

Stargate Sg 1 A Matter Of Honor

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."

Six of the very best scripts from the smash hit show, now shown on the Sci Fi Channel(, are joined by bonus materials including an in-depth introduction about the writing of the show, deleted scenes, commentary and background, rare pictures, and exclusive interviews with the writers. Photos.

TV series, Dark Matter, to premiere on Syfy June 12, 2015! The six-person crew of a derelict spaceship awakens from stasis in the farthest reaches of space. Their memories wiped clean, they have no recollection of who they are or how they go on board. The only clue to their identities is a cargo bay full of weaponry and a destination—a remote mining colony that is about to become a war zone! With no idea whose side they are on, they face a deadly decision. Will these amnesiacs turn their backs on history, or will their pasts catch up with them? Collects issues #1-#4 of the miniseries. * Sci-fi action from the writers of Stargate SG-1!

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

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.

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.

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.

On a quest to bring colleagues home, O'Neill must face his past.

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. 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 Through is a fascinating collection of essays that delve into every aspect of iStargate

A Matter of Honor St. Martin's Paperbacks

When Jacob Carter asks General Hammond for SG-1's participation in a mission for the Tok'ra, it seems like the answer to O'Neill's dilemma. The secretive Tok'ra are running out of hosts, and Jacob believes he's found the answer--but it means O'Neill and his team must risk their lives infiltrating a Goa'uld slave breeding farm to recruit humans willing to join the Tok'ra.

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

The New York Times bestselling novel about a young man practicing magic in the real world, now an original series on SYFY "The Magicians is to Harry Potter as a shot of Irish whiskey is to a glass of weak tea. . . . Hogwarts was never like this." —George R.R. Martin "Sad, hilarious, beautiful, and essential to anyone who cares about modern fantasy." —Joe Hill "A very knowing and wonderful take on the wizard school genre." —John Green "The Magicians may just be the most subversive, gripping and enchanting fantasy novel I've read this century." —Cory Doctorow "This gripping novel draws on the conventions of contemporary and classic fantasy novels in order to upend them . . . an unexpectedly moving coming-of-age story." —The New Yorker "The best urban fantasy in years." —A.V. Club Quentin Coldwater is brilliant but miserable. A high school math genius, he's secretly fascinated with a series of children's fantasy novels set in a magical land called Fillory, and real life is disappointing by comparison. When Quentin is unexpectedly admitted to an elite, secret college of magic, it looks like his wildest dreams have come true. But his newfound powers lead him down a rabbit hole of hedonism and disillusionment, and ultimately to the dark secret behind the story of Fillory. The land of his childhood fantasies turns out to be much darker and more dangerous than he ever could have imagined. . . . The prequel to the New York Times bestselling book The Magician King and the #1 bestseller The Magician's Land, The Magicians is one of the most daring and inventive works of literary fantasy in years. No one who has escaped into the worlds of Narnia and Harry Potter should miss this breathtaking return to the landscape of the imagination.

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. 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. 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.

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.

Unable to refuse a call to arms, commando Jack O'Neil, renegade Egyptologist Daniel Jackson, and the people of Abydos begin a desperate quest for freedom one million light years away from the planet Earth. Original.

The Stargate SG-1 cast and crew, via new interviews, personal recollections and extensive conversations, tell the story of the fan-favorite series in their own words. Stargate SG-1, which ranks as one of the most popular science-fiction shows in television history, was inspired by the 1994 film Stargate, a blockbuster based on concept of an alien Einstein-Rosen bridge device – known as a Stargate – that facilitates near-instantaneous travel across the cosmos. The show Stargate SG-1 debuted in 1997 as a sequel to the movie and starred Richard Dean Anderson, Amanda Tapping, Michael Shanks, Christopher Judge, and Don S. Davis. The SG-1 team traversed the galaxy and protected Earth from numerous threats for 242 episodes over the course of 10 seasons (1997-2007), as well as in two direct-to-video SG-1 features, Stargate: The Ark of Truth and Stargate: Continuum, numerous books, video games and comic books. Further, the show was joined by several spin-offs, including Stargate Atlantis, Stargate Universe, and the prequel web series, Stargate Origins. Stargate SG-1: In Their Own Words Volume 1 delivers an insider's point of view examining the show's development, production, writing, visual effects, and more, with comments from all the key actors, producers, writers, and other behind-the-scenes talents who helped bring the series to life.

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

When the hard-won freedom of the Abydan race is threatened by an unsuspected traitor, Major O'Neal and Daniel Jackson face the terrible vengeance of the former overlord's successor, Hathor, and her devastating new weapon. Original.

Abandoned by one of their own, the remaining crew members are trapped planetside as enemies orbit their position. Outnumbered and outgunned, their only hope rests with a suicidal last stand and help from a most unlikely source_ By _Stargate_ series writers Joseph Mallozzi and Paul Mullie! Mind-bending sci-fi adventure!

A derelict ship floats in space, its troubled crew awakened from stasis with no memories of who they are or how they got on board. Their search for answers triggers the vessel's deadly security system: a relentless android bent on their destruction. Facing threats at every turn, they have to work together to survive a voyage charged with vengeance, redemption, betrayals, and hidden secrets best left unknown. Science-fiction veterans Joseph Mallozzi and Paul Mullie, best known for their work on television's _Stargate_ franchise, create a new and exciting universe! * By _Stargate_ series writers Joseph Mallozzi and Paul Mullie! * Classic science fiction for fans of _Aliens_, _Stargate_, and _2001: A Space Odyssey_.

On a world enslaved, the last embers of hope are fading into an unrelenting darkness. Conquered and broken, the natives are forced to ravage their own lush planet of its natural resources—all for the glory of a mysterious empire they've never seen and barely comprehend. But not all light is lost. In the heart of one young woman alone, the gods have set a flame that cannot be extinguished. Cerrin remains as fierce and unyielding as the planet itself. And her chance to strike is fast approaching. Above the skies of her home world, soldiers of the empire are welcoming their new civilian commander—a vicious nobleman blinded by hidden ambitions. When the new face of darkness turns its eyes on Cerrin, the fate of countless worlds will change forever. (Second edition: updated, new preface by the authors)

The Essential Cult TV Reader is a collection of insightful essays that examine television shows that amass engaged, active fan bases by employing an imaginative approach to programming. Once defined by limited viewership, cult TV has developed its own identity, with some shows gaining large, mainstream audiences. By exploring the defining characteristics of cult TV, The Essential Cult TV Reader traces the development of this once obscure form and explains how cult TV achieved its current status as legitimate television. The essays explore a wide range of cult programs, from early shows such as Star Trek, The Avengers, Dark Shadows, and The Twilight Zone to popular contemporary shows such as Lost, Dexter, and 24, addressing the cultural context that allowed the development of the phenomenon. The contributors investigate the obligations of cult series to their fans, the relationship of camp and cult, the effects of DVD releases and the Internet, and the globalization of cult TV. The Essential Cult TV Reader answers many of the questions surrounding the form while revealing emerging debates on its future.

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.

Collecting Punisher (2016) #224-228. Back in the U.S. of A.! Frank Castle brings the War Machine armor home to renew his one-man war on crime. Now nothing can stand in his way! Well, unless Captain Marvel and the other heroes have something to say about it! For with bigger guns, Frank has a taste for bigger game. After being used by the evil Steve Rogers during Secret Empire, Frank's targeting what's left of the Hydra Nation. First on Frank's hit list: Baron Zemo! Unfortunately, Zemo knows a thing or two about recruiting masterfully evil associates, and the Punisher is in for one of the fights of his life — but he has a surprising ally in his corner! Frank's actions in the War Machine armor affect some people pretty personally — especially Tony Stark! Suit up for the ultimate armored showdown!

Five years after Major Henry Boyd and his team, SG-10, were trapped on the edge of a black hole, Colonel Jack O'Neill discovers a device that could bring them home. But it's owned by the Kinahhi, an advanced and paranoid people, besieged by a ruthless foe. Unwilling to share the technology, the Kinahhi are pursuing their own agenda in the negotiations with Earth's diplomatic delegation.

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)

The team is stranded on a doomed world.

The mysterious StarGate is 10,000 years old. When a group of soldiers go through it they travel millions of miles to a world where they have to fight to stay alive. Will they live? Will they find a way to get back to Earth, or will they die?

When SG-1 sets off to free the Mujina from Apophis, Colonel O'Neill's team must confront the Raven King, an insane leader on a nightmarish planet.

Explore the early days of Stargates hottest star! We start our story during the years when Vala was acting as a free agent in the intergalactic underworld. While the ever-growing Lucian Alliance attempts to recruit her, Vala puts together an Oceans Eleven-style team of freelancers (though her team numbers around 5 people) to help her track down a mysterious sentient plant believed to be a source of great power. Reprints issues 1-4 along with a complete cover gallery.

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