

Stargate Sg 1 The Illustrated Companion Season 9 Stargate Sg 1 The Official Companion

Get ready for a story that will really resonate in your heart—this marks the beginning of a classic fantasy tale full of epic world building!! A princess who does not yet know her destiny and a boy driven by the urging of his mysterious “peach” powers—when these two meet, it kicks off an epic adventure!! A princess who aspires to see the world, Saltharine, asks a traveler, Mikoto, to take her outside the walls of her home country. But then a group of “ogres,” creatures with immense power, attack the castle, upending the princess’s peaceful homeland in an instant!! Sally has something she must accomplish, even if it means using a power so terrible that it could wipe out every last ogre. After defeating Juki to protect the Western Wood, she reaffirms that before setting out again to see the world with her comrades. Once they reach the next city, they begin hearing rumors of a “vampire” that drains victims of their blood?! Tune in for this fantasy adventure about a band of heroes who want to change the world, even if only a little, for the better! New arrivals in this volume include...angels?! Wait, does that mean someone dies?!

This is the official companion to seasons 5 and 6 of the hit TV series spin-off from the blockbuster action-adventure movie "Stargate." Featuring more exclusive new interviews with all the cast and crew, giving the in-depth, inside story of the hit sci-fi show; story synopses are followed by extensive commentary and detailed behind-the-scenes information.

A full-length analysis of the popular phenomenon of American science fiction television argues that the genre has replaced the Western in the American cultural imagination; explores common themes in science fiction—including politics, ideology, ethnicity, gender, and militarism--and examines narrative patterns and visual styles as exemplified by key science fiction series. Original. What is it about the TV show Stargate SG-1 that makes it so popular - so different from comparable series? A comprehensive introduction for new fans and a multi-season storyline and character development reference for longtime fans. Interesting facts and sidebars for each episode uncover not only the myths and science behind the stories but the writing, directing and special effects used to tell them. With exclusive interviews with cast members, writers, directors and special effects supervisors, this is THE story of the CGI wunderkind that is SG-1.

The Essential Cult TV Reader is a collection of insightful essays that examine television shows that amass engaged, active fan bases by employing an imaginative approach to programming. Once defined by limited viewership, cult TV has developed its own identity, with some shows gaining large, mainstream audiences. By exploring the defining characteristics of cult TV, The Essential Cult TV Reader traces the development of this once obscure form and explains how cult TV achieved its current status as legitimate television. The essays explore a wide range of cult programs, from early shows such as Star Trek, The Avengers, Dark Shadows, and The Twilight Zone to popular contemporary shows such as Lost, Dexter, and 24, addressing the cultural context that allowed the development of the phenomenon. The contributors investigate the obligations of cult series to their fans, the relationship of camp and cult, the effects of DVD releases and the Internet, and the globalization of cult TV. The Essential Cult TV Reader answers many of the questions surrounding the form while revealing emerging debates on its future.

Help young fans get in touch with their inner geeks with the ultimate guidebook for creating, sharing, and enjoying the world of fandom. Being a fan is a big deal. Whether it's comics, video games, podcasts, cosplay, books, films, or something else, there are so many ways to share and celebrate with the things that you love. So, it's high time for a guide to help young fans navigate the world of fandom and its many flourishing communities—from fan works to cosplay, gaming, podcasting, and more! Filled with history, trivia, tips and advice to getting started, and insight from creators and artists from across pop culture and specializing in a wide variety of mediums, A Kid's Guide to Fandom is the perfect geeky primer for young fans. Organized by type of fandom medium, each chapter offers a brief introduction, facts, history sidebars, and easy to digest information on how to: Create Fan Fic or Fan Art Design and Create a Cosplay Start a Podcast Design and Create Games (video games, tabletop, and other role playing games) Find and Create Supportive Communities Find and Attend Conventions Plus, interviews with popular creatives like Alan Gratz, Erin Lefler, Jen Bartel, Daniel José Older, Rose Eveleth, Kat Kruger, Jordan Dené Ellis, Liz Crowder, and more.

In a family torn apart by poverty and violence, Hekat is no more than an unwanted mouth to feed, worth only a few coins from a passing slave trader. But Hekat was not born to be a slave. For her, a different path has been chosen. It is a path that will take her from stinking back alleys to the house of her God, from blood-drenched battlefields to the glittering palaces of Mijak. This is the story of Hekat, precious and beautiful. A new fantasy trilogy of power and politics, treason and betrayal, and the rise and fall of Empires ...

Describes the monsters and aliens created for the various universes of Lucasfilm, and provides a personal message from each creature

Filled with gorgeous illustrations and artwork from HBO's hit series, The Art of Game of Thrones is the definitive collection.

Beautifully crafted and presented in a deluxe, large format, these pages present a visual chronicle of the meticulous work done by artists to bring the world of Westeros to life on-screen.

A tribute to half a century of science-fiction and fantasy television includes coverage of such examples as The Twilight Zone, Buffy the Vampire Slayer, and Heroes, in a fan's resource that draws on writer and originator interviews and is complemented by black-and-white photography. Original.

Travel where no man has gone before with this decade-by-decade progression of science-fiction classics. From the classic, low-budget space exploration Flash Gordon tales of the Saturday matinee serials, to the slick CGI-realized world of The Matrix, science-fiction films have long been pushing the boundaries of the visually and dramatically fantastic—turning the known world on its head, playing with the laws of physics, and all the while holding their audience spellbound. The Science Fiction Universe . . . and Beyond offers a breadth of knowledge, insight, and passion to a century of close encounters, black holes, time travel, distant planets, impossible quests, nuclear war, futuristic technology, inexplicable forces, spaceships, extraordinary monsters, and subterranean societies. Arranged chronologically, showing the progression of sci-fi over the decades, and delving into interesting back stories and trivia, this volume includes a variety of classic films and television shows, such as The Day the Earth Stood Still (1951), Invasion of the Body Snatchers (1956), The Twilight Zone (1959–1964), Doctor Who (1963–1989), 2001: A Space Odyssey (1968), A Clockwork Orange (1971), Star Wars, Episode IV—A New Hope (1977), Alien (1979), E.T.: The Extra-Terrestrial (1982), Star Trek: The Next Generation (1987–1994), Terminator 2: Judgment Day (1991), Stargate SG-1 (1997–2007), Battlestar Galactica (2004–2009), and many others.

An equal parts haunting and hilarious deep-dive review of history's most notorious and cold-blooded serial killers, from the creators of the award-winning Last Podcast on the Left Since its first show in 2010, The Last Podcast on the Left has barreled headlong into all things horror, as hosts Henry Zebrowski, Ben Kissel, and Marcus Parks cover subjects spanning Jeffrey Dahmer, werewolves, Jonestown, and supernatural phenomena. Deeply researched but with a morbidly humorous bent, the podcast has earned a dedicated and aptly cultlike following for its unique take on all things macabre. In their first book, the guys take a deep dive into history's most infamous serial killers, from Ted Bundy to John Wayne Gacy, exploring their origin stories, haunting habits, and perverse predilections. Featuring newly developed content alongside updated fan favorites, each profile is an exhaustive examination of the darker side of human existence. With appropriately creepy four-color illustrations throughout and a gift-worthy paper over board format, The Last Book on the Left will satisfy the bloodlust of readers everywhere.

Six of the very best scripts from the smash hit show, now shown on the Sci Fi Channel(, are joined by bonus materials including an in-depth introduction about the writing of the show, deleted scenes, commentary and background, rare pictures, and exclusive interviews with the writers. Photos.

The bodies are piling up, the cops won't help, the suspects won't talk. Nancy and crew have one move: Infiltrate the PALACE OF WISDOM, a pop-up club full of danger and drugs. Will Nancy be able to crack the case before she, or one of her crew, is targeted next? The mystery goes deeper, by Eisner Award nominee KELLY THOMPSON (Hawkeye, West Coast Avengers) and JENN ST-ONGE (The Misfits, Giant Days).

With Earth threatened by extraterrestrial invasion, it's up to SG-1 to defend the planet. Get the inside scoop on the series and live the adventure. Meet the team from O'Neill, Carter and Jackson to Teal'c and join them on their top secret intergalactic missions as they uncover the mysteries of new planets and encounter never-seen-before races, some friendly, some hostile. Explore Stargate Command level-by-level, then sneak on board the spectacular Prometheus spaceship. Includes an exclusive DVD packed with Stargatematerial - every fan's dream.

Taking up from where the blockbuster Stargate movie left off, Stargate SG-1 has quickly become a sci-fi phenomenon in its own right. The hit series continues the story of Colonel Jack O'Neill (Richard Dean Anderson) and his elite military team as they probe the secrets of the Stargate; the mysterious, ancient portal that allows instantaneous travel to remote planets throughout the universe. Here, at last, is the authorised guide to the show. Stargate SG-1 - The Illustrated Companion Volume 1 is an in-depth look at the first two seasons, packed with behind-the-scenes interviews, many previously unpublished pictures, and a comprehensive episode guide. Exclusive! Featuring contributions written by the cast, including Richard Dean Anderson, giving their own unique take on the character they play!

A critical study of the cult television series Stargate SG-1 and its spinoff, Stargate Atlantis, provides a close-up look at its characters, themes, plots, representations of alien cultures, interaction with fan fiction, and more, accompanied by a complete episode guide of both series, an interview with a staff writer, and a glossary of terms. Original.

Presents an illustrated, in-depth guide to the settings, characters, groups, weapons, vehicles, and protective gear in the fourth chapter of the adventure video game series.

Spanning the life of the series--from the 1970s original, through the internet "webisodes," and up to the end of the current series' third season--this guide is the ultimate resource for Battlestar Galactica. Featuring an interview with producer Ron Moore a Hardbound, full color

This ultimate handbook for ladies living the nerdy life is a fun and feminist take on the often male-dominated world of geekdom. Fandom, feminism, cosplay, cons, books, memes, podcasts, vlogs, OTPs and RPGs and MMOs and more—it's never been a better time to be a girl geek. With delightful illustrations and an unabashed love for all the in(ternet)s and outs of geek culture, this book is packed with tips, playthroughs, and cheat codes, including: • How to make nerdy friends • How to rock awesome cosplay • How to write fanfic with feels • How to defeat internet trolls • How to attend your first con And more! Plus insightful interviews with fangirl faves, like Jane Espenson, Erin Morgenstern, Kate Beaton, Ashley Eckstein, Laura Vandervoort, Beth Revis, Kate Leth, and many others.

Stargate SG-1 continues to maintain its status as the number one sci-fi show around, as General Jack O'Neill (Richard Dean Anderson) and the elite military team, SG-1, explore the worlds and face the challenges beyond the Stargate: a mysterious, ancient portal that allows instantaneous travel to remote planets throughout the universe.

TV series, Dark Matter, to premiere on Syfy June 12, 2015! The six-person crew of a derelict spaceship awakens from stasis in the farthest reaches of space. Their memories wiped clean, they have no recollection of who they are or how they got on board. The only clue to their identities is a cargo bay full of weaponry and a destination—a remote mining colony that is about to become a war zone! With no idea whose side they are on, they face a deadly decision. Will these amnesiacs turn their backs on history, or will their pasts catch up with them? Collects issues #1-#4 of the miniseries. * Sci-fi action from the writers of Stargate SG-1!

First there was the blockbuster movie "Stargate," then the hit TV series "Stargate SG-1," and now the equally successful spinoff show "Stargate: Atlantis." This work is the official companion to the show's third season, packed with behind-the-scenes interviews, an episode guide, and scores of photos.

With 165 color images, this stunning visual companion to Anonymous captures the striking recreation of the Elizabethan period that imagines Edward de Vere, the Earl of Oxford, as the true author of the plays credited to William Shakespeare. The brilliant work of the talented filmmakers is celebrated in this book that features: a fascinating introduction by director Roland Emmerich (10,000 BC, 2012, The Day After Tomorrow, The Patriot, Independence Day) an essay by screenwriter John Orloff (Band of Brothers, Legends of the Guardians, A Mighty Heart) essays on the Shakespeare authorship question by Mark Twain and by Charles Beauclerk (author of Shakespeare's Lost Kingdom) illustrated script excerpts, sidebars on historical references, concept drawings, and production illustrations commentaries from the cast and crew on the film's production, costume design, cinematography, and visual effects an extensive bibliography Here is a riveting portrayal of the complex world of Shakespeare's times, when scandalous political intrigue, illicit romances in the royal court, and the schemes of greedy nobles hungry for the power of the throne were exposed in the most unlikely of places: the London stage.

Daniel Jackson's successful decoding of the ancient Stargate hieroglyphics opened the inter-dimensional doorway to thousands of alien worlds. SG-1 leads the USAF effort to establish alliances with other races and find new technologies

to be used against the ever present threat of the Goa'uld. Posing as the mythological gods, these parasitic creatures subjugate the races of the universe under their self-serving banners, destroying those who would stand against them. Jack has been captured by the Goa'uld and his very memories may be used against the SGC in an all out alien invasion. The SG-1 team must find a way to infiltrate a planet of enemies mobilizing for war to rescue their fallen leader.

Featuring exclusive never before seen concept art with a killer Glow-in-the-Dark cover, this is the art book that Rick and Morty fans have been waiting for! The animated science-fiction adventures of Rick and Morty are irreverent, shocking, and hilarious--from the cynical and rapid-fire one liners, to the grotesquely and endearing character designs. Now, take a deep trans-dimensional dive into the creation of these many insane universes with The Art of Rick and Morty! This new book is a must-have, not only for followers of the series, but for fans of animation as well! Featuring intimate commentary from the show's creators accompanying a vast collection of process, concept, and production art, this striking volume offers a tantalizing exploration of one of the most outlandish and beloved shows on television. Don't miss your chance to see the amazing art that goes into creating this twisted and fantastic Adult Swim series!

With the full cooperation of the Jordan estate, The Eye of the World has been turned into a stunning comic book series written by Chuck Dixon and illustrated by Chase Conley. The first Robert Jordan graphic novel, New Spring: the Graphic Novel, was a New York Times bestseller. The Eye of the World: The Graphic Novel, Volume One begins Robert Jordan's epic fantasy tale by introducing Rand al'Thor and his friends Matrim and Perrin at the spring festival. Moiraine Damodred and Lan Mandragoran appear, and almost before Rand knows it, he and his friends are fleeing his home village with Moiraine, Lan, and Egwene al'Vere, the innkeeper's daughter, who wishes to become an Aes Sedai. The conclusion of this volume leaves the travelers on the road to Baerlon, barely ahead of the pursuing Trollocs and Draghkar. As they run for their lives, Moiraine and Lan begin to teach the young people what they need to know to survive in this dangerous world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The adventures of Vampire Hunter D continue! Vampires: murderous creatures in the shape of humans, they stalk the night feeding on the blood of innocents. Seemingly immortal, they can be destroyed only by the use of a stake through the heart, severing of their heads, or exposure to sunlight. By the year 12, 090 A.D. vampires have ruled the Earth for almost 300 years, and it is only these weaknesses that have kept these foul monsters from totally overrunning the world. But what happens when those rules no longer apply? The village of Tsepesh sits in the eternal shadow of an abandoned castle, a onetime stronghold of the Nobility, the vampire lords who rule the devastated wasteland of the future. Ten years ago four children disappeared while playing near the castle, only to mysteriously reappear a month later. Now vampires have begun to hunt in the daylight. Are the two events connected? The villagers turn to the vampire hunter known only as D, but as he follows the children, now adults, the answers he finds may be more terrifying than anything he could ever imagine. FOR MATURE READERS

A guide to the locations from "Star Wars, Episode II, Attack of the Clones" includes the planets Coruscant and Kamino, as well as details and cross-sections of sites from the Jedi Temple to the execution arena on Geonosis.

Techno-heaven or techno-hell? If you believe many scientists working in the emerging fields of twenty-first-century technology, the future is blissfully bright. Initially, human bodies will be perfected through genetic manipulation and the fusion of human and machine; later, human beings will completely shed the shackles of pain, disease, and even death, as human minds are downloaded into death-free robots whereby they can live forever in a heavenly "posthuman" existence. In this techno-utopian future, humanity will be saved by the godlike power of technology. If you believe the authors of science fiction, however, posthuman evolution marks the beginning of the end of human freedom, values, and identity. Our dark future will be dominated by mad scientists, rampaging robots, killer clones, and uncontrollable viruses. In this timely new book, Daniel Dinello examines "the dramatic conflict between the techno-utopia promised by real-world scientists and the techno-dystopia predicted by science fiction." Organized into chapters devoted to robotics, bionics, artificial intelligence, virtual reality, biotechnology, nanotechnology, and other significant scientific advancements, this book summarizes the current state of each technology, while presenting corresponding reactions in science fiction. Dinello draws on a rich range of material, including films, television, books, and computer games, and argues that science fiction functions as a valuable corrective to technological domination, countering techno-hype and reflecting the "weaponized, religiously rationalized, profit-fueled" motives of such science. By imaging a disastrous future of posthuman techno-totalitarianism, science fiction encourages us to construct ways to contain new technology, and asks its audience perhaps the most important question of the twenty-first century: is technology out of control?

Everything you need to know about the new LEGO® MovieLEGO® Movie The Essential Guide features character profiles and location spreads from the upcoming movie, scheduled for release in February 2014. Plus, there are behind the scenes features about how the movie was made.LEGO® Movie The Essential Guide is the perfect companion to the glitz and glamour of the LEGO® Movie.

Stargate SG-1The Illustrated Companion Season 10Titan Books

Provides a guide to all twenty episodes of the tenth season, offering in-depth profiles of the major characters, interviews with the cast and crew, and a behind-the-scenes look at costumes, stunts, and production design.

Born in ancient Egypt, the high priestess Sekhmet was cursed by the sun god Ra to walk the Earth forever as the feline heroine Pantha! Dynamite proudly presents her very best tales from Vampirella Magazine, reprinting her every appearance from the classic horror anthology where it all began. From her first appearances in solo adventures through her inclusion into the regular cast of the ongoing Vampirella storyline, The Best of Pantha captures all the magic, mystery, and malevolence of the immortal were-panther's early publishing history. Featuring tales by legendary horror writers Steve Skeates, Budd Lewis, and Bill Dubay, and brought to life by the incomparable artistic talents of Auraleon, Jose Gonzalez, Esteban Maroto, Ramon Torrents, and Jeff Jones!

An uproarious fan's reference to the Angry Birds Star Wars video-game universe describes important battles, key locations and egg-smashing weapons while profiling characters ranging from Ham Solo and Lard Vader to C-3PYolk and R2-EGG2.

Provides a chronological, in-depth survey of American science fiction television series from the 1950s through the present day.

This Crayon d'Or prize-winning graphic novel is an incredible Terry Gilliam-esque fantasy tale, penned by the award-winning author of the acclaimed Valerian spin-off. Azimut features a host of quirky characters in a colourful fantasy world whose lives are turned upside down when the magnetic North pole simply disappears! Time and death are not what they seem in this world - old professor Aristide Breloquinte spends his time studying the peculiarities on his laboratory ship, fearful of the dreaded Time Snatcher! The beautiful Manie Ganza, who seems convinced that time is money, daringly robs and outwits the pompous rulers across the land. Add in an intrepid explorer who can't find North, and an aeronaut/talking rabbit duo on a personal quest for love, and you've got a fantasy adventure full of nonsense and excitement! Wilfrid Lupano spins a wonderful yarn of fun, flawed characters - who could've jumped straight out of the works of Lewis Carroll - on a spectacular adventure, with mesmerising art by Jean-Baptiste Andréae.

Over 600 blood-soaked pages, collecting Hiroaki Samura's captivating "Secrets," "Fall Frost," and "Beasts" story arcs! Rin's purportedly immortal protector, Manji, was enlisted to help her hunt down the ruthless Itto-ryū sword school that murdered her parents. With Rin searching for the eccentric Itto-ryū leader Anotsu Kagehisa on her own now, Manji joins forces with Magatsu--a charming, fan-favorite killer--to take on the evil Shira! Hyakurin and her fellow Mugai-ryū warriors tangle with the devious Itto-ryū clan, too, and suffer serious losses! Collects Blade of the Immortal volumes 10 to 12 in the original 7x10 serialized format, in a faux-leather hardcover treatment, and with a bookmark ribbon.

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