

Chapter 1 : Madame Sata : DVD Talk Review of the DVD Video

out of 5 stars Madame Cecil's Swamp. By cczerepinski on November 3,

Publishing history[edit] Shade, the Changing Man told the story of a fugitive from the militant planet Meta in another dimension. Shade whose full name is Rac Shade was powered by a stolen "M-vest" or Miraco-Vest, named for its inventor which protected him with a force field and enabled him to project the illusion of becoming a large grotesque version of himself. The character was the first Ditko had created, or helped to create, for a mainstream publisher for many years. Shade was very much a return to mainstream superheroics, although Shade indicated no particular connection with the DC Universe although the letters columns stated that there is no reason it could not be shown to be there. After this, Shade was adopted into the DC Universe and made a brief appearance in the Crisis on Infinite Earths miniseries, as well as becoming a regular character in Suicide Squad. Rac Shade, a secret agent of the world in the Meta-Zone, a dimension near that of Earth, between which is the Zero-Zone, has been framed for treason and sentenced to death. Through various events, Shade spent some time on Earth trying to clear his name, using the retrieved M-Vest The Miraco-Vest that had been stolen in the process; but was met with resistance of the Meta-authorities at each point. His name was being cleared bit by bit, but he remained a wanted man, and Shade continued to use the M-Vest. But her parents, operating a mechanical monster called the Supreme Decider or Sude had other plans. The Center was run by Wizer, assisted by Leno. Mellu ran it for a time. When Mellu desires to kill Shade, the fact that other, more violent, criminals released in the freak accident during the prison riot that freed Shade become priority, annoys her greatly and causes her to leave the organization. Sagan shows Mellu videotape evidence that Shade has rescued her from a deadly part of the Zero-Zone called the Area of Madness from which no one but Shade, thanks to the vest, has exited without expending all their bodily resources screaming , she changes her mind about Shade, in spite of having been the one who had ultimately captured him. Even though he considers Shade innocent, until his death sentence is overturned in court, he is still under a death sentence as Col. Kross gathers evidence in his defense. With all of these on his side, he Shade leaps into the Zero-Zone and is swallowed by the Area of Madness. C has been taken over by Doctor Z. They hope to use the place as a base to conquer Earth and eventually Meta itself. He is eventually rescued by the Squad. Rick Flag pulls a gun and Shade is allowed to leave with the Squad. Shade is offered technical help in returning to Meta in exchange for his help on missions. Shade also spends time trying to help the ex-Squad member Mindboggler, who had died in issue 2, then became Ifrit, a digitized ally of the Jihad. Shade became increasingly doubtful of the wisdom of staying with the Squad. So when Lashina in the disguise of Duchess came to him with an offer to return him to his home dimension via a detour to Apokolips , Shade agrees, not knowing what was in store for him. He ends up being forced to kidnap Vixen as well as Captain Boomerang although he had little regret with kidnapping the latter. Shade knew that his actions were wrong, but felt he had little choice. Light soon die in the fight against parademons and the Female Furies. Darkseid appears and settles the conflict, sending the Squad and its dead home. Shade, wracked with guilt, is sent back to his home dimension. Peter Milligan and the Vertigo years[edit] Main article:

Chapter 2 : EuroTrip () - Quotes - IMDb

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He pays his dues by working in a bar assisting a woman cabaret performer who treats him badly. He is a tall, black, gay man, a proud rogue, a sometime gangster, a convicted prisoner and adoptive father. And if anyone gets in his way he has no trouble beating them to a pulp, which he does enough times to land him in prison and put him on the police record. At once gritty and glossy it presents an unadorned and seedy world. In every scene you can almost taste the dirt and smell the stench of humid heavy summers. The goings on in the neighborhood carries the burden of fear and in each scene we wait for something unexpected, bad or crazy to happen. To give the film an extra kick the camera deftly swerves around in each scene as if shaking to the samba and the rhythms of the street. The film has a real edge to it and is not for every taste. For a first film it is very good and even though it sometimes feels a little too stylish and in your face there is never any doubt that whether you love or hate the main character he is larger than life. With the film, I have tried to portray an explosive and complex character; a human being at once passionate, feverish, and driven by a domineering passion for life. The DVD is presented in an aspect ratio of 1. The film shot by Walter Carvalho who shot Central Station looks great and Wellspring has done a fine transfer. The colors are dark and grainy yet are also sharp. You can always tell a good transfer from the quality of the blacks and the shadows, which this film has in spades. Only on some of the bright red colors is their a noticeable contrast and some compression artifact but it is minimal. The film plays loud quite often capturing music, street noise, yelling and loud talk. The overall sound design fit the visuals well. He explains a lot about the making of the movie and what he had in mind visually and stylistically. There is also a making-of featurette that last about 28 minutes and is very informative and includes a good many interviews. Last is a trailer. The film is more style and performance than anything else but for a first film it is quite good. There are a fair amount of extras.

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What makes you think anyone would want a homely little girl like you? She is the opprobrious and manipulative proprietor of a pawn shop in New York City, which she uses as a cover for her criminal endeavors. Snoops as her human henchman. She was voiced by the late Geraldine Page. Contents [show] Role Madame Medusa is aided in her misdeeds by two fearsome "pet" crocodiles named Brutus and Nero , that while being tame are also brutes who enjoy causing trouble - she also had aid from the blundering Mr. Snoops , who is extremely happy to go along with Madame Medusa because of his own greed: He then says that the lady and her partner run a sleazy pawnshop down the street. Bernard and Bianca head over to the pawnshop and after being scared from a ringing phone, they hide to avoid being caught. Medusa then reveals herself, irritated at the phone ringing so late at night. She picks it up and is elated upon hearing the voice talking to her, which turns out to be her partner, Snoops, believing that he has found a diamond that she has been searching for. But instead, Snoops tells her to give him time to which Medusa revokes due to the fact that he had been looking for three months. Snoops then says something about "bottles" and Medusa concludes that he is talking about Penny sending message in bottles. She furiously tries to shut it before jumping up and shutting it with her butt, which hurts her a bit. In her car, Medusa has trouble starting it due to Bianca being underneath the accelerator, but eventually gets going and drives in a Cruella-esque fashion spinning around, jetting past a truck, and falling into a ditch. Her reckless driving causes Bernard and Bianca in the suitcase to fall out while she drives off. She order Brutus and Nero to find the girl and bring her back. Meanwhile, Medusa plans to search for Penny in her swamp mobile. She tries to get it started, but cannot mostly due to a lack of gas and it ends up flying in the air before landing back into the water. Later, during her search, Medusa unknowingly gets Orville sucked into her swamp mobile, not noticing him as she continues her search. She uses one of the lights from her mobile to look for Penny and almost catches her hiding in the swamplands. She returns back to the boathouse, flying over Bernard and Bianca before making a three-point landing, sliding into the boathouse, and making a skidding stop. Returning back with a puff of black smoke behind her, she demands to know where Penny is and Snoops says he sent Penny to her room. Medusa asks Snoops in irritation why he let Penny escape and what alibi he has for her this time. Snoops blames Nero and Brutus before handing her one of her gallashes, which she throws back at him. She then compliments her pets for capturing Penny whom she calls an ungrateful little brat. Snoops responds by saying he knows that Penny is the only one small enough to squeeze down the black hole. She then blames Snoops for not leaving Penny in said cave long enough. Snoops retaliates by saying that he had to take Penny out of the cave because the tide was coming and besides that, all Penny was doing was fussing about her teddy bear getting wet. Snoops asks how and Medusa angrily responds, saying that one forces a child to like them before calling him an idiot and almost hitting him with her cane. She concludes that when the next low tide comes in, she will put Penny in the cave herself and keep her there until she finds the diamond before walking off with her two alligators. In her room, Medusa is looking over a map of the bayou when she hears the sound of organ music playing Nero or Brutus playing it to get to Bernard and Bianca. Annoyed by this, she storms out and confronts Nero and Brutus, telling them to stop the racket before hitting on of them with her cane. This causes one of them to spit out Bernard whom they had just eaten and Medusa screams in terror upon seeing him, rushing to a chair, grabbing her dress, and telling Snoops to kill him. As Snoops tries to kill Bernard with a broom, he accidentally hits the chair Medusa is standing on, breaking it and causing her to fall. She freaks out even more after seeing Bianca. Wanting the two mice dead, she grabs a shotgun and shoots at them, hitting Snoops and Brutus or Nero in the process. Later in the night, Medusa calls Penny from her room, saying that she wants to talk to her. The greedy Medusa also betrays Snoops, despite his objections that he get half of the fortune for locating the diamond. Back in the houseboat, Medusa holds both Snoops and Penny in gunpoint, preparing to leave them behind. However, Medusa falls over a trip wire planted by Bernard and Bianca making her lose

hold of the teddy bear. Medusa, Brutus, and Nero manage to catch up to them by grabbing hold of the rope, but Medusa starts whipping both alligators for no reason, much to their anger. As Snoops escapes on a board laughing at her misery while Penny and the animals head away from the scene, Medusa is now at a dead end by the wrath of both Brutus and Nero, who have finally had enough of her abusive, crotchety, vituperative behavior and attempt to devour her. Medusa is last seen holding her grip on the smokestack as she tries to avoid being attacked by Brutus and Nero, who intend and attempt to eat her alive afterwards. Her fate beyond this point is unknown, but it can be assumed that she either found a slim chance to escape her formerly loyal pets, or was eventually eaten by them. Personality Medusa is described as a greedy, obsessed, manipulative and duplicitous person. She is also very crazy, foolish, opprobrious, ill-tempered, vituperative and sometimes unstable, which makes her intimidating, treacherous, and dangerous at times. However, she has a bit of a bumbling and unsophisticated nature, which makes a little hard for people to take her seriously as a really scary, ominous and threatening villain. She is very intelligent, rapturous and patient, but when she comes to the point of losing it, she is not someone that anyone wants to be around. Trivia Due to an animation error, her skin turns purple occasionally throughout the film. Although Cruella De Vil was a recycled, yet deleted concept from the film, Medusa was created as a possible homage of her which explains the design of her car. Whiskers Shelley Nassor Toshiaki Mr.

Chapter 4 : Madame Cecil's Swamp: blog.quintoapp.com: Pamela Dutka: Books

One of a kind - No two Alike! Hand made by Madame "C" Colors & Styles will vary, no special orders. Their kingdom is forever You hear their laughter in the night.

Chapter 5 : LeBron James, Elizabeth Banks to Produce Drama in the Works at NBC "Variety

James Wan and Gary Dauberman's upcoming TV adaptation of DC's Swamp Thing will be the just-launched digital subscription service DC Universe's flagship offering. Derek Mears has been cast as.

Chapter 6 : MADAME XANADU Cast for DC UNIVERSE's SWAMP THING

Another character has been cast in DC Universe's upcoming horror series Swamp Thing, and this time, we're being introduced to the first live-action incarnation of Madame Xanadu.

Chapter 7 : Madame Satan () - IMDb

Madame Medusa (simply known as Medusa) is the main antagonist of Disney's 23rd full-length animated feature film The Rescuers. She is the opprobrious and manipulative proprietor of a pawn shop in New York City, which she uses as a cover for her criminal endeavors.

Chapter 8 : Brock Database Search Results

The Walking Dead actress Jeryl Prescott has been cast as Madame Xanadu for DC Universe's Swamp Thing show, as announced on DC's Twitter. In comic books, Madame Xanadu is a blind woman with the.

Chapter 9 : Anne Baxter filmography - Wikipedia

Madame Vandersexxx: He is American. How sad for you to grow up in a country that was founded by prudes. How sad for you to grow up in a country that was founded by prudes. A country over run with crime and illiteracy.