

Stargate Sg 1 Sacrifice Moon

Aris Boch is back--and this time he's after Daniel Jackson.

Sequel to A Matter of Honor: O'Neill pays a heavy price for loyalty.

A reporter wants answers to the mysteries of StarGate, and Col. Jack O'Neill is only too happy to oblige, by taking him through the gate and into the heart of danger

The Goddess hunts... Just four days after Major Kawalsky's death, Colonel Jack O'Neill leads the newly commissioned SG-1 on their first mission through the Stargate. Their destination is Chalcis, a peaceful society at the heart of the Helos Confederacy of planets. But Chalcis harbors a dark secret, one that pitches SG-1 into a world of bloody chaos, betrayal and madness.

The unity of the team is threatened on their first mission.

SG-1 wanted the technology to save Earth from the Goa'uld but the mission failed. Now Washington wants Jack O'Neill's blood and Senator Robert Kinsey is forcing the issue. The Tok'ra mission may help O'Neill, but it is very risky because it means infiltrating a Goa'uld slave breeding farm to recruit humans willing to join the Tok'ra.

Melanie Stryder refuses to fade away. The earth has been invaded by a species that takes over the minds of their human hosts while leaving their bodies intact, and most of humanity has succumbed. Wanderer, the invading 'soul' who has been given Melanie's body, knew about the challenges of living inside a human: the overwhelming emotions, the too-vivid memories. But there was one difficulty Wanderer didn't expect: the former tenant of her body refusing to relinquish possession of her mind. Melanie fills Wanderer's thoughts with visions of the man Melanie loves - Jared, a human who still lives in hiding. Unable to separate herself from her body's desires, Wanderer yearns for a man she's never met. As outside forces make Wanderer and Melanie unwilling allies, they set off to search for the man they both love.

in a world known as P4V-837, the SG-1 team encounters the Kayeechi, a race of apparently hospitable natives, but, after a few hours on the planet, the members of the team find themselves experiencing bizarre hallucinations that become progressively darker and more terrifying.

Reissue. (A Sci-Fi Channel series, starring Richard Dean Anderson)

Killing time:Stargate Command is in crisis -- too many teams wounded, too many dead. Tensions are running high and, with the pressure to deliver tangible results never greater, General Hammond is forced to call in the Pentagon strike team to plug the holes.

A collection of four short novels about the intelligent robot tanks called "Bolos" comprises an omnibus volume dealing with such questions as the limits of artificial intelligence and is accompanied by the author's own technical history of the Bolo.

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Past imperfect Stranded in Ancient Egypt at the end of the STARGATE SG-1 episode Moebius, Jack O'Neill, Sam Carter, Teal'c and Daniel Jackson are enjoying the simple lives they've forged in the years since Ra was driven from Earth. But life never stays simple for long... Back in the twenty-first century, trouble strikes the SGC. With one of their own people snatched by renegade Tok'ra, Colonel Cameron Mitchell leads the new SG-1 on a chase through time to rescue their friend - and to protect their future. But for Carter, Daniel and Teal'c, the greatest challenge is encountering themselves - and coming to terms with the consequences of their own choices. Moebius Squared "So this..." Cam gestured to the machinery. "This can only move us backwards and forwards in our own timeline." "That's my best guess," Sam said. She pushed her bangs back out of her face. Her hair had grown out and was now caught in a ponytail at the back of her neck. "Just like Janus' puddlejumper." "I don't even want to think about that thing," Daniel said. "Or anything else to do with Janus." He winced. "Sorry," Sam said. "Sore spot." "Damn right." Daniel had only been out of the infirmary for two weeks since his latest brush with one of Janus' inventions. This one had gotten him kidnapped and electrocuted. They all spun around as the gate began to activate. "Firing positions," Cam said, crouching down beside the control panel. If someone were making a grab for Ba'al's facility... The wormhole opened and stabilized, a glittering puddle of blue. Cam's radio crackled. "SG-1, this is Stargate Command. You are to return to Earth immediately." What the...? Cam chinned his radio on. "Stargate Command, we still have a lot to do here. Colonel Carter..." "Return immediately," the voice of Sergeant Harriman said firmly. "Stargate Command has been attacked."

The definitive book on The Station nightclub fire on the 10th anniversary of the disaster

In a futuristic military adventure a recruit goes through the roughest boot camp in the universe and into battle with the Terran Mobile Infantry in what historians would come to call the First Interstellar War

Stargate Command's attempts to sign a treaty with the Pack, a race of gypsy space travellers, is jeopardised by a series of attacks from an unknown enemy. While searching for the perpetrators, Jack begins to suspect that the Pack are concealing a dangerous secret.

Explore the Stargate SG-1 universe as never before with the expertise and insight of noted professionals from a diverse range of fields: from archaeology to parasitology to science fiction, I.STEPPING EM Stargate the Throughis a fascinating collection of essays that delve into every aspect of iStargate

"It was meant to be a soft mission, something to ease Doctor Daniel Jackson back into things after his time among the Ancients--after all, what could possibly go wrong on a simple survey of ancient Chinese ruins? As it turns out, a whole lot. After accidentally activating a Goa'uld transport ring, Daniel finds himself the prisoner of Lord Yu, the capricious Goa'uld System Lord. Meanwhile, SGI's efforts to rescue their friend are hampered by a representative of the Chinese government with an agenda of his own to follow-- and a deep secret to hide. But Colonel Jack O'Neill is in no mood for delay. He'll go to any lengths to get Daniel back--even if it means ignoring protocol and taking matters into his own hands"--Page 4 of cover.

While Morganville, Texas, is often a troubled town, Claire Danvers and her friends are looking forward to coming home. But the Morganville they return to isn't the one they know; it's become a different place—a deadly one... Something drastic has happened in Morganville while Claire and her friends were away. The town looks cleaner and happier than they've ever seen it before, but when their incoming group is arrested and separated—vampires from humans—they realize that the changes definitely aren't for the better. It seems that an organization called the Daylight Foundation has offered the population of Morganville something they've never had: hope of a vampire-free future. And while it sounds like salvation—even for the vampires themselves—the truth is far more sinister and deadly. Now, Claire, Shane and Eve need to find a way to break their friends out of Daylighter custody, before the vampires of Morganville meet their untimely end... Includes a teaser from Prince of Shadows: A Novel of Romeo and Juliet!

Complete at Last in a Single Hardcover Volume ¾the Finest Trilogy of Epic Fantasy in a Decade Paksenarrion, a simple sheepfarmer's daughter, yearns for a life of adventure and glory, such as was known to heroes in songs and story. At age seventeen she runs away from home to join a mercenary company and begins her epic life . . . Book One: Paks is trained as a mercenary, blooded, and introduced to the life of a soldier . . . and to the followers of Gird, the soldier's god. Book Two: Paks leaves the Duke's company to follow the path of Gird alone¾and on her lonely quests encounters the other sentient races of her

world. Book Three: Paks the warrior must learn to live with Paks the human. She undertakes a holy quest for a lost elven prince that brings the gods' wrath down on her and tests her very limits. At the publisher's request, this title is sold without DRM (Digital Rights Management). "Engrossing . . ." ¾Anne McCaffrey "A tour de force . . ." ¾Jack McDevitt "Worldbuilding in the grand tradition, background thought out to the last detail." ¾Judith Tarr "Superlative . . ." ¾Booklist "Brilliant . . . the excitement of high heroic adventure . . . will enchant the reader." ¾Bookwatch

The author traces her career in television and motion pictures, and describes her struggle against alcoholism

Colonel Jack O'Neill and his SG-1 team find themselves stranded on a primitive world where the inhabitants pay homage to the Goa'uld by providing their best specimens as host bodies for their young.

The team is stranded on a doomed world.

It seems innocent enough. A disgraced British colonel bequeaths a mysterious letter to his only son. But the moment Adam Scott opens the yellowing envelope, he sets into motion a deadly chain of events that threatens to shake the very foundations of the free world. Within days, Adam's lover is brutally murdered and he's running for his life through the great cities of Europe, pursued not only by the KGB, but by the CIA and his own countrymen as well. Their common intent is to kill him before the truth comes out. While powerful men in smoke-filled rooms plot ever more ingenious means of destroying him, Adam finds himself betrayed and abandoned even by those he holds most dear. When at last he comes to understand what he is in possession of, he's even more determined to protect it, for it's more than a matter of life and death-it's a matter of honor. BONUS MATERIAL INCLUDED: 1st chapter of Jeffrey Archer's newest novel SINS OF THE FATHER, coming May 2012. SINS OF THE FATHER: On the heels of the international bestseller Only Time Will Tell, Jeffrey Archer picks up the sweeping story of the Clifton Chronicles.... Only days before Britain declares war on Germany, Harry Clifton, hoping to escape the consequences of long-buried family secrets, and forced to accept that his desire to marry Emma Barrington will never be fulfilled, has joined the Merchant Navy. But his ship is sunk in the Atlantic by a German U-boat, drowning almost the entire crew. An American cruise liner, the SS Kansas Star, rescues a handful of sailors, among them Harry and the third officer, an American named Tom Bradshaw. When Bradshaw dies in the night, Harry seizes on the chance to escape his tangled past and assumes his identity. On landing in America, however, Bradshaw quickly learns the mistake he has made, when he discovers what is awaiting him in New York. Without any way of proving his true identity, Harry Clifton is now chained to a past that could be far worse than the one he had hoped to escape.

What is it about the TV show Stargate SG-1 that makes it so popular - so different from comparable series? A comprehensive introduction for new fans and a multi-season storyline and character development reference for longterm fans. Interesting facts and sidebars for each episode uncover not only the myths and science behind the stories but the writing, directing and special effects used to tell them. With exclusive interviews with cast members, writers, directors and special effects supervisors, this is THE story of the CGI wunderkind that is SG-1.

Searching for their lost crew after the terrible events of Homecoming, the Stargate Atlantis team turns to their enemies for help as Teyla and Ronon seek information from the Genii, and Colonel Sheppard reopens tense negotiations with the Wraith. Original.

Phoenix Rising was a five-day conference devoted to all things Harry Potter held 17-21 May in New Orleans, Louisiana. The conference featured educational and academic programming presented by scholars, teachers, business and industry professionals, artists, librarians, fans, and others with an interest in the Harry Potter novels, films, and phenomenon. Narrate Conferences, Inc., a 501(c)(3) charitable organization, produces dynamic, innovative educational events for scholars, students, professionals and fans. Phoenix Rising was produced by Narrate Conferences, Inc., and was not endorsed, sanctioned or any other way supported, directly or indirectly, by Warner Bros. Entertainment, the Harry Potter book publishers, or J. K. Rowling and her representatives.

A richly illustrated guide to the myths, histories, and science of the celestial bodies of our solar system, with stories and information about constellations, planets, comets, the northern lights, and more. Combining art, mythology, and science, What We See in the Stars gives readers a tour of the night sky through more than 100 magical pieces of original art, all accompanied by text that weaves related legends and lore with scientific facts. This beautifully packaged book covers the night sky's most brilliant features--such as the constellations, the moon, the bright stars, and the visible planets--as well as less familiar celestial phenomena like the outer planets, nebulae, and deep space. Adults seeking to recapture the magic of youthful stargazing, younger readers interested in learning about natural history and outer space, and those who appreciate beautiful, hand-painted art will all delight in this charming book.

Captured by the Goa'uld Lugh, Carter faces a hard choice: help repair a cloaking device that would give Lugh a dangerous advantage or allow SG-1 to be handed over to the System Lords.

When a hostile force of aliens invades Earth through the Stargate and kidnaps a female officer, Colonel Jack O'Neill emerges from retirement to hunt down the serpent god Apophis and his unearthly legions

Exploring early hits such as The Twilight Zone and Star Trek, as well as more recent successes such as Battlestar Galactica and Lost, The Essential Science Fiction Television Reader illuminates the history, narrative approaches, and themes of the genre. The book discusses science fiction television from its early years when shows attempted to recreate the allure of science fiction cinema, to its current status as a sophisticated genre with a popularity all its own. J. P. Telotte has assembled a wideranging volume rich in theoretical scholarship yet fully accessible to science fiction fans. The book supplies readers with valuable historical context, analyses of essential science fiction series, and an understanding of the key issues in science fiction television.

Daniel Jackson's successful decoding of the ancient Stargate hieroglyphics opened the inter-dimensional doorway to thousands of alien worlds. SG-1 leads the USAF effort to establish alliances with other races and find new technologies to be used against the ever present threat of the Goa'uld. Posing as the mythological gods, these parasitic creatures subjugate the races of the universe under their self-serving banners, destroying those who would stand against them. Jack has been captured by the Goa'uld and his

very memories may be used against the SGC in an all out alien invasion. The SG-1 team must find a way to infiltrate a planet of enemies mobilizing for war to rescue their fallen leader.

An urban fantasy anthology features heroines who combat supernatural adversaries from dragons to demons, in a collection that includes contributions from such authors as Rachel Vincent, Carole Nelson Douglas, and P. N. Elrod.

When a Stargate malfunction throws Colonel Cameron Mitchell, Dr. Daniel Jackson, and Colonel Sam Carter back in time, they only have minutes to live. But their rescue, by an unlikely duo - General Jack O'Neill and Vala Mal Doran - is only the beginning of their problems.

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