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Stargate: Daniel Jackson

Kate and Michael are roommates living in the Oakland hills, working at the same Trader Joes supermarket. A night of drunken revelry changes their lives forever, but not in the way that anyone would expect. A slow-spreading plague of zombie-ism breaks out at their house party, spreading amongst their circle of friends, and simultaneously through the Bay Area. This zombie plague — an STD of sorts — is spread through sex and kissing, turning its victims into mindless, horny, voracious killers. Thrust into extremes by this

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slow-motion tragedy, Kate and Michael are forced to confront the choices they've made in their lives, and their fears of commitment, while trying to stay alive and reunite in the one place in the Bay Area that's likely to be safe and secure from the zombie hordes: Alcatraz.

City of Saints and Madmen

Turk Findley and his young friend Isaac Dvali are transported ten thousand years into the future world of "the Hypotheticals," where they are directed to travel to a dying Earth and fulfill a potentially apocalyptic prophecy.

Stargate 2012 Alignment

HEROES DIE But Caine's no hero. He's an assassin. Renowned throughout the land of Ankhana as the Blade of Tyshalle, Caine has killed his share of monarchs and commoners, villains and heroes. He is relentless, unstoppable, simply the best there is at what he does. He is free. At home on Earth, Caine is Hari Michaelson, a superstar whose adventures command an audience of billions. Yet he is shackled by a rigid caste society, bound to ignore the grim fact that men die on a far-off world for the entertainment of his own planet--bound to keep his rage in check. But now Michaelson has crossed the line. His estranged wife, Pallas Rill, has mysteriously disappeared in the slums of Ankhana. To save her, he must confront the greatest challenge of his life: a lethal game of cat and mouse with the most

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treacherous rulers of two worlds. Matthew Woodring Stover has created a spectacular, page-turning epic where a Jackal-type assassin maneuvers through a vivid Tolkienesque world. With a plot as driven as its main character and drawn against a setting as vivid as the very best in fantasy, *Heroes Die* is a brilliant feat of the imagination.

Air

Presents the novelization of the pilot of the hit sci-fi adventure TV show, *Stargate Atlantis*.

The Loving Dead

Unable to refuse a call to arms, commando Jack O'Neil, renegade Egyptologist Daniel Jackson, and the people of Abydos begin a desperate quest for freedom one million light years away from the planet Earth. Original.

We Want to Believe

A brutal society needs the team to harness Wraith technology.

Chasing Zebras

With the Stargate smashed and buried, Egyptologist Daniel Jackson, commando Jack O'Neil, and the survivors of Abydos are trapped on a seemingly peaceful planet, but the catlike creatures who inhabit could present a grave danger. Original.

Resistance

This book analyzes the mythological content of five television franchises within the genre of science fiction, fantasy and horror: The X-Files & Millennium, Babylon 5 & Crusade, Buffy the Vampire Slayer & Angel, Stargate and Star Trek. The central themes are errand into the wilderness, emancipation from larger powers, individual responsibility, prophecy, apocalyptic scenarios, fundamentalism, artificial intelligence, as well as hybridity, gender roles, psychotic narration, and others. The theoretical basis for this work are both a conventional cultural studies perspective as well as memetics, an evolutionary perspective of culture and literature that is utilized in this volume as an approach to studying genre at the example of the five case studies.

The Price You Pay

The sisters of Sea Haven, bound by the heart and the magical power of the elements, return in this soul-stirring new novel from Christine Feehan, #1 New York Times bestselling author of Spirit Bound Air Bound For as far back as she can remember, Airiana Ridell has always been aware of her extraordinary gift. She can intuit revealing and illuminating “patterns” in the air around her—whether in a spray of mist, in billowing clouds, or in the dense swirls of an impenetrable fog. Her abilities led to her placement in a secret government training facility when she was a child, but everything changed after her mother was murdered. Airiana fled the program,

but she couldn't outrun the desperate members of a shadowy cabal who want her, who need her, who will kill to get her. Kidnapped and held aboard a ship bound for dangerous seas, her only chance for rescue is Maxim Prakenskii. He has his reasons for helping her, but he isn't about to reveal them to Airiana. Not yet. Not as the two are drawn together as moth to flame. Not when there are so many secrets yet untold that could shatter the quaint community of Sea Haven and all who reside there...

Stargate Atlantis

Colonel Jack O'Neill and his SG-1 team find themselves stranded on a primitive world where the inhabitants pay homage to the Goa'uld by providing their best specimens as host bodies for their young.

Stargate SG1 Compendium

Stargate: Atlantis is back with brand new comic book adventures that pick up right where the acclaimed TV series left off! Comic art legend Greg LaRocque (Flash: The Return of Barry Allen, Web of Spider-Man) and newcomer Scottie Watson join the writing team of Mark L. Haynes & J.C. Vaughn (24, Stargate Universe) to deliver the powerful and long-awaited new tales of John Sheppard, Teyla, Ronon, Rodney McKay and the rest of the beloved characters. After Atlantis is stranded on Earth following the events in the series' cliffhanger ending, what surprising danger threatens them and our whole planet? And while they're on Earth, what new menace enters the scene in the

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Pegasus galaxy? All will be revealed in this exciting new collection of American Mythology's first two story arcs, StargateAtlantis: Back To Pegasus and Stargate Atlantis: Gateways, the comics that made one review say, "As far as television franchises continuing on in comic books I think this one is definitely the most authentic to the series."

Retribution

"This work traces specific topics from 1925 through the 2005-2006 season. Entries include themes as adolescence, adult film actresses, bars, espionage, gays, immigrants, lawyers, transsexuals and truckers. Locations like Canada, Hawaii, New York and Los Angeles. Each entry displays how television's treatment of subjects has changed over years. Each entry contains series, pilot, special and experimental program information"--Provided by publisher.

Deus Ex: Black Light (Deus Ex: Mankind Divided prequel)

This carefully crafted ebook is formatted for your eReader with a functional and detailed table of contents. The sixth season of the fantasy drama television series Game of Thrones premiered on HBO on April 24, 2016, and concluded on June 26, 2016. It consists of ten episodes, each of approximately 50-60 minutes, largely of original content not found in George R. R. Martin's A Song of Ice and Fire series. Some material is adapted from the upcoming sixth novel The Winds of Winter and the fourth and fifth

novels, A Feast for Crows and A Dance with Dragons. The series was adapted for television by David Benioff and D. B. Weiss. HBO ordered the season on April 8, 2014, together with the fifth season, which began filming in July 2015 primarily in Northern Ireland, Spain, Croatia, Iceland and Canada. Each episode cost over \$10 million. This book has been derived from Wikipedia: it contains the entire text of the title Wikipedia article + the entire text of all the 593 related (linked) Wikipedia articles to the title article. This book does not contain illustrations. e-Pedia (an imprint of e-artnow) charges for the convenience service of formatting these e-books for your eReader. We donate a part of our net income after taxes to the Wikimedia Foundation from the sales of all books based on Wikipedia content.

SGU, Stargate Universe

This volume highlights North American animated television series broadcast between 1948 and 2016, providing credits for their original broadcast period and significant members of the cast and crew, as well as short descriptive and critical analyses.

Approaching the Possible

The life of a seemingly ordinary man is turned upside down by the events that transpire after a freak accident. He happens across a device of unknown origin that possesses abilities that endow the owner to defy the laws of nature, and the known universe. Part one of a series that follows the dramatic

challenges in the main character's belief system about the universe, humanity's origins and nearly every aspect of normality. This story promises to entertain you with a blend of sci-fi, action and drama, romance and comedy, and a little spirituality and metaphysics to boot. The action is heart thumping and the drama is engrossing.

Egyptscape

Nemesis Games

Without food, supplies, or a way home, Colonel Everett Young finds himself in charge of a mission that has gone wrong before it has even begun. Stranded and alone on the far side of the universe, the mismatched team of scientists, technicians, and military personnel have only one objective: staying alive. As personalities clash and desperation takes hold, salvation lies in the hands of Dr. Nicholas Rush, the man responsible for their plight.

Vortex

The definitive story of the making of 2001: A Space Odyssey, acclaimed today as one of the greatest films ever made, and of director Stanley Kubrick and writer Arthur C. Clarke—"a tremendous explication of a tremendous film....Breathtaking" (The Washington Post). Fifty years ago a strikingly original film had its premiere. Still acclaimed as one of the most remarkable and important motion pictures ever made,

2001: A Space Odyssey depicted the first contacts between humanity and extraterrestrial intelligence. The movie was the product of a singular collaboration between Stanley Kubrick and science fiction visionary Arthur C. Clarke. Fresh off the success of his cold war satire *Dr. Strangelove*, Kubrick wanted to make the first truly first-rate science fiction film. Drawing from Clarke's ideas and with one of the author's short stories as the initial inspiration, their bold vision benefited from pioneering special effects that still look extraordinary today, even in an age of computer-generated images. In *Space Odyssey*, author, artist, and award-winning filmmaker Michael Benson "delivers expert inside stuff" (San Francisco Chronicle) from his extensive research of Kubrick's and Clarke's archives. He has had the cooperation of Kubrick's widow, Christiane, and interviewed most of the key people still alive who worked on the film. Drawing also from other previously unpublished interviews, *Space Odyssey* provides a 360-degree view of the film from its genesis to its legacy, including many previously untold stories. And it features dozens of photos from the making of the film, most never previously published. "At last! The dense, intense, detailed, and authoritative saga of the making of the greatest motion picture I've ever seen...Michael Benson has done the Cosmos a great service" (Academy Award-winning actor Tom Hanks).

Stargate Universe

Dining on Babylon 5

"I look for zebras because other doctors have ruled out all the horses."--Dr. Gregory House Medical students are taught that when they hear hoofbeats, they should think horses, not zebras, but Dr. House's unique talent of diagnosing unusual illnesses has made House, M.D. one of the most popular and fascinating series on television. In "Chasing Zebras: The Unofficial Guide to House," M.D., Barbara Barnett, widely considered a leading House expert, takes fans deep into the heart of the show's central character and his world, examining the way this medical Sherlock Holmes's.

Broadcasting & Cable

The Hollywood Reporter

The fifth book in the NYT bestselling Expanse series, Nemesis Games drives the crew of the Rocinante apart, and as they struggle to survive, the inner planets fall victim to an enemy's catastrophic plan. Now a Prime Original series. A thousand worlds have opened, and the greatest land rush in human history has begun. As wave after wave of colonists leave, the power structures of the old solar system begin to buckle. Ships are disappearing without a trace. Private armies are being secretly formed. The sole remaining protomolecule sample is stolen. Terrorist attacks previously considered impossible bring the inner planets to their knees. The sins of the past are returning to exact a terrible price. And as a new human order is struggling to be born in blood and fire,

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James Holden and the crew of the Rocinante must struggle to survive and get back to the only home they have left. Nemesis Games is a breakneck science fiction adventure following the bestselling Cibola Burn. The Expanse Leviathan Wakes Caliban's War Abaddon's Gate Cibola Burn Nemesis Games Babylon's Ashes Persepolis Rising Tiamat's Wrath The Expanse Short Fiction The Butcher of Anderson Station Gods of Risk The Churn The Vital Abyss Strange Dogs

Halcyon

Dynamite opens the Stargate again! This time around, they're featuring fan-favorite character and resident bad boy Daniel Jackson as he heads off world (through a Stargate, of course) to explore a seemingly primitive planet with deadly treasure and danger all around!

The Encyclopedia of American Animated Television Shows

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.

Heroes Die

The Physics of Star Wars

From the first episode to the latest feature film, two main symbols provide the driving force for the iconic television series *The X-Files*: Fox Mulder's "I Want to Believe" poster and Dana Scully's cross necklace. Mulder's poster may feature a flying saucer, but the phrase "I want to believe" refers to more than simply the quest for the truth about aliens. The search for extraterrestrial life, the truth that is out there, is a metaphor for the search for God. The desire to believe in something greater than ourselves is part of human nature: we want to believe. Scully's cross represents this desire to believe, as well as the internal struggle between faith and what we can see and prove. *The X-Files* depicts this struggle by posing questions and exploring possible answers, both natural and supernatural. Why would God let the innocent suffer? Can God forgive even the most heinous criminal? What if God is giving us signs to point the way to the truth, but we're not paying attention? These are some of the questions raised by *The X-Files*. In the spirit of the show, this book uses the symbols and images presented throughout the series to pose such questions and explore some of the answers, particularly in the Christian tradition. With a focus on key themes of the series--faith, hope, love, and truth--along the way, this book journeys from the

desire to believe to the message of the cross.

The Taming of the Shrew

Egyptologist Daniel Jackson and Colonel Jack O'Neill struggle to unlock the secrets of the StarGate in order to save Earth from the evil goddess Hathor

Relativity

The American people are frustrated with their government-dismayed by a series of high-profile failures (Iraq, Katrina, the financial meltdown) that seems to just keep getting longer. Yet the US has a proud history of great achievements: victory in World War II, the national highway system, welfare reform, the moon landing. The US need more successes like these to reclaim the government's legacy of competence. In *If We Can Put a Man on the Moon*, William Eggers and John O'Leary explain how to do it. The key? Understand-and avoid-the common pitfalls that trip up public-sector leaders during the journey from idea to results. The authors recount surprisingly entertaining stories of public policy initiatives that succeeded beyond all imagination, including the Marshall Plan, the 1996 welfare reform and London's Congestion Charge. They also find lessons in failures, including Boston's Big Dig and the Challenger disaster. *If We Can Put a Man on the Moon* shows how government really works with an optimistic and non-partisan look at the kinds of large government endeavors that have shaped US history and that are unfolding in the news right now. Ultimately, however,

the authors show us that good ideas are just the beginning of a successful initiative. With proper design, commitment, implementation and re-evaluation, our leaders can once again accomplish big things. The authors identify pitfalls including: The Partial Map Trap: Fumbling handoffs throughout project execution The Tolstoy Syndrome: Seeing only the possibilities you want to see Design-Free Design: Designing policies for passage through the legislature, not for implementation The Overconfidence Trap: Creating unrealistic budgets and timelines The Complacency Trap: Failing to recognize that a program needs change At a time of unprecedented challenges, this book, with its abundant examples and hands-on advice, is the essential guide to making government work better. A must-read for every public official, this book will be of interest to anyone who cares about the future of democracy.

The Emancipation of the Soul

Stargate Command's attempts to sign a treaty with the Pack, a race of gypsy space travellers, is jeopardised by a series of attacks from an unknown enemy. While searching for the perpetrators, Jack begins to suspect that the Pack are concealing a dangerous secret.

e-Pedia: Game of Thrones (season 6)

If We Can Put a Man on the Moon--

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in a world known as P4V-837, the SG-1 team encounters the Kayechee, a race of apparently hospitable natives, but, after a few hours on the planet, the members of the team find themselves experiencing bizarre hallucinations that become progressively darker and more terrifying. Reissue. (A Sci-Fi Channel series, starring Richard Dean Anderson)

Rebellion

Stargate Atlantis

Searching for their lost crew after the terrible events of Homecoming, the Stargate Atlantis team turns to their enemies for help as Teyla and Ronon seek information from the Genii, and Colonel Sheppard reopens tense negotiations with the Wraith. Original.

The Morpheus Factor

ILLUMINATE THE SHADOWS The year is 2029, and the shining promise of a new age of human augmentation is in ruins in the wake of the devastating 'Aug Incident' - a horrific catastrophe triggered by a cabal of shadowy power brokers, where millions of cybernetically-enhanced people suffered a forced psychotic break. Awakening in the aftermath of a changed world, with gaps in his memories and suspicion on all sides, augmented ex-cop and former security operative Adam Jensen struggles to piece his life back together, in a new reality where 'Augs' have

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become the targets of hatred, fear and violent discrimination. Now the dark forces behind the Incident are gathering once again, reaching out to manipulate the course of global events through terror and intimidation. To find the answers that he seeks and the people who destroyed everything he knew, Jensen must return to the ashes of the past, reconnect with old allies, and risk all to expose a deadly conspiracy - but in a world shattered by secrets, can the truth be brought into the light? A brand-new official Deus Ex novel, bridging events between Deus Ex: Human Revolution and the brand-new game Deus Ex: Mankind Divided.

Space Odyssey

Stargate Universe begins right where Season Two of the acclaimed science fiction TV series ended, with the crew and unwilling passengers of Destiny set to cross a vast expanse of space with no margin for error. With almost all of the willing and unwilling crew of the ancient starship Destiny in suspended animation, only Eli Wallace is left awake to repair his own stasis pod before time runs out. While he races against time, a new and unexpected danger threatens the fragile plan designed to keep everyone alive and away from the aliens who had been pursuing them. What is the next chapter in the Stargate Universe saga? Find out right here! Come with us and join the fight to get #BackToDestiny! This graphic novel collects Stargate Universe #1-6.

Encyclopedia of Television Subjects,

Themes and Settings

"Explore the mystical power of the Force using quantum mechanics, find out how much energy it would take for the Death Star or Starkiller Base to destroy a planet, and discover how we can potentially create our very own lightsabers. Explore the physics behind the world of Star Wars, with engaging topics and accessible information that shows how we're closer than ever before to creating technology from the galaxy far, far away--perfect for every Star Wars fan!"--

Air Bound

Egyptscape is a free-wheeling adventure story involving time travel, an out of work Egyptologist, and a government sponsored experiment that opened the door to a long-dead ancient civilization, and the inevitable contamination due to the crossing of time.

Rising

In City of Saints and Madmen, Jeff VanderMeer has reinvented the literature of the fantastic. You hold in your hands an invitation to a place unlike any you've ever visited--an invitation delivered by one of our most audacious and astonishing literary magicians. City of elegance and squalor. Of religious fervor and wanton lusts. And everywhere, on the walls of courtyards and churches, an incandescent fungus of mysterious and ominous origin. In Ambergris, a would-be suitor discovers that a sunlit street can become a

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killing ground in the blink of an eye. An artist receives an invitation to a beheading—and finds himself enchanted. And a patient in a mental institution is convinced he’s made up a city called Ambergris, imagined its every last detail, and that he’s really from a place called Chicago.... By turns sensuous and terrifying, filled with exotica and eroticism, this interwoven collection of stories, histories, and “eyewitness” reports invokes a universe within a puzzlebox where you can lose—and find—yourself again. From the Trade Paperback edition.

The Lost

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 shows third season, packed with behind-the-scenes interviews, an episode guide, and scores of photos.

Window to the Stars

Stargate 2012 Alignment: - 44 Levels of Ascension Lightwork pave the light path to ascension into the light, for entry to the Golden Age on Earth. The earth pole shift is coming up in 2012, and a unique galactic shift will occur, opening the Stargate of Ascension for those who are prepared vibrationally

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