

Where To Download STARGATE ATLANTIS: Nightfall

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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 t 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.

Phantom Trade paperback no 2 celebrating 70 years of Frew.

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 l 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!

The Starship Titan continues on her outward voyage of discovery. Ranging farther and farther from Federation space, Captain William Riker and the crew look forward to living Starfleet's mission: seeking out new life, discovering new civilizations. Striking a "sandbank" -- a spatial distortion -- the Titan is knocked out of warp, her crew shaken up but uninjured. Titan has stumbled across a battlefield are the remains of a ship. Searching for survivors, they discover the ship never had a crew. The away team removes the computer core, looking for answers. Once the device is restored, it becomes clear this is not just a computer, but a thinking, reasoning artificial intelligence. It identifies itself as SecondGen White-Blue, and it comes from a civilization composed entirely of sentient computers. I be the first line of defense against The Null -- a destructive force so all-consuming that generation upon generation have waged unending war trying to find a way to beat back this terror. Captain Riker offers to assist them, but years of war have left the Als distrustful and suspicious, especially of organics. The tide of the battle is turning, and The Null is winning. Set free, it will destroy everyth mindless destruction into the heart of the Federation.

The Phantom No 2

Hollyweird Science

Nomad

Reading Stargate SG-1

STARGATE SG-1 ATLANTIS Homeworlds

Lighthearted, quirky, and upbeat, this book explores the portrayal of science and technology on both the big and little screen -- and how Hollywood is actually doing a better job of getting it right than ever before. Grounded in the real-word, and often cutting-edge, science and technology that inspires fictional science, the authors survey Hollywood depictions of topics such as quantum mechanics, parallel universes, and alien worlds. Including material from interviews with over two dozen writers, producers, and directors of acclaimed science-themed productions -- as well as scientists, science fiction authors, and science advisors -- Hollyweird Science examines screen science fiction from the sometimes-conflicting vantage points of storytellers, researchers, and viewers. Including a foreword by Eureka co-creator and executive producer Jaime Paglia, and an afterword by astronomer and science fiction author Michael Brotherton, Ph.D., this book is accessible to all readers from the layperson to the armchair expert to the professional scientist, and will delight all of them equally.

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.

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.

A forgotten people may have the secret of defeating the Wraith.

The British National Bibliography

Sight Unseen

The Man Who Cannot Die

The Price You Pay

24 Omnibus

In the wake of political upheaval across the United Federation of Planets, Admiral William Riker and the crew of the U.S.S. Titan find themselves in uncertain waters as roles aboard the ship change to reflect a new mandate and a new mission. On orders from Starfleet, Titan sets out toward the edge of Federation space to tackle its latest assignment: to work with an alien species known as the Dinac, who are taking their first steps into the galaxy at large as a newly warp-capable civilization. But when disaster befalls the Dinac, the Titan crew discovers they have unknowingly drawn the attention of a deadly, merciless enemy-a nightmare from Riker's past lurking in the darkness. Friendships will be tested to the limit as familiar faces and new allies must risk everything in a fight against an unstoppable invader-or a horrific threat will be unleashed on the galaxy!

An original e-novel from the Original Series universe! The Enterprise-E arrives in unclaimed space for a rendezvous with the Starfleet science vessel Newton. Jean-Luc Picard and his crew have been ordered to assist the Newton with the final phase of its current mission—a mission that brings Picard face to face with something he never thought he would see again: the phenomenon known as the Nexus. Less than twelve years after it left the Alpha Quadrant, the Nexus ribbon has now returned. Tasked to track and study the phenomenon as it re-entered the galaxy, the specialist science team on the Newton discovered that the orbital path of the Nexus has been radically altered by the actions of the rogue El-Aurian Tolian Soren—taking it deep into the territory of The Holy Order of the Kinshaya, one of the key members of the Typhon Pact. Starfleet Command is unwilling to allow the Kinshaya—and by extension, the Typhon Pact—free access to what is essentially a gateway to anywhere and anywhen, as a single operative could use the Nexus to change the course of galactic history....

The team discover a ruined city with a deadly secret.

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.

Mythic Imagination Today

Rising

From Quantum Quirks to the Multiverse

The Stuff of Dreams

Reliquary

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

Global disaster threatens the Atlantis homeworld.

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

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

The Interpenetration of Mythology and Science

The Cost of Honor

STARGATE ATLANTIS The Wild Blue

Exogenesis

Sg1-22

NightfallFandemonium Limited

A brutal society needs the team to harness Wraith technology.

In 1997, the series "Stargate SG-1" first aired on American cable television and over the course of nearly nine seasons has developed its own unique mythological superstructure. "Stargate SG-1" focuses on the dynamic relationships among the show's main characters, the four-person first-contact team: SG-1. Each week they are taken to new planets where ancient human civilizations have been seeded as slave populations by the show's arch-villains, the parasitic, body-snatching Goa'uld. The series' concerns therefore range from ancient cultures and contemporary politics, to aliens and advanced technologies, all given life with award-winning special effects and anchored by the central icon of the Stargate. "Stargate SG-1" has blossomed into a series driven by fierce fan loyalty, with lively internet discussion groups, growing 'textual poaching' in fan fiction and art, and popular annual conventions. It has also generated a spin-off, "Stargate: Atlantis". In this welcome critical celebration, contributors discuss "Stargate SG-1's" characters, cinematic techniques, its themes and its place within science fiction television and film, along with its interaction with fan fiction, its Canadian setting, its ideological framing in the American point-of-view, and the tensions between its humanistic morality and its representation of military/political objectives. There is also assessment of the currently fledgling "Stargate: Atlantis". Written for both fans and scholars, the book also includes an episode guide to the first eight seasons of "Stargate SG-1" and to the first season of "Stargate: Atlantis", as well as a glossary of terms.

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 Chosen

Grug and the Bushfire

The Latter Fire

STARGATE ATLANTIS Lost Queen

A tale inspired by the popular television series pits the Atlantis team against such adversaries as the Replicators and the Genii in a race to save humanity from the forces of the Nightfall. Original. TV tie-in.

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.

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

Past imperfect Stranded in Ancient Egypt at the end of the STARGATE SG-1 episode Moebius, Jack O'Neill, Sam Carter, Teal'c and Daniel Jackson are enjoying the simple lives they've forged in the years since Ra was driven from Earth. But life never stays simple for long... Back in the twenty-first century, trouble strikes the SGC. With one of their own people snatched by renegade Tok'ra, Colonel Cameron Mitchell leads the new SG-1 on a chase through time to rescue their friend - and to protect their future. But for Carter, Daniel and Teal'c, the greatest challenge is encountering themselves - and coming to terms with the consequences of their own choices. Moebius Squared "So this..." Cam gestured to the machinery. "This can only move us backwards and forwards in our own timeline." "That's my best guess," Sam said. She pushed her bangs back out of her face. Her hair had grown out and was now caught in a ponytail at the back of her neck. "Just like Janus' puddlejumper." "I don't even want to think about that thing," Daniel said. "Or anything else to do with Janus." He winced. "Sorry," Sam said. "Sore spot." "Damn right." Daniel had only been out of the infirmary for two weeks since his latest brush with one of Janus' inventions. This one had gotten him kidnapped and electrocuted. They all spun around as the gate began to activate. "Firing positions," Cam said, crouching down beside the control panel. If someone were making a grab for Ba'al's facility... The wormhole opened and stabilized, a glittering puddle of blue. Cam's radio crackled. "SG-1, this is Stargate Command. You are to return to Earth immediately." What the...? Cam chinned his radio on. "Stargate Command, we still have a lot to do here. Colonel Carter..." "Return immediately," the voice of Sergeant Harriman said firmly. "Stargate Command has been attacked."

STARGATE ATLANTIS Pride of the Genii

A Novel

Siren Song

First Amendment

Halcyon

An original novel based upon the explosive new Star Trek TV series on CBS All Access. Lieutenant Saru is a Kelpien, a member of a prey species born on a world overrun by monstrous predators...and a being who very intimately understands the nature of fear. Challenged on all sides, he is determined to surpass his origins and succeed as a Starfleet officer aboard the U.S.S. Shenzhou. But when Saru breaks protocol in order to prove himself to his crewmates, what begins as a vital rescue mission to save a vessel in distress soon escalates out of control. Forced into a command role he may not be ready for, Saru is caught between his duty and the conflicting agendas of two antagonistic alien races. To survive, he will need to seek a path of peace against all odds, and risk compromising the very ideals he has sworn to uphold...

Mythic Imagination Today is an illustrated guide to the interpenetration of mythology and science throughout the ages. This monograph brings alive our collective need for story as a guide to the rules, roles, and relationships of everyday life.

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.

The rock of Aegis:Deception and lies abound on the peaceful planet of Heruun, protected from the Wraith for generations by their mysterious guardian -- the Aegis. But with the planet falling victim to an incurable wasting sickness, and two of Colonel Sheppard's team going missing, the secrets of the Aegis must be revealed.

Death Game

Stargate Atlantis

Star Trek: Discovery: Fear Itself

Homecoming

The Mythology of Grimm

Join your favourite bush character in this very special exclusive hardback, the first all new Grug since 2016 and the 35th title in the Grug series. It had not rained for a long time. The grass around Grug’s house was very dry and brown. Many leaves were falling from the trees. One very, very hot day Grug noticed a cloud of smoke in the distance. It seemed to be getting closer and closer to his home. Then Cara hurriedly slithered up and said ‘It’s a bushfire!’ Grug had never seen a bushfire. ‘We should be safe in your house’, said Cara, ‘because you live under the ground.’ Grug is back from the bush to remind us of the importance of looking after each other, renewing the Australian wilderness and the caution we all need to take during the bushfire season. A very special book for early readers and parents alike this Christmas. A portion of the proceeds from the sale of this book will be donated to the Port Macquarie Koala Hospital. 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.

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 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.

An action-packed collection of IDW’s complete run of comics based on the acclaimed TV show, 24. Follow Jack Bauer’s exploits before President Palmer’s victory as he tries to eliminate a mass murderer in the former-Yugoslavia, struggles with drug cartels and radical separatists, as well as economic and ecological

chaos. This volume collects four one-shots, 24: One Shot, 24: Midnight Sun, 24 Stories, and 24: Cold Warriors, plus the five-issue prequel story 24: Nightfall.

A Stargate SG-1 Novel

STARGATE SG-1: Moebius Squared

A Touch of Fever

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

Casualties of War

New York Times bestselling author James Swallow begins his espionage thriller series with Nomad featuring British desk jockey intelligence operative turned active agent. Marc Dane is a MI6 field agent at home behind a computer screen, one step away from the action. But when a brutal attack on his team leaves Dane the only survivor—and with the shocking knowledge that there are traitors inside MI6—he's forced into the front line. Matters spiral out of control when the evidence points toward Dane as the perpetrator of the attack. Accused of betraying his country, he must race against time to clear his name. With nowhere to turn to for help and no one left to trust, Marc is forced to rely on the elusive Rubicon group and their operative Lucy Keyes. Ex US Army, Lucy also knows what it's like to be an outsider, and she's got the skills that Dane needs. A terrorist attack is coming, one bigger and more deadly than has ever been seen before. With the eyes of the security establishment elsewhere, only Keyes and Dane can stop the attack before it's too late. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

An all-new novel from New York Times bestselling author James Swallow set in the popular universe of Star Trek: The Original Series! The five-year mission of the Starship Enterprise has brought the vessel and her crew to the forefront of an important first contact situation. Under the command of Captain James T. Kirk, the ship is heading to the planet Syhaar Prime in the Beta Quadrant—the home world of an alien civilization preparing to take its first steps on to the galactic stage. One year earlier, the Enterprise came across a badly damaged Syhaari explorer vessel drifting in deep space. In collaboration with the explorer 's captain, Kirk and his crew were able to restore the ship to full function and send it on its way. And now, as the Syhaari display rapid technological advances made over the past year, hard questions must be asked. Did the Enterprise crew leak advanced technology or information to the Syhaari during their first encounter, in total violation of the Prime Directive? ™, ®, & © 2016 CBS Studios, Inc. STAR TREK and related marks are trademarks of CBS Studios, Inc. All Rights Reserved.

Entanglement

The Fairy Tale and Folklore Roots of the Popular TV Show

STARGATE ATLANTIS Unascended (Legacy Book 7)

Nightfall

Titan #6: Synthesis