

Stargate Sg 1 Hall Of The Two Truths Sg1 29

The science fiction epic of our time has arrived. Three years ago, an object one hundred miles across was spotted on a trajectory for Earth's sun. Now, its journey is almost over. As it approaches, two competing manned vehicles race through almost half a million kilometers of space to reach it first. But when they both arrive on the entity, they learn that it has been sent toward Earth for a reason. An intelligent race is desperately attempting to communicate with our primitive species. And the message is: Help us.

Spanning the life of the series--from the 1970s original, through the internet "webisodes," and up to the end of the current series' third season--this guide is the ultimate resource for Battlestar Galactica. Featuring an interview with producer Ron Moore a

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.

Earthlings Jack O'Neil and Daniel Jackson try to stop a race of feral warriors from taking control of the interstellar portal, at the risk of destroying it. In recent years, alternative historians have gained remarkable insight into the mysteries of ancient Egypt—but according to Lynn Picknett and Clive Prince, their discoveries tie into a dangerous conspiracy nearly fifty years in the making. At the center of this conspiracy is a group of respected, powerful individuals who believe that the ancient Egyptian gods are really extraterrestrials who will soon return to earth. The conspirators have intimate and exclusive knowledge of this momentous second coming—but they insist on keeping it to themselves. What could be the purpose of such a conspiracy? Why are the conspirators so desperate to keep their information a secret? And what does it mean for mankind? In this riveting, well-researched book, Picknett and Price offer compelling evidence that the conspiracy exists—and expose the insidious motivations of the individuals and organizations behind it....

The team is stranded on a doomed world.

When you dream, you visit the Maelstrom. Dream long enough and hard enough, and your dreams can break through into the living world. So can your nightmares. And who's there to catch the dreams and nightmares as they fall into reality? Meet the Shadow Watch. Pray you never need them... File Under: Urban Fantasy [Lords of Misrule | Living the Dream | Breaking In | I Make These Look Good]

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.

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."

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 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

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.

Acclaimed as one of SF's most exciting new talents, Thomas Harlan took readers by storm with his remarkable Oath of Empire series, a thrilling blend of alternate history, high fantasy, and military adventure. The books in the series, including The Shadow of Ararat, The Gate of Fire, The Storm of Heaven, and The Dark Lord, not only earned Harlan rave reviews but gained him two nominations for Best New Writer of the Year. Now Thomas Harlan draws upon his extensive knowledge of history, politics, strategy and tactics to create a brilliant new science fiction epic set in an alternate future in which the Aztec Empire rules the earth and an interstellar empire. Led by the ambitions of the powerful, world-

girdling Empire of the México, the human race has spread out among the stars, only to discover a perilous universe once ruled by vast interstellar civilizations that suddenly vanished, leaving behind their mysterious artifacts. Dr. Gretchen Andersson, a xeno-archeologist and second-class citizen of the empire, has made a career of searching for those First Sun artifacts. She has suddenly been recalled by her employer and sent to discover the fate of a missing survey team. To her consternation, she discovers that her team is to travel on an imperial warship, under a Japanese commander, instead of using a Company vessel. Worse, an Aztec aristocrat, Green Hummingbird--an imperial judge who is also a brujo, or sorcerer-is in command of the rescue mission. Clearly, there is more to this assignment than rescuing a team of company scientists from a dead world. In the company of Green Hummingbird, Gretchen will discover that there is far more to Ephesus III than meets the eye. For the vast, rocky wasteland of the seemingly dead planet hides a secret life, and may hold treasures far too deadly for the empire to ever allow her to discover. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

STARGATE SG-1 Hall of the Two Truths STARGATE SG-1 Exile (Apocalypse Book 2) STARGATE SG-1 Female of the Species STARGATE SG-1 Hostile Ground (Apocalypse Book 1) The Legacy of Heorot Baen Books

Covers all five live-action television series, with full coverage of favourite characters such as Spock, Bones, Scotty and Uhura, as well as full-colour pictures of the ships. This is a guide to "Star Trek" for any Trekkie.

The road less traveled...After suffering a brutal attack off-world, each member of SG-1 finds themselves stranded alone in the Ancient Egyptian afterlife -- and on a journey through the Book of the Dead. With reality shifting around them, Colonel O'Neill, Dr. Daniel Jackson, Major Carter and Teal'c must each navigate a treacherous path toward final judgment in the Hall of the Two Truths. On the way, they will be tested to their mental and physical limits by their past mistakes, their greatest fears and their deepest desires...In this classic SG-1 adventure, the team must dig deep to survive. Their only hope of escape lies in finding each other, but in this place where nothing and no one is what it seems, who do they trust and what do they dare to believe?

Sofia is tired: of touring, of her record company, of her fake boyfriend. After collapsing on stage, she's forced to recuperate at her beach house. Madison feels settled for the first time in a long while. She's back home in Miami and her interior design business is thriving. So what if she's a little lonely, the universe will send her someone when she's ready. But Madison soon discovers the universe has a sick sense of humor when Sofia turns out to be her new client. Once upon a time, they were bandmates in America's hottest girl band. Their biggest secret? They were in love—the forever and ever kind—until Sofia told Madison she was going solo. Flung back into each other's lives, each is forced to face the hurt they caused the other. But maybe, just maybe, Sofia's new single, "Not This Time," is the universe playing matchmaker again.

BOOK ONE IN THE CLASSIC HEOROT SERIES FROM GENRE LEGENDS LARRY NIVEN, JERRY POURNELLE, AND STEVEN BARNES The two hundred colonists on board the Geographic have spent a century in cold sleep to arrive here: Avalon, a lush, verdant planet lightyears from Earth. They hope to establish a permanent colony, and Avalon seems the perfect place. And so they set about planting and building. But their very presence has upset the ecology of Avalon. Soon an implacable predator stalks them, picking them off one by one. In order to defeat this alien enemy, they must reevaluate everything they think they know about Avalon, and uncover the planet's dark secrets. At the publisher's request, this title is sold without DRM (Digital Rights Management). About The Legacy of Heorot: "Page-turning action and suspense, good characterization and convincing setting . . . may be the best thing any of those authors has written."—The Denver Post "Outstanding! . . . The best ever, by the best in the field . . . the ultimate combination of imagination and realism."—Tom Clancy "Well written, action-packed, and tension filled . . . makes Aliens look like a Disney nature film."—The Washington Post "Spine-tingling ecological tale of terror."—Locus About sequel Beowulf's Children: "Few writers have a finer pedigree than those here. . . . As one might suspect Beowulf's Children is seamless . . . absorbing, substantial . . . masterful novel."—Los Angeles Times "Panoramic SF adventure at its best."—Library Journal About Larry Niven & Jerry Pournelle: "Possibly the greatest science fiction novel I have ever read."—Robert A. Heinlein on The Mote in God's Eye About Larry Niven: "Larry Niven's RINGWORLD remains one of the all-time classic travelogues of science fiction — a new and amazing world and fantastic companions."—Greg Bear "Our premier hard SF writer."—The Baltimore Sun "The scope of Larry Niven's work is so vast that only a writer of supreme talent could disguise the fact as well as he can."—Tom Clancy "Niven is a true master."—Frederik Pohl About Jerry Pournelle: "Jerry Pournelle is one of science fiction's greatest storytellers."—Poul Anderson "Jerry Pournelle's trademark is first-rate action against well-realized backgrounds of hard science and hardball politics."—David Drake "Rousing . . . The Best of the Genre"—The New York Times "On the cover . . . is the claim 'No. 1 Adventure Novel of the Year.' And well it might be."—Milwaukee Journal on Janissaries About Steven Barnes: "Brilliant, surprising, and devastating."—David Mack "Sharp, observant and scary."—Greg Bear "Profound and exhilarating."—Maurice Broaddus, author of The Knights of Breton Court "Barnes gives us characters that are vividly real people, conceived with insight and portrayed with compassion and rare skill and then he stokes the suspense up to levels that will make the reader miss sleep and be late for work."—Tim Powers "[Barnes] combines imagination, anthropology and beautiful storytelling as he takes readers to the foot of the Great Mountain, today known as Mount Kilimanjaro."—Durham Triangle Tribune on Great Sky Woman

Set more than four thousand years in the future, Summertide introduces a galaxy widely populated by humans and a variety of intelligent aliens, all of whom live in the shadow of the vanished race known only as the Builders. Nothing is known about the Builders, but the gigantic artifacts they have left behind - many of them still hardly understood - dominate the areas of space in which they are found. One such is

the double-planet system of Opal and Quake - the former covered in water, the latter in desert - connected by a Builder device called the Umbilical. It is to this system that a variety of humans and aliens come, ostensibly to witness Summertide - the annual tidal wave which sweeps across Opal.

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

After a noteworthy career with "Superman", "Indiana Jones" and "Deadly Foes of Spiderman", the work of well-known, veteran, comic-book artist Kerry Gammill mysteriously disappeared from the pages of "Superman" and "X-Men". This volume reveals the reason for Gammill's exodus - to fulfil a life-long desire to work on monster films. He has been working as a conceptual artist on film and television projects which include "Stephen King's Storm of the Century" TV mini-series, "Virus" (1999), "Species II" (1998), "Can of Worms" (TV 1999), Dean Koontz's "Phantoms" (1998), "Stargate SG-1" TV series, and "The Outer Limits" TV series. In this volume Gammill takes us behind the scenes on the very important but little-known world of film conceptual art with a focus on designing creatures for action films. This is not just a "how to" book, but also Gammill's autobiographic career retrospective, filled with art and anecdotes about his years at Marvel, DC and Hollywood.

"Perfect Day is the sort of book you finish with a heartfelt sigh of satisfaction and a dreamy smile." —All About Romance When Joshua Newton, son of Long Island's elite, fell in love with ambitious young actor Finn Callaghan, his world finally made sense. With every stolen moment, soft touch and breathless kiss, they fell deeper in love. Finn was his future...until Joshua made the worst mistake of his life and let his family's disapproval tear them apart. Eight years later, Finn has returned to the seaside town where it all began. He's on the brink of stardom, a far cry from the poor mechanic who spent one gorgeous summer falling in love on the beach. The last thing he wants is a second chance with the man who broke his heart. Finn has spent a long time forgetting Joshua Newton—he certainly doesn't plan to forgive him. Drawn together yet kept apart by their history, old feelings soon begin to stir. Back in the place where their romance began, Joshua and Finn finally come to realize the truth: love stays. Even when you don't want it to, even when you try to deny it, love stays. One-click with confidence. This title is part of the Carina Press Romance Promise: all the romance you're looking for with an HEA/HFN. It's a promise! This book is approximately 63,000 words

A clever collection of true stories celebrating real-life "MacGyverisms". For anyone who's ever wished they could channel 1980s action-adventure icon Angus MacGyver—a secret agent known for relying on his brains, scientific prowess, duct tape, and a Swiss Army knife to save the day—this unique collection commemorates the use of improvised genius in everyday life. The "MacGyverisms" recounted range from the concrete (using Chex Mix to provide traction in an icy parking lot) to the intangible (saving a relationship with the perfect turn of phrase). Divided by theme, the book features over forty true accounts in all—some by well-known writers, including Chuck Klosterman and A. J. Jacobs, most by ordinary people. Edgy, entertaining, and smirk-to-yourself funny, these masterfully told stories reveal that, with a little luck and a lot of ingenuity, you can "MacGyver" yourself out of virtually any predicament.

"A little sweet, a little sharp." —Booklist, starred review High school nemeses fall in love in Kelly Quindlen's *She Drives Me Crazy*, a queer YA rom com perfect for fans of Becky Albertalli and Casey McQuisten. After an embarrassing loss to her ex-girlfriend in their first basketball game of the season, seventeen-year-old Scottie Zajac gets into a fender bender with the worst possible person: her nemesis, Irene Abraham, head cheerleader for the Fighting Reindeer. Irene is as mean as she is beautiful, so Scottie makes a point to keep her distance. When the accident sends Irene's car to the shop for weeks' worth of repairs and the girls are forced to carpool, their rocky start only gets bumpier. But when an opportunity arises for Scottie to get back at her toxic ex—and climb her school's social ladder—she bribes Irene into an elaborate fake-dating scheme that threatens to reveal some very real feelings. From author Kelly Quindlen comes a new laugh-out-loud romp through the ups and downs of teen romance, perfect for fans of Becky Albertalli.

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.

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

Roland, a former mercenary, becomes a guide and bodyguard to Zac Finn and his family on a dangerous planet in the Borderlands, and must protect them from aliens and bandits while Zac searches for alien treasure.

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)

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

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