

STARGATE SG 1: The Drift

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)

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

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

Mademoiselle Baudelaire

A Touch of Fever

Stargate SG-1

Introduction to Embedded Systems

The Judas Coin

Stargate-1's original run overlapped the peak and aftermath of the Science Wars, which allowed for the show to engage questions about the nature of science and technology. This book focuses on how the series depicted science (as an enterprise) and scientists at a time when the Science Wars were raging and the nature of both was sharply contested.

Truth and lies... With Earth's Ancient weapons chair at the center of an international dispute, Dr. Daniel Jackson is sent to Antarctica to sooth diplomatic tensions.

Meanwhile, General Jack O'Neill reluctantly takes charge of a radical new weapons chair training program. But when a natural disaster hits Antarctica, the future of the Ancient outpost—and of Earth itself—is thrown into jeopardy. Yet again, Earth's fate lies in the hands of SG-1, but this time the team is lost and powerless to help.

Trapped within a strange reality, SG-1 encounter old friends and enemies as they struggle to escape and stop the Ancient cataclysm that's threatening to destroy the planet.

THE UNKNOWN HAS AN ADDRESS. . . . Hidden away in the Badlands of South Dakota, Warehouse 13 is a top-secret repository for historical artifacts imbued with dangerous supernatural properties. Secret Service agents Pete Lattimer and Myka Bering are ever on the lookout for loose artifacts threatening to ruin the world's day. Their mission: "Snag it, bag it, tag it." Reports of a genuine psychic healer, along with a simultaneous epidemic of mysterious illnesses, lead Myka and Pete on a hazardous investigation that stretches from a carnival sideshow back to the bloody history of the Civil War. But when Pete is infected with a deadly disease, Myka and the rest of the team, including Artie Nielsen and Claudia Donovan, must track down a pair of cursed gloves—before a madman unleashes a virulent plague upon America!

Sacrifice Moon

City of the Gods

The Fairy Tale and Folklore Roots of the Popular TV Show

Sg1-22

The Drift

Truth and lies: With Earth's Ancient weapons chair at the center of an international dispute, Dr. Daniel Jackson is sent to Antarctica to sooth diplomatic tensions. Meanwhile, General Jack O'Neill reluctantly takes charge of a radical new weapons chair training program. But when a natural disaster hits Antarctica, the future of the Ancient outpost -- and of Earth itself -- is thrown into jeopardy. Yet again, Earth's fate lies in the hands of SG-1, but this time the team is lost and powerless to help. Trapped within a strange reality, SG-1 encounter old friends and enemies as they struggle to escape and stop the Ancient cataclysm that's threatening to destroy the planet.

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

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for

practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

Siren Song

A Matter of Honor

Warehouse 13

Four Dragons

"Victims"! The infection spreads! Sonic's already lost one friend to the spread of the virus and doesn't want to see anyone else corrupted. When Cream the Rabbit's town becomes the latest epicenter, Sonic races to help--but chaos has already started.

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

GET INSIDE GRIMM. NBC's hit television series Grimm pits modern detective Nick Burkhardt of the Portland Police against a cast of terrifying villains—lifted directly from the pages of classic fairytales. In the world of the show, the classic stories are actually a document of real events, and Nick himself is descended from a long line of guardians, or Grimms, charged with defending humanity from the mythological creatures of the world. From The Big Bad Wolf to Sleeping Beauty, The Mythology of Grimm explores the history and folkloric traditions that come into play during Nick's incredible battles and investigations—tapping into elements of mythology that have captured our imaginations for centuries.

A Stargate SG-1 Novel

STARGATE SG-1 Ouroboros

Homecoming

A Cyber-Physical Systems Approach

The Morpheus Factor

Colonel Jack O'Neill and the Stargate SG-1 team undertake a new mission that prompts a journey to myriad worlds in their efforts to safeguard humanity from hostile alien forces. Original.

This centuries-spanning original graphic novel from legendary writer/artist Walter Simonson cleverly ties the Biblical story of Judas to the DC Universe. Simonson shows how one of the silver coins Judas was paid to betray Jesus has had an impact on the DC Universe, with chapters starring The Golden Gladiator (70 A.D.), The Viking Prince (900 A.D.), Captain Fear (1740) and Bat Lash (1880). The centerpiece of the book is an epic battle between Batman and Two-Face. The story blasts into the future as well, with a final chapter set in the year 2070.

When a Crystal Skull is discovered beneath the pyramid of the Sun in Mexico, it ignites a cataclysmic chain of events that maroons SG-1 on a dying world. Xal'tcan is a brutal society, steeped in death and sacrifice, where the bloody gods of the Aztecs demand tribute from a fearful and superstitious population. But that's the least of Colonel Jack O'Neill's problems.

STARGATE SG-1 & STARGATE ATLANTIS Far Horizons

STARGATE SG-1 Behind Enemy Lines

STARGATE SG-1 Two Roads

STARGATE SG-1 Kali's Wrath

Next Level Screenwriting

Baudelaire: poète maudit, enfant terrible, lyric genius, crippling perfectionist. Bereft of a father at age five, he spent his days squandering the former's fortune on prostitutes and paintings, opium and alcohol, finery and laundry bills for his impeccably white dandy's collars. He loved a woman and gave her syphilis. This is her story. Muse, mulatto, mistress, mystery... little was known of Jeanne in her day, and even less remembered since. Yslaire pays tribute to a brimstone-and-hellfire affair from the annals of literature, two misunderstood souls who in their mutual misunderstanding afforded each other what little solace they found in life.

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.

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

STARGATE SG-1 Infiltration

The Cost of Honor

Science Wars through the Stargate

Reading Stargate SG-1

STARGATE SG-1 Hostile Ground (Apocalypse Book 1)

In 1997, the series "Stargate SG-1" first aired on American cable television and over the course of nearly nine seasons has developed its own unique mythological superstructure. "Stargate SG-1" focuses on the dynamic relationships among the show's main characters, the four-person first-contact team: SG-1. Each week they are taken to new planets where ancient human civilizations have been seeded as slave populations by the show's arch-villains, the parasitic, body-snatching Goa'uld. The series' concerns therefore range from ancient cultures and contemporary politics, to aliens and advanced technologies, all given life with award-winning special effects and anchored by the central icon of the Stargate.

"Stargate SG-1" has blossomed into a series driven by fierce fan loyalty, with lively internet discussion groups, growing 'textual poaching' in fan fiction and art, and popular annual conventions. It has also generated a spin-off, "Stargate: Atlantis". In this welcome critical celebration, contributors discuss "Stargate SG-1's" characters, cinematic techniques, its themes and its place within science fiction television and film, along with its interaction with fan fiction, its Canadian setting, its ideological framing in the American point-of-view, and the tensions between its humanistic morality and its representation of military/political objectives. There is also assessment of the currently fledgling "Stargate: Atlantis". Written for both fans and scholars, the book also includes an episode guide to the first eight seasons of "Stargate SG-1" and to the first season of "Stargate: Atlantis", as well as a glossary of terms.

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.

"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.

Explorations of Science and Society in Stargate SG-1

In the Tub 2

Sonic the Hedgehog #18

The Price You Pay

STARGATE SG-1 Insurrection (Apocalypse Book 3)

The NUMA crew, under Kurt Austin's direction, take on a blood-thirsty family with a fortune built on crime, in what may be race to discover the very secret of ever-lasting life in this heart-bounding installment in the #1 New York Times-bestselling series. Kurt Austin is mid-mission when his new colleague, the stunning archeologist Skye Labelle, is called away to examine a mysterious 16th-century military helmet discovered in the possession of a very contemporary-looking corpse. Ms. Labelle's research on the armor draws her into the sights of a ruthless black-widow with her own plans for the artifact. As danger creeps closer to Ms. Labelle, a scientist half-way across the globe is kidnapped. At the same time, experts working to harvest an enzyme discovered two thousand feet down in the North Atlantic, in an area known as "Lost City," start turning up dead. Worlds apart in location and areas of expertise, they all have something in common. And it's up to Kurt Austin, with the help of Joe Zavala and the NUMA Special Assignments Team, to put the pieces together if he's going to keep his friend safe.

Hardcover Scenario book. 222 pages. Taroticum and Other Tales contains seven stand-alone scenarios for KULT: Divinity Lost. They are set in different times and locations and explore different parts of the Kult mythos. The scenarios are all designed to be quick and easy to pick up and play. Taroticum - Taroticum revolves around a deck of Tarot cards that has the power to manipulate the Illusion. Set in London in 1892 and in 1992, in Inferno, and close to Achlys where time has ceased to exist. Oakwood Heights - November 2016. We follow a group of people from the Detroit DAs office and the local Police Force partaking in a crime scene reconstruction. Soon we learn that everyone has a hidden agenda as the story unfolds. La Cena - Miami 1973. The Cruz family is preparing a seven course dinner for their eldest son who is returning from Cuba with the last Freedom Flight. The city trembles in the summer heat and so are the tensions and hidden frustration in the Cruz family. The Summit - The Monarch, a skyscraper existing in Elysium as well as in Inferno. A borderland of struggle and violence. Each floor is filled with gruesome scenes and madness and in the top floor the Architect of this mad construction awaits. Island of the Dead - On the 12th of June 2013, flight DY13001 leaves Bangkok, Thailand. After just over an hour it crashes into the stormy sea. A few survivors drift ashore on a remote island. They have to adapt and survive in the strange jungle and try to get away before the island will devour them. Laraine Estate - In the late summer of 2018, a famous youtuber and urban explorer goes missing while breaking into the Laraine Estate, an old mansion with a long history. Deep beneath the old mansion something lurks, and drives people into lust and perversion

The Drift

STARGATE SG-1 Hall of the Two Truths

Roswell

Warrior Prince

STARGATE SG-1: Moebius Squared

Hydra

When mythologist and Florida resident Nira Larsen accepts a job as tour guide for a mysterious stranger, she's drawn into a nightmare reality where ancient myths come alive and legendary evils seek to destroy her. To survive, she must awaken her dormant powers, but the only person who can help is the man whose touch inflames her passion. 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.

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

The Mythology of Grimm

Kult - Divinity Lost - Tarotcum and Other Tales

First Amendment

Stargate SG1-21

Lost City

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."

Next Level Screenwriting is an intermediate screenwriting book, for those that have already learned the basics of screenwriting, written a screenplay or two and want to bring their writing and stories to the next level. Each chapter of the book examines a specific aspect of screenwriting, such as character, dialogue and theme, and then provides the reader with ideas, tips and inspiration to apply to their own writing. Rather than being another "how to" book, this volume features a variety of case studies and challenging exercises throughout - derived from a broad selection of successful feature films and TV shows from the 1940s to the present day - to help spark the imagination of the writer as they work through different styles and approaches of screenwriting. An absolute must-read for any screenwriter wanting to improve their writing and storytelling skills.

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.

STARGATE SG-1 ATLANTIS Homeworlds

Insights, Ideas and Inspiration for the Intermediate Screenwriter