

## Stargate Sg 1 Do No Harm

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.

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.

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. This unique story follows one man and his efforts to achieve the impossible dream--creating Sevenynine, the one and only Star Trek car.

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. 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

"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.

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.

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. With Earth threatened by extraterrestrial invasion, it's up to SG-1 to defend the planet. Get the inside scoop on the series and live the adventure. Meet the team from O'Neill, Carter and Jackson to Teal'c and join them on their top secret intergalactic missions as they uncover the mysteries of new planets and encounter never-seen-before races, some friendly, some hostile. Explore Stargate Command level-by-level, then sneak on board the spectacular Prometheus spaceship. Includes an exclusive DVD packed with Stargate material - every fan's dream.

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

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

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.

In this first installment in a six book series set after the end of Stargate Atlantis's final

season, Atlantis returns to the Pegasus Galaxy where the Wraith are now under the new and powerful Queen of Death who desperately needs Dr. Rodney McKay--the only one who can lead them to Earth. Original.

in a world known as P4V-837, the SG-1 team encounters the Kayeichi, 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)

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.

Do No HarmFandemonium Books

Colonel Shepherd's team fight not only to save their city and free their friends, but ultimately to save an entire species from extinction. In this riveting conclusion to the epic *Legacy* series, the destiny of Atlantis and her people will be decided.

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.

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

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."

A critical study of the cult television series Stargate SG-1 and its spinoff, Stargate Atlantis, provides a close-up look at its characters, themes, plots, representations of alien cultures, interaction with fan fiction, and more, accompanied by a complete episode guide of both series, an interview with a staff writer, and a glossary of terms. Original.

In the fragile peace following Queen Death's defeat, Dr. Daniel Jackson arrives in Atlantis to indulge in some real archaeology. Naturally, things don't go according to plan.

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.

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. But help has its price.

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

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.

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.

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