

## STARGATE SG 1: Siren Song

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.

Siren SongFandemonium Books

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

A Touch of Fever

Four Dragons

Hydra

Billboard

In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

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

In a world known as P4V-837, the SG-1 team encounters the Kayechi, 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)

Alliances

Sacrifice Moon

Halcyon

Stargate SG-1

The Mythology of Grimm

*A brutal society needs the team to harness Wraith technology.*

*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*

*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.*

*An International Borderland of Concern*

*A Stargate SG-1 Novel*

*Siren Song*

*A Matter of Honor*

*Relativity*

Searching for their lost crew after the terrible events of Homecoming, the Stargate Atlantis team turns to their enemies for help as Teyla and Ronon seek information from the Genii, and Colonel Sheppard reopens tense negotiations with the Wraith. Original.

The enemy within... Bounty-hunter Aris Boch once more has his sights on SG-1. But this time Boch isn't interested in trading them for cash. He needs the unique talents of Dr. Daniel Jackson—and he'll do anything to get them.

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.

STARGATE SG-1 Hall of the Two Truths

Stone Seduction

STARGATE SG-1: Moebius Squared

First Amendment

Warehouse 13

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

*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.*

*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.*

*STARGATE SG-1 Insurrection (Apocalypse Book 3)*

*The Price You Pay*

*STARGATE SG-1 Behind Enemy Lines*

*Do No Harm*

*The Power Behind the Throne*

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, SG1'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 Jackson 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.

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.

One fateful night, a gargoye discovers he has a forgotten twin. Determined to find his missing brother, Remus travels to the States to begin his search. Little does he know that his whole life will change once he boards the plane. Waiting in the shadows, Joss chases after him, needing his protection, needing his nights. On the run, alone and afraid, Joss knows that Remus is the only one who can help her. As she manipulates her way into his life, she doesn't expect to fall in love with him but it is inevitable. The connection between them is instantaneous and undeniable. Beneath the secrets and the lies, Joss is everything Remus could want and he knows that they are Fated Mates. But what if they're wrong? Book 2 of the Stone Passion Twins Duet

The Evolutionary Void

The Cost of Honor

STARGATE SG-1 Infiltration

City of the Gods

The Four Last Things (Classic Reprint)

*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."*

*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! 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 SG1-06*

*Roswell*

*Homecoming*

*STARGATE SG-1 Two Roads*

*STARGATE SG-1 ATLANTIS Points of Origin*

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.

Excerpt from The Four Last Things May the spirit of sterling piety which inspired the saintly martyr animate the readers of this book and help to rekindle the Faith which brought such steadfast happiness to this land! About the Publisher Forgotten Books publishes hundreds of thousands of rare and classic books. Find more at www.forgottenbooks.com This book is a reproduction of an important historical work. Forgotten Books uses state-of-the-art technology to digitally reconstruct the work, preserving the original format whilst repairing imperfections present in the aged copy. In rare cases, an imperfection in the original, such as a blemish or missing page, may be replicated in our edition. We do, however, repair the vast majority of imperfections successfully; any imperfections that remain are intentionally left to preserve the state of such historical works.

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 Morpheus Factor

SG1-22

STARGATE SG-1 & STARGATE ATLANTIS Far Horizons

STARGATE SG-1 Kali's Wrath

STARGATE ATLANTIS From the Depths

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 unity of the team is threatened on their first mission.

Araminta becomes the target of a galaxywide search by a government agent seeking to prevent the pilgrimage of a cult into the heart of the Void, while Edeard, the Waterwalker, finds himself faced with powerful new enemies.

Conservation of Biodiversity in the Lower Rio Grande Valley

The Fairy Tale and Folklore Roots of the Popular TV Show

STARGATE SG-1 Hostile Ground (Apocalypse Book 1)

The Lost

TV Guide

*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.*

*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.*

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