

STARGATE SG 1: Relativity

A letter bequeathed by a disgraced British colonel to his only son, Adam, sets in motion a deadly chain of events involving the KGB, the CIA, and the terrible secret that Adam is carrying. Reprint.

The first science fiction course in the American academy was held in the early 1950s. In the sixty years since, science fiction has become a recognized and established literary genre with a significant and growing body of scholarship. The Cambridge History of Science Fiction is a landmark volume as the first authoritative history of the genre. Over forty contributors with diverse and complementary specialties present a history of science fiction across national and genre boundaries, and trace its intellectual and creative roots in the philosophical and fantastic narratives of the ancient past. Science fiction as a literary genre is the central focus of the volume, but fundamental to its story is its non-literary cultural manifestations and influence. Coverage thus includes transmedia manifestations as an integral part of the genre's history, including not only short stories and novels, but also film, art, architecture, music, comics, and interactive media.

Lighthearted, quirky, and upbeat, this book explores the portrayal of science and technology on both the big and little screen -- and how Hollywood is actually doing a better job of getting it right than ever before. Grounded in the real-word, and often cutting-edge, science and technology that inspires fictional science, the authors survey Hollywood depictions of topics such as quantum mechanics, parallel universes, and alien worlds. Including material from interviews with over two dozen writers, producers, and directors of acclaimed science-themed productions -- as well as scientists, science fiction authors, and science advisors -- Hollyweird Science examines screen science fiction from the sometimes-conflicting vantage points of storytellers, researchers, and viewers. Including a foreword by Eureka co-creator and executive producer Jaime Paglia, and an afterword by astronomer and science fiction author Michael Brotherton, Ph.D., this book is accessible to all readers from the layperson to the armchair expert to the professional scientist, and will delight all of them equally.

Presenting a series of essays about the cancelled television program "Firefly," discussing the cult appeal of its characters, the difficulties of its plot, and the conflict between its creator and television executives which caused its run to be short-lived.

The Fairy Tale and Folklore Roots of the Popular TV Show

The Cambridge History of Science Fiction

The Untold Story of Jeremiah G. Hamilton, Wall Street's First Black Millionaire

The Science of Interstellar

Anti-heroes, Lost Shepherds and Space Hookers in Joss Whedon's Firefly

Introduction to Embedded Systems, Second Edition

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!

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

Book One: Gamers of the Lost ArcFormerly published as just "Death by Cliché"To Sartre, Hell is the game.Damico writes games for a living. When called in to rescue a local roleplaying game demo, Damico is shot in the head by a loony fan. He awakens in a game. A game full of hackneyed tropes and clichéd plots. A game he was there to save, run by the man who murdered him just moments ago. A game that has just become world-swap fantasy. Damico, to his horror, has become the heart of the cliché.Set on their quest in a scene that would make Ed Wood blush, Damico discovers a new wrinkle. As a game designer, he is a creative force in this broken place. His presence touches the two-dimensional inhabitants. First a peasant, then a barmaid, then his character's own father - all come alive.But the central question remains. Can Damico escape, or is he trapped in this nightmare? Forever.Wait, what? This is a comedy? Ignore all that. Death by Cliché is a heartwarming tale of catastrophic brain damage. Share it with someone you love. Or Like. Or anyone at all. Buy the book.Based on a true story.

This book offers a clearly written, entertaining and comprehensive source of medical information for both writers and readers of science fiction. Science fiction in print, in movies and on television all too often presents dubious or simply incorrect depictions of human biology and medical issues. This book explores the real science behind such topics as how our bodies adapt to being in space, the real-life feasibility of common plot elements such as suspended animation and medical nanotechnology, and future prospects for improving health, prolonging our lives, and enhancing our bodies through technology. Each chapter focuses on a single important science fiction-related subject, combining concise factual information with examples drawn from science fiction in all media. Chapters conclude with a “Bottom Line” section summarizing the most important points discussed in the chapter and giving science fiction writers practical advice on how to incorporate them into their own creations, including a list of references for further reading. The book will appeal to all readers interested in learning about the latest ideas on a variety of science fiction-related medical topics, and offers an invaluable reference source for writers seeking to increase the realism and readability of their works. Henry G. Stratmann, MD, FACC, FACP is a cardiologist with board certifications in internal medicine, cardiology, and nuclear cardiology. Befor e entering private practice he became Professor of Medicine at St. Louis University School of Medicine and performed clinical medical research. Henry received a BA in chemistry from St. Louis University and his MD at Southern Illinois University School of Medicine. He is currently enrolled at Missouri State University to obtain a BS in physics with a minor in astronomy. His professional publications include being an author or coauthor of many research articles for medical journals, primarily in the field of nuclear cardiology. Henry is also a regular contributor of both stories and science fact articles to Analog Science Fiction and Fact.

Popular Culture Spirituality in the Science Fiction, Fantasy and Urban Fantasy Genres

Physical Systems

STARGATE SG-1: Moebius Squared

The Mythology of Grimm

The Emerald Tablets of Thoth-The-Atlantean

Hyperspace

This book is an Anthology of Gregory Lessing Garrett's writings and others on the topic of Flat Earth Plane Cosmology of all types, including Enclosed Earth, Hollow Earth, Concave Earth, Infinite Plane Earth, The Enochian Earth Model, etc... The hope is that the ideas expounded in this Flat

Earth Trilogy series will provide compelling justifications for the claim that no curvature can be found on the Earth, which points to the empirical conclusion that we live on a plane and not a spinning ball in science fiction outer space. The details regarding the possible topography of the

Earth are discussed in depth in this book, but ultimately, the absolute true topography of the Earth is not known by anyone. -Gregory Lessing Garrett

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.

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 Stargate SG-1 Novel

Relativity

The Price You Pay

Finding Serenity

Notes from the Book

A Touch of Fever

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.

Reissued in new covers, this is the run-away bestseller from one of the world's leading theoretical physicists. Are there other dimensions beyond our own? Is time travel possible? Michio Kaku takes us on a tour of the most exciting work in modern physics, including research into the 10th dimension, time warps, and multiple universes, to outline what may be the leading candidate for the Theory of Everything.

In their ongoing quest for new allies, Atlantis's flagship team travel to Halcyon, a grim industrial world where the Wraith are no longer feared—they are hunted. Horrified by the brutality of Halcyon's warlike people, Lieutenant Colonel John Sheppard soon becomes caught in the political machinations of Halcyon's aristocracy.

This is the first book written on using Blender (an open-source visualization suite widely used in the entertainment and gaming industries) for scientific visualization. It is a practical and interesting introduction to Blender for understanding key parts

Alliances

Hydra

The Postmodern Sacred

A Novel

The Cost of Honor

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.

A human space traveler trapped on a remote planet must somehow unravel a confounding alien technology—or else surrender himself to a host of incomprehensible horrors For thousands of years, Carter Horton has been traveling across the galaxy toward a distant world capable of supporting human life. At journey’s end, awakened from his millennia-long sleep by a curiously adaptive android, he is informed that his crewmates have all perished due to a system malfunction. But worse is yet to come: Horton’s sentient ship is refusing to return him to Earth, and a strangely cordial predator is waiting for him on the planet’s surface. The repulsive creature, Carnivore, arrived here via a tunnel across the universe, as did his late companion—a human dubbing himself William Shakespeare—whom Carnivore just recently devoured. But the tunnel moves in only one direction, and if Carter is unable to reverse it, he will find himself marooned forever in this incomprehensible world, at the mercy of monsters and a terrifying, mind-freezing alien anomaly that occurs every evening in the “God-hour.” With unparalleled verve, award-winning science fiction Grand Master Clifford D. Simak performs a truly astonishing feat of world-creation in Shakespeare’s Planet. Bursting with intelligence, imagination, and breathtaking invention, this is a gem of speculative fiction from one of the genre’s most revered and innovative artists.

The first human-alien contact. The last word in galactic warfare. The story you must read—before Transformers rockets to the big screen! A mammoth robotic being, clearly of alien origin, has been found beneath the Arctic ice. Its advanced engineering dwarfs known human technology, and unlocking its secrets will catapult American science eons into the future. In search of the mysterious artifact’s origin, a covert government agency sends the manned craft Ghost 1 on a perilous journey of discovery. When a mishap maroons Ghost 1 in the far reaches of unknown space, the ship’s distress beacon reaches the very alien race Ghost 1’s crew has been seeking: the Autobots. The gigantic mechanized beings are also on a quest: to find the Allspark, a device crucial to the salvation of their home world, Cybertron.

But they’re not alone. The Decepticons, the Autobots’ brutal enemies, have their own sinister purposes in seeking the Allspark. As these adversaries are drawn together once more, the stage is set for a death-dealing new battle in which each is driven by a single-minded aim: total annihilation of the enemy.

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.

A Matter of Honor

STARGATE SG-1 Kali's Wrath

Stargate SG1-10

Sacrifice Moon

STARGATE SG-1 Insurrection (Apocalypse Book 3)

Conceptual Pathways between Flat Space-time and Matter

Based on the concept of a physical system, this book offers a new philosophical interpretation of classical mechanics and the Special Theory of Relativity. According to Belkind ’ s view the role of physical theory is to describe the motions of the parts of a physical system in relation to the motions of the whole. This approach provides a new perspective into the foundations of physical theory, where motions of parts and wholes of physical systems are taken to be fundamental, prior to spacetime, material properties and laws of motion. He defends this claim with a constructive project, deriving basic aspects of classical theories from the motions of parts and wholes. This exciting project will challenge readers to reevaluate how they understand the structure of the physical world in which we live.

Relativity

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.

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

Sg1-22

Roswell

Warehouse 13

From Quantum Quirks to the Multiverse

Shakespeare's Planet

Time Travel and Warp Drives

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

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.

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.

The Spiritual, Occult and Historical significance of the "Emerald Tablets" is almost beyond belief of modern man. Written around 36,000 B.C. by Thoth, an Atlantean priest-king, this manuscript dates far back beyond reach of any Egyptian writings ever found. The author, Thoth, a Master-Teacher of the early Egyptians, put this treatise to writing in his native Atlantean language and Dr. Doreal, by use of his expertise as an Occultist and Master of time and space, was given the directive to retrieve these Tablets and translate them into English for the edification of modern man. The powerful and rhythmic verse of Thoth is wonderfully retained in Doreal's translation. Contained within the pages of Thoth's masterpiece of Spiritual and Occult Wisdom is the synthesis of the Ancient Wisdom Teachings, the guideline for initiates of all ages, revealing the Knowledge and Wisdom hitherto held secret, but now in this New Age, revealed to all Seekers on the Path of Light. Dr. M. Doreal, Ms.D., Psy.D., is the Spiritual; Teacher of a multitude of Seekers of Light, having founded a Metaphysical Church and College - The Brotherhood of the White Temple, Inc. He is the author of all of the Organization's writings and teachings, having been given permission for the Esoteric Wisdom to be remitted in a public forum by the Great White Lodge, the Elder Brothers of mankind who shape and form the Spiritual evolution of earth's inhabitants. The Brotherhood of the White Temple, Inc. is a correspondence school, accredited through the State of Colorado, and mails out to its world-wide membership weekly Lessons of Truth. Its four and one-half year College Course unveils the secrets of the Symbolism of all Mystery Schools, giving precisely and beautifully, the step by step progression all Seekers have searched for in their quest for Oneness with God, and for attainment of Cosmic Consciousness. "Read, Believe or not, but read, and the vibration found therein will awaken a response in your soul.' - Doreal

A Scientific Odyssey Through Parallel Universes, Time Warps, and the Tenth Dimension

The SF Writer's Guide to Human Biology

Stargate SG-1

Hollyweird Science

Siren Song

STARGATE SG-1 Behind Enemy Lines

A journey through the otherworldly science behind Christopher Nolan’s award-winning film, Interstellar, from executive producer and Nobel Prize-winning physicist Kip Thorne. Interstellar, from acclaimed filmmaker Christopher Nolan, takes us on a fantastic voyage far beyond our solar system. Yet in The Science of Interstellar, Kip Thorne, the Nobel prize-winning physicist who assisted Nolan on the scientific aspects of Interstellar, shows us that the movie’s jaw-dropping events and stunning, never-before-attempted visuals are grounded in real science. Thorne shares his experiences working as the science adviser on the film and then moves on to the science itself. In chapters on wormholes, black holes, interstellar travel, and much more, Thorne’s scientific insights—many of them triggered during the actual scripting and shooting of Interstellar—describe the physical laws that govern our universe and the truly astounding phenomena that those laws make possible. Interstellar and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc. (s14).

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.

No one gets left behind. Following on from the success of their first mission to recover ancient anti-gravity technology, SG-1 set off to rescue Major Henry Boyd and the rest of SG-10 from the edge of a black hole. But the rescue attempt has unforeseen ramifications which force them to confront a monstrous secret on the homeworld of the Kinahhi.

Future Imperfect. When SG-1 encounter the Pack - a nomadic space-faring people who have fled Goa'uld domination for generations - it seems as though a trade of technologies will benefit both sides.

Transformers: Ghosts of Yesterday

A Cyber-Physical Systems Approach

STARGATE SG-1 Infiltration

Death by Cliché

Do No Harm

3D Scientific Visualization with Blender

Discusses what people understand about space and time and how science fiction is becoming less fictional as time goes on.

In the middle decades of the nineteenth century Jeremiah G. Hamilton was a well-known figure on Wall Street. Cornelius Vanderbilt, America's first tycoon, came to respect, grudgingly, his one-time opponent. The day after Vanderbilt's death on January 4, 1877, an almost full-page obituary on the front of the National Republican acknowledged that, in the context of his Wall Street share transactions, "There was only one man who ever fought the Commodore to the end, and that was Jeremiah Hamilton." What Vanderbilt's obituary failed to mention, perhaps as contemporaries already knew it well, was that Hamilton was African American. Hamilton, although his origins were lowly, possibly slave, was reportedly the richest colored man in the United States, possessing a fortune of \$2 million, or in excess of two hundred and \$50 million in today's currency. In Prince of Darkness, a groundbreaking and vivid account, eminent historian Shane White reveals the larger than life story of a man who defied every convention of his time. He wheeled and dealt in the lily white business world, he married a white woman, he bought a mansion in rural New Jersey, he owned railroad stock on trains he was not legally allowed to ride, and generally set his white contemporaries teeth on edge when he wasn't just plain outsmarting them. An important contribution to American history, Hamilton's life offers a way into considering, from the unusual perspective of a black man, subjects that are usually seen as being quintessentially white, totally segregated from the African American past.

From The Matrix and Harry Potter to Stargate SG:1 and The X-Files, recent science fiction and fantasy offerings both reflect and produce a sense of the religious. This work examines this pop-culture spirituality, or “postmodern sacred,” showing how consumers use the symbols contained in explicitly “unreal” texts to gain a secondhand experience of transcendence and belief. Topics include how media technologies like CGI have blurred the lines between real and unreal, the polytheisms of Buffy and Xena, the New Age Gnosticism of The DaVinci Code, the Islamic “Other” and science fiction’s response to 9/11, and the Christian Right and popular culture. Today’s pervasive, saturated media culture, this work shows, has utterly collapsed the sacred/profane binary, so that popular culture is not only powerfully shaped by the discourses of religion, but also shapes how the religious appears and is experienced in the contemporary world.

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.

Prince of Darkness

Using Medicine in Science Fiction

First Amendment

The Flat Earth Trilogy Book of Secrets I

A Scientific Guide to Shortcuts Through Time and Space

New Kind of Science

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