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Doctor Who: The Secret in Vault 13
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The Weyland-Yutani Report
Assassin's Creed: Into the Animus

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MADALYNN DUNCAN

*Stephen King at the
Movies* Vault Comics

This taut, true thriller dives into a dark world that touches us all, as seen through the brilliant, breakneck career of an extraordinary hacker—a woman known only as Alien. When she arrived at MIT in the 1990s, Alien was quickly drawn to the school's tradition of high-risk physical trespassing: the original "hacking." Within a year, one of her hallmates was dead and two others were arraigned. Alien's adventures were only just beginning. After a stint at the storied, secretive Los Alamos National Laboratory, Alien was recruited by a top cybersecurity firm where she deployed her cache of virtual weapons—and the trespassing and social engineering talents she had developed while "hacking" at MIT. The company tested its clients' security by every means possible—not just coding, but donning disguises and sneaking past guards and secretaries into the C-suite. Alien now runs a boutique hacking outfit

that caters to some of the world's biggest and most vulnerable institutions—banks, retailers, government agencies. Her work combines devilish charm, old-school deception, and next generation spycraft. In *Breaking and Entering*, cybersecurity finally gets the rich, character-driven, fast-paced treatment it deserves.

Masters of Cinema: Ethan and Joel Coen

White Lion Publishing
One of the feature stories of the Cthulhu Mythos, "The Shadow Out of Time" is the tale of a professor of political economics that is thrown into a mind-shattering journey through time and space, while his body is held hostage by an alien mind. Horrified and panic-stricken by the implications of his experiences, he hopes against all reason and evidence that he has merely lost his mind.

Alien Dark Horse Comics
An imaginative, full-color, fully authorized in-world guide to the creatures and scenes from all of the Alien movies, including breathtaking 3-D Augmented Reality animations. A book like no other. An experience you'll never forget. The Alien movie franchise has

been shocking audiences for more than thirty-five years, and the series now continues in eons to come—where this special interactive edition derives. Beamed back to us from the future reality witnessed in the movies, it is a handbook for new recruits of the U.S. Colonial Marines. The *Book of Alien* includes everything you need to know to identify and combat the terrifying, extra-terrestrial species known as Xenomorphs. Protecting yourself and mankind against this significant and ever-growing threat is the goal. With this book, you will learn how to clearly identify the threat—and which weapons you will need to successfully neutralize it. A practical combat guide *The Book of Alien* is both an old-world handbook—featuring paper pages, text, diagrams, and 100 color and black-and-white photographs—and a futurebook—with 3D interactive animations, sound and vision. A superb interactive companion volume to all the Alien movies, *The Book of Alien* is an exciting immersive experience that lets you revisit many key moments from the movies, and

interact with people, objects . . . and of course, aliens! This groundbreaking book features Augmented Reality animations, which bring favorite Xenomorph creatures to life via smartphone or tablet.

The Walking Dead:

Alien Titan Books (UK)
After a horrific accident strikes a space station, an engineering officer must use all available tools--a timer, utility kit, and his wits--to survive an attack from the deadliest creature known to man. Collects issues #1-#4 of the thrilling and claustrophobic Aliens story: Dead Orbit, penned by Orc Stain creator James Stokoe!

The Vaults of Yoh-Vombis
Gemini Adult

Alien Vault is the ultimate tribute to a film that changed cinema forever. [Love in an Alien Purgatory](#)
Vault Comics

A legendary fusion of science fiction and horror, Ridley Scott's *Alien* (1979) is one of the most enduring films of modern cinema - its famously visceral scenes acting like a traumatic wound we seem compelled to revisit. Tracing the constellation of talents that came together to produce the film, Roger Luckhurst examines its origins as a

monster movie script called *Star Beast*, dismissed by many in Hollywood as B-movie trash, through to its afterlife in numerous sequels, prequels and elaborations. Exploring the ways in which *Alien* compels us to think about otherness, Luckhurst demonstrates how and why this interstellar slasher movie, this old dark house in space, came to coil itself around our darkest imaginings about the fragility of humanity. This special edition features original cover artwork by Marta Lech.

[Alien - Alien: Into Charybdis](#)
Vault Comics
In celebration of the first female Doctor Who in history and the new TV series airing October 7, 2018! Bestselling author David Solomons delivers a super smart and vibrant new heroine in an original adventure bursting with action and humor. The Doctor has never faced a challenge quite like this. A sinister school where graduation means death . . . A monstrous mystery lurking beneath a quiet London street . . . A desperate plea for help delivered by . . . Hang on. A potted plant? The Doctor has been summoned. The galaxy is

in terrible danger, and only a Time Lord can save it. But to do so, she must break into the ancient Galactic Seed Vault. And at its heart lies a secret: Vault 13. The Vault has remained unopened for millions of years and is located on a remote and frozen world--from which nobody has ever returned alive. . . . Can the Doctor and her friends Yaz, Ryan, and Graham uncover the shocking secret in Vault 13?

The Making of Aliens
Hyweb Technology Co. Ltd.

Lydia Riverthane has always dreamed of being a professional wrassler, the greatest of all fighters in the kingdom of Grimslade. There are just a few pesky things standing between her and the big tournament at Wrassle Castle. THERE'S ONLY ONE WAY LYDIA CAN SAVE HER BROTHER—WRASSLING!
Lydia Riverthane has always dreamed of being a professional wrassler, the greatest of all fighters in the kingdom of Grimslade. Growing up in the shadow of Wrassle Castle, where her older brother routinely racks up championship belts, has only fueled her competitive fire. But when her brother is

mysteriously arrested for treason, Lydia and her friends must find a way into the year-end tournament. There she can win back his freedom the only way she knows how...wrestling! Book 1 of the three volume series of original graphic novels.

Giger's Alien Vault Comics

An essential introduction to the world's greatest directing team - the Coen brothers. Ethan and Joen Coen is a comprehensive, yet concise and accessible monograph including insightful texts written by some of the world's most respected specialists. This guide is richly illustrated with 100 images, some of which have rarely been seen before.

Anything You Can Imagine: Peter Jackson and the Making of Middle-earth Bloomsbury Publishing

The critically acclaimed author of *Alien: The Cold Forge* takes readers to a rogue colony where terror lurks in the tunnels of an abandoned Weyland-Yutani complex. "Shy" Hunt and the tech team from McAllen Integrations thought it was an easy job—set up environmental systems for the brand new Hasanova Data Solutions colony, built on

the abandoned ruins of a complex known as "Charybdis.: There are just two problems: the colony belongs to the Iranian state, so diplomacy is strained at best, and the complex is located above a series of hidden caves. Charybdis has a darker history than any could imagine, and its depths harbor deadly secrets. Until their ship can be refueled, the McAllen team is trapped there. The deeper they dig, the more Shy is convinced there's no one they can believe. When a bizarre ship lands on a nearby island, one of the workers is attacked by a taloned creature, and trust evaporates between the Iranians and Americans. The McAllen integrations crew are imprisoned, accused as spies, but manage to send out a distress signal... to the Colonial Marines. *Alien Vault* Mariner Books

The Sandman meets *Bladerunner* in this LGBTQ+ Fantasy/SciFi blend! Sometimes dreams—called figments—escape the dreamer's mind. And it's Daher's job to track them down. When she finds herself caught up in the dreams of politically powerful family, Daher discovers secrets about

the origins of figments. **WHAT HAPPENS WHEN A DREAM ESCAPES?** When a dream entity known as a figment emerges from a dreamer's mind, it's Daher's job as an IJ to track them down and make the call: reinsert the figment, or grant them agency in our world. After an especially powerful figment escapes the dreams of an even more powerful politician's son, Daher is pulled headlong into an investigation that traces all the way back to the incident that sent dreams, even nightmares, spilling into our reality. Collects the complete five issue series.

The Geek's Guide to SF Cinema Little, Brown

The Sandman meets Calvin & Hobbes. 10-year-old Maxwell Maas is the greatest genius in human history. But he can't get past the simple problems, how to deal with his parents, how to talk to girls, how to kill his superhuman enemies, how to end entropy, how to destroy death. **HE'S THE SMARTEST BOY ON EARTH. FORGIVE HIM HIS GENIUS.** Maxwell Maas may be the greatest mind the world has ever known, but at 10 years old he has a lot to learn. Adventuring to distant worlds through his makeshift multiversal

closet door, Max will encounter greatness and goodness on a cosmic scale. But will he realize that danger lurks on both sides of the door before it's too late? Collects the complete five issue series. *The Last Book You'll Ever Read* Redfae Press

Surely America's greatest storyteller, no single author has been adapted more regularly than Stephen King. With 65 existing movies and 30 television shows, and many more to come, the concept of the King adaptation lies at the core of what we understand as Hollywood entertainment, the essence of horror, and the landscape of American life. Illustrated with a fabulous array of familiar and unusual iconography, this is the most comprehensive account of the films and television series adapted from the work of Stephen King ever put together. Every Children of the Corn movie has been accounted for; every remake and reboot wrestled into submission; all the dark recesses of King's imagination brought out into the light. Including fresh critical analysis, interviews, behind-the-scenes revelations and biographical detail, this is

both a King completist's dream and a must for all movie fans. Here is the chance to delve deep into such terrifying and beloved movies and TV shows as *Carrie*, *Salem's Lot*, *The Shining*, *Cujo*, *Stand By Me*, *Misery*, *The Shawshank Redemption*, *The Green Mile*, and such modern marvels as *Castle Rock*, *Mr. Mercedes*, *Pet Sematary*, *It: Chapters One and Two*, and *Doctor Sleep*.

Wrassle Castle Book 1

Robinson

The definitive history of Peter Jackson's Middle-earth saga, *Anything You Can Imagine* takes us on a cinematic journey across all six films, featuring brand-new interviews with Peter, his cast & crew. From the early days of daring to dream it could be done, through the highs and lows of making the films, to fan adoration and, finally, Oscar glory.

The Shadow out of Time

(□□□□) National

Geographic Books

From the author of *Exhalation*, an award-winning short story collection that blends "absorbing storytelling with meditations on the universe, being, time and space ... raises questions about the nature of reality and what it is to be human" (The New York

Times). *Stories of Your Life and Others* delivers dual delights of the very, very strange and the heartbreakingly familiar, often presenting characters who must confront sudden change—the inevitable rise of automatons or the appearance of aliens—with some sense of normalcy. With sharp intelligence and humor, Chiang examines what it means to be alive in a world marked by uncertainty, but also by beauty and wonder. An award-winning collection from one of today's most lauded writers, *Stories of Your Life and Others* is a contemporary classic. Includes "Story of Your Life"—the basis for the major motion picture *Arrival*

Vagrant Queen Vol. 1

Dark Horse Comics

'Awesome. Everything you've ever wanted to know about big-screen sci-fi' - James King, film critic 'Don't leave Planet Earth without it' - Dan Jolin, film critic 'A wonderfully accessible, fascinating, flat-out treasure chest of science fiction cinema, from an author whose love of the subject leaps off the page' - Simon Brew, Editor, *Den of Geek* Why do SF movies matter? What do

they tell us about the interests of storytellers and the changing tastes of cinema-goers? How have SF movies evolved with filmmaking technology over the past 110 years? The Geek's Guide To SF Cinema provides an entertaining and in-depth history of the science fiction genre's pivotal and most influential movies. From the pioneering films of Georges Méliès to such blockbusters as Avatar and Inception in the 21st century, the book will explore how these key movies were made, how they reflected the mood of the time in which they were released and how they have influenced other filmmakers in the years since. Historians and experts contribute to answer questions such as: 'How important was Fritz Lang's contribution to cinema?' and 'What did Alien say about the cynical climate of the 1970s?'. Providing nostalgia for long-time SF addicts and context for those whose knowledge and love of the genre is still growing, this is a pop-culture book with depth. [Ocean Heart](#) Titan Books

A journalist's twenty-year fascination with the Manson murders leads to "gobsmacking" (The

Ringer) new revelations about the FBI's involvement in this "kaleidoscopic" (The New York Times) reassessment of an infamous case in American history. Over two grim nights in Los Angeles, the young followers of Charles Manson murdered seven people, including the actress Sharon Tate, then eight months pregnant. With no mercy and seemingly no motive, the Manson Family followed their leader's every order -- their crimes lit a flame of paranoia across the nation, spelling the end of the sixties. Manson became one of history's most infamous criminals, his name forever attached to an era when charlatans mixed with prodigies, free love was as possible as brainwashing, and utopia -- or dystopia -- was just an acid trip away. Twenty years ago, when journalist Tom O'Neill was reporting a magazine piece about the murders, he worried there was nothing new to say. Then he unearthed shocking evidence of a cover-up behind the "official" story, including police carelessness, legal misconduct, and potential surveillance by intelligence agents. When a tense interview with Vincent Bugliosi --

prosecutor of the Manson Family and author of *Helter Skelter* -- turned a friendly source into a nemesis, O'Neill knew he was onto something. But every discovery brought more questions: Who were Manson's real friends in Hollywood, and how far would they go to hide their ties? Why didn't law enforcement, including Manson's own parole officer, act on their many chances to stop him? And how did Manson -- an illiterate ex-con -- turn a group of peaceful hippies into remorseless killers? O'Neill's quest for the truth led him from reclusive celebrities to seasoned spies, from San Francisco's summer of love to the shadowy sites of the CIA's mind-control experiments, on a trail rife with shady cover-ups and suspicious coincidences. The product of two decades of reporting, hundreds of new interviews, and dozens of never-before-seen documents from the LAPD, the FBI, and the CIA, *Chaos* mounts an argument that could be, according to Los Angeles Deputy District Attorney Steven Kay, strong enough to overturn the verdicts on the Manson murders. This is a book that overturns our

understanding of a pivotal time in American history.

Heavy Metal Presents

Moebius National

Geographic Books

In this brilliant work of investigative research, the authors uncover new secrets in the basilica of Notre-Dame-de-Marceille. On the surface, this church is like any other, but it has a hidden dimension, which has been successfully kept secret. Underneath the church lies an underground complex, hidden for over 500 years, where there was a monetary treasure and a pagan religious site once under the control of the Templars. Both the Compagnie de St. Sacrement, a 17th century secret society, and Saunière, the priest at the centre of the enigma of Rennes-le-Château tried to get hold of this underground complex, and its monetary and religious treasure -- and of the secret. Here is the full shocking story!

Aliens: Dead Orbit

Bloomsbury Publishing

A comprehensive and definitive volume telling the complete story of how Alien was made, featuring new interviews with

Ridley Scott and other production crew, and including many rarely-seen photos and illustrations from the Fox archives. In 1979 a movie legend was born, as Twentieth Century-Fox and director Ridley Scott unleashed Alien - and gave audiences around the world the scare of their lives. To celebrate the movie's fortieth anniversary, author J.W. Rinzler (The Making of Star Wars) tells the whole fascinating story of how Alien evolved from a simple idea in the mind of writer Dan O'Bannon into one of the most memorable sci-fi horror thrillers of all time. With brand new interviews with Ridley Scott and other key members of the original production crew, and featuring many never-before-seen photographs and artworks from the archives, The Making of Alien is the definitive work on this masterpiece of popular cinema.

Secret Vault Storm King Comics

Comprehensive and definitive volume telling the complete story of how Aliens was made, featuring new interviews with some of the cast and production crew, and

including many rarely seen photos and illustrations from the Fox archives. As one of the most highly regarded movie sequels of all time, Aliens quickly embedded itself in the minds of cinemagoers around the world when it was released in 1986. Driven by the singular vision of director James Cameron and guided by producer Gale Ann Hurd, its relentless action and unforgettable characters helped cement its place as an undisputed classic of 1980s cinema. The Making of Aliens tells the complete story of how Cameron and Hurd, together with their immensely talented cast and crew, brought heroine Ellen Ripley back to the big screen--and upped the stakes by introducing a whole army of aliens for her to face. Interviews with the cast and crew, alongside revealing photography and fascinating concept art, illustrate the film's eventful journey from its beginnings as a sequel that nobody wanted to make through to its transformation into one of the highest-grossing blockbusters of the decade.

Best Sellers - Books :

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- [Why A Daughter Needs A Dad: Celebrate Your Father Daughter Bond This Father's Day With This Special Picture Book! \(always In My Heart\) By Gregory E. Lang](#)
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- [Our Class Is A Family \(our Class Is A Family & Our School Is A Family\) By Shannon Olsen](#)
- [Leigh Howard And The Ghosts Of Simmons-pierce Manor By Shawn M. Warner](#)
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