

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

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

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.

Explore the Stargate SG-1 universe as never before with the expertise and insight of noted professionals from a diverse range of fields: from archaeology to parasitology to science fiction, I.STEPPING EM Stargate the Throughis a fascinating collection of essays that delve into every aspect of iStargate

Stargate SG-1The Illustrated Companion Season 10Titan Books

In the midst of feudal Japan, Isabellae Ashiwara, the fiercely independent daughter of a Celtic witch and a samurai master, roams the countryside with her father's ghost at her side, earning her living as a highly-skilled bounty hunter while searching for her long-lost sister, Siuko. Acquiring a misfit crew along the way, Isabellae battles against evil both worldly and supernatural, inching ever closer to discovering the truth of her haunted past and embracing her destiny. From the brilliant minds of Raule and Gabor, Dark Horse Books is thrilled to present the first volume of Isabellae, collecting the first three French volumes in one compendium and offered in English print-format for the first time. Collects French volumes 1-3

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.

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.

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.

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.

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.

Taking place before the events of the original Conan #23 comic, writers Luke Lieberman and Peter David -- along with artist Will Conrad -- present this powerful four issue series that no Sonja or Conan fan can be without! Also includes the back-up story by the creative team originally published in Red Sonja #2, as well as a complete cover gallery

featuring the work of Will Conrad and Gabriele Dell'Otto!

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.

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.

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.

Seraph of the End is a novelized prequel of the hit manga series of the same name, published by Viz Media, and detailing the series of events that occurred eight years before the start of the manga. As the major clans of the Imperial Demons mount an apparent all-out revolt against the ruling Hiragi dynasty, Guren, Shinya, and company are no longer sure they're the protagonists of the story unfolding around them. What is their true destiny—and is fulfilling it even desirable? In this concluding volume, which pulls no punches, find out how and why a world that's been inviting utter ruin meets it at last.

Ming the Merciless wants to claim Earth as the crown jewel of his empire! His latest scheme? Teleporting a continent from his homeworld of Mongo into the Pacific Ocean, thereby unleashing its monstrous beasts into our seas and causing catastrophic tidal waves to devastate our naval defenses! It's up to Flash Gordon, the fearless daredevil who has unraveled the tyrant's previous schemes at every turn, to once again rally his friends in defense of the Earth. Join intrepid reporter Dale Arden, eccentric scientist Dr. Zarkov, Mandrake the Magician, two iterations of The Phantom, Jungle Jim, and the timelost hero Prince Valiant in the wildest adventure on this or any world!

Hardbound, full color

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 longterm 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 fourth original novel tying into the critically acclaimed and much-missed *Firefly* series from creator Joss Whedon. Mal and the crew take receipt of a sealed crate which they are being paid to transport to Badger, no questions asked. Yet once their cargo is safely stowed aboard, River insists Mal should "space" it out of the airlock, for it contains, she insists, ghosts. With supplies running low, the crew desperately need another pay day, but soon find themselves paralysed by hallucinations of their deepest hopes and desires, so vivid they cannot be distinguished from reality. River is the only one unaffected, and desperately tries to awaken her crew mates, while the fantasies turn sour, and the ship begins to spin out of control.

The newest edition in the line of Amazon deluxe Star Wars titles — *The Jedi Path*, *Book of Sith*, and *The Bounty Hunter Code* — brings the sinister and yet functional details of the Empire to light in the form of an Imperial handbook. As the Imperial Empire expands, high-ranking officials from each branch of the Imperial Military have set down tactical guidelines and procedures for all newly ascending commanders. Set in-universe, this compendium of ordinance, mission reports, and Imperial philosophy was intercepted by members of the Rebel Alliance, some of whom also left commentary scribbled in the margins. Housed in a deluxe case that opens with lights and sounds, this never-before-seen Imperial Handbook is perfect for Star Wars fans—on both sides of the Rebellion. Explore how service aboard the *Death Star* differs from service aboard a *Destroyer*. Learn what the Empire's standard procedures were for dealing with smugglers. Discover what long-term Imperial plans the Rebellion thwarted. Find out what the role of the 501st Legion really was.

Everything you need to know about the new LEGO® Movie! LEGO® 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.

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.

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!

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.

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 Stargate material - every fan's dream.

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.

Go behind the scenes of the animated series Legend of Korra Book Two - Spirits--created by Michael Dante DiMartino and Bryan Konietzko--the smash hit sequel to their blockbuster show Avatar: The Last Airbender! This handsome hardcover contains hundreds of art pieces created during the development of the show's first season, along with new sketches from the original creative team! Featuring creator commentary from DiMartino and Konietzko and a brand-new foreword by Korra voice actor P.J. Byrne, this is an intimate look inside the creative process that brought a new generation of Avatar heroes to life!

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.

"Del Rey book." Battling the Taurans in space was one problem as Private William Mandella worked his way up the ranks to major. In spanning the stars, he aged only months while Earth aged centuries.

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.

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!

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

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.

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 ...

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.

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.

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

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

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!

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