

## Stargate Universe Air

Picking up three years after the end of *Child of the Light*, journey begins with Miriam now married to Erich and Sol safe in Holland. However, Erich has told Miriam that Sol is in a camp, and her only hope of keeping him safe is to remain Erich's faithful wife. When Solomon learns of the deception, he returns to Berlin to try to bring Miriam out with him. Instead, he ends up in the very Hell that Erich had been telling her he was in. But now Miriam knows the truth. Through her own contacts, she arranges for Solomon to be part of a mission to form a new Jewish homeland on the island of Madagascar, and for Erich to be the leader of that mission.

“So, for all of your technological superiority, the missing piece of a three-thousand-year old puzzle is something as *mittelmäßig* as the answer man, in particular, a minor, and, specifically, this guy,” I joked. Demian Friedrich is an eccentric yet apathetic, harmonica-playing, teenage reader who prefers to keep to himself and remain on the fringes of things. Yet after the mysterious deaths of his girlfriend and favorite teacher, he stumbles into a conspiracy theory and soon finds himself in the middle of a secret war between two groups of descendants of an ancient civilization. Both groups, the J'lares and the Nevels, each practice different hermeneutics toward a vague prophetic utterance that states that Demian is a key figure in ending their three-millennial conflict, a conflict revealed later to be one of supra-cosmological significance. But as the J'lares and Nevels struggle for control over Demian, they will all play into an unforeseeable type of threat, which none of their worldviews could anticipate. A stage-setting *Entwicklungsroman* (and first-ever anti-YA novel) filled with commentary on high and low culture, dips into metafiction, encounters with mysticism, existential concerns, and quasi-philosophical debate (and Notes for the uninitiated), *SINEDIE* presents an unprecedented, introspective, character-driven narrative about a quirky teenager coming to terms with death, the novel's primary theme, and yet a theme that is counterbalanced by how the protagonist creatively internalizes his secret and unrequited love for an older woman, one who answers for him the age-old question who is the woman at the center of your existence? and who culminates in the novel's surprising and unconventional (hidden) love story.

SGU, Stargate UniverseAirAirFandemonium Books

Drawing upon her background in Organizational Leadership, the author looks at the various representations of leadership in science fiction programs of the last 50 years. She examines how the various leaders in these programs reflect societal trends in business, religion, spirituality, politics, and the military.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 89. Chapters: Jack O'Neill, Nately, List of Stargate SG-1 characters, Hal Jordan, List of Stargate Universe characters, Captain Atom, Buck Rogers, Cameron Mitchell, Biggles, Samantha Carter, Diana Prince, Diane Beckman, George Hammond, Patrick McLanahan, Doc Daneeka, Matthew Scott, Chris Redfield, Richard Tyler, Orr, Evan Lorne, Vance Astro, Captain Scarlet, John Sheppard, Enemy Ace, Steve Austin, Everett Young, Lord Flashheart, Alan Carter, Milo Minderbinder, Captain Aardvark, Captain Black, Jillian Pearlman, Dr. Bellows, Major Major, Tamara Johansen, Mitchell Gant, Chaplain Tappan, Jeff Tracy, Bartholomew Bandy, Garry Halliday, Meteorite, Lt. Fairfax and Lt. Carstairs, Scott Tracy, Nguyen Toon, Colonel Cathcart, Worrals. Excerpt: Spanning ten years and several films, Stargate SG-1 developed an extensive and detailed backdrop of diverse characters. Many of the characters are members of alien species discovered while exploring the galaxy through the Stargate, although there are an equal number of characters from offworld human civilizations. While Stargate SG-1 and Stargate Atlantis are separate shows, they take part in the same fictional universe, so no character is internally show-specific. Except for the commanders of the top-secret Stargate Command military base (SGC), all main characters of Stargate SG-1 are members of the SG-1 team, the primary unit of the SGC in the show. SG-1's duties include first contact, reconnaissance and combat, diplomacy, initial archaeological surveying, and technological assessment. The composition of SG-1 changes several times during the series run and varies in several alternative universes. Jack O'Neill is a USAF Colonel (later Brigadier General, Major General and then Lt. General) who led the original mission through the Stargate in Stargate. He is played by Kurt Russell in the film and by...

The thirty-two stories in this collection imaginatively take us far across the universe, into the very core of our beings, to the realm of the gods, and the moment just after now. Included here are the works of masters of the form and of bright new talents, including: John Barnes, Elizabeth Bear, Damien Broderick, Karl Bunker, Paul Cornell, Albert E. Cowdrey, Ian Creasey, Steven Gould, Dominic Green, Nicola Griffith, Alexander Irvine, John Kessel, Ted Kosmatka, Nancy Kress, Jay Lake, Rand B. Lee, Paul McAuley, Ian McDonald, Maureen F. McHugh, Sarah Monette, Michael Poore, Robert Reed, Adam Roberts, Chris Roberson, Mary Rosenblum, Geoff Ryman, Vandana Singh, Bruce Sterling, Lavie Tidhar, James Van Pelt, Jo Walton, Peter Watts, Robert Charles Wilson, and John C. Wright. Supplementing the stories are the editor's insightful summation of the year's events and a lengthy list of honorable mentions, making this book both a valuable resource and the single best place in the universe to find stories that stir the imagination, and the heart.

Marc Dane is een MI6 field agent die thuis achter de computer werkt, maar als hij de enige overlevende is van een gewelddadige aanval op zijn team, bevindt hij zich plots middenin de actie. Wanneer alle bewijzen Marc als verrader aanwijzen, volgt een race tegen de klok om zijn naam te zuiveren. Terwijl hij eigenlijk niemand kan vertrouwen, moet hij gedwongen samenwerken met de Rubicon groep en hun leider Lucy Keyes, een ex-militair die weet hoe het voelt om een outsider te zijn. Een terroristische aanval dreigt en alleen Lucy en Marc kunnen die stoppen voor het te laat is.

This three-volume set is a valuable resource for researching the history of American television. An encyclopedic range of information documents how television forever changed the face of media and continues to be a powerful influence on society. • Supplies historic context for why television shows were released at a particular moment in time • Covers key television genres—such as the western, sitcoms, crime shows, and variety programs—in detail • Provides readers with an understanding of the technical evolution of television that directly affected programming • Includes biographies of important individuals in the television industry

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.

The year's best, and darkest, tales of terror, showcasing the most outstanding new short stories and novellas by both contemporary masters of the macabre and exciting newcomers. As ever, this acclaimed anthology also offers the most comprehensive annual overview of horror around the world in all its incarnations; a comprehensive necrology of famous names; and a list of indispensable contact addresses for the dedicated horror fan and writer alike. The Mammoth Book of Best New Horror remains the world's leading annual anthology dedicated solely to presenting the best in contemporary horror fiction. Praise for Stephen Jones: 'The best horror anthologist in the business is, of course, Stephen Jones, whose Mammoth Book of Best New Horror is one of the major bargains of this as of any other year.' Roz Kavaney 'An essential volume for horror readers.' Locus 'Stephen Jones . . . has a better sense of the genre than almost anyone in this country.' Lisa Tuttle, The Times Books

Samantha Stephens in Bewitched. Lieutenant Uhura on Star Trek. Wonder Woman, Xena, Warrior Princess, Buffy the Vampire Slayer, and many more. Television's women of science fiction and fantasy are iconic and unforgettable yet there hasn't been a reference book devoted to them until now. Covering 400 female characters from 200 series since the 1950s, this encyclopedic work celebrates the essential contributions of women to science fiction and fantasy TV, with characters who run the gamut from superheroes, extraterrestrials and time travelers to witches, vampires and mere mortals who deal with the fantastic in their daily lives.

In the new millennium, what secrets lay beyond the far reaches of the universe? What mysteries belie the truths we once held to be self evident? The world of science fiction has long been a porthole into the realities of tomorrow, blurring the line between life and art. Now, in The Mammoth Book of Best New Science Fiction 23 the very best SF authors explore ideas of a new world. With an extensive recommended reading guide and a summation of the year in science fiction, this annual compilation has become the definitive must-read anthology for all science fiction fans and readers interested in breaking into the genre. Praise for Gardner Dozois: 'Dozois's definitive must-read short story anthology takes the pulse of science fiction today' Publishers Weekly 'For more than a quarter century, Gardner Dozois's The Mammoth Book of Best New SF has defined the field. It is the most important anthology, not only annually, but overall.' - Charles N. Brown, publisher of Locus Magazine

This companion provides a definitive and cutting-edge guide to the study of imaginary and virtual worlds across a range of media, including literature, television, film, and games. From the Star Trek universe, Thomas More's classic Utopia, and J. R. R. Tolkien's Arda, to elaborate, user-created game worlds like Minecraft, contributors present interdisciplinary perspectives on authorship, world structure/design, and narrative. The Routledge Companion to Imaginary Worlds offers new approaches to imaginary worlds as an art form and cultural phenomenon, explorations of the technical and creative dimensions of world-building, and studies of specific worlds and worldbuilders.

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.

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

A critical study of the cult television series Stargate SG-1 and its spinoff, Stargate Atlantis, provides a close-up look at its characters, themes, plots, representations of alien cultures, interaction with fan fiction, and more, accompanied by a complete episode guide of both series, an interview with a staff writer, and a glossary of terms. Original.

Mark J.P. Wolf's study of imaginary worlds theorizes world-building within and across media, including literature, comics, film, radio, television, board games, video games, the Internet, and more. Building Imaginary Worlds departs from prior approaches to imaginary worlds that focused mainly on narrative, medium, or genre, and instead considers imaginary worlds as dynamic entities in and of themselves. Wolf argues that imaginary worlds—which are often transnarrative, transmedial, and transauthorial in nature—are compelling objects of inquiry for Media Studies. Chapters touch on: a theoretical analysis of how world-building extends beyond storytelling, the engagement of the audience, and the way worlds are conceptualized and experienced a history of imaginary worlds that follows their development over three millennia from the fictional islands of Homer's Odyssey to the present internarrative theory examining how narratives set in the same world can interact and relate to one another an examination of transmedial growth and adaptation, and what happens when worlds make the jump between media an analysis of the transauthorial nature of imaginary worlds, the resulting concentric circles of authorship, and related topics of canonicity, participatory worlds, and subcreation's relationship with divine Creation Building Imaginary Worlds also provides the scholar of imaginary worlds with a glossary of terms and a detailed timeline that spans three millennia and more than 1,400 imaginary worlds, listing their names, creators, and the works in which they first appeared.

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.

During the Cold War, the U.S. government began testing paranormal claims under laboratory conditions in hopes of realizing intelligence applications for psychic phenomena. Thus began the project known as Star Gate. The largest in the history of parapsychological research, it received more than \$20 million in funding and continued into the mid-1990s. This project archive includes all available documents generated by research contractor SRI International and those provided by government officials. Remote viewing (RV) is an atypical ability that allows some individuals to gain information blocked from the usual senses by shielding, distance or time. During the final decade of Star Gate, the emphasis shifted to a support role of a government in-house psychic spying unit at Ft. Meade, MD, and to engage a number of full-time scientists to investigate the physical and biological properties of RV, which proved successful. Results included how to identify the RV-gifted, what constitutes an RV target, some correlations with parts of the nervous system, and an indication of a potential 6th sense. This volume includes numerous examples as well as operational simulations.

De lange weg naar de vrijheid is de beroemde autobiografie van een van de grootste mannen van de twintigste eeuw. Nelson Mandela beschrijft de lange weg die hij heeft moeten afleggen van onwetende jongen tot charismatisch staatsman. Dit is het verhaal van misschien wel de wonderbaarlijkste omwenteling in de geschiedenis, verteld door de man die het allemaal heeft meegemaakt en in gang gezet. Het verhaal van Mandela, door Mandela.

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

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.

This is a detailed examination of 58 science fiction television series produced between 1990 and 2004, from the popular The X-Files to the many worlds of Star Trek (The Next Generation onward), as well as Andromeda, Babylon 5, Firefly, Quantum Leap, Stargate Atlantis and SG-I, among others. A chapter on each series includes essential production information; a history of the series; critical commentary; and amusing, often provocative interviews with overall more than 150 of the creators, actors, writers and directors. The book also offers updates on each series' regular cast members, along with several photographs and a bibliography. Fully indexed.

A Deeper Look at Comic Book Superhero Soldiers The military in comic books: Comic book superheroes have been influenced by the true heroes of our armed forces for decades. They frequently recreate the actions of presidents, military leaders, and soldiers. From Captain America punching Hitler in the jaw on his very first cover, to The Punisher surviving the battle of Firebase Valley Forge, there are countless instances when the military has crossed over to the pages of comic books. Soldiers and superheroes: A veteran of Operation Iraqi Freedom, Jason Inman re-discovered his childhood love of comic books during long days at the Tallil Air Base in southern Iraq. He couldn't help but ask why so many comic books are filled with service members. Maybe it's their loyalty to everyday citizens and the never-ending quest for justice. The men and women who lace up their books and sacrifice their lives know that battle can change a person. What kinds of soldiers were these fictional characters, and how were they changed by war? Discover the super soldiers in Marvel comics, DC comics and beyond: Super Soldiers: A Salute to the Comic Book Heroes and Villains Who Fought for Their Country looks at the intersection between war and pop culture to understand these questions and more. Each chapter revisits military comic book characters and compares them to personal stories from Inman's military career. Describing superhero soldiers from DC comics and Marvel comics, including lesser-known characters lost to time. Super Soldiers is perfect for fans of military science fiction and everyone who wants to know the stories behind their favorite comic books: You'll love Super Soldiers if you enjoyed DC Comics Encyclopedia All-New Edition, The Secret History of Wonder Woman, The League of Regrettable Superheroes, and The Legion of Regrettable Supervillains.

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 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.

A bumper collection of 2,800 questions and answers to test even the most ardent quiz fanatic.

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.

Stargate-1's original run overlapped the peak and aftermath of the Science Wars, which allowed for the show to engage questions about the nature of science and technology. This book focuses on how the series depicted science (as an enterprise) and scientists at a time when the Science Wars were raging and the nature of both was sharply contested.

The ultimate book of baby names for comic book nerds, sci-fi fans and more—with the meanings and stories behind more than 1,000 names! Having trouble finding a baby name that celebrates your favorite fandom? Whether you want your child's name to stand out in a crowd or fit in on the playground, Naming Your Little Geek is here to save the day! This ultimate guidebook is complete with every name a geek could want to give their baby—from Anakin and Frodo to Indiana and Clark; and from Gwen and Wanda to Buffy and Xena—plus their meanings, and a list of all the legends who have borne them. Naming Your Little Geek covers everything from comic book superheroes to role-playing game icons, Starfleet officers to sword and sorcery legends with characters who have appeared on film and TV, in novels and comic books, on the tabletop, and beyond. With nearly 1,100 names referencing more than 4,400 characters from over 1,800 unique sources, it's the perfect resource for parents naming a child or anyone looking for a super cool and meaningful new name.

In the earliest years of the history of the universe, the Worldmaker has turned against his creations with unaccountable malice. One by one the ruling sun lords of each solar system have fallen, succumbing to the lure of forbidden knowledge. The terrible punishment for their crime is isolation—the Gates connecting their worlds to the rest of the cosmos

are sealed off. Their innocence lost, their civilizations hopelessly corrupted, the immortal sun people are condemned to languish with their subjects in an eternity of solitude. With courageous and often desperate measures the remaining sun lords now prepare themselves and their subjects for a battle unlike any they have ever imagined. The final struggle has begun. Unfolding with epic power, Stargate is conceived with a richness, subtlety, and depth that set it apart from most fantasy fiction. And like Pauline Gedge's critically acclaimed historical novels, it is written with a vividness that is unforgettable. First published in 1982 but long out of print, Stargate is destined to be rediscovered and treasured as a major classic of fantasy literature.

Leadership has never been more important – and divisive – than it is today. The idea and discourse of the leader remains a critical factor in organizational and societal performance, but there is evident tension between the persistent focus on the critical importance of individual leaders and the increasing emphasis on collective leadership. The Routledge Companion to Leadership provides a survey of the contentious and dynamic discipline of leadership. This collection covers key themes in the field, including advances in leadership theory, leadership in a range of contexts and geographies, leadership failure, leadership process, and leadership development. Topics range from micro studies to wider political analyses of leadership, taking in unusual but important aspects such as portrayals of leadership in architecture, media, and science fiction. Contributions from 61 internationally renowned authors from 16 countries make available the full range of perspectives, approaches, and insights on the idea of leadership. Providing both a social sciences and a psychological approach, these go beyond common themes to offer diverse perspectives on such topics as emotion and leadership, portrayals of leadership. This volume situates leadership debates and evidence within contemporary leadership crises, while ensuring that the explorations of the issues are of enduring relevance. With wide and critical coverage of the key topics and potent contextualization of themes in current events, The Routledge Companion to Leadership is the ideal resource for graduate study in leadership.

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....

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