

# Delta Green Countdown A Call Of Cthulhu Sourcebook Of Modern Horror And Conspiracy From Pagan Publishing

AS RECOGNIZED, ADVENTURE AS WITH EASE AS EXPERIENCE NEARLY LESSON, AMUSEMENT, AS CAPABLY AS CONCORD CAN BE GOTTEN BY JUST CHECKING OUT A BOOKS **DELTA GREEN COUNTDOWN A CALL OF CTHULHU SOURCEBOOK OF MODERN HORROR AND CONSPIRACY FROM PAGAN PUBLISHING** NEXT IT IS NOT DIRECTLY DONE, YOU COULD UNDERTAKE EVEN MORE NOT FAR OFF FROM THIS LIFE, CONCERNING THE WORLD.

WE MANAGE TO PAY FOR YOU THIS PROPER AS WELL AS SIMPLE MANNERISM TO ACQUIRE THOSE ALL. WE MANAGE TO PAY FOR DELTA GREEN COUNTDOWN A CALL OF CTHULHU SOURCEBOOK OF MODERN HORROR AND CONSPIRACY FROM PAGAN PUBLISHING AND NUMEROUS BOOKS COLLECTIONS FROM FICTIONS TO SCIENTIFIC RESEARCH IN ANY WAY. ACCOMPANIED BY THEM IS THIS DELTA GREEN COUNTDOWN A CALL OF CTHULHU SOURCEBOOK OF MODERN HORROR AND CONSPIRACY FROM PAGAN PUBLISHING THAT CAN BE YOUR PARTNER.

## **STAR TREK: YEAR FIVE #2** - JACKSON LANZING 2019-05-29

AS THE LAST YEAR OF THEIR ORIGINAL MISSION BEGINS, THE CREW OF THE U.S.S. ENTERPRISE WILL HAVE TO USE ALL OF THE SKILLS THEY'VE ACQUIRED ALONG THE WAY AS THEY PREPARE TO FACE THE BIGGEST CHALLENGE OF THEIR LIVES--A DARK THREAT THAT DOESN'T JUST THREATEN THEIR EXISTENCE, BUT THE EXISTENCE OF THE ENTIRE FEDERATION AS WELL...

## **MACHINE TRACTOR STATION KHARKOV-37** - BRETT KRAMER 2004

## **DELTA GREEN - STATIC PROTOCOL** - DENNIS DETWILLER 2021-03

### *DELTA GREEN* - BOB KRUGER 1997-02

WELCOME TO AMERICA AT THE END OF THE MILLENNIUM. DO YOU KNOW WHO IS PULLING THE STRINGS? DELTA GREEN KNOWS. THINGS FROM BEYOND TIME AND SPACE THAT LURK AND TITTER IN THE SHADOWS, THE SLOW ROT AT THE CORE OF HUMANITY, THE DARK STARS THAT WHIRL MADLY ABOVE-- THESE ARE THE TRUE MASTERS OF THE WORLD. DELTA GREEN HAS BEEN FIGHTING THEM SINCE THE 1928 RAID ON INNSMOUTH, AND THE FIGHT STILL RAGES ON. THIS BOOK IS YOUR WEAPON AND YOUR GUIDE. THE LARGEST CALL OF CTHULHU SOURCEBOOK EVER. INSIDE YOU WILL FIND THE SECRET HISTORY OF THE 20TH CENTURY, AND THE MOVERS AND SHAKERS WHO ARE PLAYERS IN THE GAME: DELTA GREEN, THE OUTLAW CONSPIRACY WORKING INSIDE THE U.S. GOVERNMENT TO FIGHT THE DARKNESS; MAJESTIC-12, THE CLANDESTINE AGENCY THAT CUTS DEALS WITH ALIENS AND REPORTS TO NO ONE; SAUCERWATCH, A UFO STUDY GROUP CLOSER TO THE TRUTH THAN THEY KNOW; THE KAROTECHIA, IMMORTAL NAZIS WHO SERVE A RISEN HITLER; AND THE FATE, AN OCCULT CRIMINAL SYNDICATE THAT KNOWS WHERE THE BODIES ARE BURIED. PLUS: NEW SKILLS, NEW SPELLS, NEW WEAPONS, NEW MYTHOS TOMES, PROFILES OF THIRTY-SIX REAL-WORLD INTELLIGENCE AND LAW ENFORCEMENT AGENCIES, WITH CHARACTER TEMPLATES FOR EACH. A LOOK AT MI-GO BIOLOGY, PHILOSOPHY AND OPERATIONS, ANALYSIS OF THE CTHULHU MYTHOS IN THE MODERN DAY, A FACTUAL HISTORY OF THE U.S. INTELLIGENCE AND LAW-ENFORCEMENT COMMUNITY, DOZENS OF USEFUL NPCs, CAMPAIGN CONSTRUCTION GUIDELINES, TWO SCENARIOS, A SHORT CAMPAIGN AND MORE.

## **DELTA GREEN - BLACK SITES** - DENNIS DETWILLER 2020-04

## **THE KING IN YELLOW** - ROBERT WILLIAM CHAMBERS 2020-09-28

TOWARD THE END OF THE YEAR 1920 THE GOVERNMENT OF THE UNITED STATES HAD PRACTICALLY COMPLETED THE PROGRAMME, ADOPTED DURING THE LAST MONTHS OF PRESIDENT WINTHROP'S ADMINISTRATION. THE COUNTRY WAS APPARENTLY TRANQUIL. EVERYBODY KNOWS HOW THE TARIFF AND LABOUR QUESTIONS WERE SETTLED. THE WAR WITH GERMANY, INCIDENT ON THAT COUNTRY'S SEIZURE OF THE SAMOAN ISLANDS, HAD LEFT NO VISIBLE SCARS UPON THE REPUBLIC, AND THE TEMPORARY OCCUPATION OF NORFOLK BY THE INVADING ARMY HAD BEEN FORGOTTEN IN THE JOY OVER REPEATED NAVAL VICTORIES, AND THE SUBSEQUENT RIDICULOUS PLIGHT OF GENERAL VON GARTENLAUBE'S FORCES IN THE STATE OF NEW JERSEY. THE CUBAN AND HAWAIIAN INVESTMENTS HAD PAID ONE HUNDRED PER CENT AND THE TERRITORY OF SAMOA WAS WELL WORTH ITS COST AS A COALING STATION. THE COUNTRY WAS IN A SUPERB STATE OF DEFENCE. EVERY COAST CITY HAD BEEN WELL SUPPLIED WITH LAND FORTIFICATIONS; THE ARMY UNDER THE PARENTAL EYE OF THE GENERAL STAFF, ORGANIZED ACCORDING TO THE PRUSSIAN SYSTEM, HAD BEEN INCREASED TO 300,000 MEN, WITH A TERRITORIAL RESERVE OF A MILLION; AND SIX MAGNIFICENT SQUADRONS OF CRUISERS AND BATTLE-SHIPS PATROLLED THE SIX STATIONS OF THE NAVIGABLE SEAS, LEAVING A STEAM RESERVE AMPLY FITTED TO CONTROL HOME WATERS. THE GENTLEMEN FROM THE WEST HAD AT LAST BEEN CONSTRAINED TO ACKNOWLEDGE THAT A COLLEGE FOR THE TRAINING OF DIPLOMATS WAS AS NECESSARY AS LAW SCHOOLS ARE FOR THE TRAINING OF BARRISTERS; CONSEQUENTLY WE WERE NO LONGER REPRESENTED ABROAD BY INCOMPETENT PATRIOTS. THE NATION WAS PROSPEROUS; CHICAGO, FOR A MOMENT PARALYZED AFTER A SECOND GREAT FIRE, HAD RISEN FROM ITS RUINS, WHITE AND IMPERIAL, AND MORE BEAUTIFUL THAN THE WHITE CITY WHICH HAD BEEN BUILT FOR ITS PLAYTHING IN 1893. EVERYWHERE GOOD ARCHITECTURE WAS REPLACING BAD, AND EVEN IN NEW YORK, A SUDDEN CRAVING FOR DECENCY HAD SWEEPED AWAY A GREAT PORTION OF THE EXISTING HORRORS. STREETS HAD BEEN WIDENED, PROPERLY PAVED AND LIGHTED, TREES HAD BEEN PLANTED, SQUARES LAID OUT, ELEVATED STRUCTURES DEMOLISHED AND UNDERGROUND ROADS BUILT TO REPLACE THEM. THE NEW GOVERNMENT BUILDINGS AND BARRACKS WERE FINE BITS OF ARCHITECTURE, AND THE LONG SYSTEM OF STONE QUAYS WHICH COMPLETELY SURROUNDED THE ISLAND HAD BEEN TURNED INTO PARKS WHICH PROVED A GOD-SEND TO THE POPULATION. THE SUBSIDIZING OF THE STATE THEATRE AND STATE OPERA BROUGHT ITS OWN REWARD. THE UNITED STATES NATIONAL ACADEMY OF DESIGN WAS MUCH LIKE EUROPEAN INSTITUTIONS OF THE SAME KIND. NOBODY ENVIED THE SECRETARY OF FINE ARTS, EITHER HIS CABINET POSITION OR HIS PORTFOLIO. THE SECRETARY OF FORESTRY AND GAME PRESERVATION HAD A MUCH EASIER TIME, THANKS TO THE NEW SYSTEM OF NATIONAL MOUNTED POLICE. WE HAD PROFITED WELL BY THE LATEST TREATIES WITH FRANCE AND ENGLAND; THE EXCLUSION OF FOREIGN-BORN JEWS AS A MEASURE OF SELF-PRESERVATION, THE SETTLEMENT OF THE NEW INDEPENDENT NEGRO STATE OF SUANEE, THE CHECKING OF IMMIGRATION, THE NEW LAWS CONCERNING NATURALIZATION, AND THE GRADUAL CENTRALIZATION OF POWER IN THE EXECUTIVE ALL CONTRIBUTED TO NATIONAL CALM AND

PROSPERITY. WHEN THE GOVERNMENT SOLVED THE INDIAN PROBLEM AND SQUADRONS OF INDIAN CAVALRY SCOUTS IN NATIVE COSTUME WERE SUBSTITUTED FOR THE PITIABLE ORGANIZATIONS TACKED ON TO THE TAIL OF SKELETONIZED REGIMENTS BY A FORMER SECRETARY OF WAR, THE NATION DREW A LONG SIGH OF RELIEF. WHEN, AFTER THE COLOSSAL CONGRESS OF RELIGIONS, BIGOTRY AND INTOLERANCE WERE LAID IN THEIR GRAVES AND KINDNESS AND CHARITY BEGAN TO DRAW WARRING SECTS TOGETHER, MANY THOUGHT THE MILLENNIUM HAD ARRIVED, AT LEAST IN THE NEW WORLD WHICH AFTER ALL IS A WORLD BY ITSELF.

## **THE HORROR FROM THE HILLS** - FRANK BELKNAP LONG 2021-05-18

FRANK BELKNAP LONG WAS A MASTER OF FANTASY AND SCIENCE FICTION, THE AUTHOR OF SUCH CLASSICS AS THE HOUNDS OF TINDALOS, THE DARK BEASTS, IT WAS THE DAY OF THE ROBOT, AND MANY MORE. IN THIS TRILOGY OF TALES, HE TAKES READERS BEYOND THE REALM OF MERE SCIENCE FICTION, FAR ABOVE AND BELOW THE LIMITS OF THE SUPERNATURAL, INTO A WORLD-TIME PLACE ONLY HE COULD CREATE.

## **SHADOWS OF YOG-SOTHOTH** - SANDY PETERSEN 2004-08

A CAMPAIGN FOR CALL OF CTHULHU THE SILVER TWILIGHT IS A SECRETIVE, INTERNATIONAL ORDER DEDICATED TO THE DESTRUCTION OF THE HUMAN RACE. AS BRAVE INVESTIGATORS, YOU MUST PIECE TOGETHER PASSAGES FROM ESOTERIC BOOKS, SHARDS OF STRANGE ARTIFACTS AND PUZZLING LETTERS TO DISCOVER THE SILVER TWILIGHT'S LOATHSOME GOALS. SHADOWS OF YOG-SOTHOTH IS A MODESTLY-SIZED CAMPAIGN OF SEVEN SCENARIOS. DURING THE COURSE OF PLAY THE INVESTIGATORS PENETRATE THE OUTER LAYERS OF A SECRET SINISTER OCCULT ORGANIZATION LED BY THE LORDS OF THE SILVER TWILIGHT. BEGINNING IN BOSTON THEY INVESTIGATE AN ORGANIZATION IN NEW YORK, RUN AFOUL OF A COVEN IN SCOTLAND, ROAM THE DESERT OF THE AMERICAN SOUTHWEST, VACATION OFF THE COAST OF MAINE, AND EXPLORE THE MYSTERIES OF THE SOUTH PACIFIC. IN ADDITION TO THE CAMPAIGN, THIS BOOK INCLUDES TWO BONUS SCENARIOS. THE PEOPLE OF THE MONOLITH INTRODUCES THE MYSTERIES OF THE CTHULHU MYTHOS, AND NO HARM CAN COME TO THE INVESTIGATORS EXCEPT THROUGH INSANITY. AS SUCH, IS PERFECT FOR INTRODUCING NEW PLAYERS TO THE WONDERS OF CALL OF CTHULHU. THE OTHER BONUS SCENARIO, THE WARREN, PRESENTS AN UNSETTLING CHALLENGE FOR EVEN EXPERIENCED PLAYERS. ORIGINALLY PUBLISHED IN 1982, THIS NEW EDITION INCLUDES MODIFIED EPISODE SCENE CHANGES, PLAYER-HANDOUTS GUIDE FOR THE KEEPER, AND NEW ILLUSTRATIONS AND DIAGRAMS. IT IS 144 PAGES, PERFECT-BOUND, ILLUSTRATED WITH AN INDEX. CHAPTERS: THE HERMETIC ORDER OF THE SILVER TWILIGHT, LOOK TO THE FUTURE, THE COVEN OF CANNICH, DEVIL'S CANYON, THE WORM THAT WALKS, THE WATCHERS OF EASTER ISLAND, THE RISE OF R'LYEH, BONUS ADVENTURE, THE PEOPLE OF THE MONOLITH, THE WARREN, DELUXE HANDOUTS

## **DELTA GREEN - THE LABYRINTH** - JOHN SCOTT TYNES 2020-02-04

## **STAR TREK: DISCOVERY - THE LIGHT OF KAHLESS** - MIKE JOHNSON 2018-08-08

JOURNEY BACK IN TIME TO A DECADE BEFORE CAPTAIN KIRK AND THE ENTERPRISE SET OUT ON THEIR FIVE-YEAR MISSION, WHEN THE UNITED FEDERATION OF PLANETS IS LOCKED IN CONFLICT WITH THE MYSTERIOUS KLINGON EMPIRE. BUT JUST WHO ARE THESE FORMIDABLE FOES? DELVE INTO THE SHOCKING WORLD OF THE KLINGONS IN A STORY YOU CAN ONLY FIND IN THIS MINISERIES, WHICH TIES DIRECTLY INTO THE SHOW.

## **PUNKTOWN** - JEFFREY THOMAS 2005-05-01

JEFFREY THOMAS' COLLECTION PUNKTOWN EXPLORED THE STREETS AND BACK ALLEYS OF A FUTURISTIC AND NIGHTMARISH URBANSCAPE IN A SERIES OF UNCONNECTED SHORT STORIES. IN PUNKTOWN: THIRD EYE, THOMAS HAS TELEPORTED AUTHORS SIMON LOGAN, JONATHAN LYONS, CHARLEE JACOB, PAUL G. TREMBLAY, MICHAEL MCCARTY, MARK McLAUGHLIN, GARRETT PECK, THOMAS ANDREW HUGHES, AND SCOTT THOMAS INTO THE CITY TO PEN THEIR OWN TALES OF ITS CITIZENS, ALIENS, MUTATIONS, AND SENTIENT MACHINES. THESE TALENTED AUTHORS BRING A NEW PERSPECTIVE, A PERSONAL VISION, A THIRD EYE VIEW TO THE PHANTASMETROPOLIS THAT IS PUNKTOWN.

## **DELTA GREEN - HANDLER'S GUIDE** - SHANE IVEY 2018-04

## **STAR TREK: YEAR FIVE #3** - BRANDON EASTON 2019-07-03

WITH THEIR CLASH WITH THE THOLIAN ASSEMBLY STILL FRESH IN THEIR MINDS, THE CREW OF THE ENTERPRISE, ALONG WITH THEIR NEW THOLIAN PASSENGER, ENCOUNTER A STRANGE NEW THREAT ON A VERY FAMILIAR WORLD. THE FINAL ADVENTURES OF THE FIVE-YEAR MISSION CONTINUE!

## **DELTA GREEN - IMPOSSIBLE LANDSCAPES** - DENNIS DETWILLER 2021-02

## **DELTA GREEN AGENT'S HANDBOOK** - SHANE IVEY 2016-03-15

### *KLINGONS* - SCOTT TIPTON 2007

THERE ARE TWO SIDES TO EVERY ARGUMENT, AND THIS MONTH STARTS AN EXCITING NEW SERIES LOOKING AT SOME OF THE MOST FAMOUS ENCOUNTERS BETWEEN THE UNITED FEDERATION OF PLANETS AND THE KLINGON EMPIRE FROM THE KLINGON PERSPECTIVE! FIRST UP, AN UNSTEADY PEACE BREAKS OUT INTO FULL-SCALE WAR AFTER A KLINGON CRUISER IS DESTROYED BY THE FEDERATION STARSHIP ENTERPRISE. HOW WILL THE KLINGONS RESPOND?

How do you say "swift and blinding violence" in Klingon?

*STAR TREK: THE MOTION PICTURE FACSIMILE EDITION* - MARV WOLFMAN 2019-12-18

AN ALIEN PRESENCE OF ENORMOUS POWER ENTERS FEDERATION SPACE, DESTROYING THREE POWERFUL KLINGON CRUISERS AND NEUTRALIZING EVERYTHING IN ITS PATH. AS IT HEADS TOWARD EARTH, ADMIRAL JAMES T. KIRK RETURNS TO THE HELM OF AN UPGRADED U.S.S. ENTERPRISE AND SETS COURSE TO MEET THE AGGRESSOR HEAD-ON. THIS SPECTACULAR ADAPTATION, FEATURING WORK BY INDUSTRY LEGENDS MARV WOLFMAN, DAVE COCKRUM, AND KLAUS JANSON, BOLDLY RE-PRESENTED IN ITS ORIGINAL FORM!

*DELTA GREEN - A VICTIM OF THE ART* - DENNIS DETWILLER 2018-06-21

*CTHULHU BY GASLIGHT* - WILLIAM A. BARTON 1988-10-01

CTHULHU AND HIS MINIONS, IN THE 1890S SHARING THE GLOBE WITH THE MIGHTY BRITISH EMPIRE, HAD DUTIES TO AN EMPIRE OF THEIR OWN: A DARK AND CRUEL DESIGN AGAINST THE OWNERSHIP OF THE WORLD AND THE DREAMS OF HUMANITY. EVEN IN THE PEACEFUL FIELDS OF RURAL ENGLAND ONLY INTELLIGENT AND ENERGETIC INTERVENTION COULD KEEP THE SHADOWS AT BAY. "CTHULHU BY GASLIGHT" INCLUDES A LENGTHY ROLEPLAYING ADVENTURE, "THE YORKSHIRE HORRORS" IN WHICH THE INVESTIGATORS JOIN FORCES WITH THE WORLD'S MOST FAMOUS CONSULTING DETECTIVE, SHERLOCK HOLMES! EXTENSIVE BACKGROUND ESSAYS PROVIDE PERIOD SKILLS, SOCIAL CLASSES, WORLD POLITICS, BIOGRAPHIES AND TIMELINES FOR THE 1890S, MAPS AND LONDON LOCATION NOTES (INCLUDING THE BEST STORES OF THE TIME), TRAVEL, CRIMINALS AND POLICE, COCKNEY SLANG, COST OF LIVING, ROYALTY AND TITLES, CLUB LIFE IN LONDON, THE OCCULT IN THE 1890S, PRICES, AND CLOTHING. A LENGTHY ESSAY CONSIDERS TIME-TRAVEL RATIONALES FOR MOVING INVESTIGATORS OF ANOTHER TIME INTO THE 1890S.

*SECOND PERSON* - PAT HARRIGAN 2010-01-22

GAME DESIGNERS, AUTHORS, ARTISTS, AND SCHOLARS DISCUSS HOW ROLES ARE PLAYED AND HOW STORIES ARE CREATED IN ROLE-PLAYING GAMES, BOARD GAMES, COMPUTER GAMES, INTERACTIVE FICTIONS, MASSIVELY MULTIPLAYER GAMES, IMPROVISATIONAL THEATER, AND OTHER "PLAYABLE MEDIA." GAMES AND OTHER PLAYABLE FORMS, FROM INTERACTIVE FICTIONS TO IMPROVISATIONAL THEATER, INVOLVE ROLE PLAYING AND STORY—SOMETHING PLAYED AND SOMETHING TOLD. IN SECOND PERSON, GAME DESIGNERS, AUTHORS, ARTISTS, AND SCHOLARS EXAMINE THE DIFFERENT WAYS IN WHICH THESE TWO ELEMENTS WORK TOGETHER IN TABLETOP ROLE-PLAYING GAMES (RPGS), COMPUTER GAMES, BOARD GAMES, CARD GAMES, ELECTRONIC LITERATURE, POLITICAL SIMULATIONS, LOCATIVE MEDIA, MASSIVELY MULTIPLAYER GAMES, AND OTHER FORMS THAT INVITE AND STRUCTURE PLAY. SECOND PERSON—SO CALLED BECAUSE IN THESE GAMES AND PLAYABLE MEDIA IT IS "YOU" WHO PLAYS THE ROLES, "YOU" FOR WHOM THE STORY IS BEING TOLD—FIRST CONSIDERS TABLETOP GAMES RANGING FROM DUNGEONS & DRAGONS AND OTHER RPGS WITH AN EXPLICIT SOCIAL COMPONENT TO KIM NEWMAN'S CHOOSE YOUR OWN ADVENTURE-STYLE NOVEL LIFE'S LOTTERY AND ITS MORE TRADITIONAL AUTHOR-READER INTERACTION. CONTRIBUTORS THEN EXAMINE COMPUTER-BASED PLAYABLE STRUCTURES THAT ARE DESIGNED FOR SOLO INTERACTION—FOR THE SINGULAR "YOU"—INCLUDING THE MAINSTREAM HIT PRINCE OF PERSIA: THE SANDS OF TIME AND THE GENRE-DEFINING INDEPENDENT PRODUCTION FADE. FINALLY, CONTRIBUTORS LOOK AT THE INTERSECTION OF THE SOCIAL SPACES OF PLAY AND THE REAL WORLD, CONSIDERING, AMONG OTHER TOPICS, THE VIRTUAL COMMUNITIES OF SUCH MASSIVELY MULTIPLAYER ONLINE ROLE PLAYING GAMES (MMORPGS) AS WORLD OF WARCRAFT AND THE POLITICAL USES OF DIGITAL GAMING AND ROLE-PLAYING TECHNIQUES (AS IN THE HOWARD DEAN FOR IOWA GAME, THE FIRST U.S. PRESIDENTIAL CAMPAIGN GAME). IN ENGAGING ESSAYS THAT RANGE IN TONE FROM THE INFORMAL TO THE TECHNICAL, THESE WRITERS OFFER A VARIETY OF APPROACHES FOR THE EXAMINATION OF AN EMERGING FIELD THAT INCLUDES WORKS AS DIVERSE AS GEORGE R.R. MARTIN'S WILD CARDS SERIES AND THE CLASSIC INFOCOM GAME PLANETFALL. APPENDIXES CONTAIN THREE FULLY-PLAYABLE TABLETOP RPGS THAT DEMONSTRATE SOME OF THE VARIATIONS POSSIBLE IN THE FORM.

*STAR TREK, VOL. 9: THE Q GAMBIT* - MIKE JOHNSON 2015-04-29

THE CREW OF THE NEW STAR TREK FILM FRANCHISE ENCOUNTERS THE CLASSIC VILLAIN Q FOR THE FIRST TIME IN THIS GALAXY-SPANNING ADVENTURE DEVELOPED IN ASSOCIATION WITH SCREENWRITER/PRODUCER ROBERTO ORCI! THE MISCHIEVOUS Q SENDS JAMES T. KIRK ON A QUEST THAT WILL SEE THE ENTERPRISE JOINING FORCES WITH FAMILIAR FACES FROM STAR TREK LORE. COLLECTS ISSUES #35-40.

*DELTA GREEN* - A. SCOTT GLANCY 1999-10-01

*STAR TREK: YEAR FIVE #22* - JACKSON LANZING 2021-07-07

FOR FIVE YEARS, THE U.S.S. ENTERPRISE AND HER CREW HAVE JOURNEYED TO THE EDGE OF THE KNOWN UNIVERSE, TACKLING IMPOSSIBLE CHALLENGES AND MENACING FOES ALONG THE WAY. BUT THE BIGGEST CHALLENGE OF ALL AWAITS THEM HERE AT HOME... AND NO MATTER WHAT HAPPENS, THE LIVES OF CAPTAIN KIRK AND HIS CREW WILL BE CHANGED FOREVER. THE GRAND FINALE OF STAR TREK: YEAR FIVE BEGINS HERE WITH A NEW ISSUE FROM SHOWRUNNERS JACKSON LANZING & COLLIN KELLY (GOTHAM CITY GARAGE, GREEN ARROW) AND ARTIST STEPHEN THOMPSON (SATELLITE FALLING, DIE HARD: YEAR ONE).

*THIRD PERSON* - PAT HARRIGAN 2017-03-03

NARRATIVE STRATEGIES FOR VAST FICTIONAL WORLDS ACROSS A VARIETY OF MEDIA, FROM WORLD OF WARCRAFT TO THE WIRE. THE EVER-EXPANDING CAPACITIES OF COMPUTING OFFER NEW NARRATIVE POSSIBILITIES FOR VIRTUAL WORLDS. YET VAST NARRATIVES—FEATURING AN ONGOING AND INTRICATELY DEVELOPED STORYLINE, MANY CHARACTERS, AND MULTIPLE SETTINGS—DID NOT ORIGINATE WITH, AND ARE NOT LIMITED TO, MASSIVELY MULTIPLAYER ONLINE GAMES. THOMAS MANN'S JOSEPH AND HIS BROTHERS, J. R. R. TOLKIEN'S LORD OF THE RINGS, MARVEL'S SPIDERMAN, AND THE COMPLEX STORIES OF SUCH TELEVISION SHOWS AS DR. WHO, THE SOPRANOS, AND LOST ALL PRESENT VAST FICTIONAL WORLDS. THIRD PERSON EXPLORES STRATEGIES OF VAST NARRATIVE ACROSS A VARIETY OF MEDIA, INCLUDING VIDEO GAMES, TELEVISION, LITERATURE, COMIC BOOKS, TABLETOP GAMES, AND DIGITAL ART. THE CONTRIBUTORS—MEDIA AND TELEVISION SCHOLARS, NOVELISTS, COMIC CREATORS, GAME DESIGNERS, AND OTHERS—INVESTIGATE SUCH ISSUES AS CONTINUITY, CANONICITY, INTERACTIVITY, FAN FICTION, TECHNOLOGICAL INNOVATION, AND CROSS-MEDIA PHENOMENA. CHAPTERS EXAMINE A RANGE OF TOPICS, INCLUDING STORYTELLING IN A MULTIPLAYER ENVIRONMENT; NARRATIVE TECHNIQUES FOR A 3,000,000-PAGE NOVEL; CONTINUITY (OR THE IMPOSSIBILITY OF IT) IN DOCTOR WHO;

MANAGING MULTIPLE INTERTWINED NARRATIVES IN SUPERHERO COMICS; THE SPATIAL EXPERIENCE OF THE FINAL FANTASY ROLE-PLAYING GAMES; WORLD OF WARCRAFT ADVENTURE TEXTS CREATED BY DESIGNERS AND FANS; AND THE SERIAL STORYTELLING OF THE WIRE. TAKEN TOGETHER, THE MULTIDISCIPLINARY CONVERSATIONS IN THIRD PERSON, ALONG WITH HARRIGAN AND WARDRIP-FRUIÑ'S EARLIER COLLECTIONS FIRST PERSON AND SECOND PERSON, OFFER ESSENTIAL INSIGHTS INTO HOW FICTIONS ARE CONSTRUCTED AND MAINTAINED IN VERY DIFFERENT FORMS OF MEDIA AT THE BEGINNING OF THE TWENTY-FIRST CENTURY.

*MASKS OF NYARLATHOTEP* - LARRY DITILLIO 2010-06

MASKS OF NYARLATHOTEP IS A LOVECRAFTIAN EXERCISE IN HORROR AND MYSTERY. THIS CALL OF CTHULHU ROLEPLAYING CLASSIC IS A SERIES OF LINKED ADVENTURES FORMING ONE LONG AND UNFORGETTABLE CAMPAIGN. HORRIFYING DEEDS AND DANGEROUS SORCERY DOG THOSE WHO DARE ATTEMPT TO UNRAVEL THE FATE OF THE CARLYLE EXPEDITION. SET IN 1925, ADVENTURES BEGIN IN NEW YORK, THEN MOVE OVERSEAS TO ENGLAND, EGYPT, KENYA COLONY, SHANGHAI, AND WESTERN AUSTRALIA. SUCH EXTENDED GLOBETROTTERING REQUIRES WIT AND PLANNING BY THE PLAYERS. THEIR INVESTIGATORS MUST HAVE STEADY FINANCES, GOOD LANGUAGE SKILLS, AND A WILLINGNESS TO PERSEVERE DESPITE GOVERNMENTAL INTERFERENCE AND CULTIST HARASSMENT. MEANWHILE THE KEEPER MUST BRING TO LIFE DIFFERENT EXOTIC LOCALES, RECREATE THE SENSIBILITIES OF OTHER CULTURES, AND BALANCE NON-PLAYER-CHARACTER FOES AND FRIENDS TO ALLOW EACH INVESTIGATOR TO EARN HIS OR HER OWN DESTINY—ULTIMATE TRIUMPH, PERHAPS, OR PERHAPS MADNESS AND AGONIZING DEATH.

*STAR TREK: THE MIRROR WAR #2* - DAVID TIPTON 2021-11-03

RETURN TO THE MIRROR UNIVERSE OF THE NEXT GENERATION WITH THIS BRAND-NEW SERIES FROM WRITERS DAVID & SCOTT TIPTON! WHEN ONE OF PICARD'S SECRET SUPPLY CACHES IS RAIDED BY "THE OBNOXIOUS OKONA"—PUTTING AN OBSTACLE IN THE WAY OF THE CREW GETTING TO FAUNDORI—THE CAPTAIN VOWS REVENGE. MEANWHILE, WORF REMAINS ON THEIR TRAIL...

*GODLIKE* - DENNIS DETWILLER 2015-05-05

"YOU ARE LARGER THAN LIFE, BUT THE WAR IS LARGER THAN YOU." GODLIKE IS A TABLETOP SUPERHERO ROLEPLAYING GAME LIKE NO OTHER. NO BRIGHT SPANDEX, NO PULP MACHISMO. IN THE FACE OF A WORLD ON FIRE, ORDINARY MEN AND WOMEN EMERGE WHO POSSESS THE TALENTS THEIR TIMES DEMAND -- BUT WHO ARE STILL AS VULNERABLE, AND ULTIMATELY AS EXPENDABLE, AS ORDINARY TROOPS IN THE FOXHOLES. BACKED BY A DEEP ALTERNATE HISTORY, PLAYERS TAKE THE ROLES OF TALENTS FIGHTING IN THE GREATEST CONFLICT OF THE TWENTIETH CENTURY. THIS IS AN EXPANDED AND EDITED EDITION OF THE CLASSIC ROLEPLAYING GAME BY DENNIS DETWILLER AND GREG STOLZE.

*DELTA GREEN: THROUGH A GLASS, DARKLY* - DENNIS DETWILLER 2011-06

*STAR TREK: YEAR FIVE: VALENTINE'S DAY SPECIAL* - PAUL CORNELL 2020-02-12

JAMES T. KIRK HAS HAD MANY LOVES DURING HIS MISSION AMONG THE STARS, BUT THIS TIME HE MAY HAVE MET HIS MATCH IN FELLOW STARFLEET CAPTAIN LAURA RHONE. THIS SPECIAL STORY BY AWARD-WINNING WRITER OF PROSE, COMICS, AND TELEVISION PAUL CORNELL (DOCTOR WHO) TAKES CAPTAIN KIRK TO WHERE HE HAS NEVER GONE BEFORE!

*DELTA GREEN* - JOHN TYNES 2000-02-01

BORN OF THE FEDERAL GOVERNMENT'S 1928 RAID ON THE DEGENERATE COASTAL TOWN OF INNSMOUTH, MASSACHUSETTS, THE COVERT AGENCY KNOWN AS DELTA GREEN SPENT FOUR DECADES OPPOSING THE FORCES OF DARKNESS WITH HONOUR, BUT WITHOUT GLORY. STRIPPED OF SANCTION AFTER A DISASTROUS 1969 OPERATION IN CAMBODIA, DELTA GREEN'S LEADERS MADE A SECRET PACT: TO CONTINUE THEIR WORK WITHOUT AUTHORITY, WITHOUT SUPPORT, AND WITHOUT FEAR. DELTA GREEN AGENTS SLIP THROUGH THE SYSTEM, MANIPULATING THE FEDERAL BUREAUCRACY WHILE PUSHING THE DARKNESS BACK FOR ANOTHER DAY— BUT OFTEN AT A SHATTERING PERSONAL COST. WHEN AN AGENT VANISHES, LEAVING BEHIND A LIFETIME OF MYSTERY AND IGNITING A FUTURE OF PERIL, A DELTA GREEN TEAM IS PULLED INTO A VORTEX OF HORROR AND DECEPTION, DESTINY AND BETRAYAL. FROM THE SMOKEY MOUNTAINS OF EASTERN TENNESSEE TO THE SNOW COVERED BELTWAY OF WASHINGTON, FROM THE DEPTHS OF FORT LEAVENWORTH PRISON TO THE SUNNY TROPICS OF PUERTO RICO, FROM THE SKY OVER CHINA TO THE JUNGLES OF CAMBODIA, WE ARE THERE, FOLLOWING A SCARLET SKEIN OF TANGLED CAUSALITY THROUGH TIME AND SPACE THAT THREATENS TO IGNITE A WAR BETWEEN DELTA GREEN AND ITS BITTEREST ENEMY. THE DANCERS AT THE SOUL OF TIME ARE CALLING ACROSS THE GULF OF INFINITY. WON'T YOU JOIN THE DANCE?

*DELTA GREEN - THE ROLE-PLAYING GAME* - ADAM SCOTT GLANCY 2018-05-02

*NEW TALES OF THE MISKATONIC VALLEY* - KEITH HERBER 2009-01-01

AN ANTHOLOGY OF SIX SCENARIOS DESIGNED FOR USE WITH THE CALL OF CTHULHU ROLEPLAYING GAME. SET IN LOVECRAFT COUNTRY, A FICTIONAL AREA OF NEW ENGLAND CREATED BY HORROR AUTHOR H.P. LOVECRAFT.

*STAR TREK: DISCOVERY #1* - MIKE JOHNSON 2017-11-29

WARP INTO ADVENTURE WITH THIS NEW COMIC BOOK SERIES THAT TIES INTO THE NEW STAR TREK TELEVISION SHOW PREMIERING IN LATE SEPTEMBER ON CBS ALL ACCESS IN THE U.S., THE SPACE CHANNEL IN CANADA AND NETFLIX THROUGHOUT THE REST OF THE WORLD! DETAILS REMAIN SECRETIVE SO WE CAN'T SHOW YOU COVERS YET, BUT WE CAN TELL YOU THAT YOU WON'T WANT TO MISS THIS VERY SPECIAL KLINGON-CENTRIC SERIES. BE PREPARED FOR ACTION, ADVENTURE, AND STAR TREK AT ITS BEST!

*STAR TREK* - DAVID TISCHMAN 2008

"THIS VOLUME COLLECTS IDW'S STAR TREK: YEAR FOUR ISSUES 1 TO 6 AND FOCUS ON... STAR TREK"—COPYRIGHT PAGE.

*DELTA GREEN - PX POKER NIGHT* - DENNIS DETWILLER 2020-11

*STAR TREK: BOLDLY GO, VOL. 2* - MIKE JOHNSON 2018-01-09

AS THE FEDERATION AND ROMULANS CONVENE IN THE WAKE OF THE BORG ATTACK, THE PRECARIOUS PEACE IS THREATENED BY THE MURDER OF A KEY DIPLOMAT... AND A STARFLEET CADET IS THE PRIME SUSPECT! DON'T MISS THIS ALL-NEW ADVENTURE, GUEST-STARRING JAYLAH FROM STAR TREK BEYOND, AND THE CAST FROM THE HIT STARFLEET ACADEMY SERIES! COLLECTS ISSUES #7-12.

*STAR TREK: YEAR FIVE - ODYSSEY'S END (BOOK 1)* - JACKSON LANZING 2020-02-05  
JOIN THE CREW OF THE U.S.S. ENTERPRISE IN ALL-NEW ADVENTURES AS THEY NEAR THE END

OF THEIR FIVE-YEAR MISSION, FEATURING THE CHARACTERS FROM THE ORIGINAL SERIES! THE CREW OF THE ENTERPRISE LEFT EARTH FOUR YEARS AGO. THEY'VE TRAVELED TO STRANGE NEW WORLDS, DEFEATED IMPOSSIBLE FOES, AND MADE UNIVERSE-CHANGING DECISIONS. BUT NOW, WITH THE END IN SIGHT, THEY'LL HAVE TO FACE THEIR BIGGEST CHALLENGE YET. STEP ABOARD THE ENTERPRISE WITH KIRK, SPOCK, BONES, UHURA, SULU, SCOTTY, AND CHEKOV AS THEY BEGIN THE END OF THEIR ORIGINAL FIVE-YEAR MISSION AND BOLDLY GO INTO AN UNCERTAIN FUTURE IN THIS NEW CONTINUING STAR TREK SERIES! COLLECTS ISSUES # 1-6.

*STAR TREK: YEAR FIVE # 18* - JIM McCANN 2021-01-06

THE ENTERPRISE RECEIVES A DISTRESS CALL FROM ALPHA CENTAURI AND ARRIVES TO FIND A PLANET IN THE MIDST OF A DEADLY GLOBAL PANDEMIC. BUT IS NATURE RESPONSIBLE FOR THIS NEW VIRUS, OR IS THERE SOMETHING MORE SINISTER AT PLAY? THE FINAL VOYAGES OF THE U.S.S. ENTERPRISE CONTINUE IN THIS NEW EPISODE FROM EISNER-WINNING WRITER JIM McCANN (RETURN OF THE DAPPER MEN) AND SUPERSTAR ARTIST ANGEL HERNANDEZ (STAR TREK: PICARD)!

**DELTA GREEN** - DENNIS DETWILLER 2003-04-01

THULE, THE NAZI ATLANTIS, LEGENDARY HOME OF ARYAN SUPER-BEINGS WHO RULED PRE-HISTORY. THULE WAS SUPPOSED TO BE A NAZI MYTH, BUT WHEN A DEFECTOR FROM THE SS OCCULT SCIENCES DIVISION, THE KAROTECHIA, BRINGS PROOF OF THULE'S REALITY, DELTA GREEN'S COURSE IS CLEAR: THE ALIEN CITY AND ITS TECHNOLOGICAL AND OCCULT SECRETS MUST BE DENIED TO THE ENEMY. BUT THE TRUE MASTERS OF THULE ARE FIGHTING THEIR OWN WAR. A TRAITOR FROM THE PAST ENDANGERS THEIR EONS-OLD PLAN TO SHAPE THE FUTURE.

THE SURVIVAL OF MANKIND DEPENDS ON THE FATE OF THULE; BUT TO DESTROY THULE OR SAVE IT? WHICH CHOICE WILL SAVE MANKIND? BORN OF THE FEDERAL GOVERNMENT'S 1928 RAID ON THE DEGENERATE COASTAL TOWN OF INNSMOUTH, MASSACHUSETTS, THE COVERT AGENCY KNOWN AS DELTA GREEN HAS BATTLED ABOMINATIONS, ALIEN SORCERERS AND BLASPHEMOUS CULTS. AS WORLD WAR II RAGES, THE SS KAROTECHIA IS CALLING UPON THE OBSCURE POWERS OF THE CTHULHU MYTHOS TO ENSURE A NAZI VICTORY, MEDDLING IN POWERS THEY DO NOT UNDERSTAND AND CANNOT HOPE TO CONTROL. NOW THE MEN AND WOMEN OF DELTA GREEN WILL BE TESTED TO THEIR LIMITS TO HOLD THE APOCALYPSE AT BAY. THESE ARE THE GLORY DAYS OF DELTA GREEN. IT IS ALSO HUMANITY'S DARKEST HOUR. BOOK JACKET.

*STAR TREK: BOLDLY GO, VOL. 3* - MIKE JOHNSON 2018-05-29

WHAT IF KIRK AND THE ENTERPRISE CREW WERE ROBOTS? WHAT IF KLINGONS FOUNDED STARFLEET? WHAT IF ALL THESE REALITIES COLLIDED? THE STAR TREK MEGA-EVENT "I.D.I.C." BRINGS TOGETHER ALL THESE WORLDS FOR ONE HUGE, UNIVERSE-THREATENING ADVENTURE. THE VULCAN PHILOSOPHY OF CELEBRATING "INFINITE DIVERSITY IN INFINITE COMBINATIONS" IS ONE OF ACCEPTANCE, BUT CAN THE UNIVERSE ACCEPT THE SIMULTANEOUS EXISTENCE OF MULTIPLE REALITIES? IT'S A TEAM UP FOR THE AGES AS NUMEROUS INCARNATIONS OF KIRK, SPOCK, AND THE ENTERPRISE CREW MUST WORK TOGETHER TO STOP A FOE THAT THREATENS ALL OF EXISTENCE! FEATURING THE RETURN OF JANE TIBERIUS KIRK AND HER GENDER-SWAPPED CREW! COLLECTS THE ENTIRE "I.D.I.C." STORYLINE FROM STAR TREK: BOLDLY GO # 13-18.