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# Mostly Void Partially Stars Episodes

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Alice Isn't Dead

Star Maker

TV (The Book)

Gender and Contemporary Horror in Comics, Games and Transmedia

A Welcome to Night Vale Novel

Sexuality and Masculinity at the Margins

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A Memoir

Welcome to Night Vale Episodes

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Mostly Void, Partially Stars

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Far Stars Book One  
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Ex-Patriots

Podcasting between Weather and the Void  
Enemy in the Dark  
The Great Glowing Coils of the Universe

*Mostly Void Partially  
Stars Episodes*

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## **MARSHALL LANE**

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**Alice Isn't Dead** HarperCollins  
From the authors of the New York Times bestselling novel *Welcome to Night Vale* and the creators of the #1 international podcast of the same name, comes a collection of episodes from Season Two of their hit podcast, featuring a foreword by the authors, behind-the-scenes commentary, and original illustrations. In June of 2012, the creators of *Welcome to Night Vale* began airing twice-weekly podcasts, hoping to be heard by anyone

outside their close circles. By the anniversary show a year later, the fanbase had exploded, vaulting the podcast into the #1 spot on iTunes. Since then, its popularity has grown by epic proportions, hitting more than 100 million downloads, and *Night Vale* has expanded to a successful live multi-cast international touring stage show and a New York Times bestselling novel. Now the first two seasons are available as books, offering an entertaining reading experience and a valuable reference guide to past episodes. In *The Great Glowing Coils of the Universe* we witness a totalitarian takeover of *Night Vale* that

threatens to forever change the town and everyone living in it. The Great Glowing Coils of the Universe features a foreword by co-writer Jeffrey Cranor, behind-the-scenes commentary and guest introductions by performers from the podcast and notable fans, including Cecil Baldwin (Cecil), Mara Wilson (The Faceless Old Woman), Hal Lublin (Steve Carlsberg) among others. Also included is the full script from the Welcome to Night Vale live show, The Debate. Beautiful illustrations by series artist Jessica Hayworth accompany each episode. The Great Glowing Coils of the Universe is an absolute must-have whether you're a fan of the podcast or discovering for the first time the wonderful world of Night Vale.

Star Maker Macmillan

From the duo behind the massively successful and award-winning podcast Stuff You Should Know comes an unexpected look at things you thought you knew. Josh Clark and Chuck Bryant started the podcast Stuff You Should Know back in 2008 because they were curious—curious about the world around them, curious about what they might have missed in their formal educations, and curious to dig deeper on stuff they thought they understood. As it turns out, they aren't the only curious ones. They've since amassed a rabid fan base, making Stuff You Should Know one of the most popular podcasts in the world. Armed with their inquisitive natures and a passion for sharing, they uncover the weird, fascinating, delightful, or unexpected elements of a wide variety

of topics. The pair have now taken their near-boundless "whys" and "hows" from your earbuds to the pages of a book for the first time—featuring a completely new array of subjects that they've long wondered about and wanted to explore. Each chapter is further embellished with snappy visual material to allow for rabbit-hole tangents and digressions—including charts, illustrations, sidebars, and footnotes. Follow along as the two dig into the underlying stories of everything from the origin of Murphy beds, to the history of facial hair, to the psychology of being lost. Have you ever wondered about the world around you, and wished to see the magic in everyday things? Come get curious with *Stuff You Should Know*. With Josh and Chuck as your guide, there's

something interesting about everything (...except maybe jackhammers).

### **TV (The Book)** Sounds True

Despite the constant changes in contemporary popular media, the horror genre retains its attraction for audiences of all backgrounds. This edited collection explores modern representations of gender in horror and how this factors into the genre's appeal.

### Gender and Contemporary Horror in Comics, Games and Transmedia Flatiron Books

How did Fox Mulder become a believer? In the spring of 1979, seventeen-year-old Fox Mulder has bigger problems than applying for college. Five years ago, his younger sister disappeared from their home and was never heard from again. Mulder blames himself, and his mother

blames his father, who has retreated into his top-secret work for the State Department. In Fox's senior year, his dad has moved him to Washington, DC away from his friends on Martha's Vineyard. While Mulder doesn't mind the fresh start and not being known as "that kid with the missing sister," he's still obsessed with finding Samantha. So when a local boy turns up dead and another child is abducted, Mulder can't stop himself from getting involved. Could there be a link to his sister's case? As he uncovers the truth, Mulder and his friends find themselves on the trail of a serial killer. Sucked into a world where conspiracies, the occult, and madness overlap, Fox Mulder starts to believe. [A Welcome to Night Vale Novel](#) Emerald Group Publishing

Living Language Dothraki brings the world of Game of Thrones to life with a conversational language course teaching Dothraki, the language developed for the HBO series by language and culture consultant David J. Peterson and first seen in George R.R. Martin's A Song of Ice and Fire series. The 128-page coursebook features a step-by-step guide to pronunciation, basic phrases, easy-to-follow grammar explanation and examples, extensive thematic vocabulary lists, dialogue, and exercises for reinforcement. Living Language Dothraki also includes a one-hour audio CD of essential phrases and vocabulary so that learners can speak Dothraki with confidence. Additional notes about the language and the culture of the Dothraki people appear throughout the

coursebook to give the language context.

### Sexuality and Masculinity at the Margins

Del Rey

SUPERANNO Stephen King first wrote about the Dark Man in college after he envisioned a faceless man in cowboy boots and jeans and a denim jacket forever walking the roads. Later this dark man would come to be known around the world as one of King's greatest villains, Randall Flagg, but at the time King only had simple questions on his mind: Where was this man going? What had he seen and done? What terrible things?

Agent of Chaos Grand Central Publishing  
Is The Wire better than Breaking Bad? Is Cheers better than Seinfeld? What's the best high school show ever made? Why

did Moonlighting really fall apart? Was the Arrested Development Netflix season brilliant or terrible? For twenty years—since they shared a TV column at Tony Soprano's hometown newspaper—critics Alan Sepinwall and Matt Zoller Seitz have been debating these questions and many more, but it all ultimately boils down to this: What's the greatest TV show ever? That debate reaches an epic conclusion in TV (THE BOOK). Sepinwall and Seitz have identified and ranked the 100 greatest scripted shows in American TV history. Using a complex, obsessively all-encompassing scoring system, they've created a Pantheon of top TV shows, each accompanied by essays delving into what made these shows great. From vintage classics like The Twilight Zone and I Love Lucy to modern

masterpieces like Mad Men and Friday Night Lights, from huge hits like All in the Family and ER to short-lived favorites like Firefly and Freaks and Geeks, TV (THE BOOK) will bring the triumphs of the small screen together in one amazing compendium. Sepinwall and Seitz's argument has ended. Now it's time for yours to begin!

**A Memoir** Courier Corporation  
 'Incredible' BUZZFEED 'Addictive'  
 GUARDIAN 'Hilarious' TIME OUT An  
 international #1 iTunes bestselling  
 podcast, with over 100 million  
 downloads and hundreds of thousands of  
 followers on social media... Night Vale is  
 the town where every conspiracy theory  
 you know is true. Yours to take home in  
 print for the first time, Mostly Void,  
 Partially Stars collects the first full

season of Welcome to Night Vale scripts,  
 with exclusive bonus material including:

- ◆ Behind-the-scenes commentary from the New York Times bestselling authors
- ◆ Never-before-seen illustrations accompanying each episode
- ◆ Guest essays by Night Vale performers and notable fans, including Cecil Baldwin (Cecil) and Dylan Marron (Carlos)
- ◆ The script to Night Vale's sell-out legendary first live show, 'Condos' Mostly Void, Partially Stars is an unmissable read, whether you're a long-time fan or discovering Night Vale for the very first time. (Don't miss The Great Glowing Coils of the Universe, featuring the second year of podcast scripts, or Welcome to Night Vale: A Novel.)

**Welcome to Night Vale Episodes**  
 Disney Electronic Content



**DEFEAT** The Corsican Empire extends the reach of the "Pax Humana" across the thousand worlds, ruling with force and fear. 40 years ago, they returned to Earth, subjugating it and claiming the ancient home of humanity for the Empire. **RESURGENCE** Now, in 2675, Earth fights back. Lieutenant Jacob Mercer likes fast motorcycles, faster women, and screamin' fighters. As a reckless space jock in the Resistance fleet he lives for the thrill, and to take out as many Imperial bogeys as he can. At least, more than his buddies. But with victory in sight, the Imperials thwart the Resistance in a surprise show of devastating force, and Dallas burns from a thermonuclear blast--millions die--a merciless example of what happens to upstart worlds in the Pax Humana. A

**DESPERATE PLAN** The Resistance goes underground to rebuild its strength, and in the shadows, the leadership devises a daring plan to strike right at the Empire's heart in a final, desperate bid for freedom. A plan that will send Jake Mercer right to where he doesn't belong: The captain's chair of the most advanced warship in the galaxy, facing down a psychopathic Imperial Admiral bent on utterly destroying the Resistance, and Earth itself. But first he has to survive. (Content disclaimer: There are marines and fighter pilots in this book, and as such it contains some salty language and crude jokes. Also, mild sexual situations, and violence. Readers who are sensitive to these things, please contact me and we'll work something out.) The Terran Gambit is the first

episode in a series of 10 books in the Pax Humana Saga.

*The Dark Man* HarperCollins

With well over one-hundred episodes, the podcast *Welcome to Night Vale* has spawned several international live tours, two novels set in the Night Vale universe, and an extensive volume of fan fiction and commentary. However, despite its immense popularity, *Welcome to Night Vale* has received almost no academic scrutiny. This edited collection of scholarly essays—the very first of its kind on a podcast—attempts to redress this lack of attention to Night Vale by bringing together an international group of scholars from different disciplines to consider the program’s form, themes, politics, and fanbase. After a thorough introduction

by the volume’s editor, Jeffrey Andrew Weinstock, the eight contributors not only offer close analysis of *Night Vale*, but use the program as the impetus for broader explorations of new media, gender, the constitution of identity, the construction of place, and the human relationship to meaning and the non-human.

*Welcome to Night Vale* Del Rey

This edited collection focuses on gender and contemporary horror in film, examining how and if representations of gender in horror have changed.

*Mostly Void, Partially Stars* Harlequin

After the devastating battle at the Tower of Charm, Croaker leads the greatly diminished Black Company south, in search of the lost Annals. The Annals will be returned to Khatovar, eight thousand

miles away, a city that may exist only in legend...the origin of the first Free Companies. Every step of the way the Company is hounded by shadowy figured and carrion-eating crows. As they march every southward, through bug infested jungle, rivers dense with bloodthirsty pirates, and cities, dead and living, haunted by the passage of the Company north, their numbers grow until they are thousands strong. But always they are watched--by the Shadowmasters--a deadly new enemy: twisted creature that deal in darkness and death: powerful, shadowy creatures bent on smothering the world in their foul embrace. This is the first round in a deadly game, a game that the Black Company cannot ea hope to win. At the Publisher's request, this title is being sold without Digital Rights

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*The Fourth Chronicles of the Black Company: First Book of the South Atom Books*

A Mental Floss Best Book of 2018 A Bustle Book to Know in October An InStyle 10 Books You Won't Be Able to Put Down This October SIX FRIENDS THAT BECAME A FAMILY. A TELEVISION SHOW THAT BECAME A PHENOMENON. Today, Friends is remembered as an icon of '90s comedy and the Must See TV years. But when the series debuted in 1994, no one anticipated the sensation it would become. From the first wave of Friends mania to the backlash and renaissance that followed, the show maintained an uncanny connection to its audience, who saw it both as a reflection of their own lives and an aspirational

escape from reality. In the years since, *Friends* has evolved from prime-time megahit to nostalgic novelty, and finally, to certified classic. Ross, Rachel, Monica, Chandler, Joey and Phoebe have entered the pantheon of great television characters, and yet their stories remain relevant still. *I'll Be There for You* is a deep dive into *Friends* history and lore, exploring all aspects of the show, from its unlikely origins to the societal conditions that amplified its success. Journalist and pop culture expert Kelsey Miller relives the show's most powerful moments, sheds light on its sometimes dated and problematic elements, and examines the worldwide trends that *Friends* catalyzed, from contemporary coffee culture to the wildly popular '90s haircut The Rachel. Taking readers

behind the scenes, Miller traces the cast's rise to fame and untangles the complex relationship between the actors and their characters. Weaving in revelatory interviews and personal stories, she investigates the role of celebrity media, world-changing events and the dawning of the digital age—all of which influenced both the series and its viewers. *I'll Be There for You* is the definitive retrospective of *Friends*, not only for fans of the series, but for anyone who's ever wondered what it is about this show—and television comedy—that resonates so powerfully.

**Living Language - Dothraki** Harper Perennial

In one complete volume, here are the five classic novels from Douglas Adams's beloved *Hitchhiker* series. Now

celebrating the pivotal 42nd anniversary of The Hitchhiker's Guide to the Galaxy, soon to be a Hulu original series! The Hitchhiker's Guide to the Galaxy (Nominated as one of America's best-loved novels by PBS's The Great American Read) Seconds before the Earth is demolished for a galactic freeway, Arthur Dent is saved by Ford Prefect, a researcher for the revised Guide. Together they stick out their thumbs to the stars and begin a wild journey through time and space. The Restaurant at the End of the Universe The moment before annihilation at the hands of warmongers is a curious time to crave tea. It could only happen to the cosmically displaced Arthur Dent and his comrades as they hurtle across the galaxy in a desperate search for a place

to eat. Life, the Universe and Everything The unhappy inhabitants of planet Krikkit are sick of looking at the night sky- so they plan to destroy it. The universe, that is. Now only five individuals can avert Armageddon: mild-mannered Arthur Dent and his stalwart crew. So Long, and Thanks for All the Fish Back on Earth, Arthur Dent is ready to believe that the past eight years were all just a figment of his stressed-out imagination. But a gift-wrapped fishbowl with a cryptic inscription thrusts him back to reality. So to speak. Mostly Harmless Just when Arthur Dent makes the terrible mistake of starting to enjoy life, all hell breaks loose. Can he save the Earth from total obliteration? Can he save the Guide from a hostile alien takeover? Can he save his daughter from herself? Includes

the bonus story “Young Zaphod Plays It Safe” “With droll wit, a keen eye for detail and heavy doses of insight . . . Adams makes us laugh until we cry.”—San Diego Union-Tribune “Lively, sharply satirical, brilliantly written . . . ranks with the best set pieces in Mark Twain.”—The Atlantic

### **Priestdaddy** HarperCollins

In recent years, the representation of alternative sexuality in the horror film and television has "outed" itself from the shadows from which it once lurked, via the embrace of an outrageously queer horror aesthetic where homosexuality is often unequivocally referenced. In this book, Darren Elliott-Smith departs from the analysis of the monster as a symbol of heterosexual anxiety and fear, and moves to focus instead on queer fears

and anxieties within gay male subcultures. Furthermore, he examines the works of significant queer horror film, television producers, and directors to reveal gay men's anxieties about: acceptance and assimilation into Western culture, the perpetuation of self-loathing and gay shame, and further anxieties associations shameful femininity. This book focuses mainly on representations of masculinity, and gay male spectatorship in queer horror films and television post-2000. In titling this sub-genre "queer horror," Elliott-Smith designates horror that is crafted by male directors/producers who self-identify as gay, bi, queer, or transgendered and whose work features homoerotic, or explicitly homosexual, narratives with "out" gay characters. In terms of case

studies, this book considers a variety of genres and forms from: video art horror; independently distributed exploitation films (*A Far Cry from Home*, Rowe Kelly, 2012); queer Gothic soap operas (*Dante's Cove*, 2005-7); satirical horror comedies (such as *The Gay Bed and Breakfast of Terror* (Thompson, 2008); low-budget slashers (*Hellbent, Etheredge-Outzs*, 2007); and contemporary representations of gay zombies in film and television from the pornographic *LA Zombie* (Bruce LaBruce, 2010)) to the melodramatic *In the Flesh* (BBC Three 2013-15). Moving from the margins to the mainstream, via the application of psychoanalytic theory, critical and cultural interpretation, interviews with key directors and close readings of classic, cult and modern

horror, this book will be invaluable to students and researchers of gender and sexuality in horror film and television. *A Star Trek novel* Crown Archetype *Dreams of Steel* is Book 5 in Glen Cook's fantasy masterpiece, *The Chronicles of the Black Company*. Croaker has fallen and, following the Company's disastrous defeat at Dejagore, Lady is one of the few survivors—determined to avenge the Company and herself against the Shadowmasters, no matter what the cost. But in assembling a new fighting force from the dregs and rabble of Taglios, she finds herself offered help by a mysterious, ancient cult of murder—competent, reliable, and apparently committed to her goals. Meanwhile, far away, Shadowmasters conspire against one another and the

world, weaving dark spells that reach into the heart of Taglios. And in a hidden grove, a familiar figure slowly awakens to find himself the captive of an animated, headless corpse. Mercilessly cutting through Taglian intrigues, Lady appears to be growing stronger every day. All that disturbs her are the dreams which afflict her by night—dreams of carnage, of destruction, of universal death, unceasing... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*A Journey from Lost to Found* Macmillan  
 ONE OF THE NEW YORK TIMES BOOK REVIEW'S 10 BEST BOOKS OF THE YEAR  
 NAMED ONE OF THE 50 BEST MEMOIRS OF THE PAST 50 YEARS BY THE NEW YORK TIMES  
 SELECTED AS A BEST BOOK

OF THE YEAR BY: The Washington Post \* Elle \* NPR \* New York Magazine \* Boston Globe \* Nylon \* Slate \* The Cut \* The New Yorker \* Chicago Tribune  
 WINNER OF THE THURBER PRIZE FOR AMERICAN HUMOR “Affectionate and very funny . . . wonderfully grounded and authentic. This book proves Lockwood to be a formidably gifted writer who can do pretty much anything she pleases.” – The New York Times Book Review  
 From Booker Prize finalist Patricia Lockwood, author of the novel *No One Is Talking About This*, a vivid, heartbreakingly funny memoir about balancing identity with family and tradition. Father Greg Lockwood is unlike any Catholic priest you have ever met—a man who lounges in boxer shorts, loves action movies, and whose constant jamming on the guitar



reverberates “like a whole band dying in a plane crash in 1972.” His daughter is an irreverent poet who long ago left the Church’s country. When an unexpected crisis leads her and her husband to move back into her parents’ rectory, their two worlds collide. In *Priestdaddy*, Lockwood interweaves emblematic moments from her childhood and adolescence—from an ill-fated family hunting trip and an abortion clinic sit-in where her father was arrested to her involvement in a cultlike Catholic youth group—with scenes that chronicle the eight-month adventure she and her husband had in her parents’ household after a decade of living on their own. Lockwood details her education of a seminarian who is also living at the rectory, tries to explain Catholicism to her husband, who is

mystified by its bloodthirstiness and arcane laws, and encounters a mysterious substance on a hotel bed with her mother. Lockwood pivots from the raunchy to the sublime, from the comic to the deeply serious, exploring issues of belief, belonging, and personhood. *Priestdaddy* is an entertaining, unforgettable portrait of a deeply odd religious upbringing, and how one balances a hard-won identity with the weight of family and tradition. Wild. Film Tie-In Springer

From New York Times bestselling adult author Joseph Fink comes a wickedly fun middle grade novel about a Halloween-obsessed girl named Esther Gold, who goes out trick-or-treating for one last year, only to find her town under the thrall of a mysterious presence. Esther

Gold loves Halloween more than anything in the world. So she is determined to go trick-or-treating again this year despite the fact that her parents think she is officially too old. Esther has it all planned out, from her costume to her candy-collecting strategy. But when the night rolls around, something feels . . . off. No one is answering their door. The moon is an unnatural shade of orange. Strange children wander the streets, wearing creepy costumes that might not be costumes at all. And it seems like the only people besides Esther who are awake to see it all are her best friend, her school bully, and her grown-up next-door neighbor. Together, this unlikely crew must find a way to lift the curse that has been placed upon their small

town before it's too late. Because someone is out to make sure Halloween never comes to an end. And even Esther doesn't want to be trapped in this night forever.

### **Gender and Contemporary Horror in Film** Penguin

Mostly Void, Partially Stars introduces us to Night Vale, a town in the American Southwest where every conspiracy theory is true, and to the strange but friendly people who live there.

### The Restaurant at the End of the Universe Tor Fantasy

The second book in the Far Star series follows Blackhawk and the crew of the Wolf's Claw as they are gradually (and unwillingly) drawn more deeply into Marshal Lucerne's campaign to form a united power bloc in the Far Stars to

resist imperial encroachment. Successfully completing their mission to rescue Marshal Augustin Lucerne's daughter, Astra, the crew of the Wolf's Claw are enjoying some well-deserved rest—all, that is, except Blackhawk. The space gun for hire cannot escape Lucerne's relentless pleas for help against growing imperial control in the Far Stars. While Blackhawk deeply respects his friend, he fears that the power Lucerne offers will lead him back to his old dark ways. His resistance crumbles, however, when Lucerne presents evidence that the imperial governor has been manipulating the conflicts in the Far Stars. Convinced of the deadly danger of imperial

domination, Blackhawk and his crew board the Wolf's Claw once more and set out to gather intelligence on the Empire's movements—the proof Lucerne needs to unite the fractured and feuding worlds of the Far Stars into single power bloc capable of resisting imperial aggression. But deep in the sparsely populated territory of the Far Stars, he discovers that the imperial governor's machinations are far reaching—and threaten the independence of every world this side of the Void. A man seemingly running from himself, Blackhawk is beginning to realize he can no longer remain a prisoner to his own past while the future of the Far Stars is in jeopardy.

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