

British sci-fi TV classic Thunderbirds, Super Collector's virtual museum of Harvey (Casper, Richie Rich) merchandise, the wild and crazy King Tut fad, and more fun, fab features! Edited by Back Issue magazine's MICHAEL EURY.

How is the android Data like Shakespeare's character Hamlet? Is the vengeful Khan (original series episode "Space Seed" and the film Star Trek II: The Wrath of Khan) an echo of Captain Ahab in Moby Dick? The links between Star Trek and literature are vast: themes and characters that reflect those in classic literature; characters that quote literature in their dialog; and an enormous body of nonfiction books, novels, articles that have grown from the saga. Finally, like literature, Star Trek seeks to help in the human endeavor of understanding the world and its place in the universe. This book explores all of those connections. The Next Generation's Captain Picard frequently quotes Shakespeare. Captain Janeway from Voyager reenacts literature in holodeck novels. Jake Sisko, son of Deep Space Nine's Commander Benjamin Sisko, becomes an award-winning writer. Beginning with Captain James T. Kirk's first appearance in the original series, then continuing through four subsequent series and ten movies, this book draws parallels between Star Trek stories and literary classics such as Hamlet, Paradise Lost, Ulysses, Dracula, and the New Testament, and works by the likes of Booker T. Washington, Edgar Allan Poe and William Shakespeare. Appendices list the literary works discussed and the episodes and movies mentioned, each giving the chapters where references can be found.

Leading the things which go bump in the night is Sam Bauers job. She unwittingly inherited this task from her Uncle Lawrence almost a year ago. As her powers and knowledge grow, Sam must find a way to keep the clans unified against a terrible ancient enemy which has returned from the past. The decisions Sam has to make become even more dangerous than the fangs and claws she sees on a daily basis. The balance between her personal and public life is also blurring. Sam must choose what she will allow herself to become, without losing her humanity.

GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Music in Action Film is the first volume to address the central role of music and sound in action film—arguably the most dominant form of commercial cinema today. Bringing together 15 essays by established and emerging scholars, the book encompasses both Hollywood blockbusters and international films, from classic works such as The Seven Samurai to contemporary superhero franchises. The contributors consider action both as genre and as a mode of cinematic expression, in chapters on evolving musical conventions; politics, representation, and identity; musical affect and agency; the functional role of music and sound design in action film; and production technologies. Breaking new critical ground yet highly accessible, this book will be of interest to students and scholars of music and film studies.

Star Trek LegacyPrima Official Game GuidePrima Games

Engaging the Crusades is a series of volumes which offer windows into a newly emerging field of historical study: the memory and legacy of the crusades. Together these volumes examine the reasons behind the enduring resonance of the crusades and present the memory of crusading in the modern period as a productive, exciting, and much needed area of investigation. This volume considers the appearance and use of the crusades in modern games; demonstrating that popular memory of the crusades is intrinsically and mutually linked with the design and play of these games. The essays engage with uses of crusading rhetoric and imagery within a range of genres – including roleplaying, action, strategy, and casual games – and from a variety of theoretical perspectives drawing on gender and race studies, game design and theory, and broader discussions on medievalism. Cumulatively, the authors reveal the complex position of the crusades within digital games, highlight the impact of these games on popular understanding of the crusades, and underline the connection between the portrayal of the crusades in digital games and academic crusade historiography. Playing the Crusades is invaluable for scholars and students interested in the crusades, popular representations of the crusades, historical games, and collective memory.

Craft a meaningful life story! A written legacy of your life--one that encompasses experiences, lessons learned, failures and triumphs--is a gift your family and friends will cherish for years to come. Writing this story may seem daunting, but it doesn't have to be. Writing Your Legacy is a step-by-step guide to chronicling a life story that reflects your true self. Through a series of 35 guided themes, as well as supplementary exercises, you'll explore milestones, relationships, career paths, and major choices, and leave an eloquent record of your life for future generations. You'll also learn how to: • Become the hero of your story • Employ vibrant sensory details • Discover your unique voice • Dig up memories from your childhood and teen years • Overcome writer's block, address common fears, and stay motivated • Prepare your story for publication Writing your life story can grant you insight and clarity, help you heal past wounds, and serve as a treasured account you'll be proud to share. Your story deserves to be told. Capture the spirit of your life with Writing Your Legacy.

Star Trek: The Next Generation blended speculative science fiction and space opera in its portrayal of communication. Multiple modes of communication used between characters are presented and the multilevel tapestry of communication in the series is critical in its appeal. This book proposes that these patterns of communication reveal a foundational philosophy of Star Trek (while enticing millions of viewers). These patterns serve both to cause strong empathetic connections with characters and to impel viewers to form relationships with the show, explaining their extreme devotion.

Stem Cells: An Insider's Guide is an exciting new book that takes readers inside the world of stem cells guided by international stem cell expert, Dr. Paul Knoepfler. Stem cells are catalyzing a revolution in medicine. The book also tackles the exciting and hotly debated area of stem cell treatments that are capturing the public's imagination. In the future they may also transform how we age and reproduce. However, there are serious risks and ethical challenges, too. The author's goal with this insider's guide is to give readers the information needed to distinguish between the ubiquitous hype and legitimate hope found throughout the stem cell world. The book answers the most common questions that people have about stem cells. Can stem cells help my family with a serious medical problem such as Alzheimer's, Multiple Sclerosis, or Autism? Are such treatments safe? Can stem cells make me look younger or even literally stay physically young? These questions and many more are answered here. A number of ethical issues related to stem cells that spark debates are discussed, including risky treatments, cloning and embryonic stem cells. The author breaks new ground in a number of ways such as by suggesting reforms to the FDA, providing a new theory of aging based on stem cells, and including a revolutionary Stem Cell Patient Bill of Rights. More generally, the book is your guide to where the stem cell field will be in the near future as well as a thoughtful perspective on how stem cell therapies will ultimately change your life and our world.

The name of Hippocrates has been invoked as an inspiration of medicine since antiquity, and medical practitioners have turned to Hippocrates for ethical and social standards. While most modern commentators accept that medicine has sometimes fallen short of Hippocratic ideals, these ideals are usually portrayed as having a timeless appeal, departure from which is viewed as an aberration that only a return to Hippocratic values will correct. Recent historical work has begun to question such an image of Hippocrates and his medicine. Instead of examining Hippocratic ideals and values as an unchanging legacy passed to us from antiquity, historians have increasingly come to explore the many different ways in which Hippocrates and his medicine have been constructed and reconstructed over time. Thus scholars have tended to abandon attempts to extract a real Hippocrates from the mass of conflicting opinions about him. Rather, they tend to ask why he was portrayed in particular ways, by particular groups, at particular times. This volume explores the multiple uses, constructions, and meanings of Hippocrates and Hippocratic medicine since the Renaissance, and elucidates the cultural and social circumstances that shaped their development. Recent research has suggested that whilst the process of constructing and reconstructing Hippocrates began during antiquity, it was during the sixteenth century that the modern picture emerged. Many scholastic endeavours today, it is claimed, are attempts to answer Hippocratic questions first posed in the sixteenth century. This book provides an opportunity to begin to evaluate such claims, and to explore their relevance in areas beyond those of classical scholarship.

Completely revised and updated, this guidebook takes readers all the way through the last two seasons of the series, including the Paramount Pictures release of the blockbuster film, *Star Trek: Generations*. The book includes fascinating behind-the-scenes information and specially selected photos (at least one from every episode).

In its 114th year, *Billboard* remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. *Billboard* publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

A deconstruction of gender through the voices of Siri, HAL 9000, and other computers that talk. Although computer-based personal assistants like Siri are increasingly ubiquitous, few users stop to ask what it means that some assistants are gendered female, others male. Why is *Star Trek's* computer coded as female, while HAL 9000 in *2001: A Space Odyssey* is heard as male? By examining how gender is built into these devices, author Liz W. Faber explores contentious questions around gender: its fundamental constructedness, the rigidity of the gender binary, and culturally situated attitudes on male and female embodiment. Faber begins by considering talking spaceships like those in *Star Trek*, the film *Dark Star*, and the TV series *Quark*, revealing the ideologies that underlie space-age progress. She then moves on to an intrepid decade-by-decade investigation of computer voices, tracing the evolution from the masculine voices of the '70s and '80s to the feminine ones of the '90s and '00s. Faber ends her account in the present, with incisive looks at the film *Her* and Siri herself. Going beyond current scholarship on robots and AI to focus on voice-interactive computers, *The Computer's Voice* breaks new ground in questions surrounding media, technology, and gender. It makes important contributions to conversations around the gender gap and the increasing acceptance of transgender people.

Collects essays concerning how close we are to building computers that are as intelligent, devious, and emotional as the computer in the classic film, *2001*

"The Video Games Guide is the world's most comprehensive reference book on computer and video games. Each game entry includes the year of release, the hardware it was released on, the name of the developer/publisher, a one to five star quality rating, and a descriptive review of the game itself"--Provided by publisher.

Star Trek was first beamed into peoples homes in 1966 and when it went off the air three years later it was on its way to being the most successful failure in television history. Along the way it spawned nine feature films, three new television series, novels, books, video and audio tapes, records, computer games, merchandising tie-ins, fan clubs and conventions. Gibberman has summarized 25 years of just about everything written about *Star Trek* including details about the stars and guest-stars and information about the making of the television series and feature films. This work lists over 1,300 English-language articles about every aspect of the phenomenon; fully indexed.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Computer role-playing games (CRPGs) are a special genre of computer games that bring the tabletop role-playing experience of games such as *Dungeons & Dragons* to the computer screen. This new edition includes two new chapters: The Modern Age, and a chapter on Indies and Mobile CRPGs. The new modern age chapter will cover, among other topics, Kickstarter/FIG crowdfunded projects such as *Torment: Tides of Numenera* and *Pillars of Eternity*. It'll also bring the book up to date with major games such as *Dragon Age*, *Witcher*, *Skyrim*. Expanded info in first chapter about educational potential of CRPGs.

Color figures will be introduced for the first time. Key Features gives reviews of hundreds of games across many platforms. comprehensive book covering the history of computer RPGs. comprehensive index at the back, letting you quickly look up your favourite titles

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