

Stargate Sg 1

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.

Stargate SG-1 Roleplaying Game Alderac Entertainment Group (AEG)

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.

The authorized guide to the science fiction TV show is an in-depth look at all 44 episodes in seasons three and four: story synopses are followed by extensive commentary and detailed behind-the-scenes information. 80 photos.

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.

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.

"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.

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 Stargatematerial - every fan's dream. Provides a guide to all twenty episodes of the tenth season, offering in-depth profiles of the major characters, interviews with the cast and crew, and a behind-the-scenes look at costumes, stunts, and production design.

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. 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

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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.

Between a rock and a hard place... SG-1 faces a terrible choice. With the lines between friends and enemies blurring, the team must choose where their loyalties lie—and how much they're willing to risk to save their world. While Dr Daniel Jackson and Teal'c return to the refugee colony on Arbella, in search of allies in the coming battle for Earth, Colonel O'Neill and Major Carter discover a piece of Ancient technology that could change the future—and the past. But if using the device results in their own extinction, do they have the right to sacrifice their new friends to save a world they'll never know? In this thrilling conclusion to the STARGATE SG-1 Apocalypse trilogy, SG-1 must decide how far they'll go in the battle for Earth's future.

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. There are surprises in store for SG-1 when the Asgard Commander Thor makes an unusual request of General O'Neill and his team, and the Stargate program is abruptly brought before the attention of Earth when an alien ship makes a spectacular crash landing in Colorado. What's our team to do when all they want is to relax at home in their new threesome and family?

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."

More than six hundred full-color photographs and artwork, along with memorabilia and fascinating facts, highlight a companion to the long-running science fiction television series, furnishing details on the characters, technology, story lines, alien cultures, technical wizardry,

and cast and crew of Stargate SG-1.

The Stargate SG-1 team find themselves transported to a world where they must solve a series of riddles and avoid deadly traps in order to travel home. Pursued by Goa'uld and Jaffa, it is a race against death to the finish line.

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 Throughis a fascinating collection of essays that delve into every aspect of iStargate

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.

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.

An excellent Guide of Stargate. There has never been a Stargate Guide like this. It contains 234 answers, much more than you can imagine; comprehensive answers and extensive details and references, with insights that have never before been offered in print. Get the information you need--fast! This all-embracing guide offers a thorough view of key knowledge and detailed insight. This Guide introduces what you want to know about Stargate. A quick look inside of some of the subjects covered: *Stargate SG-1 - Filming*, *List of Stargate Atlantis characters - John Sheppard*, *Jaffa (Stargate) - Dakara*, *Stargate SG-1 - Awards and nominations*, *Stargate: Continuum - Plot*, *Stargate SG-1 - Cast*, *Goa'uld characters in Stargate - Yu*, *Stargate (film) - Filming*, *List of Stargate Atlantis characters - Athosians*, *Ori (Stargate) - Story ideas*, *Stargate SG-1 (season 2)*, *Jaffa (Stargate) - Shadow entity*, *Jaffa (Stargate) - Nakai*, *Stargate SG1 - Online distribution*, *Ancient technology in Stargate - Mini-Drones*, *Jaffa (Stargate) - Stargate Universe*, *Stargate SG1 - Collaboration with the military*, *Jaffa (Stargate) - Genii*, *List of*

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Stargate Atlantis characters - Ancients, Stargate (film) - Plot, Stargate - Other releases and future development, Stargate SG-1 (season 2) - Release and reception, List of Stargate Atlantis characters - Other recurring Earth characters, Stargate SG-1 - International broadcast, Stargate (production team) - Discography, List of Stargate Atlantis characters - Aiden Ford, Stargate - SG-1, Jaffa (Stargate) - Humans/Tau'ri, Stargate (production team) - Top ten singles, Jaffa (Stargate) - Satedans, Ancient technology in Stargate - Dakara superweapon, Ancient technology in Stargate - Control Chair, A Necessary Evil (Stargate audio) - Reception, Stargate SG-1: Unleashed - Stargate, and much more...

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.

This is the official companion to seasons 5 and 6 of the hit TV series spin-off from the blockbuster action-adventure movie "Stargate." Featuring more exclusive new interviews with all the cast and crew, giving the in-depth, inside story of the hit sci-fi show; story synopses are followed by extensive commentary and detailed behind-the-scenes information.

Hardbound, full color

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.

The opening of a letter leads to a desperate chase across Europe in A Matter of Honour

by Jeffrey Archer, one of the world's bestselling novelists. Adam Scott listens to the reading of his father's will, aware that the contents can only be meagre. The Colonel, after all, had nothing to leave – except a letter he had never opened himself, a letter that can only bring further disgrace to the family name. Against his mother's advice, Adam opens the letter, and immediately realizes his life can never be the same again. The contents leave him with no choice but to follow a course his father would have described as a matter of honour.

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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