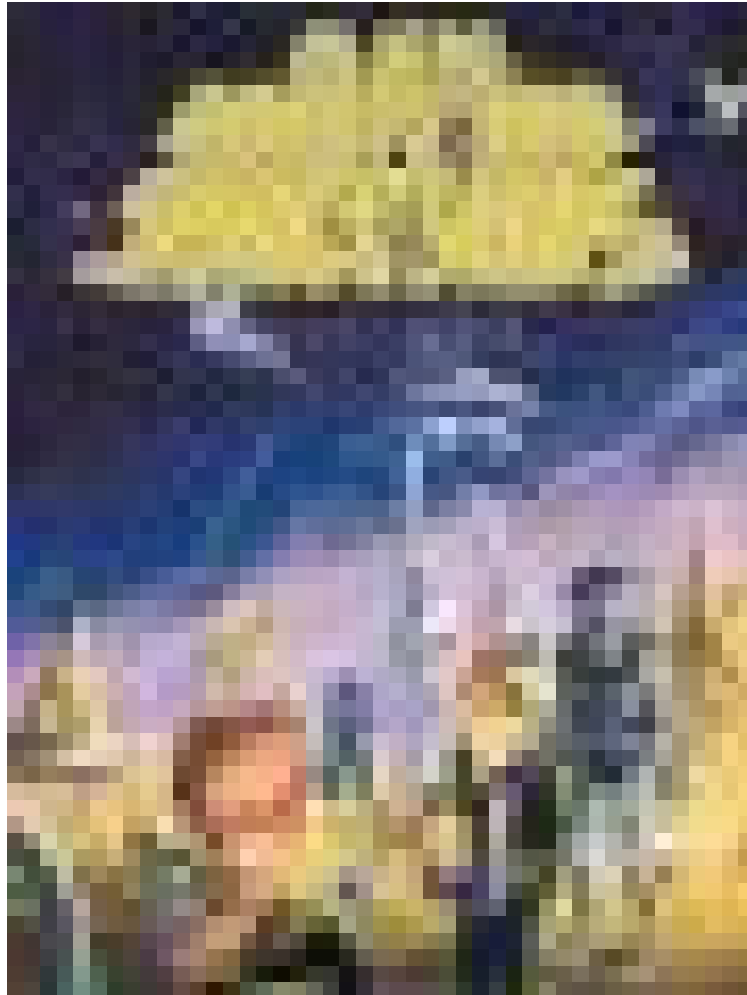


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Aliens, Robots, and Spaceships

Jeff Rovin, Jeff Rovin

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#3828096 in Books Facts on File 1995-07Original language:EnglishPDF # 1 1.19 x 8.82 x 11.32l, #File Name: 081603107X384 pages | File size: 71.Mb

Jeff Rovin, Jeff Rovin : Aliens, Robots, and Spaceships before purchasing it in order to gage whether or not it would be worth my time, and all praised Aliens, Robots, and Spaceships:

From Chewbacca to Vampirella, Jurassic Park to Supergirl, Aliens, Robots, and Spaceships is the ultimate A-to-Z encyclopedia of the unimaginable, featuring over 100 illustrations and a user-friendly format. Included are exciting accounts of superheroes and spacecraft from places one never dreamed and times one never fathomed. This comprehensive reference includes not only the famous but also lesser-known, though equally as powerful or novel creations such as comic book stars; Red Ronin, a 100-foot red-armored robot who helps fight the man-monster Yetrigar in Godzilla; and the Dalgoda, a six-foot-tall talking humanoid dog who comes to Earth to enlist military

support for his struggling planet, Canida.

From School Library Journal
Grade 5 Up? In attempting to list and describe the major spacecraft, robots, planets, supercomputers, and nonhumans that have appeared in books, comics, films, as toys and on TV, Rovin has bitten off more than he can chew. The 500 or so entries are arranged in a single alphabet and written to a template: name, media list, first-appearance citation, physical description, "biography," and additional comments? generally about authors or other creators, sequels, or series runs, related articles, name changes, and the like. The writing is straight description, almost devoid of personal opinion. Small black-and-white illustrations, mostly movie stills, are thinly scattered throughout. The author writes plenty about Howard the Duck, DC Comics' "Bunny from Beyond," Mystery Science Theater 3000, and Deep Space Nine, but his coverage of Larry Niven's aliens, or Robert Heinlein's, is incomplete (no Puppet Masters!). He directs only a token nod toward Andre Norton, missing the ETs envisioned by Ursula K. Le Guin and C.J. Cherryh, as well as Blish's "Cities in Flight" completely. Some of his information is dated. Still, most of the standard writers and artists are acknowledged, while legions of little-known machines, places, and creatures are resurrected. Not comprehensive enough to join his Encyclopedia of Superheroes (1985; o.p.) and Encyclopedia of Super Villains (1987; o.p., both Facts on File) in reference collections, this title will keep casual browsers engrossed for hours with its vast array of trivia. ?John Peters, New York Public Library
Copyright 1995 Reed Business Information, Inc.
From Booklist
If you want details of aliens or spacecrafts ranging from the popular ALF to the lesser-known Zazzala, this is the guide. Approximately 300 alphabetically arranged entries treat heroes and villains from comic books, sf magazines, TV shows, toys, radio, video games, trading cards, and films. The author, who also wrote the Encyclopedia of Superheroes and the Encyclopedia of Monsters, tried not to repeat entries from his other books and concentrated on characters that are well known. But also included are "wonderfully obscure" creations, works by unknown authors, and characters that are "fascinating." Each entry describes the first appearance of the character or craft and its physical characteristics. For example, Battlestar Galactica traces its origin to a 1978 ABC-TV series. Usually entries are less than a page, with some especially famous stories (Superman, Gobots) running to three pages or more. An introductory guide explains media codes used in entries (e.g., Coneheads lists "TV, MP, C," meaning that it was first a TV show, then a motion picture, and then a comic book adaptation). More than 100 black-and-white drawings and photos add to the book's appeal. Five appendixes list the overflow of aliens and worlds from Star Trek, Star Wars, Outer Limits, and comic books. A bibliography is followed by an extensive index of authors, titles, actors, media, type of character (doctor, professor, princess), and subjects. Even in such an ambitious work, it's certain that somebody's favorite alien will be left out. Where is Gamera the Invincible (outer-space turtle)? Why Ford Prefect but not Marvin the Robot from the Hitchhiker's Guide? Why list Zur (a world by Banister) but not the extraterrestrial Trisz (from another of his books)? Does the DeLorean car in Back to the Future really qualify as a spaceship? Despite its inconsistencies, there's not a comparable work. It will be popular in circulating collections where Trekkies and fans of the X-Men will see how much they know about other worlds.