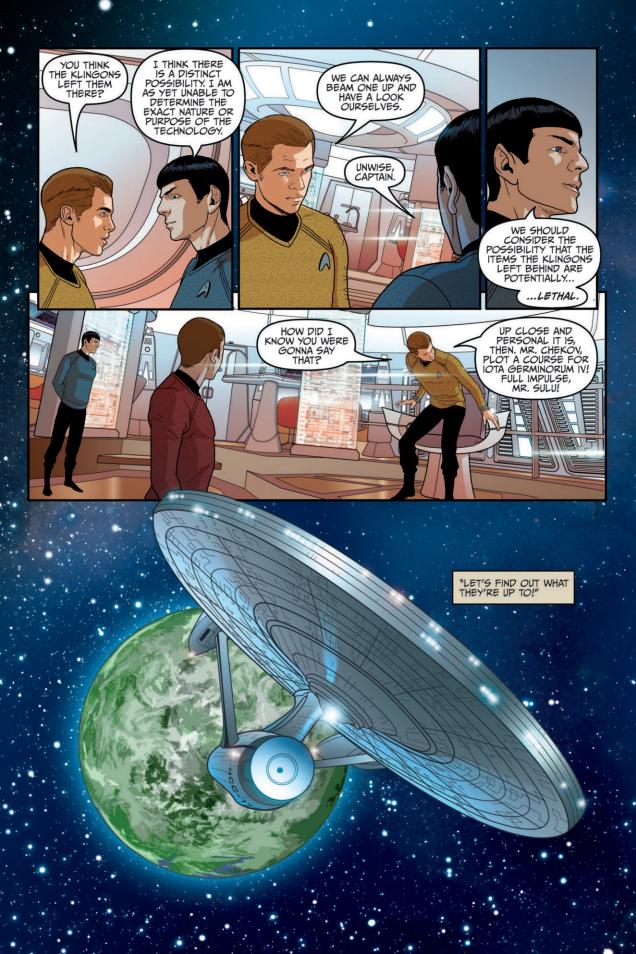












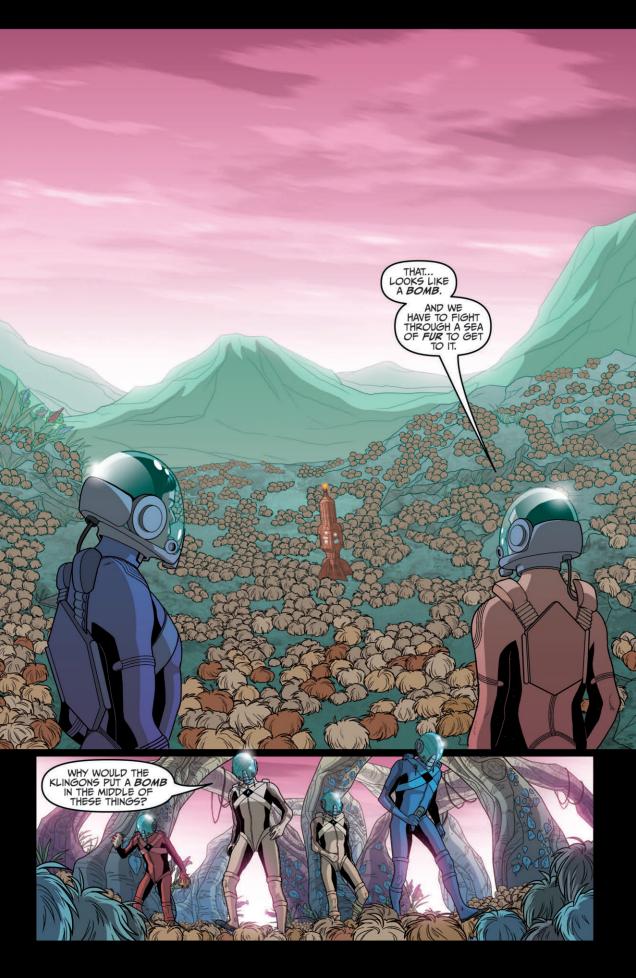




























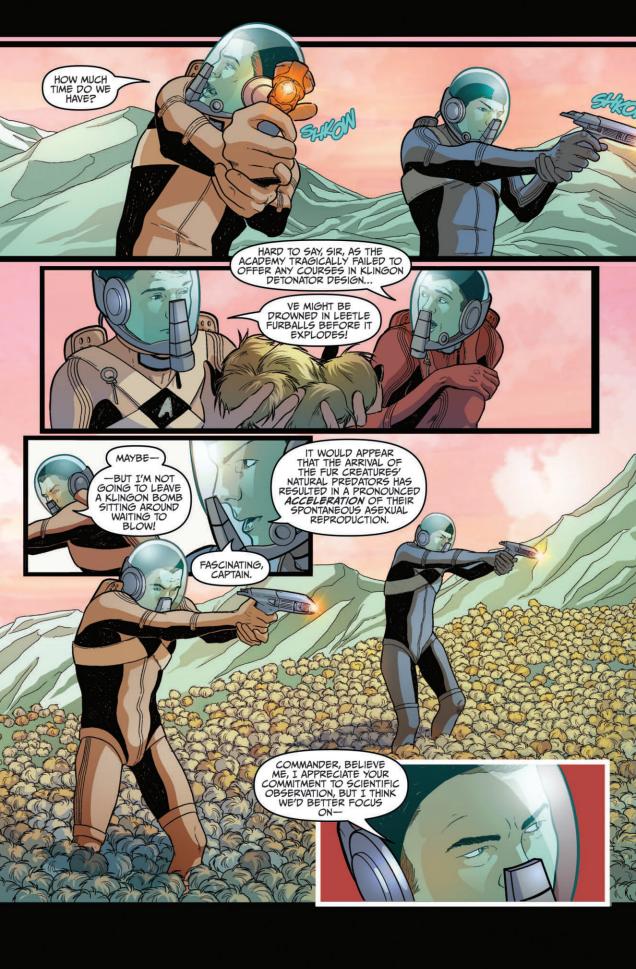










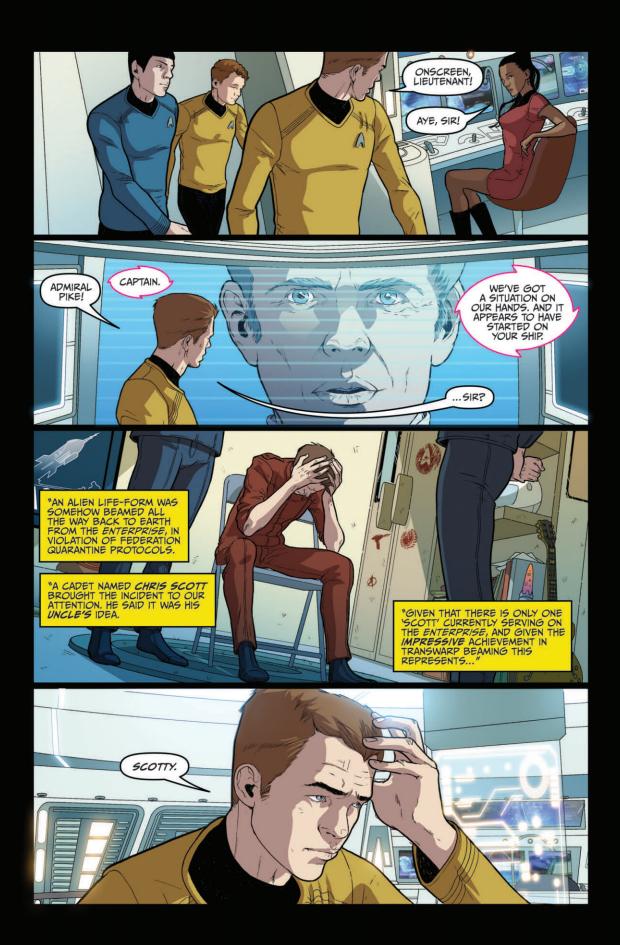




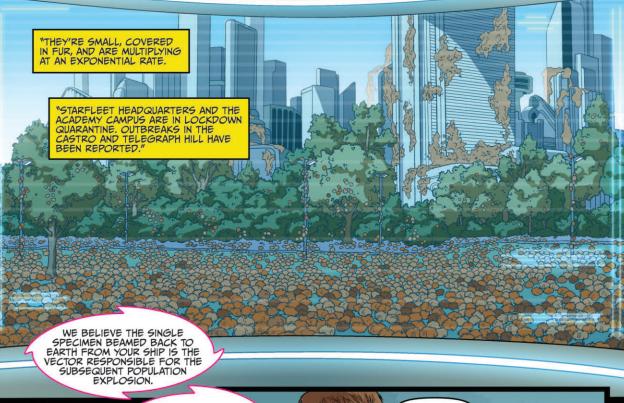




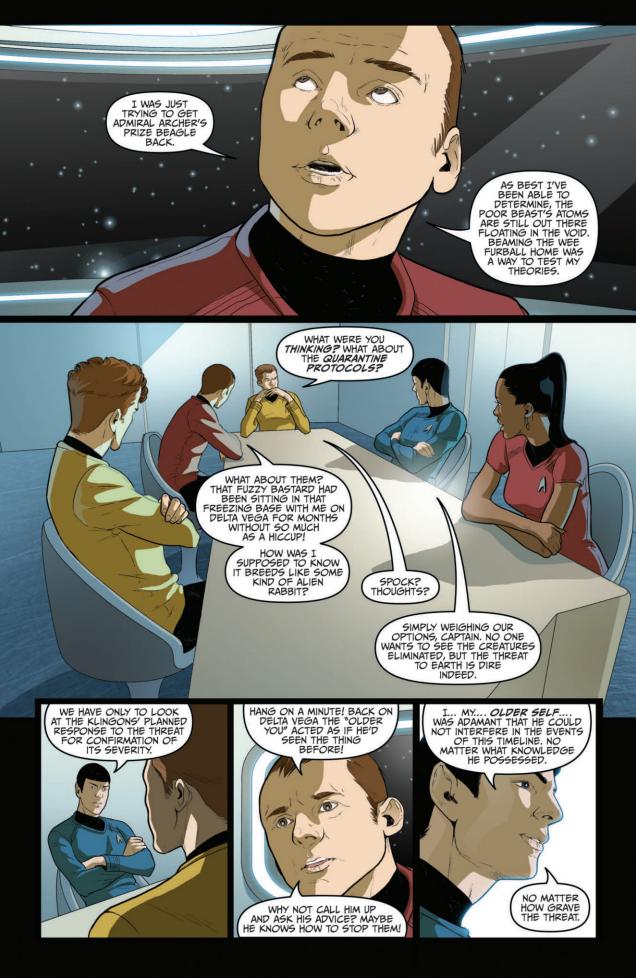


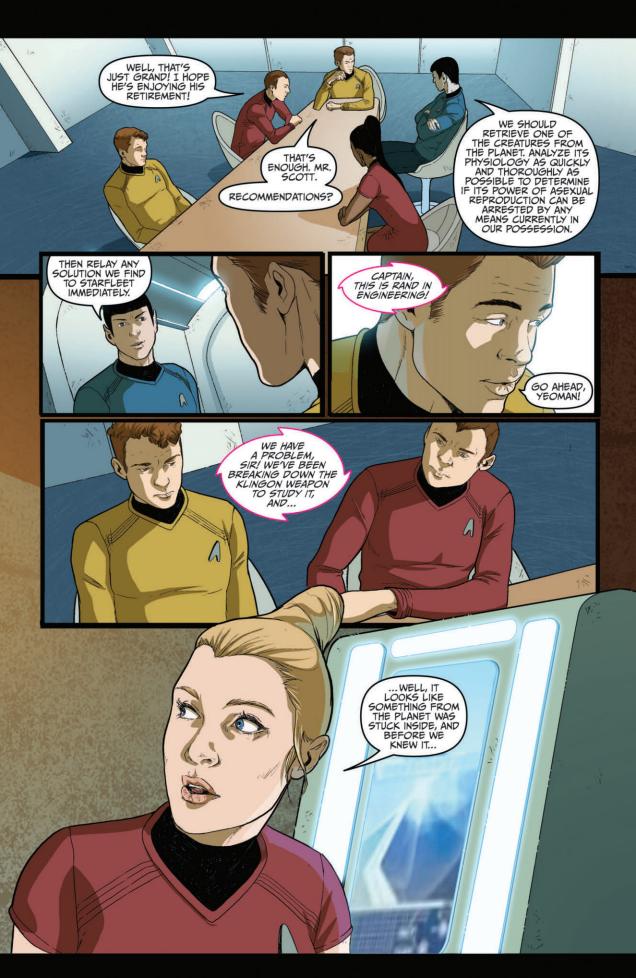




















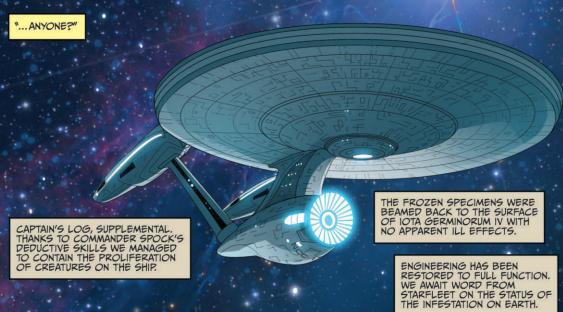




















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