

# TYPHON PACT #1: ZERO SUM GAME PDF, EPUB, EBOOK



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**Typhon Pact #1: Zero Sum Game eBook by David Mack | Official Publisher Page |  
Simon & Schuster**

The Aventine receives a distress signal from the SS Tullahoma. The crew realizes it is likely a fake but are nonetheless obligated to investigate. Nar catches Bashir and Sarina trying to break into a government building. However, Nar reveals that she is a dissident who offers to take them to safety. Back at her dwelling, she unmask and insists the pair do the same. Bashir and Sarina reveal themselves as Human, and say they are Federation anthropologists. Nar reveals the names of several Breen species, such as her own, the Silwaan. Others include the Ferrisal which have

snouts, hence the mask, Amoniri which have no blood and need the refrigeration suits, and Paclu which, like the Ferengi, have four lobed brains that foil telepaths. The Breen uniformity is done to prevent bias. Nobody is supposed to know their true species and identities except for immediate family. Nar is part of a group that wishes to change that, wanting freedom from things like arranged marriages.

Nar wants Federation political asylum. That Keer is under pressure to finish the slipstream vessel before they have to give the plans to the Romulans, which would relegate the Breen to a second class Typhon Pact power. As the Aventine checks the fake distress signal, three Mogai-class Romulan warbirds decloak, leaving the Aventine outgunned. Commander Marius of the warbird Dekkona demands the Aventine's surrender, when five Klingon ships decloak, forcing the Romulans to retreat. Chon Min arrives at Nar's to meet the Humans and escort them to the dissident hideout. At the sanctuary, the pair see all sorts of unmasked Breen freely moving about a cultural center.

They are given a room to wait for Nar. The Aventine goes back to patrol the border, where they are mirrored by a Breen blockade, which cloaked Romulans among them. Dax is unable to convince Starfleet Command for more Klingon reinforcements. Alone in their room, Bashir and Sarina admit that they never again want to leave each other, as they spend the night in each other's arms.

Nar is able to create new, more convincing identities for the pair. Their credentials will allow them into government and military buildings. However, Nar realizes that someone else has found out about her. She meets with the pair on the street and informs them that their credentials are at the Bank of Ferenginar and that she's been compromised. Bashir and Sarina get through security using their new credentials and search the building. They come across a technician who Sarina is forced to kill. Bashir is in momentary shock over witnessing the killing, and Sarina downloads the data she believes is connected with the slipstream project. Nar is tortured by a Breen inquisitor, and the pair see the dissident hideout raided from a distance.

They eventually check into a hotel that was set up by Nar along with their false identification. Bashir admits to Sarina how uncomfortable he is with the technician's killing, but sees that Sarina's logic in the situation was unbeatable. Breaking the stolen data, they track the slipstream components to a factory in the city of Utyrak, so they leave Rasiuk. The Aventine crew hatch a plan to fake a Klingon attack by hacking into the Breen comm buoys, reversing their trick on them. After a long torture session, Nar gives up the pair as Human spies, and tells the inquisitor about the credentials she prepared for them. Once arriving in Utyrak, the pair realize that the Breen are using a recycling plant as a front for redistributing the parts to the hidden shipyard. At the plant, an alarm forces Bashir and Sarina to separate.

Bashir manages to board the vessel headed for the shipyard, but Sarina is captured. Bashir soon realizes his destination is in an asteroid field. After an arduous torture session, Sarina is able to use her last bit of strength to grab a weapon from the Breen guard and make her escape. She takes the inquisitor hostage. Bashir is able to easily blend in with the busy workers, and comes to the operations center door for the shipyard. He shoots the two armed guards, followed by six more inside the center itself. He sets the shipyard reactor to overload, That Keer realizes what is happening and plans to get the prototype which he named Marjat out before the shipyard explodes. Bashir uploads the virus to destroy the schematics and replace the backups with fakes. He then shoots two incoming guards and makes his escape. He hijacks a work vehicle and sends it hurtling toward the prototype, but this only slows it down. He then bails and activates his recall beacon. Dax gets the message and kicks off the planned diversion.

Sarina makes it to a hangar and steals a small fighter, setting her weapon to overload as a distraction. Sarina burns out the fighter while shaking her pursuers, and activates her beacon while hurtling toward Bashir. The Aventine arrives, and uses its shields to push the prototype back into the hangar. A last second maneuver allows the Aventine to escape the reactor breach while beaming onboard the pair, and dooming the prototype. The Aventine warps back to Federation space, and Sarina tells Bashir that she wants to stay with him.

Back on DS9, Bashir tells Prynne that while he does not believe that Vaughn will regain consciousness, something inside him is still fighting, and she may want to allow him to do so a little longer. She gives Sarina her next assignment. In order to develop Bashir as a Section 31 asset, Sarina must make Bashir love her. Sarina says that won't be a problem. He was made into such a sympathetic character, even naming his life's work after his lost daughter, that I expected more to happen with him. Things I didn't like: -The reason for recruiting Julian seemed forced; yes his genetic enhancements give him an edge over other humans, but they could have recruited a Vulcan, etc. Given the end scene I'll give the benefit of the doubt and say they had ulterior motives, but Bashir should have seen through that excuse.

Whiny isn't entirely out of character, but it seemed excessive. It would feel more honest from Jadzia, but given Ezri's training as a counselor I'd expect her to think more about how her words or actions affect her crew. That might have been intentional, but it was to the point where I was sort of rooting for the Breen. Putting out fake news reports, authorizing the deaths of civilians. It maybe would have read better if the mission was to destroy a weapon, instead of a new type of ship. I'm hoping future books show what happened to them. Feb 18, A. Blanc rated it liked it. I never would've guessed how difficult it is to find a Trek story arc that I could get behind right out of the gate. Don't get me wrong, Zero Sum Game ZSG isn't a bad book, and the concept of the Typhon Pact is quite interesting, but the series overall was little more than a blip on the ST radar, and while ZSG had its moments it's largely forgettable.

Since Bashir has undergone genetic enhancements he's teamed up with Sarina Douglas. While it was great to see her again, I don't at all buy that in the few years since we saw her last she's gone from a botched enhanced patient, to a researcher, and is now superspy on par with Jason Bourne. Where this book shines is the look into Breen culture. This was absolutely fascinating to me! It's just too bad none of it appeared in the shows or movies, and we can get some visuals.

The way the mission went was also well done for the most part. There's a fair number of reviews that mention the torture scenes, and a few pointing out the swear words. Torture isn't new to Star Trek. The mirror universe had the agony booths, Klingons had a few prison camps as well as the pain sticks, LaForge was tortured by Romulans, Picard by Cardassians. Although the first of two scenes could've been implied instead of detailed this didn't really bother me because it was a believable situation, offering more insight for the Breen. Cursing is also not new to Trek; however in ZSG it seemed ridiculously out of place. In the past swearing was used for laughs, here it felt like a kid just heard the words and is

throwing them in wherever to sound 'cool'. My main gripe is with the characters. Peter David pulled off sarcastic characters very well, but his books only had one or two people with that personality. He does action and suspense quite well.

Unfortunately his characters aren't that great, especially if they're pre-established. Somewhere along the line Mack seems to have been given carte blanche regarding Bashir and spy stories in Trek, and maybe it's just me but the tone of his books appear to be copied in modern ST. ZSG is largely just another move toward making ST less trek-like. I get making such a large franchise more accessible, but the cost is turning it into something unrecognizable.

Jan 17, C. Phipps rated it it was amazing Shelves: star-trek. A very unusual spy novel. The premise is something which, adjusted to an Earth setting, could be the basis of a James Bond movie. The Typhon Pact Soviets have stolen the secrets of the Slipstream Drive submarine plans and are assembling their own prototype in a secret shipyards unchanged. Furthermore, because the Typhon Pact killed Federation citizens in their theft, Bashir Bond has carte blanche to use lethal force in the process. Bashir is even allied with a beautiful female agent for the duration of his mission.

About the only thing which doesn't happen during this mission is Bashir sleeping with the beautiful silver-haired dissident. One of the early misapprehensions of the Typhon Pact was that it was going to be the Legion of Doom or a kind of Reagan-era view of the Soviet Union. The Tholians, Tzenkethi, and Breen have been portrayed as nearly universally evil while the Gorn and Romulans have had some pretty solid roles as Federation antagonists. Can you do write about an alliance of totalitarian dictatorships, murderers, and terrorists without making them villains? Yes, yes you can. Because, that's where things get interesting. David Mack takes the stereotypical "us vs. Star Trek has played around this before using Section 31 but, arguably, failed since so many fans embraced the evil organization as antiheroes as opposed to well-realized villains.

Zero Sum Game, by contrast, takes a seemingly binary situation to illustrate why the Federation way is better. Zero Sum Game is an interesting story about humanizing, for lack of a better term, the alien races gathered together in opposition to the Federation. What I liked about the book is it managed to keep the fact the Breen and Romulan governments are lead by vile people whose ideal world includes a boot on the face of humanity forever but more or less rebuttals a lot of the inherent xenophobia in spy fiction.

The Breen are a federation, themselves, consisting of many races formed together into a single body. Unlike the Federation, however, they enforce a mono-culture which attempts to stamp out diversity and dissent. They could have very easily been cast a communist parable but are, instead, depicted as the most capitalist group outside of the Ferengi. The thing is, the Breen aren't a singular entity. We get a nice look at Breen civilians and they're more or less identical to the ones you'd find anywhere on Earth. The most powerful moment in the book for me is, unexpectedly, a scene where Bashir just sits down and listens to the Breen wandering around a marketplace. They talk about their jobs, kids, supervisors, and spouses. It's a powerful moment, reinforcing what Star Trek is all about. Given I'd been thinking of the Breen as walking experience points from my time fighting them in Star Trek: Online, I was momentarily ashamed. Of course, even Star Trek: Online had a Breen officer disgusted by the actions of his crewmates.

So, really, my treating them as walking experience points was my failure rather than the games' own. Meeting Breen dissidents who don't want to necessarily overthrow their governments but, simply, want more freedom was another way of showing the Star Trek Novaverse's races aren't necessarily like Dungeons and Dragons species. There's no such thing as, "Always Chaotic Evil. A rip-roaring Cold War adventure between a twisted country which hates freedom, a heroic nation which loves it, dashing super spies, and a narrative which rips to shreds the binary dualism that usually underlines such stories.

The Breen and Romulan governments may be evil but their citizens are not, leading to the serious question as to who war would benefit should the Typhon Pact go to war with the Federation. The answer? Absolutely no one. Zero Sum Game is a ruthless deconstruction of the spy genre while remaining entirely a part of it. By recognizing the fundamental value of "our" enemies, we may defeat them more conclusively than through force. While I don't always agree with their decisions in their books, I believe they have a strong grasp on at least one element of Star Trek that makes their books resonate with me. In David Mack's case, he manages to insert the fact peace and understanding are the forefront of all of the Federation's conflicts as a desired goal. This is not the case in Babylon Five, Star Wars, or other rival franchises.

Victory is. Trek has peace being more desirable than victory, even if it means not getting everything you wanted. Julian Bashir's characterization in this book is great and I would love to see David Mack do further spycraft adventures with him. Still, both sides are always in play during this book. Seeing the conflict inside him over the necessity of killing is great and we get "necessary casualties" examined when the aftermath of his actions are examined by a Breen engineer. Captain Ezri Dax was kind of underwhelming in this book because I am more invested in her relationship with Julian Bashir than her role as a badass starship Captain. She's become the Kirk-lite of the post-Destiny world and that's great for her but awesome starship tactics as well as radical plans just didn't really move me here. I suppose it's because I was one of Ezri's fans when DS9 was on the air and would have preferred more attention paid to the vulnerable side of her Julian brought out.

Another character from DS9 makes a surprise return this book, surprising me as a reader. I won't spoil their identity but their role in this story makes an excellent contrast to Julian. This character attempts to portray the "ends justify the means" spy role "straight" while Julian subverts it at every turn. The book was so effective at this characterization, a latter revelation made perfect sense. I'm not sure if the Novaverse will use the ending of the book to its full effect but if they back off from it, I'll be disappointed. Thematically, David Mack has created Julian's ultimate nemesis who I would love to see him face in life-and-death struggle. This may be a contrast to my earlier praise of peace and understanding, but just because Captain Kirk made peace with the Gorn doesn't mean I don't like seeing him blow the reptile Captain up.

In conclusion, kudos to David Mack for creating this novel and his role in developing the Typhon Pact. You should definitely read this novel. Jan 21, John rated it liked it Shelves: star-trek. I was looking forward to getting into another David Mack novel; the last of his Trek books that I read was the Destiny trilogy, which was easily the best Treklit reading I've ever experienced. This novel retains much of what makes Mack one of the best authors of Treklit.

His dialogue is smoother, crisper, and smarter than perhaps any other Trek author. He's good at making juicy plot points, such as in this James Bond-style covert operation story. But it was a bit of a letdown overall. Basically, I was looking forward to getting into another David Mack novel; the last of his Trek books that I read was the Destiny trilogy, which was easily the best Treklit reading I've ever experienced. Basically, Dr. Julian Bashir starts out the story on Deep Space 9, where he is bored from having lost all his friends to reassignments after the Dominion War.

But he gets approached to take on an undercover mission to ruin the Breen's Typhon Pact race that fought on the Dominion side slipstream project, which was jumpstarted by the stealing of Federation designs. His partner is Sarina Douglas, a canonical character who appeared on DS9. There are some definite high points in the novel. The characters are mostly well-done, but Bashir and Douglas confused me. Bashir seems to be incompetent, perhaps understandable since he is a doctor, not a secret agent. But of course, several times he almost walks right into several big mistakes until Douglas holds him back. Why does he not seem competent at all until he and Douglas get separated, and then all of a sudden he's James Bond?

Further, the story seems to go by too fast, and seems too contrived. I don't want to reveal too much here, but the way Douglas escapes torture that should immobilize anybody, the way Bashir leaves the Breen planet by attaching himself literally to the hull of a ship, and the climax of the story- I found these a little too cartoonish, more so than you usually find in Trek literature. Looking past that, it's a decent story. The Typhon Pact series definitely could have started off worse.

Apr 24, Jedi Master Nate Lightray rated it really liked it. I'm very torn on this book. On the one hand, it's David Mack doing what he does best, which is writing this pulp-throw-away fiction that is so much fun. He has come to stand out amongst his peers as a Star Trek writer. On the other hand, well, it's been mis-labeled. This is a Section 31 novel, and I was coming in thinking this was going to extend what we read when we read the Destiny Trilogy which was so, so, so good. I like it, a lot, but was ready for more about the Typhon Pact. I love that I'm very torn on this book. I love that Mack brought back the Jack Pack. That group is lovably silly, in that '90s Star Trek way. I think this is something that Discovery is sorely missing, which is those random standalone episodes that advance other aspects of the ST universe.

The surprise ending, which is truly a twist of the knife, was great. However, I really do miss the other characters of DS9. This is my favorite ST series, and I enjoy coming back to it when I can, but since so many of those characters have moved on since the end of the TV run, it feels like a hollow return. I couldn't go any lower than 4 stars, since Mack is good at writing ST. However, and it may not be his fault, it feels like an empty version of the ST I know and love. Maybe I'll enjoy the Section 31 novels I have found, since I know exactly what I'm getting with those. Hopefully, the rest of the Typhon Pact books will deal with the politics of having a new enemy, and not just one small aspect of it. Jan 23, Rob rated it liked it. At points during this book I wonder who are the good guys and who are the bad guys. Not your usual Trek saga. I think that was maybe the point. David Mack books are usually well written and this one was no exception.

I didn't find any reason to hate it except it doesn't make sense to send a Medical Doctor in where more than likely he would be forced to do things against his principles but that's kind of what it was all about. If there were a real Starfleet and they needed such an operation done, At points during this book I wonder who are the good guys and who are the bad guys. If there were a real Starfleet and they needed such an operation done, I'm sure they would not take such chances on sending in an untrained operative like that. His genetic enhancements didn't seem to help all that much except for picking up the Breen language quickly. The character could have been any Starfleet captain for all it mattered to the story really.

Dec 21, Greg rated it liked it. An interesting premise leads to a fun and entertaining read. The Breen were seen in the Dominion War but they are really brought to life and shone as gruesome antagonists you don't want to mess with. This book is unique in that it's got the first explicit sex scene I have come across in my decades of reading Star Trek books, so if you add that to the violence of the torture scenes yes there is more than one not only do they balance out but they change the tone and feel of the book.

Apart from that An interesting premise leads to a fun and entertaining read. Also it's not really for kids. It's better than some recent Trek books I have come across but nowhere near as good as others. So three stars for an average read. May 21, Ramona rated it it was amazing Shelves: sci-fi, star-trek. This has been one of my favorite Star Trek novels, for the year. The story kept moving, with lots of twists, and beautifully described scenery. I could feel Julian's enormous awe as he looked at the carved out asteroid; the joy, and freedom of the Breen dissidents in their underground world, and the pain suffered by Sarina, at the hands of her torturers. We see another side of Sarina, and I know there is more to come in the next book, in the Typhon Pact series.

I usually enjoy Mack's stories in This has been one of my favorite Star Trek novels, for the year. I usually enjoy Mack's stories in the series, and this was no different. I rarely have the time to read a book twice, but this is worth keeping in my personal library. Even though this was written 10 years ago, it seems like only yesterday, that the series was on TV, and the characters are still fresh in my mind, with all the reruns being played! I kinda went into this book thinking ugh, Section 31, I'm not going to enjoy this much - and was pleasantly surprised. The mission had a good amount of action, though I did find Julian a little Not sure that's the right word, but he seemed to dejectedly follow Sarina around for most of their mission, even though as he points out himself, he's the senior officer. I naively didn't expect the dark twist at the end I really liked the Breen society, and hope I kinda went into this book thinking ugh, Section 31, I'm not going to enjoy this much - and was pleasantly surprised.

I really liked the Breen society, and hope we get similar looks into the other TP societies in later books. I also liked the short chapters in this book, they made it a quick read. It was interesting to see snippets of DS9 after a few years break. Very curious to find out what happens to both Kira and Vaughn. Overall I thought this was a good start to the Typhon Pact series, and am keen to read on! Jan 31, Jess rated it liked it. David Mack has written some great Star Trek books over the years. Too bad this one isn't quite one of them. It's slowly passed, which a spy novel really really shouldn't be. I mean it was cool getting the Breen mystery solved but something about the whole book didn't quite work. But on the other hand anyone who knew a certain character in the book's history and a certain group David Mack has written some great Star Trek books over the years. But on the other hand anyone who knew a certain character in the book's history and a certain group's predilections would have seen the cliffhanger than was supposed to be shocking coming a mile away.

However, the first and most of the middle act are pretty solid. It's just a bit of a let down having read Mack's *Destiny* trilogy not that long ago. Mar 03, Rian Monson rated it really liked it. Pretty good for the 1st book in this series. Might have been good to read the books before this one but overall I was able to understand what's happening. I seem to remember liking *Brinkmanship* a lot better than this one. One complaint I do wish they would stop doing characters f Pretty good for the 1st book in this series. Jun 30, Tyrone Wilson rated it it was ok. I'd give it 2. Parts of the action was pretty good, but other parts were hardly credible. The time frame for the mission and the "winging it" during the mission made it even more suspect, particularly the latter stages of the mission.

The interpersonal stuff at the end was both unexpected considering what happened during the story and appalling not to give anything away. Mar 01, Nathan rated it it was amazing Shelves: st-typhon. Excellent incite into an alien race we really haven't seen before - the Breen.

## **Zero Sum Game | Memory Beta, non-canon Star Trek Wiki | Fandom**

David Mack. Returning from its historic first voyage to the edge of the galaxy, the damaged U. Puzzled by the Federation's interest in an area so far from its borders and so near the xenophobic Tholian Assembly, Captain James T. Kirk orders the *Enterprise* to put in for repairs at the new space station: Starbase 47, also known as Vanguard. As Kirk ponders the mystery of the enormous base, he begins to suspect that there is much more to Vanguard than meets the eye. It's a suspicion shared by the Tholians, the Orions, and the Klingon Empire, each of whom believes that there are less than benign motives behind the Federation's sudden and unexplained desire to explore and colonize the Taurus Reach. But when a calamity deep within the Reach threatens to compromise Starfleet's continued presence in the region, Kirk, Spock, and several key specialists from the *Enterprise* must assist Vanguard's crew in investigating the cause of the disaster and containing the damage.

In the process, they learn the true purpose behind the creation of Vanguard, and what the outcome of its mission may mean for life throughout that part of the galaxy. Inside: Bonus diagrams of Vanguard station! *Star Trek: Destiny 1: Gods of Night*. Book 1. The first novel in an epic crossover trilogy uniting characters from every corner of the *Star Trek* universe, revealing the shocking origin and final fate of the Federation's most dangerous enemy—the Borg.

Half a decade after the Dominion War and more than a year after the rise and fall of Praetor Shinzon, the galaxy's greatest scourge returns to wreak havoc upon the Federation—and this time its goal is nothing less than total annihilation. Elsewhere, deep in the Gamma Quadrant, an ancient mystery is solved. One of Earth's first generation of starships, lost for centuries, has been found dead and empty on a desolate planet. But its discovery so far from home has raised disturbing questions, and the answers harken back to a struggle for survival that once tested a captain and her crew to the limits of their humanity. From that terrifying flashpoint begins an apocalyptic odyssey that will reach across time and space to reveal the past, define the future, and show three captains—Jean-Luc Picard of the *U. Titan*, and Ezri Dax of the *U. S. Aventine*—that some destinies are inescapable. Bashir and Douglas are sent to infiltrate the mysterious species known as the Breen, find the hidden slipstream project, and destroy it.

Meanwhile, light-years away, Captain Ezri Dax and her crew on the *U. Aventine* play a dangerous game of cat and mouse with a Typhon Pact fleet that stands between them and the safe retrieval of Bashir and Douglas from hostile territory. David Mack is the award-winning and *New York Times* bestselling author of more than thirty novels of science fiction, fantasy, and adventure, including the *Star Trek* *Destiny* and *Cold Equations* trilogies. His writing credits span several media, including television for episodes of *Star Trek: Deep Space Nine*, film, short fiction, and comic books.

He resides in New York City. Get our latest staff recommendations, award news and digital catalog links right to your inbox. Watch your inbox for the *Adult Librarian Newsletter*. Or visit our preference center to select the newsletter s you prefer. Please specify your subject area s :. Join our mailing list! By David Mack. About The Book. About The Author. Photograph by David Cross.

## **Zero Sum Game (Star Trek: Typhon Pact, #1) by David Mack**

The Breen Confederate frigate *Torzat* receives the set up distress signal, and "rescues" Bashir and Sarina, who are in Breen refrigeration suits. Their fake ID credentials work and they are assigned quarters until they can reach Salavat. The *Aventine*'s sensors detect the Breen ship picking up the escape pod, but some sensor artifacts leaves the crew to believe they are likely being followed by a cloaked Romulan vessel. Dax adjusts their heading to see how interested the Typhon Pact is in their movements. Bashir and Sarina are dumped on Salavat, where they soon realize that the vast majority of the colony city is underground. Their suit HUDs help with translating the written language, but they soon realize that the Breen also rely heavily on non-verbal body language cues. They find an alleyway which leads to an abandoned maintenance shaft, where they can set up a base and finally spend some time out of their suits. Dax orders her ship to abruptly reverse course and continue at high warp.

Once again Dax wants to see if the Breen can keep up, and what the sensor ghost behind them does. Julian and Sarina leave their base and walk to a busy marketplace, where they can easily blend in and spy on local conversations. However, they overhear someone reporting their activity to the authorities as suspicious. A siren activates, Bashir and Sarina sprint until they reach a maglev train which they force everybody off of. Bashir is wounded by a guard's disruptor, but is able to escape with Sarina into a tunnel, when the explosives left behind on the train by Sarina detonate.

The quiet allows Bashir to quickly repair his leg. Chot Nar of the Breen Intelligence Directorate realizes that two people are causing errors at various public identification kiosks, and decides to personally track down the pair. The *Aventine* receives a distress signal from the *SS Tullahoma*. The crew realizes it is likely a fake but are nonetheless obligated to investigate. Nar catches Bashir and Sarina trying to break into a government building. However, Nar reveals that she is a dissident who offers to take them to safety. Back at her dwelling, she unmask and insists the pair do the same.

Bashir and Sarina reveal themselves as Human, and say they are Federation anthropologists. Nar reveals the names of several Breen species, such as her own, the *Silwaan*. Others include the *Fenrisal* which have snouts, hence the mask, *Amoniri* which have no blood and need the refrigeration

suits, and Paclu which, like the Ferengi, have four lobed brains that foil telepaths. The Breen uniformity is done to prevent bias.

Nobody is supposed to know their true species and identities except for immediate family. Nar is part of a group that wishes to change that, wanting freedom from things like arranged marriages. Nar wants Federation political asylum. Thot Keer is under pressure to finish the slipstream vessel before they have to give the plans to the Romulans, which would relegate the Breen to a second class Typhon Pact power. As the Aventine checks the fake distress signal, three Mogai-class Romulan warbirds decloak, leaving the Aventine outgunned. Commander Marius of the warbird Dekkona demands the Aventine's surrender, when five Klingon ships decloak, forcing the Romulans to retreat. Chon Min arrives at Nar's to meet the Humans and escort them to the dissident hideout. At the sanctuary, the pair see all sorts of unmasked Breen freely moving about a cultural center. They are given a room to wait for Nar. The Aventine goes back to patrol the border, where they are mirrored by a Breen blockade, which cloaked Romulans among them.

Dax is unable to convince Starfleet Command for more Klingon reinforcements. Alone in their room, Bashir and Sarina admit that they never again want to leave each other, as they spend the night in each other's arms. Nar is able to create new, more convincing identities for the pair. Their credentials will allow them into government and military buildings. Returning from its historic first voyage to the edge of the galaxy, the damaged U. Puzzled by the Federation's interest in an area so far from its borders and so near the xenophobic Tholian Assembly, Captain James T.

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Elsewhere, deep in the Gamma Quadrant, an ancient mystery is solved. Refresh and try again. Open Preview See a Problem? Details if other :. Thanks for telling us about the problem. Return to Book Page. Julian Bashir, of station Deep Space 9, and Sarina Douglas, a woman whose talents Bashir helped bring to fruition, and whom Bashir thinks of as his long-lost true love. Bashir and Douglas are sent to infiltrate the mysterious species known as the Breen, find the hidden slipstream project, and destroy it. Meanwhile, light-years away, Captain Ezri Dax and her crew on the U. Aventine play a dangerous game of cat and mouse with a Typhon Pact fleet that stands between them and the safe retrieval of Bashir and Douglas from hostile territory. Get A Copy. Kindle Edition, pages. Published first published November More Details Original Title. Julian Bashir, Ezri Dax. Other Editions 8. Friend Reviews. To see what your friends thought of this book, please sign up.

To ask other readers questions about Zero Sum Game, please sign up. Lists with This Book. Community Reviews. Showing Average rating 3. Rating details. Sort order. Apr 19, Krista D. Well, this is the lowest marking I've ever given a David Mack book and it was tough to do. Don't get me wrong, I liked the book, but I found I was able to put it down and go a few days before I picked it up again. With that said, good story arc of Julian and looking to see more development there.

I didn't feel anything new was developed there. She was just filler, and really dragged the story down for me. View 1 comment. I just finished this book we might as well get into it. To start out with this book is a Star Trek novel. When I first started reading books regularly as a freshman in high school almost everything I read was a Star Trek novel.

But at some point I just finished this book we might as well get into it. But at some point last year I picked this up off the backburner of my TBR where it had sat for quite a while and began reading it. He starts out the book in a rut, still stuck on DS9 all these years later while most of his friends have moved on, and that immediately puts him in a relatable light.

By the end of the novel he has to consider and follow through with several cold calculations for the mission to succeed so he has a good arc too. They shift back a few times throughout the book but you never get a chance to really be in that storyline the way you do the main plot. Federation President Bacco and Breen engineer Thot Keer get a couple chapters a piece to round out the story. He could be considered the antagonist in this book but he never really felt that way to me. Overall neither of them are in the story enough for you to get super attached though. I thought it was going to turn into one of those things where she was the main antagonist tracking them down as they went about their work. When the book introduced the concept that she was going to try and use Bashir and Sarina as a way to get her and her dissident friends out of Breen society I made a Twitter post about how they treated that storyline was going to have a large bearing on how much I liked this book.

And god did they not do what I wanted at all. No the mission and Starfleet protocol must always come first. Alas, even when Bashir wants to help Sarina talks him out of it and instead we have the classic Starfleet comes in and ruins the lives of the local people who try to help them outcome. Nar deserved better than this. The Warren deserved better than this. But no, Nar practically gives herself up without a fight and is tortured into betraying everything she is. The climax was passable I suppose. A little all over the place but both Bashir and Sarina got to have their moments to go full secret agent. Bashir and Sarina are retrieved without much actual drama and the story starts winding down to its final conclusion. Bashir and Sarina have their couple moment. Dax is selfless to the last.

Bacco toys with the Typhon Pact ambassador. And we wind up back on DS9 as Bashir tries to return to work. But all of that is really just setting up for the final scene. Boy did this final scene catch me off guard in the best possible way. Sarina sits down for a debriefing with her boss from

Section 31 is always an interesting element to have in any Trek story. But this conversation with her boss reveals her whole relationship with Bashir, at least from her perspective, is a ruse to break him down morally until Section 31 can recruit him and honestly I am here for it. Overall this book was good. Would I recommend it?

Fingers crossed that I can actually read more than 8 books this year because that was pitiful. I'm not all that familiar with Deep Space 9, but I still enjoyed this novel. However, along with the usual profanity and violence, the sex scene was rather disappointing. Discerning readers, take note. View 2 comments. Oct 28, Alex rated it liked it Shelves: science-fiction, star-trek. There's a point toward the end of the book where first officer Bowers, confronted with the next crisis, half-jokingly asks "never a dull moment, eh? I could see this doubling as an exchange between David Mack and his editor, because Zero Sum doesn't have dull moments either and very few of the quiet variety: mostly the nice introspection into Bashir's character, now that his DS9 "family" is all but shattered, with his friends There's a point toward the end of the book where first officer Bowers, confronted with the next crisis, half-jokingly asks "never a dull moment, eh?"

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De Candido. As a book to pick up with only the tv shows under your belt, though, this might work less well, leaving such a reader scrambling to adjust to a different galaxy, with new characters and the old ones weighted down by much more backstory. For the faithful, though, there's plenty of treats: Captain Ezri Dax and the Aventine crew, Federation's president Nan Bacco, the return of the "Jack Pack", a close look at the Breen and Breen society something the tv shows never got around to, the first consequences of the new political landscape emerged after the Destiny events and the beginning of a new and perilous journey for Julian Bashir that draws deeply from the character's history and traits.

Jul 22, Crystal Bensley rated it really liked it. Really loved this first entry in the Typhon Pact series. Zero Sum Game takes place about a year after the events of A Singular Destiny and the Typhon Pact flexes its muscles by getting their hands on the schematics of the Federation's slipstream drive. Sadly, after the extremely epic Destiny series, the plot here feels a bit flat. The focus is the infiltration of a Breen colony, which definitely makes for some nice intel on the mysterious enemy of the Federation, but that's about it. In the end the author himself adds some nice easter egg with the admiralty doubting the missing report. Especially to the end some things felt a bit rushed and "too convenient" to be plausible.

But perhaps they really were I've only read the first book of the trilogy so far, in which case I'll have to edit this review :- The other focus of the whole story is Julian and how he still enjoys playing spy-games. He even has an argument about this with Ezri early on which for some reason is never really picked up again through the rest of the story. Julian always was a bit of a weird character, in my opinion: Brilliant but at the same time completely naive. That combined with him acting as a spy leads to some classic Bashir-moments where you'd love to hit him in the face :- In this end this book lives from its in-depth look into Bashir's soul and how he mostly perceives espionage as this romantic James Bond-like experience, and finally some information about the Breen. For this alone it is absolutely worth a read for Star Trek fans and never gets "dull".

That said, some parts of the plot still feel weird and far too convenient for the protagonists. If you can ignore these, it is a nice story fully packed with action. Aug 09, Maurice Jr. Starfleet got robbed! Someone posing as an unknown species Dessev forged credentials to work at the Utopia Planitia shipyard on Mars and stole the plans for slipstream drive. When evidence points to help from a phase cloaked Romulan warbird, Starfleet Intelligence gets involved. They learn that the "Dessev" was an unmasked Breen, and that the stolen plans are at a Breen facility. They want to send in two covert operatives disguised in Breen armor to destroy the plans and any prototype slipstream ship the Breen might have built. They choose Lieutenant Sarina Douglas and Dr.

Julian Bashir for the job, because their enhanced physiologies enable them to react faster and endure more physical stress than other operatives. The Aventine is assigned to transport them there and pull them out when they're ready. Captain Dax and her crew have to play cat and mouse with various Typhon Pact ships to stay in the area for a fast extraction. Meanwhile, Bashir and Douglas learn more about the Breen than anyone before them. Breen armor conceals at least a dozen different species I enjoyed seeing in depth information about the Breen, Bashir and Douglas working together in a desperate attempt to keep slipstream away from the Typhon Pact and the Breen working with equal desperation to provide a working slipstream vessel before the other members of the Pact take over the process. Shelves: star-trek, science-fiction. Having said I'm not particularly fond of the multi-series crossover books in the past, I still seem to have picked up the Typhon Pact books as part of my journey back into written Trek for DS9 was my least favourite series which is not to say that there weren't some great episodes, so I wasn't expecting to like this one as much as I did.

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He was always one of my favourite Deep Space Nine characters, and my favourite of the doctors of all the series movie, series AND novels. Already reading *Seize The Fire!*

### **Typhon Pact #1: Zero Sum Game on Apple Books**

New arrivals. David Mack Oct Julian Bashir, of station Deep Space 9, and Sarina Douglas, a woman whose talents Bashir helped bring to fruition, and whom Bashir thinks of as his long-lost true love. Bashir and Douglas are sent to infiltrate the mysterious species known as the Breen, find the hidden slipstream project, and destroy it. Meanwhile, light-years away, Captain Ezri Dax and her crew on the U. Aventine play a dangerous game of cat and mouse with a Typhon Pact fleet that stands between them and the safe retrieval of Bashir and Douglas from hostile territory.

More by David Alan Mack See more. *Vanguard 1: Harbinger*. David Mack. Returning from its historic first voyage to the edge of the galaxy, the damaged U. Puzzled by the Federation's interest in an area so far from its borders and so near the xenophobic Tholian Assembly, Captain James T. Kirk orders the Enterprise to put in for repairs at the new space station: Starbase 47, also known as Vanguard. As Kirk ponders the mystery of the enormous base, he begins to suspect that there is much more to Vanguard than meets the eye. It's a suspicion shared by the Tholians, the Orions, and the Klingon Empire, each of whom believes that there are less than benign motives behind the Federation's sudden and unexplained desire to explore and colonize the Taurus Reach.

But when a calamity deep within the Reach threatens to compromise Starfleet's continued presence in the region, Kirk, Spock, and several key specialists from the Enterprise must assist Vanguard's crew in investigating the cause of the disaster and containing the damage. In the process, they learn the true purpose behind the creation of Vanguard, and what the outcome of its mission may mean for life throughout that part of the galaxy. Inside: Bonus diagrams of Vanguard station! *Star Trek: Destiny 1: Gods of Night*. Book 1. Bashir is the focal emotional point of *Zero Sum*, the book that kicks off the new crossover miniseries *Typhon Pact* set in the Trek universe that Mack himself has reshaped with the *Destiny* trilogy. If you've been following the various relaunch titles of the 24th century shows *Deep Space Nine* and *The Next Generation* especially, this book is a no-brainer: you have to read it, it's where the story goes next and it's an entertaining read that seems to set up nicely the stage for the next three books.

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A fun read. Not one of the better Star Trek novels but it was fun to catch up with Bashir again. And learning so much about the Breen was interesting. Oct 04, Tina rated it it was ok Shelves: books-i-have , star-trek. This review has been hidden because it contains spoilers. To view it, click here. This book was well written, but I didn't care for the plot. Things I liked: -The look into Breen society was fascinating!

All the details about the way they personalize their armor, why they wear the suits, the use of body language in their communication to make up for the lack of facial expressions It's obvious she has This book was well written, but I didn't care for the plot. It's obvious she has fun doing it and enjoys the adrenaline rush of needing to think on her feet and act quickly. It makes sense for her. I wish they'd focused more on that, but I did like that the book explored how his shrinking support network was affecting his mental health. Falling head over heels with someone he barely knows is in character for Bashir, but it wasn't believable for her to feel the same.

I was honestly hoping he'd survive somehow. He was made into such a sympathetic character, even naming his life's work after his lost daughter, that I expected more to happen with him. Things I didn't like: -The reason for recruiting Julian seemed forced; yes his genetic enhancements give him an edge over other humans, but they could have recruited a Vulcan, etc. Given the end scene I'll give the benefit of the doubt and say they had ulterior motives, but Bashir should have seen through that excuse.

Whiny isn't entirely out of character, but it seemed excessive. It would feel more honest from Jadzia, but given Ezri's training as a counselor I'd expect her to think more about how her words or actions effect her crew. That might have been intentional, but it was to the point where I was sort of rooting for the Breen. Putting out fake news reports, authorizing the deaths of civilians It maybe would have read better if the mission was to destroy a weapon, instead of a new type of ship. I'm hoping future books show what happened to them Feb 18, A. Blanc rated it liked it. I never would've guessed how difficult it is to find a Trek story arc that I could get behind right out of the gate. Don't get me wrong, Zero Sum Game ZSG isn't a bad book, and the concept of the Typhon Pact is quite interesting, but the series overall was little more than a blip on the ST radar, and while ZSG had its moments it's largely forgettable. Since Bashir has undergone genetic enhancements he's teamed up with Sarina Douglas.

While it was great to see her again, I don't at all buy that in the few years since we saw her last she's gone from a botched enhanced patient, to a researcher, and is now superspy on par with Jason Bourne. Where this book shines is the look into Breen culture This was absolutely fascinating to me! It's just too bad none of it appeared in the shows or movies, and we can get some visuals. The way the mission went was also well done for the most part.

There's a fair number of reviews that mention the torture scenes, and a few pointing out the swear words. Torture isn't new to Star Trek. The mirror universe had the agony booths, Klingons had a few prison camps as well as the pain sticks, LaForge was tortured by Romulans, Picard by Cardassians Although the first of two scenes could've been implied instead of detailed this didn't really bother me because it was a believable situation, offering more insight for the Breen.

Cursing is also not new to Trek; however in ZSG it seemed ridiculously out of place. In the past swearing was used for laughs, here it felt like a kid just heard the words and is throwing them in wherever to sound 'cool'. My main gripe is with the characters. Peter David pulled off sarcastic characters very well, but his books only had one or two people with that personality. He does action and suspense quite well. Unfortunately his characters aren't that great, especially if they're pre-established. Somewhere along the line Mack seems to have been given carte blanche regarding Bashir and spy stories in Trek, and maybe it's just me but the tone of his books appear to be copied in modern ST.

ZSG is largely just another move toward making ST less trek-like. I get making such a large franchise more accessible, but the cost is turning it into something unrecognizable. Jan 17, C. Phipps rated it it was amazing Shelves: star-trek. A very unusual spy novel. The premise is something which, adjusted to an Earth setting, could be the basis of a James Bond movie. The Typhon Pact Soviets have stolen the secrets of the Slipstream Drive submarine plans and are assembling their own prototype in a secret shipyards unchanged.

Furthermore, because the Typhon Pact killed Federation citizens in their theft, Bashir Bond has carte blanche to use lethal force in the process. Bashir is even allied with a beautiful female agent for the duration of his mission. About the only thing which doesn't happen during this mission is

Bashir sleeping with the beautiful silver-haired dissident. One of the early misapprehensions of the Typhon Pact was that it was going to be the Legion of Doom or a kind of Reagan-era view of the Soviet Union. The Tholians, Tzenkethi, and Breen have been portrayed as nearly universally evil while the Gorn and Romulans have had some pretty solid roles as Federation antagonists. Can you do write about an alliance of totalitarian dictatorships, murderers, and terrorists without making them villains?

Yes, yes you can. Because, that's where things get interesting. David Mack takes the stereotypical "us vs. Star Trek has played around this before using Section 31 but, arguably, failed since so many fans embraced the evil organization as antiheroes as opposed to well-realized villains. Zero Sum Game, by contrast, takes a seemingly binary situation to illustrate why the Federation way is better. Zero Sum Game is an interesting story about humanizing, for lack of a better term, the alien races gathered together in opposition to the Federation. What I liked about the book is it managed to keep the fact the Breen and Romulan governments are lead by vile people whose ideal world includes a boot on the face of humanity forever but more or less rebuttals a lot of the inherent xenophobia in spy fiction.

The Breen are a federation, themselves, consisting of many races formed together into a single body. Unlike the Federation, however, they enforce a mono-culture which attempts to stamp out diversity and dissent. They could have very easily been cast a communist parable but are, instead, depicted as the most capitalist group outside of the Ferengi. The thing is, the Breen aren't a singular entity. We get a nice look at Breen civilians and they're more or less identical to the ones you'd find anywhere on Earth.

The most powerful moment in the book for me is, unexpectedly, a scene where Bashir just sits down and listens to the Breen wandering around a marketplace. They talk about their jobs, kids, supervisors, and spouses. It's a powerful moment, reinforcing what Star Trek is all about. Given I'd been thinking of the Breen as walking experience points from my time fighting them in Star Trek: Online, I was momentarily ashamed. Of course, even Star Trek: Online had a Breen officer disgusted by the actions of his crewmates. So, really, my treating them as walking experience points was my failure rather than the games' own. Meeting Breen dissidents who don't want to necessarily overthrow their governments but, simply, want more freedom was another way of showing the Star Trek Novelse's races aren't necessarily like Dungeons and Dragons species. There's no such thing as, "Always Chaotic Evil. A rip-roaring Cold War adventure between a twisted country which hates freedom, a heroic nation which loves it, dashing super spies, and a narrative which rips to shreds the binary dualism that usually underlines such stories.

The Breen and Romulan governments may be evil but their citizens are not, leading to the serious question as to who war would benefit should the Typhon Pact go to war with the Federation. The answer? Absolutely no one. Zero Sum Game is a ruthless deconstruction of the spy genre while remaining entirely a part of it. By recognizing the fundamental value of "our" enemies, we may defeat them more conclusively than through force. While I don't always agree with their decisions in their books, I believe they have a strong grasp on at least one element of Star Trek that makes their books resonate with me. In David Mack's case, he manages to insert the fact peace and understanding are the forefront of all of the Federation's conflicts as a desired goal.

This is not the case in Babylon Five, Star Wars, or other rival franchises. Victory is. Trek has peace being more desirable than victory, even if it means not getting everything you wanted. Julian Bashir's characterization in this book is great and I would love to see David Mack do further spycraft adventures with him. Still, both sides are always in play during this book. Seeing the conflict inside him over the necessity of killing is great and we get "necessary casualties" examined when the aftermath of his actions are examined by a Breen engineer.

Captain Ezri Dax was kind of underwhelming in this book because I am more invested in her relationship with Julian Bashir than her role as a badass starship Captain. She's become the Kirk-lite of the post-Destiny world and that's great for her but awesome starship tactics as well as radical plans just didn't really move me here. I suppose it's because I was one of Ezri's fans when DS9 was on the air and would have preferred more attention paid to the vulnerable side of her Julian brought out. Another character from DS9 makes a surprise return this book, surprising me as a reader. I won't spoil their identity but their role in this story makes an excellent contrast to Julian.

This character attempts to portray the "ends justify the means" spy role "straight" while Julian subverts it at every turn. The book was so effective at this characterization, a latter revelation made perfect sense. I'm not sure if the Novelse will use the ending of the book to its full effect but if they back off from it, I'll be disappointed.

Thematically, David Mack has created Julian's ultimate nemesis who I would love to see him face in life-and-death struggle. This may be a contrast to my earlier praise of peace and understanding, but just because Captain Kirk made peace with the Gorn doesn't mean I don't like seeing him blow the reptile Captain up. In conclusion, kudos to David Mack for creating this novel and his role in developing the Typhon Pact. You should definitely read this novel. Jan 21, John rated it liked it Shelves: star-trek. I was looking forward to getting into another David Mack novel; the last of his Trek books that I read was the Destiny trilogy, which was easily the best Treklit reading I've ever experienced. This novel retains much of what makes Mack one of the best authors of Treklit.

His dialogue is smoother, crisper, and smarter than perhaps any other Trek author. He's good at making juicy plot points, such as in this James Bond-style covert operation story. But it was a bit of a letdown overall. Basically, I was looking forward to getting into another David Mack novel; the last of his Trek books that I read was the Destiny trilogy, which was easily the best Treklit reading I've ever experienced. Basically, Dr. Julian Bashir starts out the story on Deep Space 9, where he is bored from having lost all his friends to reassignments after the Dominion War. But he gets approached to take on an undercover mission to ruin the Breen's Typhon Pact race that fought on the Dominion side slipstream project, which was jumpstarted by the stealing of Federation designs.

His partner is Sarina Douglas, a canonical character who appeared on DS9. There are some definite high points in the novel. The characters are mostly well-done, but Bashir and Douglas confused me. Bashir seems to be incompetent, perhaps understandable since he is a doctor, not a secret agent. But of course, several times he almost walks right into several big mistakes until Douglas holds him back.

Why does he not seem competent at all until he and Douglas get separated, and then all of a sudden he's James Bond? Further, the story seems to

go by too fast, and seems too contrived. I don't want to reveal too much here, but the way Douglas escapes torture that should immobilize anybody, the way Bashir leaves the Breen planet by attaching himself literally to the hull of a ship, and the climax of the story- I found these a little too cartoonish, more so than you usually find in Trek literature. Looking past that, it's a decent story. The Typhon Pact series definitely could have started off worse. Apr 24, Jedi Master Nate Lightray rated it really liked it. I'm very torn on this book. On the one hand, it's David Mack doing what he does best, which is writing this pulp-throw-away fiction that is so much fun. He has come to stand out amongst his peers as a Star Trek writer. On the other hand, well, it's been mis-labeled.

This is a Section 31 novel, and I was coming in thinking this was going to extend what we read when we read the Destiny Trilogy which was so, so, so good. I like it, a lot, but was ready for more about the Typhon Pact. I love that I'm very torn on this book. I love that Mack brought back the Jack Pack. That group is lovably silly, in that '90s Star Trek way. I think this is something that Discovery is sorely missing, which is those random standalone episodes that advance other aspects of the ST universe.

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