

Stargate Atlantis From The Depths Sgx 08 | ff6c04f8c1807914c0c4833db4f35b4f

The Chosen *Stargate SG-1* *The Lost* *Triptych* *Stargate SGX-07* [eBook - Biblioboard] *The Siren Depths* *First Amendment* *Project Atlantis* *Homecoming* *Casualties of War* *The Mammoth Book of Best New Horror 19* *Stargate Atlantis* *Mr. Scott's Guide to the Enterprise* *Trouble and Her Friends* *STARGATE SG-1* *ATLANTIS* *Points of Origin* *Stories of the Raksura* *Mirror, Mirror* *Farside* *Dead End* *The Death of the Necromancer* *Valhalla* *Nightfall* *Halcyon* *Good Girl* *Gone* *Windows on a Lost World* *Stargate Universe* *The Price You Pay* *The Radio Handbook* *Time Traveler* *Chronicles* *Decipher* *Stargate Atlantis* *The Morpheus Factor* *Stargate SGI-15* *Shadow Man* *STARGATE ATLANTIS* *From the Depths* *Reliquary* *The Atlantis Gene* *The Harbors of the Sun* *Do No Harm* *Rising*

Here is the latest edition of the world's premier annual showcase of horror and dark fantasy fiction. It features some of the very best short stories and novellas by today's masters of the macabre - including Neil Gaiman, Brian Keene, Elizabeth Massie, Glen Hirshberg, Peter Atkins and Tanith Lee. The Mammoth Book of Best New Horror also features the most comprehensive yearly overview of horror around the world, lists of useful contact addresses and a fascinating necrology. It is the one book that is required reading for every fan of macabre fiction. PRAISE FOR THE SERIES 'Well-crafted celebration of a continuously inventive genre' SFX Magazine 'The must-have annual anthology for horror fans.' Time Out 'An essential volume for horror readers.' Locust 'In an age where genre fiction is often just reheated pastiche, the Best New Horror series continues to break from the herd, consistently raising the bar of quality and ingenuity.' Rue Morgue 'Brilliantly edited and most instructively introduced by legendary anthologist Stephen Jones.' Realms of Fantasy 'One of horror's best.' Publishers Weekly

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

One hundred years in the future, someone steals Trouble's identity on the computer nets and she, the greatest hacker of them all, returns from retirement to track down and confront the imposter in the strange, constantly-changing world of computer reality.

Stargate Command is in crisis - too many teams wounded, too many dead. Tensions are running high and, with the pressure to deliver tangible results never greater, General Hammond is forced to call in the Pentagon strike team to plug the holes. But help has its price.

When the aquatic life on Atlantis's adopted homeworld begins to threaten the city, Colonel Sheppard's team discovers that the creatures are both intelligent and able to communicate. Another victim of the Ancient scientist, Janus, the squid-like creatures reveal how they were abducted from their own world millennia ago—and demand Atlantis's help to return home. Eager to assist, Sheppard and his team travel to the creature's homeworld only to find its indigenous population hostile to the return of their kinsmen. And, to make matters worse, they discover a Genii salvage operation in the ocean that's not only threatening the creature's habitat but their very survival. Facing hostility above and below the water, Weir and Sheppard must negotiate a homecoming for their new friends and peace with the Genii before frayed tempers result in a bloody conflict that could destroy them all

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.

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.

A floor plan of the U.S.S. Enterprise encompasses a chronology of the events in the recent Star Trek movies and looks at the new "Enterprise" built to replace the destroyed old ship

The eye of the beholder When Dr. Carson Beckett disturbs the rest of two longdead Ancients, he unleashes devastating consequences of global proportions.

The Radio Handbook is a comprehensive guide to radio broadcasting in Britain. Featuring two entirely new chapters for this edition, You Radio and Sport on Radio, this text offers a thorough introduction to radio in the twenty-first century. Using new examples, case studies and illustrations, it examines the various components that make radio, from music selection to news presentation, and from phone-ins to sport programmes. Discussing a variety of new media such as podcasts, digital radio and web-linked radio stations, Carole Fleming explores the place of radio today, the extraordinary growth of commercial radio and the importance of community radio. The Radio Handbook shows how communication theory informs everyday broadcasts and encourages a critical approach to radio listening and to radio practice. Addressing issues of regulation, accountability and representation, it offers advice on working in radio and outlines the skills needed for a career in the industry.

When an Earth-sized planet circling a star some 30 light-years away is detected, the race is on to build an astronomical observatory on Farside, the side of the Moon that never faces Earth—a dangerous task that is plagued by accidents, mental and emotional breakdowns and a discovery that will forever change the human race. 15,000 first printing.

All his life, Moon roamed the Three Worlds, a solitary wanderer forced to hide his true nature — until he was reunited with his own kind, the Raksura, and found a new life as consort to Jade, sister queen of the Indigo Cloud court. But now a rival court has laid claim to him, and Jade may or may not be willing to fight for him. Beset by doubts, Moon must travel in the company of strangers to a distant realm where he will finally face the forgotten secrets of his past, even as an old enemy returns with a vengeance. The Fell, a vicious race of shape-shifting predators, menaces groundlings and Raksura alike. Determined to crossbreed with the Raksura for arcane purposes, they are driven by an ancient voice that cries out from . . . The siren depths.

SG-1 are asked by the Tok'ra to rescue a creature known as Mujina. The last of its species, Mujina is devoid of face or form and draws its substance from the needs of those around it. The creature is an archetype—a hero for all, a villain for all, depending upon whose influence it falls under. And the Goa'uld Apophis, understanding the potential for havoc Mujina offers, has set his heart on possessing the creature.

THE BATTLE TO SAVE HUMANITY HAS BEGUN. Off the coast of Antarctica, a research vessel discovers a mysterious structure buried deep within an iceberg. Entombed for thousands of years, it can't possibly be man-made. But a secretive and ruthless cabal think they know what it is and what it means. The Immari have spent millennia preparing for the return of humanity's ancient enemy. Faced with an extinction-level threat, they believe mankind's only chance of survival will mean sacrificing 99.9% of the planet's population. It's a price the Immari are prepared to pay. Geneticist Kate Warner and intelligence agent David Vale may have a chance to avert the looming catastrophe, but only if they can decode the secrets of the Atlantis Gene and unlock the truth about humanity's origins.

Although unwilling participants, SG-1 soon finds itself fighting with the Vanir against its ancient foe--the brutal giants of Jotunheim--and feasting long into the night. But when dawn arrives, the team find itself in a very different world.

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.

The team discover a ruined city with a deadly secret.

A former friend has betrayed the Raksura and their groundling companions, and now the survivors must race across the Three Worlds to rescue their kidnapped family members. When Moon and Stone are sent ahead to scout, they quickly encounter an unexpected and potentially deadly ally, and decide to disobey the queens and continue the search alone. Following in a wind-ship, Jade and Malachite make an unlikely alliance of their own, until word reaches them that the Fell are massing for an attack on the Reaches, and that forces of the powerful Empire of Kish are turning against the Raksura and their groundling comrades. But there may be no time to stage a rescue, as the kidnapped Raksura discover that their captors are heading toward a mysterious destination with a stolen magical artifact that will cause more devastation for the Reaches than anything the lethal Fell can imagine. To stop them, the Raksura will have to take the ultimate risk and follow them into forbidden territory. The Harbors of the Sun, from celebrated fantasy author Martha Wells, is the thrilling follow-up to The Edge of Worlds, and the conclusion of a new Three Worlds duology of strange lands, uncanny beings, dead cities, and ancient danger.

A new tale based on the People's Choice Award-winning television series finds the team of soldiers and scientists working to unravel a new mystery in the Pegasus galaxy. Original.

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TRIPTYCH is a poignant, character-driven science-fiction story about tolerance, love, loss, and the desperate attempt to find connection on a world that is no longer yours alone, and that no longer makes sense. "A deeply satisfying debut" -Publishers Weekly, starred review #3 SF/F/HR Best Books of the Year, 2011

Evelyn Carter, a young, struggling video news stringer, is recruited to join an elite government-run time travel agency. She and her team travel through time with the public goal of collecting artifacts lost to time and capturing historical events on video for the world to see. Along the way, she learns of a secret in history so terrifying that it must be kept hidden from the public at all costs. Lost history, top secret agendas, and a frightening future are just the beginning. Something massive is about to happen and it is up to the team to find a way to stop it. Buried deep in the past, the puzzle pieces start to fit together. For the team to stop the unstoppable, they must journey farther through time and space than anyone thought possible.

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

A brutal society needs the team to harness Wraith technology.

Ancient monuments all over the world - from the Pyramids of Giza, to Mexico, to the ancient sites of China - are also awakening, reacting to a brewing crisis not of this earth, connecting to each other in some kind of ancient global network. A small group of scientists is assembled to attempt to unravel the mystery. What they discover will change the world. Imagine that 12,000 years ago it really did rain for 40 days and 40 nights. That storms reigned supreme. Imagine that survivors of human civilization really were forced to take to boats or hide out in caves on mountaintops. Then consider that these same myths from around the world predict this kind of devastation will occur time and again. What could cause such a catastrophe? What occurs in nature with such frightening and predictable regularity? A pulsar. But this is not just any pulsar - the ordinary type that pulses once a second, a minute, or even a week. This pulses once every 12,000 years and sends out a gravity wave of such ferocity it beggars belief. Not only that, it's closer than anybody has ever imagined. For it lives in our own backyard. It is the Sun.

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

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

Crack the code or die. A black-ops agency discovers hieroglyph-covered pyramids on Jupiter's moon Callisto. The government forcibly taps rebel archeologist Kaden Jaxx with only two instructions: 1) decode the ancient writings and 2) keep his overactive mouth shut or else. But what if the writing spells out an ancient prophecy for Earth's doom? "A spine-tingling space thriller that combines elements of Stargate Atlantis, The Da Vinci Code, and Raiders of the Lost Ark into a must-read sci-fi adventure." Caution: This book contains dangerous ancient secrets and a lot of kick-but action. If you're ready, grab a copy today!

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: Atlantis is back with brand new comic book adventures that pick up right where the acclaimed TV series left off! Comic art legend Greg LaRocque (Flash: The Return of Barry Allen, Web of Spider-Man) and newcomer Scottie Watson join the writing team of Mark L. Haynes & J.C. Vaughn (24, Stargate Universe) to deliver the powerful and long-awaited new tales of John Sheppard, Teyla, Ronon, Rodney McKay and the rest of the beloved characters. After Atlantis is stranded on Earth following the events in the series' cliffhanger ending, what surprising danger threatens them and our whole planet? And while they're on Earth, what new menace enters the scene in the Pegasus galaxy? All will be revealed in this exciting new collection of American Mythology's first two story arcs, StargateAtlantis: Back To Pegasus and Stargate Atlantis: Gateways, the comics that made one review say, "As far as television franchises continuing on in comic books I think this one is definitely the most authentic to the series."

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.

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

In "The Falling World," Jade, sister queen of the Indigo Cloud Court, has traveled with Chime and Balm to another Raksuran court. When she fails to return, her consort, Moon, along with Stone and a party of warriors and hunters, must track them down. Finding them turns out to be the easy part; freeing them from an ancient trap hidden in the depths of the Reaches is much more difficult. "The Tale of Indigo and Cloud" explores the history of the Indigo Cloud Court, long before Moon was born. In the distant past, Indigo stole Cloud from Emerald Twilight. But in doing so, the reigning Queen Cerise and Indigo are now poised for a conflict that could spark war throughout all the courts of the Reaches. Stories of Moon and the shape changers of Raksura have delighted readers for years. This world is a dangerous place full of strange mysteries, where the future can never be taken for granted and must always be fought for with wits and ingenuity, and often tooth and claw. With two brand-new novellas, Martha Wells shows that the world of the Raksura has many more stories to tell. . .

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.

In the far future, human culture develops five distinctive genders due to the effects of a drug that eases sickness from faster-than-light travel. Winner of a Lambda Literary Award for Gay/Lesbian Science Fiction, "Shadow Man" remains one of the more important modern, speculative novels ever published in the field of gender and sexual identity.

Bent on avenging the execution of his godfather by a duplicitous count, master criminal Nicholas is diverted by a series of eerie events that forces him to confront an ancient evil. By the author of The Element of Fire. Reprint.

Windows On A Lost World While Captain Kirk and a landing party from the Starship Enterprise™ explore the ruins of an ancient civilization on the uninhabited planet Careta IV, they discover strange devices that appear to be windows. But the mysterious windows prove to be more than they seem when Kirk, Chekov, and two security guards enter them and disappear. Suddenly, Kirk and his team find themselves trapped in a strange alien environment and must fight with all their strength to survive and keep their sanity. Now Spock must locate his missing comrades and solve the window's ancient mysteries before his captain and crewmates are lost forever.

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.

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