

STARGATE ATLANTIS: The Chosen

Global disaster threatens the Atlantis homeworld.

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-arnow) 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.

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.

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 Truth about Extraterrestrial life and the Mysteries of Ancient Egypt

Dark Storm Gathering

The Men Who Stare at Goats

Literary and Social Practices in Fan Fiction Communities

Dead End

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.

With the hordes of Chaos marshalling in the north and the Emperor lost, it falls to Reiksmarshal Kurt Helborg to prepare to meet the forces of the Ruinous Powers. The End Times are coming. With the hordes of Chaos marshalling in the north, Emperor Karl Franz leads his armies in defence of his realm. But when the worst happens and the Emperor is lost, it falls to Reiksmarshal Kurt Helborg to return to Altdorf, capital of the Empire, and prepare to meet the forces of the Ruinous Powers in a final battle for that ancient city. As plague spreads and the defences weaken, all seems lost, until help arrives from a most unexpected source... if Helborg can bring himself to accept it.

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.

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 Stargate Conspiracy

A Stargate SG-1 Novel

A Catalog of New and Continuing Series, Miniseries, Specials and TV Movies

Exogenesis

The Internet is nothing less than a medium for the indiscriminate and global dissemination of information if we take "information" in its cybernetic sense as bits of data – any data. As such, it is also a massive, amorphous, rhizomic collection of substantiated facts, guesswork, fantasy, madness, debate, criminal energy, big business, stupidity, brilliance, all in all a seemingly limitless multiplication of voices, all clamouring to be heard. It is a medium which proliferates stories, narratives, fictions, in ways which are both new and familiar. It is as a generator of fictions that the Internet seems to be just waiting to be explored by the disciplines of literary, cultural and linguistic studies: Fan-fiction, slash and straight; scam baiting; fan sites; ‘wild’ or ‘rogue’ interpretive universes; gossip, theories, musings, opinions. As a singularly unstructured – and hence as yet uncanonizable – body of texts, the stories told on the Internet have a distinct element of ‘grass-roots’ fictionalization and so offer an unprecedented opportunity to access, hear and investigate the stories and fantasies woven by non-professional writers alongside their more formally recognized colleagues. As a medium which is beginning to investigate itself by means of various meta-debates within the vast community of Internet fictionalizers, it is also a location where emergent phenomena may be debated in their process of being generated. This collection seeks to explore this for the most part uncharted territory in creative, innovative, theory-savvy ways using the manifold fictions the Internet generates. It brings together a wide variety of expertise from the fields of linguistic, literary, media and cultural studies. All contributors bring to the collection their individual voices and approaches which speak from various positions of involvedness or critique to provide searching and passionate discussions of the issues involved in Internet Fictions.

The ChosenFandemonium Limited

Bizarre military history: In 1979, a crack commando unit was established by the most gifted minds within the U.S. Army. Defying all known laws of physics and accepted military practice, they believed that a soldier could adopt the cloak of invisibility, pass cleanly through walls, and—perhaps most chillingly—kill goats just by staring at them. They were the First Earth Battalion, entrusted with defending America from all known adversaries. And they really weren’t joking. What’s more, they’re back—and they’re fighting the War on Terror. An uproarious exploration of American military paranoia: With investigations ranging from the mysterious “Goat Lab,” to Uri Geller’s covert psychic work with the CIA, to the increasingly bizarre role played by a succession of U.S. presidents, this might just be the funniest, most unsettling book you will ever read—if only because it is all true and is still happening today.

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.

The Fall of Altdorf

Michigan Alumnus

The reliquary

Sith, Slayers, Stargates & Cyborgs

Reliquary

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.

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.

As the toll from plague and mutation continues to grow, four heroes must work together to prevent the summoning of a terrible daemon, or the Empire of Man will be lost, in this tie-in to the Warhammer: Age of Reckoning online game. Original. (Media tie-in).

In recent years, alternative historians have gained remarkable insight into the mysteries of ancient Egypt—but according to Lynn Picknett and Clive Prince, their discoveries tie into a dangerous conspiracy nearly fifty years in the making. At the center of this conspiracy is a group of respected, powerful individuals who believe that the ancient Egyptian gods are really extraterrestrials who will soon return to earth. The conspirators have intimate and exclusive knowledge of this momentous second coming—but they insist on keeping it to themselves. What could be the purpose of such a conspiracy? Why are the conspirators so desperate to keep their information a secret? And what does it mean for mankind? In this riveting, well-researched book, Picknett and Price offer compelling evidence that the conspiracy exists—and expose the insidious motivations of the individuals and organizations behind it....

Entanglement

STARGATE SG-1 Infiltration

Internet Fictions

Hitler’s Monsters

The Chosen

“A dense and scholarly book about . . . the relationship between the Nazi party and the occult . . . reveals stranger-than-fiction truths on every page.”–Daily Telegraph
The Nazi fascination with the occult is legendary, yet today it is often dismissed as Himmler’s personal obsession or wildly overstated for its novelty. Preposterous though it was, however, supernatural thinking was inextricable from the Nazi project. The regime enlisted astrology and the paranormal, paganism, Indo-Aryan mythology, witchcraft, miracle weapons, and the lost kingdom of Atlantis in reimagining German politics and society and recasting German science and religion. In this eye-opening history, Eric Kurlander reveals how the Third Reich’s relationship to the supernatural was far from straightforward. Even as popular occultism and superstition were intermittently rooted out, suppressed, and outlawed, the Nazis drew upon a wide variety of occult practices and esoteric sciences to gain power, shape propaganda and policy, and pursue their dreams of racial utopia and empire. “[Kurlander] shows how swiftly irrational ideas can take hold, even in an age before social media.”–The Washington Post
“Deeply researched, convincingly authenticated, this extraordinary study of the magical and supernatural at the highest levels of Nazi Germany will astonish.”–The Spectator
“A trustworthy [book] on an extraordinary subject.”–The Times
“A fascinating look at a little-understood aspect of fascism.”–Kirkus Reviews
“Kurlander provides a careful, clear-headed, and exhaustive examination of a subject so lurid that it has probably scared away some of the serious research it merits.”–National Review

The beginning of the twenty-first century has already seen its fair share of modern myths with heroes such as Spider-Man, Superman, and Harry Potter. The authors in this volume deconstruct, discuss, engage, and interrogate the mythologies of the new millennium in science fiction fantasy texts. Using literary and rhetorical criticism – paired with philosophy, cultural studies, media arts, psychology, and communication studies – they illustrate the function, value, and role of new mythologies, and show that the universal appeal of these texts is their mythic power, drawing upon archetypes of the past which resonate with individuals and throughout culture. In this way they demonstrate how mythology is timeless and eternal.

The team discover a ruined city with a deadly secret.

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.

Stargate SG-1

Casualties of War

STARGATE ATLANTIS Pride of the Genii

Back to Destiny

Death Game

Grab your dice and pencil, sit your pets down, teach them to play... and immediately regret your choices. Hilarious collection of Dungeons & Dragons-themed pet jokes by acclaimed comics creators Andi Ewington, Rhianna Pratchett, Calum Alexander Watt and Alex de Campi If there are two things all geeks love, it’s roleplaying games, and their pets. So why not fuse the two? It’s time to grab your dice, dust off that character sheet, and let your cat or dog (or guinea pig, or iguana, or budgie) accompany you on an epic adventure! It’ll be great! ...unless your pets are jerks. Written by comics and videogames writers Andi Ewington (Forty-Five45) and Rhianna Pratchett (Tomb Raider). Campaigns & Companions is edited by Alex de Campi (Madi) and beautifully illustrated by Calum Alexander Watt (The Rise of Skywalker).

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.

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.

In 2008, the broadcast networks, cable channels and syndication produced nearly 1,100 new and continuing entertainment programs--the most original productions in one year since the medium first took hold in 1948. This reference book covers all the first run entertainment programs broadcast over the airwaves and on cable from January 1 through December 31, 2008, including series, specials, miniseries, made-for-television movies, pilot films, Internet series and specialized series (those broadcast on gay and lesbian channels). Alphabetically arranged entries provide storylines, performer/character casts, production credits, day/month/year broadcast dates, type, length, network(s), and review excerpts.

STARGATE ATLANTIS Lost Queen

The Year in Television, 2008

The Cost of Honor

STARGATE ATLANTIS Unascended (Legacy Book 7)

depository for precious relics, legendary, biographical, and historical

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

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.

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.

The Atlantis team return from the Pegasus Galaxy to investigate a Wraith sighting on Earth. Teaming up with members of SG-1, they soon discover that the Wraith aren’t the only monsters stalking human prey.

A Supernatural History of the Third Reich

Blood Ties

The Mythology of Grimm

Campaigns & Companions: The Complete Role-Playing Guide for Pets

First Amendment

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

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

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

A brutal society needs the team to harness Wraith technology.

The Price You Pay

Hunt and Run

The Essential Scripts

Rising

Halcyon

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.

Gathering some of Kristina Busse’s essential essays on fan fiction together with new work, Framing Fan Fiction argues that understanding media fandom requires combining literary theory with cultural studies because fan artifacts are both artistic works and cultural documents. Drawing examples from a multitude of fan communities and texts, Busse frames fan fiction in three key ways: as individual and collective erotic engagement; as a shared interpretive practice in which tropes constitute shared creative markers and illustrate the complexity of fan creations; and as a point of contention around which community conflicts over ethics play out. Moving between close readings of individual texts and fannish tropes on the one hand, and the highly intertextual embeddedness of these communal creations on the other, the book demonstrates that fan fiction is simultaneously a literary and a social practice. Framing Fan Fiction deploys personal history and the interpretations of specific stories to contextualize fan fiction culture and its particular forms of intertextuality and performativity. In doing so, it highlights the way fans use fan fiction’s reimagining of the source material to explore issues of identities and peformativities, gender and sexualities, within a community of like-minded people. In contrast to the celebration of originality in many other areas of artistic endeavor, fan fiction celebrates repetition, especially the collective creation and circulation of tropes. An essential resource for scholars, Framing Fan Fiction is also an ideal starting point for those new to the study of fan fiction and its communities of writers.

Captured by the Goa’uld Lugh, Carter faces a hard choice: help repair a cloaking device that would give Lugh a dangerous advantage or allow SG-1 to be handed over to the System Lords.

The Fairy Tale and Folklore Roots of the Popular TV Show

Modern Mythology in the New Millennium

Framing Fan Fiction

Stargate Universe

e-Pedia: Game of Thrones (season 6)