Sci Fi

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The War of the Worlds H. G. Wells 2017-01-01 When a meteorite lands in Surrey, the locals don't know what to make of it. But as Martians emerge and begin killing bystanders, it quickly becomes clear—England is under attack. Armed soldiers converge on the scene to ward off the invaders, but meanwhile, more Martian cylinders land on Earth, bringing reinforcements. As war breaks out across England, the locals must fight for their lives, but life on Earth will never be the same. This is an unabridged version of one of the first fictional accounts of extraterrestrial invasion. H. G. Wells's military science fiction novel was first published in book form in 1898, and is considered a classic of English literature.

CANNONBALL EXPRESS 1: Railroads of Mars Kit Kane 200 TONS OF STEAM-POWERED ALIEN SUPER-TECH. Three daring women with a thirst for adventure. The railroads of Mars better raise that speed limit. ————— "★★★★★ OMG! It's BUFFY meets FIREFLY on Mars with trains!" - Barry J. Hutchison, bestselling author of SPACE TEAM ————— A NEW HOPE. A NEW WORLD. EXCITEMENT. OPPORTUNITY. ADVENTURE. For the colonists on a terraformed Mars in 2454, that was the promise. For you though—Jess Flint, engineering prodigy and big-time dreamer—it is a promise unfulfilled. Excitement? Adventure? Somebody might be having 'em, but not in the one-horse-town you call home. And then it happens. In the depths of an abandoned alien junkyard, you stumble across the preserved hulk of legendary steam locomotive the Cannonball Express. Your jaw hits the Martian floor. This is it! Your ticket out! You rebuild the ancient loco, augmenting it with a hodgepodge of powerful alien super-tech. Almost before you know it, you've found yourself a crew: There's Sally, the town's glamorpuss, handy-with-her-fists saloon singer. There's Vera, über-brainiac accountant-turned-adrenalin junkie. Oh, and there's Dave. He's from Staines. You drop an ad in the local paper— CANNONBALL EXPRESS (MARS) Ltd. Any Cargo Anywhere Anytime —and WHAM! You just climbed aboard a bullet train to adventure. CANNONBALL EXPRESS Let's Roll ————— Book 1 in Kit Kane's CANNONBALL EXPRESS series, Railroads of Mars is interplanetary adventure at full-throttle—a standalone sci-fi western, brimming with action, monsters, comedy, and heart. ————— Resplendent in a trio of fresh-from-the-hardware-store overalls, Jess, Sally, and Vera stood in the mind-boggling immensity of the alien junkyard, staring up at what Jess had found there—at that steam-driven titan of rail locomotion. "Seven days," Jess said. "That's what we got. Granted, it ain't a lotta time, but the way I see it, we all pull together, we can do this. Not saying it'll be easy. Ya don't like axle grease, walk away now. Coal dust? Engine oil? See above. Is it a gamble? Sure. But this kinda gamble? It's the good kinda gamble, am I right?" The exhilaration in Sally and Vera's eyes was answer enough. "That's what I like to hear," Jess said, draping her arms around the denim-clad shoulders of her two best friends. "So step up then, ladies. Cos we just got ourselves into the Martian railroad business." ————— "AN EXPRESS RIDE OF THRILLS! You won't want to get off." - Alexander Gordon Smith, bestselling author of ESCAPE FROM FURNACE "BRILLIANT! A 200-ton rollercoaster ride." - Jon Mayhew, award-winning author of MORTLOCK READERS SAY: ★★★★★ Thrilling! ★★★★★ Totally unique! ★★★★★ I read it in one breathtaking blast! ★★★★★ Shocks, cliffhangers, laugh out loud moments. An absolute winner all the way. ————— FANS OF THE FOLLOWING SERIES ALSO ENJOY CANNONBALL EXPRESS: Star Wars, Buffy the Vampire Slayer, Firefly TV Series, Doctor Who, Star Trek, Lost in Space, Mandalorian, Buffy, Dr Who, Bobba Fett, Obi Wan Kenobi, Wild Wild West, Buck Rogers, Flash Gordon, Brisco County, Marvel Comics, DC Comics, Agent Carter, Avengers, Babylon 5, Babylon Five, Battlestar Galactica, Bionic Woman, Six Million Dollar Man, Blake's 7, Blake's Seven, Blue Thunder, Back to the Future, Gerry Anderson, Captain Scarlet, Captain Harlock, Outer Limits, Twilight Zone, Torchwood, Sarah Jane Adventures, Joss Whedon, Dan Dare, Earth Final Conflict, Farscape, Fireball XL5, Godzilla, Gundam, Joe 90, Thunderbirds, Jonny Quest, Knight Rider, Land of the Lost, Land of the Giants, Macross, Mazinger, Neon Genesis Evangelion, Power Rangers, Quantum Leap, Red Dwarf, RoboCop, SeaQuest, Space 1999, Space Patrol, Space Precinct, Stargate, Stingray, Terra Nova, Terrahawks, Time Tunnel, Tomorrow People, Transformers, Ultraman, Voyage to the Bottom of the Sea, Irwin Allen, War of the Worlds, Warehouse 13, Wonder Woman, Backyard Starship, Starship for Sale, Alexis Carew, Junkyard Pirate, Doc Savage FANS OF THE FOLLOWING WRITERS ALSO ENJOY CANNONBALL EXPRESS: M.R. Forbes, MR Forbes, M R Forbes, Scott Baron, G.J. Ogden, GJ Ogden, G J Ogden, Mark Wayne McGinnis, James David Victor, L.L. Richman, LL Richman, L L Richman, Matt Rogers, Lindsay Buroker, Clara Woods, J.N. Chaney, JN Chaney, J N Chaney, Dominique Mondesir, Craig Martelle, Michael Anderle, H.G. Wells, HG Wells, H G Wells, E.E. Doc Smith, EE Doc Smith, E E Doc Smith, Barry J Hutchison, Barry J. Hutchison, Edgar Rice Burrows, Terry Maggert, Greig Beck, Jason Anspach, Jamie McFarlane, Daniel Arenson, Becky Chambers, Rick Partlow, Igor Nikolic, Joshua Dalzelle, Orson Scott Card, Jasper T. Scott, Jasper T Scott, Nathan Hystad, Ben S. Dobson, Ben S Dobson, James Haddock THE FOLLOWING KEYWORDS ARE ASSOCIATED WITH CANNONBALL EXPRESS: science fiction fantasy books, sci-fi adventure novels, sci-fi and fantasy books, sci-fi teen books, sci-fi fantasy books, sci-fi fantasy novels, sci fi adventure novels, pulp sci-fi adventure, sci-fi western books, western sci-fi books, space western books, science fiction action books, science fiction western books, sci fi adventure books, sci fi book sets, science fiction and fantasy books, sci fi western books, western sci fi books, sci-fi adventure books, sci-fi novels, sci-fi books, science fiction novels, science fiction adventure books, western science fiction books, sci-fi action books, sci fi space western book novel series female hero, sci fi space western book novel series mars trains, steampunk sci fi western novels, sci fi female protagonist, sci fi western with girl hero, best scifi steampunk genre book novel series story, scifi book novel about mars trains cowboys aliens, scifi female protagonist hero main lead character, scifi space western book novel series like firefly

The Three-Body Problem Cixin Liu 2014-11-11 Soon to be a Netflix Original Series! "War of the Worlds for the 21st century." – Wall Street Journal The Three-Body Problem is the first chance for English-speaking readers to experience the Hugo Award-winning phenomenon from China's most beloved science fiction author, Liu Cixin. Set against the backdrop of China's Cultural Revolution, a secret military project sends signals into space to establish contact with aliens. An alien civilization on the brink of destruction captures the signal and plans to invade Earth. Meanwhile, on Earth, different camps start forming, planning to either welcome the superior beings and help them take over a world seen as corrupt, or to fight against the invasion. The result is a science fiction masterpiece of enormous scope and vision. The Three-Body Problem Series The Three-Body Problem The Dark Forest Death's End Other Books Ball Lightning Supernova Era To Hold Up The Sky (forthcoming) At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Project Hail Mary Andy Weir 2021-05-04 #1 NEW YORK TIMES BESTSELLER • From the author of The Martian, a lone astronaut must save the earth from disaster in this "propulsive" (Entertainment Weekly), cinematic thriller full of suspense, humor, and fascinating science—in development as a major motion picture starring Ryan Gosling. HUGO AWARD FINALIST • ONE OF THE YEAR'S BEST BOOKS: Bill Gates, GatesNotes, New York Public Library, Parade, Newsweek, Polygon, Shelf Awareness, She Reads, Kirkus Reviews, Library Journal • "An epic story of redemption, discovery and cool speculative sci-fi."—USA Today "If you loved The Martian, you'll go crazy for Weir's latest."—The Washington Post Ryland Grace is the sole survivor on a desperate, last-chance mission—and if he fails, humanity and the earth itself will perish. Except that right now, he doesn't know that. He can't even remember his own name, let alone the nature of his assignment or how to complete it. All he knows is that he's been asleep for a very, very long time. And he's just been awakened to find himself millions of miles from home, with nothing but two corpses for company. His crewmates dead, his memories fuzzily returning, Ryland realizes that an impossible task now confronts him. Hurtling through space on this tiny ship, it's up to him to puzzle out an impossible scientific mystery—and conquer an extinction-level threat to our species. And with the clock ticking down and the nearest human being light-years away, he's got to do it all alone. Or does he? An irresistible interstellar adventure as only Andy Weir could deliver, Project Hail Mary is a tale of discovery, speculation, and survival to rival The Martian—while taking us to places it never dreamed of going.

Sci-Fi Art Steve Holland 2009-03-03 Surveys top-selected science-fiction art from the past 150 years, tracing the form's evolution from the early illustrations of Jules Verne and H. G. Wells, through the classic cover art of pulp magazines, to the paperbacks of the 1960s and 1970s and contemporary film posters and movies. Original.

Writing Sci-Fi and Fantasy (Lit Starts) San Francisco Writers' Grotto 2022-07-05 A book of writing prompts from the San Francisco Writers' Grotto, authors of the best-selling 642 Things series Focus on a single aspect of the craft of writing with help from the San Francisco Writers' Grotto. Writing Sci-Fi and Fantasy starts with a foreword by author Dorothy Hearst, who offers pointers for writing speculative fiction and inventing fantastic new worlds. The rest of the book consists of prompts and space to think, providing opportunities to consider the rules that govern your imagined universe. Among other ideas, you'll explore the various aspects of world-building by: writing a timeline of the history of your imagined place describing what the inhabitants of your world look like detailing transportation from city to city or planet to planet figuring out who's in charge and whether or not they should be Take to a café , on vacation, or on your morning commute and practice your creative writing a little bit at a time. Special Features Advice from a published writer, followed by prompts Part of the Lit Start series, a collection of single-subject writing prompt books by the San Francisco Writers' Grotto Check out the other books in this series: Writing Action, Writing Character, Writing Dialogue, Writing Humor, and Memoir.

Sci-Fi Junior High: Crash Landing Scott Seegert 2018-02-20 Middle school in space! An alien dog! A mad scientist! Hundreds of illustrations! Sci-Fi Junior High is galactically good! James Patterson presents a hilarious space adventure featuring an average human kid getting into a universe of trouble. Kelvin is the new kid at Sci-Fi Junior High--a floating space station filled with alien kids form across the universe. And he arrived just in time for the annual school dance: The Galactic Get Down! Kelvin is desperate to take luminous Luna (her species literally glows), but now that his secret about not being a Mega Supergenius is out, Kelvin doesn't have a shot. He has to think of a way to become super cool so everyone forgets he lied about his average intelligence... Cue mad scientist Erik Failenheimer's escape from his asteroid prison, an army of Pinions (any similarities to the MinionsTM is purely coincidental), and a battle to save Sci-Fi Junior High from imminent doom. Let's dance! "Saving the universe has never been so much fun!" -- Gordon Korman, #1 New York Times bestselling author of 39 Clues and Masterminds on Sci-Fi Junior High.

Bloodchild Octavia E. Butler 2012-07-24 Six extraordinary stories from the author of Kindred, a master of modern science fiction—including a Hugo and Nebula award–winning novella. Octavia E. Butler's classic "Bloodchild," winner of both the Nebula and Hugo awards, anchors this collection of incomparable stories and essays. "Bloodchild" is set on a distant planet where human children spend their lives preparing to become hosts for the offspring of the alien Tlic. Sometimes the procedure is harmless, but often it is not. Also included is the Hugo Award–winning "Speech Sounds," about a near future in which humans must adapt after an apocalyptic event robs them of their ability to speak. "The Evening and the Morning and the Night," another esteemed title in this collection, is a Nebula Award finalist. In these pages, Butler shows us life on Earth and amongst the stars, telling her tales with characteristic imagination and clarity. This ebook features an illustrated biography of Octavia E. Butler including rare images from the author's estate.

Startalk Neil deGrasse Tyson 2016 "This beautifully illustrated companion to celebrated scientist Neil deGrasse Tyson's popular podcast and National Geographic Channel TV show is an eye-opening journey for anyone curious about the complexities of our universe.aFor decades, beloved astrophysicist Neil deGrasse Tyson has interpreted science with a combination of brainpower and charm that resonates with fans everywhere. In 2009, he founded StarTalk, the wildly popular podcast that became an Emmy-nominated talk show on the National Geographic Channel this year. Tyson's pioneering, provocative book will take the greatest hits from the airwaves to the page in one smart, richly illustrated compendium. Featuring vivid photography, thought-provoking sidebars, enlightening facts, and fun quotes from science and entertainment luminaries like Bill Nye and Dan Aykroyd, StarTalkreimagines science's most challenging topics-from how the brain works to the physics of comic book superheroes-in a relatable, humorous way that will delight fans and new readers alike."

The Sci-Fi Factor Terry Ofner 2001 Teaches critical thinking and focuses on the question "What's the fascination with science fiction?" with selections by Ray Bradbury, Isaac Asimov, Ursula K. Le Guin, Fredric Brown, Paul Jennings, Carol Farley, and more. Literature & Thought Series.

Sci-Fi Movie Freak Robert C. Ring 2011-10-25 "I'll be back." -- The Terminator, The Terminator (1984) To the movies, that is. And so will you with the help of Sci-Fi Movie Freak, a celebration of some of the greatest science-fiction movies of all time. Your inner geek will freak finding everything from classics like Metropolis, Forbidden Planet, and 2001: A Space Odyssey to modern movies including Avatar, Moon, and Inception, and even the entertaining "failures" like Robot Monster, Gammera the Invincible, and Battlefield Earth. Movies are divided into various chapters including Best of the Best, Further Essentials, and Lesser-Known Gems. • Features more than 100 movies • 250+ photos of movie stills and posters • Top 10 lists of the best directors, female characters, villains and more Free DVD included of the magnificently bad cult classic Plan 9 From Outer Space.

Sci-Fi Savant Glenn Erickson 2011 A compilation of selected review essays from Erickson's DVD Savant internet column, compiled to provide an overview of the science fiction genre.

Spectra Magazine - Issue 3 Paul Andrews 2010-11-15 Spectra is the new digital magazine bringing you the best in new sci-fi, horror and fantasy short fiction, news and reviews. With four new stories from established writers and rising talent every issue, Spectra Magazine delivers the cutting edge of digital fiction direct to your favourite eBook platform. Spectra Magazine is the first science fiction, fantasy and horror short fiction publication dedicated to digital reading, delivering the best in genre-based literary entertainment. Each month, four brand new short stories are curated from award-winning genre writers and new talent alike, bringing you electrifying fiction in a host of different styles. We believe that sci-fi, fantasy and short fiction should dazzle and excite even the most seasoned reader, and we only select authors who are sure to blow your mind, ignite your imagination or turn your dreams into nightmares. Written and designed specifically for the e-book generation and e-reader technology, Spectra Magazine is essential for everyone with a passion for science fiction, fantasy, horror, or anyone looking for something fresh and exciting to bring their e-Reader to life. The future of short fiction is here.

101 Sci-Fi Movies You Must See Before You Die Steven Jay Schneider 2016-10-01 If you want to know your Degoba from your Delos or your Ming from your Morlock, if you can't decide whether to eat Soylent Green or in Mos Eisley's Cantina, or if you simply want to try to comprehend 2001:A Space Odyssey, 101 Sci- Fi Movies You Must See Before You Die is for you. Visionary and imaginative - science fiction allows all other genres to leap, quite literally, into another dimension. From the classic low-budget, space exploration Flash Gordon tales of the Saturday matinee serials to the slick, CGI-realized world of The Matrix, science fiction films have long been pushing the boundaries of the visually and dramatically fantastic. Take a classic cop chase, and set it on Mars. Think of a haunted house story, then add the Nostromo. Take the boy-meets-girl classic, then make them mutants. Turn the known world on its head, play with the laws of physics, and all the while hold your audience spellbound. With insight from critics, film historians, academics, and experts in the field, 101 Sci-Fi Movies You Must See Before You Die offers a breadth of knowledge, insight, and passion to a century of close encounters, black holes, time-travel, dodgy outfits, distant planets, impossible quests, nuclear war, futuristic technology, inexplicable forces, spaceships, extraordinary monsters, subterranean societies, and fluorescent drinks - get a dog and don't list your name in the phone book.

The Big Book of Science Fiction Jeff VanderMeer 2016-07-12 Quite possibly the greatest science fiction collection of all time—past, present, and future! What if life was neverending? What if you could change your body to adapt to an alien ecology? What if the pope were a robot? Spanning galaxies and millennia, this must-have anthology showcases classic contributions from H. G. Wells, Arthur C. Clarke, Octavia E. Butler, and Kurt Vonnegut, alongside a century of the eccentrics, rebels, and visionaries who have inspired generations of readers. Within its pages, you'll find beloved worlds of space opera, hard SF, cyberpunk, the New Wave, and more. Learn about the secret history of science fiction, from titans of literature who also wrote SF to less well-known authors from more than twenty-five countries, some never before translated into English. In The Big Book of Science Fiction, literary power couple Ann and Jeff VanderMeer transport readers from Mars to Mechanopolis, planet Earth to parts unknown. Immerse yourself in the genre that predicted electric cars, space tourism, and smartphones. Sit back, buckle up, and dial in the coordinates, as this stellar anthology has got worlds within worlds. Including: • Legendary tales from Isaac Asimov and Ursula K. Le Guin • An unearthed sci-fi story from W. E. B. Du Bois • The first publication of the work of cybernetic visionary David R. Bunch in twenty years • A rare and brilliant novella by Chinese international sensation Cixin Liu Plus: • Aliens! • Space battles! • Robots! • Technology gone wrong! • Technology gone right!

How to Draw Sci-Fi Utopias and Dystopias Prentis Rollins 2016-09-27 A DC Comics illustrator shows readers how to conceptualize, draw, and digitally enhance their own science fictional worlds—whether for graphic novels, comics, movies, or video games. Sci-fi imagery commands today's popular culture, from Star Wars to The Hunger Games and The Walking Dead. For clear-eyed artists, ages 12 and up, who see that science fiction is becoming science fact at an astounding rate, How to Draw Sci-Fi Utopias and Dystopias gives an in-depth look at the process of completing sci-fi illustrations—from the thought behind them (brainstorming and conceptualization) to constructing basic forms and objects on paper, converting roughs into finished pencil drawings, inking them in, and coloring them in Photoshop. The book is organized around the perennial distinction between two ways of representing the future in sci-fi: the pessimistic and the hopeful, or dystopian and utopian. After a basic primer on drawing (perspective, human faces, basic anatomy, light, shadow, rendering, and composition), five chapters detail the drawing of sci-fi humans, aliens and robots, land vehicles, flying vehicles, and cityscapes. Rollins demonstrates the astounding power of science fictional storytelling with 32 step-by-step case studies invented just for the book. Each demo is dated to a unique imagined future or alternate past and explained with fascinating detail. Examples include: battle-hardened mercenaries; a bizarre biomechanical alien *The Sci-Fi Movie Guide* reminiscent of The Jetsons; and a galactic imperial city of staggering proportions. How to Draw Sci-Fi Utopias and Dystopias is packed with professional tips on the right tools, techniques, and materials; how to draw tech; when to Google a reference photo or use a background from istockphoto.com; how to get and stay inspired; and how to execute a unique story. The gorgeous and varied artwork, and thoughtful storytelling combined with friendly instruction, will leave readers with hundreds of new ideas to create worlds of their own.

The Science of Sci-Fi Music Andrew May 2020-08-14 The 20th century saw radical changes in the way serious music is composed and produced, including the advent of electronic instruments and novel compositional methods such as serialism and stochastic music. Unlike previous artistic revolutions, this one took its cues from the world of science. Creating electronic sounds, in the early days, required a well-equipped laboratory and an understanding of acoustic theory. Composition became increasingly "algorithmic", with many composers embracing the mathematics of set theory. The result was some of the most intellectually challenging music ever written – yet also some of the best known, thanks to its rapid assimilation into sci-fi movies and TV shows, from the electronic scores of Forbidden Planet and Dr Who to the other-worldly sounds of 2001: A Space Odyssey. This book takes a close look at the science behind "science fiction" music, as well as exploring the way sci-fi imagery found its way into the work of musicians like Sun Ra and David Bowie, and how music influenced the science fiction writings of Philip K. Dick and others.

Sci-Fi Chronicles Guy Haley 2014-09-11 Chronicles two hundred science fiction creations between 1984 and 2001, tracing the lifespan of each entry across movies, television, books, graphic novels, video games, and manga.

Sci-Fi Literature Genius Guide Imagine Publishing

Writing Sci-Fi, Fantasy, & Horror For Dummies Rick Dakan 2022-03-09 Take your shot at becoming the next Tolkien, Asimov, or King with this simple roadmap to transforming your fiction into works of art Writing Sci-Fi, Fantasy, & Horror For Dummies is your skeleton key to creating the kind of fiction that grips readers and compels them to keep turning pages (even if it's well past their bedtime!) You'll start with the basics of creative writing—including character, plot, and scene—and strategies for creating engaging stories in different forms, such as novels, short stories, scripts, and video games. After that, get beginner-friendly and straightforward advice on worldbuilding, before diving headfirst into genre-specific guidance for science fiction, horror, and fantasy writing. This book also offers: Strategies for editing and revising your next work to get it into tip-top shape for your audience Ways to seek out second opinions from editors, experts, and even sensitivity readers Techniques for marketing and publishing, whether you're looking for traditional publication, working with agents, and advice for writers going the self-publishing route The perfect beginner's guide for aspiring writers with an interest in horror, fantasy, or science fiction, Writing Sci-Fi, Fantasy, & Horror For Dummies is the first and last resource you need before you start building your next story about faraway lands, aliens, and fantastic adventures.

Earth vs. the Sci-Fi Filmmakers Tom Weaver 2010-06-28 Back in the era of black-and-white horror and sci-fi movies, "we didn't have special effects, or the money for 'em," says Peter Graves, one of the genre's most popular stars. "But in those days, an unlimited amount of money wouldn't have gotten us much better special effects, because they didn't exist. We had to go with the stories and try to make them as believable as possible, and flash the outlandish things by quickly, so the audience never got a good, in-focus look at them!" Perhaps no films attracted more rabid fans and less critical acclaim than the genre movies of that era. The men and women who made the characters come to life are interviewed here, talking about their work, the behind-the-scenes action, and the impact the movies had on their careers. The interviewees are Gene Barry, Gary Clarke, Gary Conway, Merian C. Cooper, Robert Dix, Donnie Dunagan, Alex Gordon, Peter Graves, Gary Gray, Arch Hall, Jr., Stephen Kandel, Carolyn Kearney, Ken Kolb, Robert L. Lippert, Jr., Jan Merlin, Mary Mitchel, Elliott Reid, Stanley Rubin, Frankie Thomas and Burt Topper. Extensively illustrated.

The Martian Andy Weir 2014-02-11 Nominated as one of America's best-loved novels by PBS's The Great American Read Six days ago, astronaut Mark Watney became one of the first people to walk on Mars. Now, he's sure he'll be the first person to die there. After a dust storm nearly kills him and forces his crew to evacuate while thinking him dead, Mark finds himself stranded and completely alone with no way to even signal Earth that he's alive—and even if he could get word out, his supplies would be gone long before a rescue could arrive. Chances are, though, he won't have time to starve to death. The damaged machinery, unforgiving environment, or plain-old "human error" are much more likely to kill him first. But Mark isn't ready to give up yet. Drawing on his ingenuity, his engineering skills—and a relentless, dogged refusal to quit—he steadfastly confronts one seemingly insurmountable obstacle after the next. Will his resourcefulness be enough to overcome the impossible odds against him?

Chris Barsanti 2014-09-22 Once upon a time, science fiction was only in the future. It was the stuff of drive-ins and cheap double-bills. Then, with *Wireless: Quantum Crush and Other Stories* careering technologies, science fiction pushed its way to the present, and it busted out of the genre ghetto of science fiction and barged its way into the mainstream. What used to be mere fantasy (trips to the moon? Wristwatch radios? Supercomputers capable of learning?) are now everyday reality. Whether nostalgic for the future or fast-forwarding to the present, The Sci-Fi Movie Guide: The Universe of Film from Alien to Zardoz covers the broad and widening range of science-fiction movies. From the trashy to the epic, from the classics to today's blockbusters, this cinefile's guidebook reviews nearly 1,000 of the biggest, baddest, and brightest from every age and genre of cinematic and TV science fiction. You'll find more than just Star Wars, Star Trek, and Transformers, with reviews on many overlooked and under-appreciated gems and genres, such as ... • Monsters! Pacific Rim, Godzilla, The Thing, Creature from the Black Lagoon • Superheroes: Thor, Iron Man, X-Men, The Amazing Spider-man, Superman • Avant-garde masterpieces: Solaris, 2001, Brazil • and many, many more categories and movies!!

The Year of the Geek James Clarke 2017-10-19 The Year of the Geek is a fascinating look into geek culture. Each day will tell a different story from the sci-fi universe, from famous franchises and figures such as Star Wars, The Matrix, Peter Jackson and Luc Besson, to lesser known stories, including the French cult classic City of Lost Children, the Japanese anime Akira and bestselling German novelist, Marcus Heitz. With text written by self-confessed geek James Clarke and accompanied by over 100 infographics that have been specially commissioned for this book, The Year of the Geek celebrates all things geek in a new and intriguing way.

Nathan Shedroff 2012-09-17 Many designers enjoy the interfaces seen in science fiction films and television shows. Freed from the rigorous constraints of designing for real users, sci-fi production designers develop blue-sky interfaces that are inspiring, humorous, and even instructive. By carefully studying these "outsider" user interfaces, designers can derive lessons that make their real-world designs more cutting edge and successful.

Turner Classic Movies: Must-See Sci-Fi Jeremy Arnold 2018-05-01 Spanning nine decades and branded by the most trusted authority on film, Turner Classic Movies: Must-See Sci-Fi showcases 50 of the most shocking, weird, wonderful, and mind-bending movies ever made. From A Trip to the Moon (1902) to Arrival (2016), science fiction cinema has produced a body of classics with a broader range of styles, stories, and subject matter than perhaps any other film genre. They are movies that embed themselves *Gosford Park* in the mind, coloring our view of day-to-day reality and probably fueling a few dreams (and nightmares) along the way. In Turner Classic Movies: Must-See Sci-Fi, fifty unforgettable films are profiled, including beloved favorites like The Day the Earth Stood Still (1951) and Fantastic Voyage (1966), groundbreaking shockers like Planet of the Apes (1968) and Alien (1979), and lesser-known landmarks like Things to Come (1936) and Solaris (1972). Illustrated by astounding color and black-and-white images, the book presents the best of this mind-bending genre, detailing through insightful commentary and behind-the-scenes stories why each film remains essential viewing. A perfect gift for any film buff or sci-fi fanatic!

Dune (Movie Tie-In) Frank Herbert 2021-09-21 NOW A MAJOR MOTION PICTURE directed by Denis Villeneuve, starring Timothée Chalamet, Zendaya, Jason Momoa, Rebecca Ferguson, Oscar Isaac, Josh Brolin, Stellan Skarsgård, Dave Bautista, David Dastmalchian, Stephen McKinley Henderson, Chang Chen, Sharon Duncan-Brewster, Charlotte Rampling, and Javier Bardem. Frank Herbert's classic masterpiece—a triumph of the imagination and one of the bestselling science fiction novels of all time. A mythic and emotionally charged hero's journey, Dune tells the story of Paul Atreides, a brilliant and gifted young man born into a great destiny beyond his understanding, who must travel to the most dangerous planet in the universe to ensure the future of his family and his people. As malevolent forces explode into conflict over the planet's exclusive supply of the most precious resource in existence—a commodity capable of unlocking humanity's greatest potential—only those who can conquer their fear will survive.

Alien Mind Emma Taylor 2020-04-01 ** A Standalone Short Story with No Cliffhanger! ** Nikki is single and living the dream as an advertising freelancer. She works from home half the time and the other half is meeting with clients. Her best friend Travis has been living across from her for 10 years. Hitting her 40th birthday, she notices that Travis is different, more sure of himself, a little cocky and he seems to be interested in her in a more than friendly way. She thinks there is something strange and it seemed to happen right after those strange lights in the sky. Travis has been taken over by an Alien named Ronnick. He was by accident transplanted into Travis. She begins to fall for him, but at first she has no idea that he is now Ronnick. What happens when she finds out? Will she be willing to sacrifice love for friendship or friendship for love? What of the host? Is Travis still there and does he know what's going on? --- TAGS: alpha male alien romance, alpha male romance, scifi alien romance, alien abduction romance, alpha male aliens, alien fantasy books, alien romance, aliens, scifi romance, Space opera romance, science fiction romance, steamy science fiction romance, hot aliens, fantasy alien romance, paranormal romance, military science fiction books, paranormal with sex, fantasy fiction, psychic romance, steamy paranormal romance, sci fi romance, sci-fi romance, Fated mates, alien mate, new adult, genetic engineering, alien contact, alpha male, alpha female, supernatural, alien invasion romance

Battlefield Earth Andy Prentice 2019-07-22 Inspire a new generation of science fiction and fantasy writers with this write-in book, filled with an exciting and eclectic range of writing activities, tips and advice. Activities teach how to structure a plot, craft realistic characters, create thrilling action scenes and end a story with a cunning twist. Illustrations: Full colour throughout

Science Fiction John Clute 1995 An encyclopedia of science fiction magazines, authors, classic titles, graphic works, genre films and television programs, and the effect history has played in relation to this genre.

Sci-Fi Fashion Art School Irene Flores 2016-12-19 Your guide to drawing sci-fi characters! From post-apocalyptic Earth to extraterrestrial civilizations, get ready to explore the farthest reaches of your imagination and evoke your own original sci-fi worlds. With Sci-Fi Fashion Art School you will learn to draw everything from *Adventures in Time and Space* alien wear and exosuits to alien garb and space explorer uniforms. Starting with simple guidelines, you'll discover how to create distinct characters just by varying facial features, body mass and hair. Beyond the mechanics of drawing, you'll learn to make strategic creative choices by asking questions like: What drives your characters? Do they dress for survival or social status? What materials are at their disposal? The answers help you develop fashions, weapons and accessories uniquely suited to the environmental and cultural conditions of your particular world. The Sci-Fi genre has no limits. With the instruction and inspiration inside, neither will you. Launch Yourself Into New Worlds! • Learn how to draw clothing, hairstyles, tools, weapons, jewelry, prosthetic parts, and more. • Create characters, settings and scenes with 21 step-by-step demonstrations • Explore several different sci-fi world scenarios: The Wasteland, Urban Dystopia, iRobots and The Final Frontier. • Develop a diverse cast of characters, including enforcers, scientists, survivors, rulers, rebels, servants, bad guys and others.

Tabatha Austin 2018-01-12

Sci-Fi Chronicles Guy Haley 2014-08-01

Ender's Game Orson Scott Card 2017-10-17 "The classic of modern science fiction"--Front cover.

The Player of Games Anna Lewis 2020-04-02 There's no way to escape the grip of fate, especially when the balance of the universe is at stake. Find out how Amelia and Ero'an make the greatest difference by using their love as a platform for peace! Some part of Amelia Stone is sure she was made for greater things. Her love for space and anything cosmically-related had always made her stand out, and it was no surprise when she dove into astronomy studies in college. Soon after she begins studying, a series of dreams leads her to a field where a beam of light shines down, rapidly pulling her up into the inky sky she had come to love. Appearing before her is the great prince of the universe, Ero'an Sol, who hails from the furthest reaches of the galaxy searching for a beautiful woman to be his wife – and confesses it was purely an accident picking up Amelia. Their personalities are at odds in the beginning, but that quickly gives way to fondness as their adventures take them all over the stretch of existence and to something that seems even more real than the cosmos itself – love and a family that would inspire peace within the galaxy. Standalone Romance Stories With No Cliffhanger! SEARCH TERMS: alpha male alien romance, alpha male romance, scifi alien romance, alien abduction romance, alpha male aliens, alien fantasy books, alien romance, aliens, scifi romance, Space opera romance, science fiction romance, steamy science fiction romance, hot aliens, fantasy alien romance, paranormal romance, military science fiction books, paranormal with sex, fantasy fiction, psychic romance, steamy paranormal romance, sci fi romance, sci-fi romance, Fated mates, alien mate, new adult, genetic engineering, alien contact, alpha male, alpha female, supernatural, alien invasion romance

The Rough Guide to Sci-fi Movies John Scalzi 2005 Presents a history of science fiction films, covering the actors, essential films, themes, and plots of the genre.

Building Sci-fi Moviescapes Matt Hanson 2005 Building Sci-fi Moviescapes provides a rare, behind-the-scenes examination of how the digital city and space-scapes in science fiction movies are created through the eyes of directors, producers, production designers, and visualization artists. This is a stunning showcase of some of the most impressive digital city and space-scapes to come out of the movies, from Hollywood, as well as the Japanese and European film industries. From seminal movies of the 1980s such as Tron and Bladerunner, to classic series such as The Matrix and Star Wars, to recent films such as Sky Captain and the World of Tomorrow, this book is the definitive guide to the imagined aesthetics of the future. Through authoritative commentary and interviews with key directors, producers, production designers, and 3D visual artists, Building Sci-fi Moviescapes explores trends and digital visualization methods in science fiction films from the last three decades. * A celebration in design and creativity in Sci-Fi filmmaking for the CG artist * Access to reavealing interviews with key 3D industry professionals * Rich creative inspiration for Sci-Fi filmmakers

Scotto Moore 2022-01-11 "It reads like Snow Crash had a dance-off with Gideon the Ninth, in a world where language isn't a virus from outer space, it's a goddamn alien invasion." —Charles Stross In modern day Los Angeles, a shadowy faction led by the Governor of California develops the arcane art of combat linguistics, planting the seeds of a future totalitarian empire in Scotto Moore's Battle of the Linguist Mages. Isobel is the Queen of the medieval rave-themed VR game Sparkle Dungeon. Her prowess in the game makes her an ideal candidate to learn the secrets of "power morphemes"—unnaturally dense units of meaning that warp perception when skilfully pronounced. But Isobel's reputation makes her the target of a strange resistance movement led by spellcasting anarchists, who may be the only thing stopping the cabal from toppling California over the edge of a terrible transformation, with forty million lives at stake. Time is short for Isobel to level up and choose a side—because the cabal has attracted much bigger and weirder enemies than the anarchist resistance, emerging from dark and vicious dimensions of reality and heading straight for planet Earth! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Ytasha Womack 2013-10-01 Comprising elements of the avant-garde, science fiction, cutting-edge hip-hop, black comix, and graphic novels, Afrofuturism spans both underground and mainstream pop culture. With a twofold aim to entertain and enlighten, Afrofuturists strive to break down racial, ethnic, and all social limitations to empower and free individuals to be themselves. This book introduces readers to the burgeoning artists creating Afrofuturist works, the history of innovators in the past, and the wide range of subjects they explore. From the sci-fi literature of Samuel Delaney, Octavia Butler, and NK Jemison to the musical cosmos of Sun Ra, George Clinton, and the Black Eye Peas Will.i.am, who debuted "Reach for the Stars" on Mars, to the visual and multimedia artists inspired by African Dogon myths and Egyptian deities. Topics range from the "alien" experience of blacks in America to the "wake up" cry peppering sci-fi literature, sermons, and activism. Interviews with rappers, composers, musicians, singers, authors, comic illustrators, painters, and DJs, as well as Afrofuturist professors, will provide a firsthand look at this fascinating movement. Ytasha L. Womack is a filmmaker, futurist and the author of Post Black: How a New Generation is Redefining African American Identity and the coeditor of Beats Rhymes and Life: What We Love and Hate About Hip Hop. She is also the creator of the Rayla 2212 sci fi/multimedia series and author of 2212: Book of Rayla. She lives in Chicago.

Iain M. Banks 2009-12-01 The Culture - a human/machine symbiotic society - has thrown up many great Game Players, and one of the greatest is Gurgeh. Jernau Morat Gurgeh. The Player of Games. Master of every board, computer and strategy. Bored with success, Gurgeh travels to the Empire of Azad, cruel and incredibly wealthy, to try their fabulous game...a game so complex, so like life itself, that the winner becomes emperor. Mocked, blackmailed, almost murdered, Gurgeh accepts the game, and with it the challenge of his life - and very possibly his death. Praise for Iain M. Banks: "Poetic, humorous, baffling, terrifying, sexy -- the books of Iain M. Banks are all these things and more" -- NME "An exquisitely riotous tour de force of the imagination which writes its own rules simply for the pleasure of breaking them." -- Time Out

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