Stephen King Salem Press

This three volume work examines the lives and work of American novelists. Beginning with the westward thrust of early America's seaboard colonies to the romanticized and philosophical road narratives of the Beat Generation, the American experienceits ideals, dreams, and subsequent disillusionments has been quintessentially lin

Stephen King's fiction has formed the basis of more motion picture adaptations than any other living author. Over half a century since his earliest publications, Hollywood filmmakers continue to reinvent, reimagine, remake, and reboot King's stories, with mixed results. This book, volume 1 in a series, examines the various screen adaptations of King's first three novels: Carrie, Salem's Lot, and The Shining. Reaching further than questions of fidelity to the author and adherence to directorial visions, it charts the development of each individual adaptation from first option to final cut. Through old and new interviews with the writers, producers, and directors of these films—as well as in-depth analyses of produced and unproduced screenplays—it illuminates the adaptation process as an intricately collaborative endeavor. Rather than merely synopsize the resulting stories, its goal is to compare, contrast, and contextualize each of these adaptations as the products of their creators.

Critiques of the horror author's writings examine the influence of Robert Browning and T.S. Eliot on "The Dark Tower" series and explore characterization as well as dystopian themes and morality in his works.

'Salem's Lot

This volume brings together a variety of perspectives on King's contribution to American literature and popular culture. New essays discuss King's attempts to straddle the gap between popular fiction and serious literature and the inspiration of Robert Browning and T.S. Eliot in King's Dark Tower series. Previously published essays explore the tensions between fantasy and reality across King's work, his link to American gothic and romance traditions, and his fortunes among book reviewers, academics, and his peers and readers.

Ben Mears has returned to Jerusalem's Lot in hopes that exploring the history of the Marsten House, an old mansion long the subject of rumor and speculation, will help him cast out his personal devils and provide inspiration for his new book. But when two young boys venture into the woods, and only one returns alive, Mears begins to realize that something sinister is at work—in fact, his hometown is under siege from forces of darkness far beyond his imagination. And only he, with a small group of allies, can hope to contain the evil that is growing within the borders of this small New England town. With this, his second novel, Stephen King established himself as an indisputable master of American
horror, able to transform the old conceits of the genre into something fresh and all the more frightening for taking place in a familiar, idyllic locale.

The Stephen King Companion is an authoritative look at horror author King's personal life and professional career, from Carrie to The Bazaar of Bad Dreams. King expert George Beahm, who has published extensively about Maine’s main author, is your seasoned guide to the imaginative world of Stephen King, covering his varied and prodigious output: juvenalia, short fiction, limited edition books, bestselling novels, and film adaptations. The book is also profusely illustrated with nearly 200 photos, color illustrations by celebrated "Dark Tower" artist Michael Whelan, and black-and-white drawings by Maine artist Glenn Chadbourne. Supplemented with interviews with friends, colleagues, and mentors who knew King well, this book looks at his formative years in Durham, when he began writing fiction as a young teen, his college years in the turbulent sixties, his struggles with early poverty, working full-time as an English teacher while writing part-time, the long road to the publication of his first novel, Carrie, and the dozens of bestselling books and major screen adaptations that followed. For fans old and new, The Stephen King Companion is a comprehensive look at America's best-loved bogeyman.

Set in the fictional town of Castle Rock, Maine A #1 New York Times bestseller about a man who wakes up from a five-year coma able to see people's futures and the terrible fate awaiting mankind—a “compulsive page-turner” (The Atlanta Journal-Constitution). Johnny Smith awakens from a five-year coma after his car accident and discovers that he can see people’s futures and pasts when he touches them. Many consider his talent a gift; Johnny feels cursed. His fiancée married another man during his coma and people clamor for him to solve their problems. When Johnny has a disturbing vision after he shakes the hand of an ambitious and amoral politician, he must decide if he should take drastic action to change the future. With “powerful tension that holds the reader to the story like a pin to a magnet” (The Houston Post), The Dead Zone is a “faultlessly paced…continuously engrossing” (Los Angeles Times) novel of second sight.

A Companion to American Gothic features a collection of original essays that explore America's gothic literary tradition. The largest collection of essays in the field of American Gothic Contributions from a wide variety of scholars from around the world The most complete coverage of theory, major authors, popular culture and non-print media available

This unique and timely collection examines childhood and the child character throughout Stephen King’s works, from his early novels and short stories, through film adaptations, to his most recent publications. King’s use of child characters within the framework of horror (or of horrific childhood) raises questions about adult expectations of children, childhood, the American family, child agency, and the nature of fear and terror for (or by) children. The ways in which King presents, complicates, challenges, or terrorizes children and notions of childhood provide a unique lens through which to examine American culture, including both adult and social anxieties about children and childhood across the decades of King’s works.

The tie-in edition of the nine-part CBS All Access series starring Whoopi Goldberg, Alexander Skarsgard, and James Marsden. When a man escapes from a biological testing facility, he sets in motion a deadly domino effect, spreading a mutated strain of the flu that will wipe out 99
percent of humanity within a few weeks. The survivors who remain are scared, bewildered, and in need of a leader. Two emerge--Mother Abagail, the benevolent 108-year-old woman who urges them to build a peaceful community in Boulder, Colorado; and Randall Flagg, the nefarious "Dark Man," who delights in chaos and violence. As the dark man and the peaceful woman gather power, the survivors will have to choose between them--and ultimately decide the fate of all humanity.

Four novellas from Stephen King bound together by the changing of seasons, each taking on the theme of a journey with strikingly different tones and characters. This gripping collection begins with "Rita Hayworth and the Shawshank Redemption," in which an unjustly imprisoned convict seeks a strange and startling revenge--the basis for the Best Picture Academy Award-nominee The Shawshank Redemption. Next is "Apt Pupil," the inspiration for the film of the same name about top high school student Todd Bowden and his obsession with the dark and deadly past of an older man in town. In "The Body," four rambunctious young boys plunge through the facade of a small town and come face-to-face with life, death, and intimations of their own mortality. This novella became the movie Stand By Me. Finally, a disgraced woman is determined to triumph over death in "The Breathing Method."--Provided by publisher.

Stephen King, "America’s Favorite Boogeyman," has sold over 350 million copies of his books, becoming in effect the face of horror fiction. His influence on popular culture has drawn both strong praise and harsh criticism from reviewers and scholars alike. While his popularity cannot be overstated, his work has received relatively little critical attention from the academic world. Examining King’s fiction using modern literary theory, this study reveals the unexpected complexity of 22 short stories and novels, from Carrie to End of Watch. The author finds King using fantasy and horror to expose truths about reality and the human condition.

One of the most popular Stephen King film adaptations, the 1979 TV-movie Salem's Lot has become recognized as a classic.

History has not been kind to the 1980s. The decade is often associated with absurd fashion choices, neo-Conservatism in the Reagan/Bush years, the AIDS crisis, Wall Street ethics, and uninspired television, film, and music. Yet the literature of the 1980s is undeniably rich and lasting. American Literature in Transition, 1980–1990 seeks to frame some of the decade’s greatest achievements such as Toni Morrison's monumental novel Beloved and to consider some of the trends that began in the 1980s and developed thereafter, including the origins of the graphic novel, prison literature, and the opening of multiculturalism vis-à-vis the 'canon wars'. This volume argues not only for the importance of 1980s American literature, but also for its centrality in understanding trends and trajectories in all contemporary literature against the broader background of culture. This volume serves as both an introduction and a deep consideration of the literary culture of our most maligned decade.

When a writer returns to his Maine home town, he discovers that the peaceful hamlet is being overrun by vampires and sets out to curb this ancient evil before it can spread.

Entries cover biographical information, a bibliography of writings, and a critical analysis of each author's longer works of fiction, and address long fiction written in various time periods, countries, and genres.

More than 30 stellar authors have contributed to these up-to-date essays on public services librarianship, including timely topics such as new service configurations, the impact of e-resources in reference and collection development, and innovative outreach. * Over 30 contributors, including established experts and the next generation of leaders in reference
and public services librarianship * A subject index guides readers to topics of interest

A monumentally devastating plague leaves only a few survivors who, while experiencing dreams of a battle between good and evil, move toward an actual confrontation as they migrate to Boulder, Colorado.

A fascinating read for anyone from general readers to hardcore fans and scholars, this encyclopedia covers virtually every aspect of the zombie as cultural phenomenon, including film, literature, folklore, music, video games, and events. The proliferation of zombie-related fiction, film, games, events, and other media in the last decade would seem to indicate that zombies are "the new vampires" in popular culture. The editors and contributors of Encyclopedia of the Zombie: The Walking Dead in Popular Culture and Myth took on the prodigious task of covering all aspects of the phenomenon, from the less-known historical and cultural origins of the zombie myth to the significant works of film and literature as well as video games in the modern day that feature the insatiable, relentless zombie character. The encyclopedia examines a wide range of significant topics pertaining to zombies, such as zombies in the pulp magazines; the creation of the figure of the zuvembie to subvert decades of censorship by the Comics Code of Authority; Humans vs. Zombies, a popular zombie-themed game played on college campuses across the country; and annual Halloween zombie walks. Organized alphabetically to facilitate use of the encyclopedia as a research tool, it also includes entries on important scholarly works in the expanding field of zombie studies. • Provides comprehensive coverage of topics about or relating to zombies in film, literature, folklore, and popular culture • Features work from contributors who are dedicated scholars, authors, or fans in the zombie genre of work • Supplies dates with all names and works to give readers a sense of the historical context and evolution of zombie lore • Includes concept entries—for example, comedy, free will, and weapons—that place works in a logical, thematic context

A family moves into a beautiful old home in rural Maine, not realizing the horror that awaits them from the pet cemetery and Indian burial ground behind the house.

Critical Insights: The American Thriller This volume of criticism presents a variety of new essays on the American thriller, a genre in which ordinary heroes are faced with an enemy set on destroying them or something they treasure. This volume discusse

In the 3rd book of the #4 New York Times best-selling Neverwinter Saga, Drizzt draws his swords once more to aid his friends. His lover, Dahlia Sin’felle, can speak of nothing but the moment she will face the Netherese lord Herzgo Alegni once again. Drizzt has already followed a trail of vengeance beside Dahlia. Can he justify one more battle to settle a grudge he does not understand? Artemis Entreri too seeks vengeance. He offers to aid Dahlia in her mission to destroy Alegni. But Charon’s Claw, Alegni’s sentient sword, dominates Entreri’s movements—if not his mind. And then there’s
the way Entreri looks at Dahlia. Can Drizzt trust his old foe? Praise for the Neverwinter Saga: “Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout”—Fantasy Book Review on Gauntlgrym, Neverwinter Saga Book I “Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story.” —The SFF Hub on Gauntlgrym, Neverwinter Saga Book I “A quick read with some very satisfying fight scenes. It’s also deeply layered with emotional atmosphere” —California Literary Review on Gauntlgrym, Neverwinter Saga Book I From the Hardcover edition.

Excavating Stephen King: A Darwinist Hermeneutic Study of the Fiction combines approaches from science and literary theory to examine the canon of Stephen King’s fiction work in a single critical study. James Arthur Anderson has devised the concept of Darwinist Hermeneutics as a critical tool to combine evolutionary psychology, neuroscience, biology, and literary Darwinism with other more conventional critical theory, including structuralism, narratology, semiotics, and linguistic analysis. Using this theory, Anderson examines King’s works in terms of archetypes and mythology, human universals, affective emotions, and the organization of story to create maximum suspense. This method brings new insights into King’s stories and broader implications for storytelling as a whole.

Stephen King's popularity lies in his ability to reinterpret the standard Gothic tale in new and exciting ways. Through his eyes, the conventional becomes unconventional and wonderful. King thus creates his own Gothic world and then interprets it for us. This book analyzes King's interpretations and his mastery of popular literature. The essays discuss adolescent revolt, the artist as survivor, the vampire in popular literature, and much more.

Books and reading have contributed to the success of generations of Americans, many of whom have had distinguished careers and have left their mark on history. While the accomplishments of these notable Americans are well known, their adventures with books and reading are less familiar. This book discusses the reading activities of 50 notable Americans from a wide range of historical periods and professions and from diverse racial and ethnic backgrounds. Many of these figures appear prominently in school and college texts or are part of popular culture. Included are alphabetically arranged entries for such readers as Benjamin Franklin, Helen Keller, Kareem Abdul-Jabbar, Mark Twain, Oprah Winfrey, and
Ronald Reagan.

Today's convergent media industries readily produce stories that span multiple media, telling the tales of superheroes across comics, film and television, inviting audiences to participate in the popular universes across cinema, novels, the Web, and more. This transmedia phenomenon may be a common strategy in Hollywood's blockbuster fiction factory, tied up with digital marketing and fictional world-building, but transmediality is so much more than global movie franchises. Different cultures around the world are now making new and often far less commercial uses of transmediality, applying this phenomenon to the needs and structures of a nation and re-thinking it in the form of cultural, political and heritage projects. This book offers an exploration of these national and cultural systems of transmediality around the world, showing how national cultures – including politics, people, heritage, traditions, leisure and so on – are informing transmediality in different countries. The book spans four continents and twelve countries, looking across the UK, Spain, Portugal, France, Estonia, USA, Canada, Colombia, Brazil, Japan, India, and Russia.

A study of King's fiction, including a chapter on criticism and a chronology of King's works.

This book looks at the more recent works of fiction by Stephen King as well as an examination of his nonfiction book, On Writing, published in 2000. Works discussed in this volume include Duma Key, The Girl Who Loved Tom Gordon, Under the Dome, Joyland, and Dr. Sleep.

Since the 1970s, the name Stephen King has been synonymous with horror. His vast number of books has spawned a similar number of feature films and TV shows, and together they offer a rich opportunity to consider how one writer's work has been adapted over a long period within a single genre and across a variety of media—and what that can tell us about King, about adaptation, and about film and TV horror. Starting from the premise that King has transcended ideas of authorship to become his own literary, cinematic, and televisual brand, Screening Stephen King explores the impact and legacy of over forty years of King film and television adaptations. Simon Brown first examines the reasons for King's literary success and then, starting with Brian De Palma's Carrie, explores how King's themes and style have been adapted for the big and small screens. He looks at mainstream multiplex horror adaptations from Cujo to Cell, low-budget DVD horror films such as The Mangler and Children of the Corn franchises, non-horror films, including Stand by Me and The Shawshank Redemption, and TV works from Salem's Lot to Under the Dome. Through this discussion, Brown identifies what a Stephen King film or series is or has been, how these works have influenced film and TV horror, and what these influences reveal about the shifting preoccupations and industrial contexts of the post-1960s horror genre in film and TV.

Examines the cultural significance of the werewolf filmProvides the first academic monograph dedicated to developing a cultural understanding of the werewolf filmReconsiders the psychoanalytic paradigms that have dominated scholarly discussion of werewolves in pop cultureIncludes over 40 individual case studies to illustrate how werewolf films can be understood as products of their cultural momentIdentifies the cinematic werewolf's most common metaphorical dimensionsHorror monsters such as the vampire, the zombie and Frankenstein's creature have long been the subjects of in-depth cultural studies, but the cinematic werewolf has often been considered little
more than the 'beast within': a psychoanalytic analogue for the bestial side of man. This book, the first scholarly study of the werewolf in cinema, redresses the balance by exploring over 100 years of werewolf films, from The Werewolf (1913) to Wildling (2018) via The Wolf Man (1941), The Curse of the Werewolf (1961), The Howling (1981) and WolfCop (2014). Revealing the significance of she-wolves and wolf-men as evolving metaphors for the cultural fears and anxieties of their times, Phases of the Moon serves as a companion and a counterpoint to existing scholarship on the werewolf in popular culture, and illustrates how we can begin to understand one of our oldest mythical monsters as a rich and diverse cultural metaphor.

One Road—one Destiny—two men. Two men and on road; lives forever changed and not for the better. Mark and Kevin leave two bars late at night and come face to face with a horror so indescribable that only Hell can say what is next. You will not like the answer. Fasten your seat belt if it makes you feel any better. It doesn't make a difference.

Stephen King's legendary debut, the bestselling smash hit that put him on the map as one of America's favorite writers "Gory and horrifying. . . You can't put it down." —Chicago Tribune Unpopular at school and subjected to her mother's religious fanaticism at home, Carrie White does not have it easy. But while she may be picked on by her classmates, she has a gift she's kept secret since she was a little girl: she can move things with her mind. Doors lock. Candles fall. Her ability has been both a power and a problem. And when she finds herself the recipient of a sudden act of kindness, Carrie feels like she's finally been given a chance to be normal. She hopes that the nightmare of her classmates' vicious taunts is over . . . but an unexpected and cruel prank turns her gift into a weapon of horror so destructive that the town may never recover.

This book provides high school and undergraduate students, and other interested readers, with a comprehensive survey of science fiction history and numerous essays addressing major science fiction topics, authors, works, and subgenres written by a distinguished scholar. This encyclopedia deals with written science fiction in all of its forms, not only novels and short stories but also mediums often ignored in other reference books, such as plays, poems, comic books, and graphic novels. Some science fiction films, television programs, and video games are also mentioned, particularly when they are relevant to written texts. Its focus is on science fiction in the English language, though due attention is given to international authors whose works have been frequently translated into English. Since science fiction became a recognized genre and greatly expanded in the 20th century, works published in the 20th and 21st centuries are most frequently discussed, though important earlier works are not neglected. The texts are designed to be helpful to numerous readers, ranging from students first encountering science fiction to experienced scholars in the field. Provides readers with information about written science fiction in all its forms—novels, stories, plays, poems, comic books, and graphic novels Includes original interviews with major writers like Ted Chiang, Samuel R. Delany, Kim Stanley Robinson, and Connie Willis that are not available elsewhere Features numerous sidebars with additional data about various subjects and key passages from several classic works Includes hundreds of bibliographies of sources that provide additional information on various specific topics and the genre of science fiction as a whole

Le Maine, 1970. Ben Mears revient à Salem et s'installe à Marsten House, inhabitée depuis la mort tragique de ses propriétaires, vingt-cinq ans auparavant. Mais, très vite, il doit se rendre à l'évidence : il se passe des choses étranges dans cette petite bourgade. Un chien est immolé, un enfant disparaît, et l'horreur s'infile, se répand, aussi inéluctable que la nuit qui descend sur Salem. En bonus: deux nouvelles inédites sur le village de Salem, de nombreuses scènes coupées que Stephen King souhaitait faire découvrir à son public.

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