

Stargate Sg 1 Power Behind The Throne

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

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.

The year's best, and darkest, tales of terror, showcasing the most outstanding new short stories and novellas by both contemporary masters of the macabre and exciting newcomers. As ever, this acclaimed anthology also offers the most comprehensive annual overview of horror around the world in all its incarnations; a comprehensive necrology of famous names; and a list of indispensable contact addresses for the dedicated horror fan and writer alike. The Mammoth Book of Best New Horror remains the world's leading annual anthology dedicated solely to presenting the best in contemporary horror fiction.

Through the underworld... Millennia ago, at the height of his power, the System Lord Ra decreed that any Goa'uld wishing to serve him must endure a great trial. Victory meant power and prestige, defeat brought banishment and death.

The Cost of Honor

Wormholes in Fiction

Seeing Fans

The Complete Directory to Prime Time Network and Cable TV Shows, 1946-Present

A Guide

Fall of Rome

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.

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.

AMERICA'S #1 BESTSELLING TELEVISION BOOK WITH MORE THAN HALF A MILLION COPIES IN PRINT – NOW REVISED AND UPDATED! PROGRAMS FROM ALL SEVEN COMMERCIAL BROADCAST NETWORKS, MORE THAN ONE HUNDRED CABLE NETWORKS, PLUS ALL MAJOR SYNDICATED SHOWS! This is the must-have book for TV viewers in the new millennium – the entire history of primetime programs in one convenient volume. It's a guide you'll turn to again and again for information on every series ever telecast. There are entries for all the great shows, from evergreens like The Moonsetters, All in the Family, and Happy Days to modern classics like 24, The Office, and Desperate Housewives; all the gripping sci-fi series, from Captain Video and the new Battle Star Galactica to all versions of Star Trek; the popular serials, from Peyton Place and Dallas to Dawson's Creek and Ugly Betty; the reality show phenomena American Idol, Survivor, and The Amazing Race; and the hits on cable, including The Daily Show with Jon Stewart, Top Chef, The Sopranos, Curb Your Enthusiasm, Project Runway, and SpongeBob SquarePants. This comprehensive guide lists every program alphabetically and includes a complete broadcast history, cast, and engaging plot summary – along with exciting behind-the-scenes stories about the shows and the stars. MORE THAN 500 ALL-NEW LISTINGS from Heroes and Grey's Anatomy to 30 Rock and Nip/Tuck UPDATES ON CONTINUING SHOWS such as CSI, Gilmore Girls, The Simpsons, and The Real World EXTENSIVE CABLE COVERAGE with more than 1,000 entries, including a description of the programming on each major cable network AND DON'T MISS the exclusive and updated "Ph.D. Trivia Quiz" of 200 questions that will challenge even the most ardent TV fan, plus a streamlined guide to TV-related websites for those who want to be constantly up-to-date SPECIAL FEATURES!
• Annual program schedules at a glance for the past 61 years
• Top-rated shows of each season
• Emmy Award winners
• Longest-running series
• Spin-off series
• Theme songs
• A fascinating history of TV "This is the Guinness Book World Records . . . the Encyclopedia Britannica of television!" – TV Guide

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 85. Chapters: Star Trek: Deep Space Nine, Farscape, Stargate SG-1, Donnie Darko, Sliders, Stargate Atlantis, Jumper, Stargate Infinity, Strange Days at Blake Holsey High, Mighty Max, Commonwealth Saga, Stargate: The Ark of Truth, Cardiff Rift, Proteus in the Underworld, Godzilla vs. Megaguirus, Event Horizon, Tannhauser Gate, Contact, Guardian of Forever, Interstellar travel in fiction. Excerpt: Stargate SG-1 (often abbreviated as SG-1) is a Canadian-American military science fiction television series and part of Metro-Goldwyn-Mayer's Stargate franchise. The show, created by Brad Wright and Jonathan Glassner, is based on the 1994 feature film Stargate by Dean Devlin and Roland Emmerich. The television series was filmed in and around the city of Vancouver, Canada. In the United States, Showtime broadcast the first five seasons, from 1997 to 2002, and then the series moved to the Sci Fi Channel for its last five seasons, from 2002 to 2007. The final episode premiered on Sky1 in the United Kingdom on March 13, 2007, three months before its United States premiere. With 10 seasons and 214 episodes, Stargate SG-1 surpassed The X-Files in 2007 as the longest-running North American science fiction series on television. The story of Stargate SG-1 begins about a year after the events of the feature film, when the United States government learns that a network of ancient alien devices called Stargates connects a vast multitude of planets within our Milky Way galaxy, facilitating near-instantaneous interstellar travel. Later episodes reveal that this network is capable of spanning not just planets within the Milky Way, but with sufficient power, can provide intergalactic travel as well. Stargate SG-1 chronicles the adventures of the elite special force Air Force squad, SG-1, the flagship team of over two dozen teams from Earth who explore...

The Fairy Tale and Folklore Roots of the Popular TV Show

The Essential Cult TV Reader

Stargate SG1: Living Gods

Excavating the Future

Roswell

Stargate SG-1: Living Gods

Exploring how science fiction films and computer games attempt to come to grips with the changing conceptions of the world and people's identity within it, Ndalians focuses on developments that have taken place in science fiction media over the last two decades. A cultural study of an array of popular North American science fiction film and television texts, Excavating the Future explores the popular archaeological imagination and the political uses to which it is being employed by the U.S. state and its adversaries.

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 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.

STARGATE SG-1 Insurrection (Apocalypse Book 3)

September 11 in Popular Culture

Approaching the Possible

The Gospel according to Science Fiction

The World of Stargate SG-1

The Price You Pay

Analyzes the impact of September 11 on popular culture, citing specific albums, films, television show, and works of art influenced by the terrorist attacks.

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.

SG-1 are asked by the Tok'ra to rescue a creature known as Mujina. The last of its species, Mujina is devoid of face or form and draws its substance from the needs of those around it. And the Goa'uld Apophis, understanding the potential for havoc Mujina offers, has set his heart on possessing the creature.

Split into four sections, Seeing Fans analyzes the representations of fans in the mass media through a diverse range of perspectives. This collection opens with a preface by noted actor and fan Orlando Jones (Sleepy Hollow), whose recent work on fandom (appearing with Henry Jenkins at Comic Con and speaking at the Fan Studies Network symposium) bridges the worlds of academia and the media industry. Section one focuses on the representations of fans in documentaries and news reports and includes an interview with Roger Nygard, director of Trekkies and Trekkies 2. The second section then examines fictional representations of fans through analyses of television and film, featuring interviews with Emily Perkins of Supernatural, Robert Burnett, director of the film Free Enterprise, and Luminosity, a fan who has been interviewed in the New York Magazine for her exemplary work in fandom. Section three explores cultural perspectives on fan representations, and includes an interview with Laurent Malaquais, director of Bronies: The Extremely Unexpected Adult Fans of My Little Pony. Lastly, the final section looks at global perspectives on the ways fans have been represented and finishes with an interview with Jeanie Finlay, director of the music documentary Sound it Out. The collection then closes with an afterword by fan studies scholar Professor Matt Hills.

Reading Stargate SG-1

The Mythology of Grimm

A Stargate SG-1 Novel

Science Fiction Experiences

Modern Mythology in the New Millennium

Sg1-22

Includes an overview of the three great Goa'uld Dynasties; an alphabetical breakdown of nineteen of the most powerful System Lords; new rules, species, specialities, equipment and classes with a distinct Goa'uld feel; and rules and guidelines for GMs wishing to play a System Lord.

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.

"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.

STARGATE SG-1 Behind Enemy Lines

The Essential Science Fiction Television Reader

STARGATE ATLANTIS The Wild Blue

Archaeology and Geopolitics in Contemporary North American Science Fiction Film and Television

STARGATE SG-1: Moebius Squared

Do No Harm

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 wide-ranging 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.

The Power Behind the ThroneFandemonium Books

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.

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

Stargate SG-1

From the Twilight Zone to the Final Frontier

Representations of Fandom in Media and Popular Culture

Rebellion

Power and Control in the Television Worlds of Joss Whedon

The Barque of Heaven

SG-1 are asked by the Tok'ra to rescue a creature known as Mujina. The last of its species, Mujina is devoid of face or form and draws its substance from the needs of those around it. The creature is an archetype—a hero for all, a villain for all, depending upon whose influence it falls under. And the Goa'uld Apophis, understanding the potential for havoc Mujina offers, has set his heart on possessing the creature.

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."

In this thorough and engaging book, Gabriel McKee explores the inherent theological nature of science fiction, using illustrations from television shows, literature, and films. Science fiction, he believes, helps us understand not only who we are but who we will become.

McKee organizes his chapters around theological themes, using illustrations from authors such as Isaac Asimov and H. G. Wells, television shows such as Star Trek and The Twilight Zone, and films such as The Matrix and Star Wars. With its extensive bibliography and index,

this is a book that all serious science fiction fans--not just those with a theological interest--will appreciate.

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.

Valhalla

Sacrifice Moon

Stargate SG1 Compendium

Science Wars through the Stargate

Stargate: Vala Mal Doran

Four Dragons

The beginning of the twenty-first century has already seen its fair share of modern myths with heroes such as Spider-Man, Superman, and Harry Potter. The authors in this volume deconstruct, discuss, engage, and interrogate the mythologies of the new millennium in science fiction fantasy texts. Using literary and rhetorical criticism - paired with philosophy, cultural studies, media arts, psychology, and communication studies - they illustrate the function, value, and role of new mythologies, and show that the universal appeal of these texts is their mythic power, drawing upon archetypes of the past which resonate with individuals and throughout culture. In this way they demonstrate how mythology is timeless and eternal.

Although unwilling participants, SG-1 soon finds itself fighting with the Vanir against its ancient foe--the brutal giants of Jotunheim--and feasting long into the night. But when dawn arrives, the team find itself in a very different world.

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.

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.

A Matter of Honor

The Mammoth Book of Best New Horror 22

The Power Behind the Throne

Star Trek

Explorations of Science and Society in Stargate SG-1

Alliances

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

Ever since the premiere of the small-screen incarnation of Buffy the Vampire Slayer in 1997, the television worlds of Joss Whedon—which have grown to include Angel, Firefly, and Dollhouse—have acquired a cult following of dedicated fans and inspired curious scholars. The quest for power and control over humans and other animals is a constant theme running throughout all four series. This study explores the myriad natural and supernatural methods Whedon's characters use to achieve power and control over unsuspecting friends and foes, including witchcraft and other paranormal means, love, aggression, and scientific devices such as psychosurgery and psychopharmacology. A catalog of characters and a complete list of episodes for each series completes this valuable addition to the growing body of scholarship on television's "Whedonverse."

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.

STARGATE SG-1 Ouroboros

System Lords

Vala Mal Doran

STARGATE SG-1 Infiltration

Stargate SG1-15

Sith, Slayers, Stargates & Cyborgs