

Stargate Atlantis: Angelus (Stargate Atlantis)

With Ancient technology scattered across the Pegasus galaxy, the Atlantis team is not surprised to find it in use on a world once defended by Dalera, an Ancient who was cast out of her society for falling in love with a human.

Colonel Jack O'Neill and the Stargate SG-1 team undertake a new mission that prompts a journey to myriad worlds in their efforts to safeguard humanity from hostile alien forces. Original.

A brutal society needs the team to harness Wraith technology.

in a world known as P4V-837, the SG-1 team encounters the Kayeeki, 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)

STARGATE ATLANTIS Lost Queen

Star Wars: The Concept Art of Ralph McQuarrie Mini Book

Stargate Atlantis

The Devil's Alphabet

The unity of the team is threatened on their first mission.

Unverzichtbar für jeden, der mit der Zukunft Schritt halten will! Future Histories - jetzt erst recht! Wie sieht unsere Welt in Hunderten, Tausenden, Millionen von Jahren aus? Welches Schicksal erwartet uns am äußersten Rand der Zeit? Neben solchen makrohistorischen Fragen widmet sich das „Science-Fiction-Jahr 2011“ verstärkt dem Auftreten der Science Fiction in den alten und neuen Medien unserer Gegenwart. Außerdem: Essays, Interviews, Rezensionen, Marktberichte und vieles mehr...

When his past catches up with him, Ronon must out hunt the hunters or the Atlantis team will fall victim to the vengeance of the V'rdai.

A reporter wants answers to the mysteries of StarGate, and Col. Jack O'Neill is only too happy to oblige, by taking him through the gate and into the heart of danger

The Morpheus Factor

STARGATE ATLANTIS Unascended (Legacy Book 7)

Das Science Fiction Jahr 2011

The Vampire Slayer as Spiritual Guide

First Amendment

Aris Boch is back--and this time he's after Daniel Jackson.

Colonel Shepherd's team fight not only to save their city and free their friends, but ultimately to save an entire species from extinction. In this riveting conclusion to the epic Legacy series, the destiny of

Atlantis and her people will be decided.

THE UNKNOWN HAS AN ADDRESS. . . . Hidden away in the Badlands of South Dakota, Warehouse 13 is a top-secret repository for historical artifacts imbued with dangerous supernatural properties. Secret Service agents Pete Lattimer and Myka Bering are ever on the lookout for loose artifacts threatening to ruin the world's day. Their mission: "Snag it, bag it, tag it." Reports of a genuine psychic healer, along with a simultaneous epidemic of mysterious illnesses, lead Myka and Pete on a hazardous investigation that stretches from a carnival sideshow back to the bloody history of the Civil War. But when Pete is infected with a deadly disease, Myka and the rest of the team, including Artie Nielsen and Claudia Donovan, must track down a pair of cursed gloves—before a madman unleashes a virulent plague upon America!

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 ATLANTIS Third Path (Legacy Book 8)

Hydra

A Touch of Fever

The Postmodern Sacred

A 100,000-Mile Journey into the Heart of America

Dr. Rodney McKay must try and rescue his friends who are stranded on an icy world on the edge of the Pegasus Galaxy. Original.

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.

GET INSIDE GRIMM. NBC's hit television series Grimm pits modern detective Nick Burkhardt of the

Portland Police against a cast of terrifying villains—lifted directly from the pages of classic fairytales. In the world of the show, the classic stories are actually a document of real events, and Nick himself is descended from a long line of guardians, or Grimms, charged with defending humanity from the mythological creatures of the world. From The Big Bad Wolf to Sleeping Beauty, The Mythology of Grimm explores the history and folkloric traditions that come into play during Nick's incredible battles and investigations—tapping into elements of mythology that have captured our imaginations for centuries.

In their ongoing quest for new allies, Atlantis's flagship team travel to Halcyon, a grim industrial world where the Wraith are no longer feared -- they are hunted. Horrified by the brutality of Halcyon's warlike people, Lieutenant Colonel John Sheppard soon becomes caught in the political machinations of Halcyon's aristocracy.

Death Game

Casualties of War

The Land of Laughs

A Stargate SG-1 Novel

A Novel

What Would Buffy Do? explores the fascinating spiritual, religious, and mythological ideas of television's hit series Buffy the Vampire Slayer--from apocalypse and sacrifice to self-reliance, redemption, and the need for humor when fighting our spiritual battles.

When a Crystal Skull is discovered beneath the pyramid of the Sun in Mexico, it ignites a cataclysmic chain of events that maroons SG-1 on a dying world. Xal'tcan is a brutal society, steeped in death and sacrifice, where the bloody gods of the Aztecs demand tribute from a fearful and superstitious population. But that's the least of Colonel Jack O'Neill's problems.

When Dr. Rodney McKay unlocks an Ancient mystery on a distant moon, he discovers a terrifying threat to the Pegasus galaxy. Determined to disable the device before it's discovered by the Wraith, Colonel John Sheppard and his team navigate the treacherous ruins of an Ancient outpost. But attempts to destroy the technology are complicated by the arrival of a stranger.

"It was meant to be a soft mission, something to ease Doctor Daniel Jackson back into things after his time among the Ancients-- after all, what could possibly go wrong on a simple survey of ancient Chinese ruins? As it turns out, a whole lot. After accidentally activating a Goa'uld transport ring, Daniel finds himself the prisoner of Lord Yu, the capricious Goa'uld System Lord. Meanwhile, SGI's efforts to rescue their friend are hampered by a representative of the Chinese government with an agenda of his own to follow-- and a deep secret to hide. But Colonel Jack O'Neill is in no mood for delay. He'll go to any lengths to get Daniel back-- even if it means ignoring protocol and taking matters into his own hands"--Page 4 of cover.

STARGATE SG-1 ATLANTIS Homeworlds

Hunt and Run

The Official Companion Season 1

Sacrifice Moon

Entanglement

From The Matrix and Harry Potter to Stargate SG:1 and The X-Files, recent science fiction and fantasy offerings both reflect and produce a sense of the religious. This work examines this pop-culture spirituality, or “postmodern sacred,” showing how consumers use the symbols contained in explicitly “unreal” texts to gain a secondhand experience of transcendence and belief. Topics include how media technologies like CGI have blurred the lines between real and unreal, the polytheisms of Buffy and Xena, the New Age Gnosticism of The DaVinci Code, the Islamic “Other” and science fiction’s response to 9/11, and the Christian Right and popular culture. Today’s pervasive, saturated media culture, this work shows, has utterly collapsed the sacred/profane binary, so that popular culture is not only powerfully shaped by the discourses of religion, but also shapes how the religious appears and is experienced in the contemporary world.

When Colonel Ellis encounters an Ancient on the borders of Asuran space, the Atlantis team think their luck has changed. Charming and likable, Angelus connects with each team member in a unique way - more than that, he offers them a weapon that could put an end to their war with both the Wraith and the Asurans.

Explore the evocative Star Wars concept art of legendary artist Ralph McQuarrie in this miniature art book. Hold a galaxy of legendary designs in the palm of your hand with Star Wars: The Concept Art of Ralph McQuarrie Mini Book. Featuring over 100 stunning concept images from the original Star Wars trilogy as well as the many books and publications inspired by the Star Wars galaxy, this mini book is bound together at a readable pocket-book size and is the perfect collectible item for Star Wars fans of all ages.

From Daryl Gregory, whose Pandemonium was one of the most exciting debut novels in memory, comes an astonishing work of soaring imaginative power that breaks new ground in contemporary fantasy. Switchcreek was a normal town in eastern Tennessee until a mysterious disease killed a third of its residents and mutated most of the rest into monstrous oddities. Then, as quickly and inexplicably as it had struck, the disease—dubbed Transcription Divergence Syndrome (TDS)—vanished, leaving behind a population divided into three new branches of humanity: giant gray-skinned argos, hairless seal-like betas, and grotesquely obese charlies. Paxton Abel Martin was fourteen when TDS struck, killing his mother, transforming his preacher father into a charlie, and changing one of his best friends, Jo Lynn, into a beta. But Pax was one of the few who didn’t change. He remained as normal as ever. At least on the outside. Having fled shortly after the pandemic, Pax now returns to Switchcreek fifteen years later, following the suicide of Jo Lynn. What he finds is a town seething with secrets, among which murder may well be numbered. But there are even darker—and far weirder—mysteries hiding below the surface that will threaten not only Pax’s future but the future of the whole human race.

City of the Gods

The Chosen

Warehouse 13

Halcyon

Exogenesis

First there was the Stargate movie, then the TV series Stargate SG-1 (now entering its ninth season), and now there's the spin-off show: Stargate Atlantis.

Global disaster threatens the Atlantis homeworld.

Sequel to A Matter of Honor: O'Neill pays a heavy price for loyalty.

In this first installment in a six book series set after the end of Stargate Atlantis's final season, Atlantis returns to the Pegasus Galaxy where the Wraith are now under the new and powerful Queen of Death who desperately needs Dr. Rodney McKay--the only one who can lead them to Earth. Original.

Siren Song

Our Towns

The Fairy Tale and Folklore Roots of the Popular TV Show

The Essential Cult TV Reader

Four Dragons

Lt. Col. John Sheppard submits his resignation following a mission in which two of his team members were lost, while Elizabeth Weir negotiates with two warring tribes who have traces of the Ancient ATA gene.

Stargate AtlantisAngelusAngelusFandemonium Limited

Colonel John Sheppard wakes up to find that he and his team are scattered across a tropical archipelago, unable to communicate or return to Stargate, and soon Sheppard and Teyla are taken prisoner while McKay, Ronon and Zelenka mount a rescue.

Have you ever loved a magical book above all others? Have you ever wished the magic were real? Welcome to The Land of Laughs.

A novel about how terrifying that would be. Schoolteacher Thomas Abbey, unsure son of a film star, doesn't know who he is or what he wants--in life, in love, or in his relationship with the strange and intense Saxony Gardner. What he knows is that in his whole life nothing has touched him so deeply as the novels of Marshall France, a reclusive author of fabulous children's tales who died at forty-four. Now Thomas and Saxony have come to France's hometown, the dreamy Midwestern town of Galen, Missouri, to write France's biography. Warned in advance that France's family may oppose them, they're surprised to find France's daughter warmly welcoming instead. But slowly they begin to see that something fantastic and horrible is happening. The magic of Marshall France has extended far beyond the printed page...leaving them with a terrifying task to undertake. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

STARGATE ATLANTIS The Wild Blue

The Cost of Honor

Reliquary

Homecoming

The Price You Pay

NATIONAL BEST SELLER • The basis for the HBO documentary now streaming on HBO Max For five years, James and Deborah Fallows have travelled across America in a single-engine prop airplane. Visiting dozens of towns, the America they saw is acutely conscious of its problems—from economic dislocation to the opioid scourge—but it is also crafting solutions, with a practical-minded determination at dramatic odds with the bitter paralysis of national politics. At times of dysfunction on a national level, reform possibilities have often arisen from the local level. The Fallowses describe America in the middle of one of these creative waves. Their view of the country is as complex and contradictory as America itself, but it also reflects the energy, the generosity and compassion, the dreams, and the determination of many who are in the midst of making things better. Our Towns is the story of their journey—and an account of a country busy remaking itself. The team discover a ruined city with a deadly secret.

In the fragile peace following Queen Death's defeat, Dr. Daniel Jackson arrives in Atlantis to indulge in some real archaeology. Naturally, things don't go according to plan.

The Mythology of Grimm

Dead End

What Would Buffy Do

Angelus

Popular Culture Spirituality in the Science Fiction, Fantasy and Urban Fantasy Genres