



# Star Trek: The Original Series: The Weight of Worlds

*Greg Cox*

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The Ephrata Institute is an intellectual think tank at the outer fringes of the final frontier. Dedicated to the arts and sciences, the Institute seems an unlikely target for an invasion, but it proves easy pickings when the Crusade comes from beyond, determined to impose its harsh, unbending Truth on all the worlds of the Federation. Armed with weaponized gravity, the alien Crusaders will stop at nothing to rescue the universe from its myriad beliefs . . . even if it means warping the mind and soul of every sentient being they encounter.

Responding to an urgent distress signal, Captain James T. Kirk and the crew of the *U.S.S. Enterprise* soon find themselves in conflict with the Crusade, and facing individual challenges. When Kirk and Spock are transported to the Crusade's distant homeland to confront the source of the invasion, Sulu finds himself trapped behind enemy lines, while Lieutenant Uhura is faced with possibly the most difficult decisions of her career.

As the Crusade sets its sights beyond Ephrata IV, it is up to the *Enterprise* and its besieged crew to keep freedom of thought from being crushed beneath the weight of worlds!

### Star Trek: The Original Series: The Weight of Worlds Details

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## From Reader Review Star Trek: The Original Series: The Weight of Worlds for online ebook

### Gabriel Mero says

This was my first foray into Star Trek literature (outside of the movie novelizations) and was surprisingly interested. I had put off reading this book for so long because I'd feared that it wouldn't hold my interest and then would join my list of books that I couldn't finish. I loved that Uhura and Sulu got to share the spotlight in this story, especially Uhura.

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### Sarah says

A good entry to the Original Series that captures the spirit of an expanded episode. The Enterprise receives a distress call, and it's up to Kirk and the valiant crew to save the day. I love these novels because they are not constrained by a special effects or make-up budget, so the author is free to let his imagination soar. Greg Cox was successful in creating a new world with a new species, but making it satisfying to the long-term fan by referencing earlier events witnessed on television. The only thing preventing a fifth star is that I felt the conclusion was slightly rushed. It was almost as if he was 7/8 of the way through his allotted page budget, and realized it had to be wrapped up quickly. Again, it didn't detract from the otherwise excellent book, but I did have to go back to make sure I hadn't skipped any pages.

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### Dennis Hill says

Good, fast pace book. Enjoyed seeing someone else in command of the Enterprise!

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### Brett Thomasson says

One of the charms of the often clumsy morality plays of the old *Star Trek* series was how they could often be pulled off with quite a bit of style when the episode was well-written. The leads of the series -- William Shatner, Leonard Nimoy and DeForrest Kelley -- were competent professional actors with a lot of combined experience in television and when given some top-level TV material could make top-level genre entertainment surrounding the Moral of the Story.

In 2014's *The Weight of Worlds*, multiple Trek-novel author Greg Cox manages to pull off the part about writing a story with an Important Point. He comes nowhere close to offering anything like the panache of the best work old TV veterans like D.C. Fontana, Gene L. Coon, Jerome Bixby or even series creator Gene Roddenberry himself ("best work" is an important qualifier here. Coon was also responsible for "Spock's Brain.")

The Ephrata Institute is a think tank located on an isolated planet near the edge of Federation space. One day it sends out a garbled distress call, and Starfleet sends the *Enterprise* to investigate. Invaders from another dimension have attacked the institute, and their control of gravity threatens to render them too much for the *Enterprise* crew to handle. While Captain James T. Kirk and Mr. Spock are brought to the invaders'

homeworld to confront their leader, other landing party members must combat the invading force and help protect the Enterprise herself.

Cox offers up a couple of neat items -- dissidents on the invaders' homeworld chose Kirk as their potential champion because examining Ephrata's records showed he had a history of toppling false deities. And an injury to Engineer Scott puts Lieutenant Uhura in command of the *Enterprise*; a role that series backstory said she was trained for but which we never got to see.

But those are garnishes on an empty plate; *Weight of Worlds* reads like a low-end episode of the animated series of *Star Trek* aired in 1973-74. Cox has a penchant for name-dropping old series episodes in unnecessary and awkward ways. Kirk declines a party invitation with a memory of how a party attended by Dr. Helen Noel went awry in "Dagger of the Mind," for example. Lieutenant Sulu develops a crush on his fellow landing-party fugitive, but Cox is nowhere near talented enough to show that develop so he just tells us. And he is also nowhere near talented enough to make his central idea -- beware religious crusaders who are convinced their truth is The Truth -- anything more than a moralistic cliché that carries no weight. Cox has more than a dozen *Trek* novels and many more movie and video-game tie-in novelizations to his credit, so it's difficult to understand why at this point in his career he can't write a novel with enough skill to sell his simplistic sermon.

Original available [here](#).

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### **Terje Fokstuen says**

The enterprise receives a distress call from the Enphrata institute, located on a planet on the edge of known space. When Captain Kirk and the crew arrive at the institute they find that it has been taken over by Crusaders from an alternative universe that have come to "bring the truth" to the Federation. The Crusaders have discovered a way to weaponize gravity, and use it to hold the Enterprise captive, while Kirk and the away team battle the Crusaders on site.

This is good fun. If you love the original series, then this is a book for you.

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### **Lily says**

Greg Cox is one of my favorite authors, I thought this book was good. The planet Ephrata is attacked by aliens from another dimension. The Ialati think that anything that is different from them is a threat to what they call "The Truth" They use gravity as a weapon and cause havoc to the Enterprise and all aboard her.

I don't think this story was as good as "Rings of Time," but I do think it's a good read. I am looking forward to reading his "Assignment Eternity." Which I ordered and am waiting for it to arrive.

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### **Holly says**

[did Uhura become acting captain for a short time, not only did Vlisora become the ruler of the Ialat (after

what one presumes has been centuries of male rule

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### **Robert Greenberger says**

A serious issue in TOS style, handled with a light touch by Greg, who is no slouch when it comes to handling the characters. He gives most everyone something to do including challenging the regulars with unusual roles. A pleasant read although this is the second recent TOS to hinge on Spock's mindmeld techniques. He also demonstrated using the nerve pinch on various aliens without first knowing how their physiology works -- you have to watch those shortcuts.

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### **David Palazzolo says**

Not as good as Assignment: Eternity but I liked it well enough. While Greg Cox caught much of the flavor of an Original Series episode, I thought our "alien of the week" would have been more comfortable in a Doctor Who arc circa Tom Baker to Colin Baker's run. The aliens are called Ialatl and are very strongly drawn from ancient Mesoamerican cultures, yet have a distinctly modern Western culture obsession with Doomsday/End of all Creation. I suspect that all the recent 2012 hoopla also had an influence. The most disappointing thing about this book is that while the Ialatl held my attention throughout--especially because of all the detail Cox built up on them--I don't think they are interesting enough to bring back.

On the plus side we have Lt Uhura gets the chance to shine when events leave her acting captain of the USS Enterprise. I would like to see a novel set in the latter years of this era (preferably written by Cox) focusing on the life of Capt. Nyota Uhura. Another character I'd like to see more of is En. Fawzia Yaseen (introduced in this novel). She is one the rare Redshirts-That-Survived and a perfect foil for Lt Sulu.

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### **Russell Miller says**

#### **Great book**

Starts a little slow at the beginning, yet builds to crescendo at the end. A good read. Fans of the original series should enjoy this book.

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### **Paul Lunger says**

It's rare that Greg Cox misses with a story, but in the case of the "The Weight of Worlds" he does miss with a story that's got problems primarily at the end. The Enterprise is called to the Ephrata Institute on Ephrata IV which sends out a distress call after being attacked by a group of aliens who come through a trans-dimensional rift & claim to pronounce "The Truth" to the people on the other side. They are in fact a group of people called The Crusade who attempt to brainwash people through the use of mind control & masks so people see their religious beliefs. When Kirk, Spock, Sulu & Yaseen beam down to the planet, they are attacked & Kirk & Spock end up on their own dealing with a rebellion while Sulu & Yaseen end up as half prisoners of the rebellion & as somewhat converts. On the Enterprise, the Crusade attacks the ship with a gravity beam that essentially disables it & in the initial attack Scotty is hurt leaving Uhura in command.

Cox's story is sound fundamental science fiction & works well within the confines of the Original Series characters. The rebellion against the Crusade is a bit of a stretch since we meet them well before we get a bit more info on the Ialati & why things are the way they are. The use of Uhura in command is a bit of a rarity & also gives Cox a bit more to work with story-wise along with an under the weather McCoy whose relegated to the background. The resolution of the split story lines with Sulu/Yaseen & Kirk/Spock is where the story runs into a problem in my eyes since the first story is resolved well before the 2nd one & also seems more plausible. The Kirk/Spock story with the end of the rebellion uses a stretch even by Star Trek standards having Spock mind meld with a crown & then suddenly all is resolved.

Overall this isn't the worst offering we've seen in the fiction of the Original Series in a while, but it's not the best. Just an average story with more nitpick plot points than anything else & is still a good outing for set of books that at times has been lacking especially lately.

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### **Randy says**

Like all good Trek stories, THE WEIGHT OF WORLDS reveals something about our own society.

The Ilatl open a dimensional rift and invade the Federation. They come through at The Ephrata Institute, a think tank on a remote planet, with their Crusade to bring their Truth before it's too late. Whether we want it or not, their religious fervor demands they convert us by whatever means necessary.

When the Enterprise responds to an emergency SOS, Kirk and Spock find the inhabitants in the midst of a new fever. The two officers are taken through the rift to Ialat to face the God-King. They work from that side as the Enterprise is under attack to be taken so that the Truth can be spread throughout this dimension.

Author Greg Cox makes use of Uhura and Sulu more so than the series ever did. Set during the original five year mission in those last two years never shown on TV (reference is made to shows from all three years as events in the past).

A good one.

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### **Jimyanni says**

Far from Greg Cox's best work, this was a tolerably amusing read but nothing more than that. It seemed to me that Kirk and Spock were far too cavalier about interfering with the culture of another society, taking sides with dissidents over the authorities. Granted, it was to their benefit to do so, and could have resulted in a Federation-wide disaster had they not, but even given that, they seemed all too quick to ignore the neutrality Federation law would have required of them. Not that they've never done the same before, even in canonical series episodes (which were frequently referenced) but it somehow just didn't ring true. Still, it was fun. Read it for a lark, but don't expect it to be one of the deeper Star Trek books. It isn't.

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### **Kristina Brown says**

A clever idea that works well, utilising gravity as a weapon. The plot overall is broadly similar to the 50th Anniversary Legacies trilogy but obviously less expansive. I thought the banter was played for laughs a little

too much, with specific references to the 'banter' highlighting it, but generally it had the feel of a good episode. This book gives Sulu and Uhura a chance to stretch themselves.

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## Nicholas Miller says

It's been awhile since I've read an original series (Star Trek) book. But I found that "The Weight of Worlds" had good reviews, so I decided to give it a ride. Was it worth it? You'll see.

On the fringes of Federation space, there lies the Ephrata Institute. It's a think tank with a ton of researchers doing their researcher stuff. One day, it becomes under attack when a 'rift' opens up. A group calling themselves the Crusaders, come through the hole (which is a rip between two universes) and start spouting that everyone needs to accept the 'truth'.

After this prologue, we catch up with the crew of the Enterprise as they are on their way somewhere. They are having a light hearted conversation about the upcoming holiday party, when they receive a distress call from the institute. Now, because they are the only (of course) ship nearest to Ephrata, Kirk orders the Enterprise to investigate. When they get there, things get even better.

The story starts off with a bang and never stops. The balance that Mr. Cox shows in writing this book is good. The characters sound exactly like their tv show counterparts.

Although the story is in many ways like a lot (the author even mentions some of them) of TOS episodes, I found myself not minding. Individuality of one's thoughts is a great theme. The religious zealot aspect of this story sounds like something Gene Roddenberry himself would come up with.

There were moments though that were a little too obvious. However, it still was exciting. Mr. Cox stayed true to the structure of the show.

I did like the humor that ran through the story. It was nice to see the characters lighten the mood a bit. Plus, having one of the characters do something that we only got to see them do in the animated series, was a nice touch.

I wouldn't say that this was the best TOS story, but I did enjoy it. I would also recommend it to anyone.

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