

Stargate Atlantis: Exogenesis

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

STARGATE SG-1 Behind Enemy Lines

The Chosen

STARGATE ATLANTIS Pride of the Genii

A Matter of Honor

Casualties of War

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

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.

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

Global disaster threatens the Atlantis homeworld.

Blood Ties

Girl Scout Collectors' Guide

STARGATE SG-1 Permafrost

The Price You Pay

The Morpheus Factor

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.

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A brutal society needs the team to harness Wraith technology.

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.

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.

Homecoming

Exogenesis

City of the Gods

Rebellion

When Dr. Rodney McKay unlocks an Ancient mystery on a distant moon, he discovers a terrifying threat to the Pegasus galaxy. Determined to disable the device before it's discovered by the Wraith, Colonel John Sheppard and his team

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navigate the treacherous ruins of an Ancient outpost. But attempts to destroy the technology are complicated by the arrival of a stranger.

With Ancient technology scattered across the Pegasus galaxy, the Atlantis team is not surprised to find it in use on a world once defended by Dalera, an Ancient who was cast out of her society for falling in love with a human.

Lt. Col. John Sheppard submits his resignation following a mission in which two of his team members were lost, while Elizabeth Weir negotiates with two warring tribes who have traces of the Ancient ATA gene.

Stargate Atlantis Exogenesis Exogenesis Fandemonium Books

Halcyon

The Cost of Honor

A History of Uniforms, Insignia, Publications, and Memorabilia

STARGATE ATLANTIS Lost Queen

Roswell

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.

Presents the novelization of the pilot of the hit sci-fi

adventure TV show, *Stargate Atlantis*.

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.

Colonel John Sheppard wakes up to find that he and his team are scattered across a tropical archipelago, unable to communicate or return to Stargate, and soon Sheppard and Teyla are taken prisoner while McKay, Ronon and Zelenka mount a rescue.

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Valhalla

A Stargate SG-1 Novel

The Fairy Tale and Folklore Roots of the Popular TV Show

Dead End

depository for precious relics, legendary, biographical, and historical

"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.

In the fragile peace following Queen Death's defeat, Dr. Daniel Jackson arrives in Atlantis to indulge in some real archaeology. Naturally, things don't go according to plan.

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The eye of the beholder: When Dr. Carson Beckett disturbs the rest of two longdead Ancients, he unleashes devastating consequences of global proportions.

The team discover a ruined city with a deadly secret.

STARGATE SG-1 ATLANTIS Points of Origin

Siren Song

Hydra

Stargate Atlantis

The reliquary

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.

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.

Dr. Rodney McKay must try and rescue his friends who are stranded on an icy world on the edge of the Pegasus Galaxy. Original.

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A welcome new edition of a standard—unavailable for nearly a decade in more than nine decades of Girl Scouting, a vast popular and material culture has given rise to a wealth of Girl Scout history collections. More than an identification guide to uniforms, insignia, and other Girl Scout objects, this work also documents when changes occurred and why new items were introduced. Placing these objects in context, this essential guide provides a discerning look at the history and development of the Girl Scout Movement in the United States. Scholars and aficionados of Girl Scout history, costume history, women's studies, popular culture, and dress will welcome this indispensable and definitive resource. This new, expanded edition, with hundreds of illustrations, photographs, and tables, is indisputably the go-to source for information on all Girl Scout uniforms, insignia, awards, and handbooks, as well as dolls, postcards, posters, calendars, and more—from the founding of the Girl Scouts in 1912 through the present day. "An invaluable resource to Girl Scout councils managing a history collection. And, beyond that . . . an informative and intriguing glimpse . . . into the evolution of a Movement that . . . today is the world's preeminent organization dedicated solely to girls." —Cynthia B. Thompson, chair, National Board of Directors, and Kathy Cloninger, national chief

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executive officer, GSUSA "An indispensable reference for collectors; a fascinating resource for anyone interested in Girl Scouting, this comprehensive guide to Girl Scout memorabilia is firmly grounded in the history of the Girl Scouts of the United States. Mary Degenhardt and Judith Kirsch show us what Girl Scouts wore and read, and explain how changes in uniforms, insignia, and publications reflect the evolution of Girl Scout programs and the expansion of opportunities for American girls. Reading this book is like walking through a fine museum where material culture brings the past to life." —Anastatia Sims, author of *Negotiating Boundaries of Southern Womanhood*

Four Dragons

First Amendment

Sacrifice Moon

The Mythology of Grimm

The Lost

The Atlantis team return from the Pegasus Galaxy to investigate a Wraith sighting on Earth. Teaming up with members of SG-1, they soon discover that the Wraith aren't the only monsters stalking human prey.

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

in a world known as P4V-837, the SG-1 team encounters the Kayeechi, 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)

Death Game

Rising

STARGATE SG-1 Insurrection (Apocalypse Book 3)

Reliquary

Entanglement