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KIIHUH - NORMAN LILLY

Celebrate the 40th anniversary of Star Trek: The Motion Picture with this classic movie novelization written by legendary Star Trek creator Gene Roddenberry! The original five-year mission of the Starship Enterprise to explore strange new worlds and to seek out new life and new civilizations has ended. Now James T. Kirk, Spock, Dr. McCoy, and the rest of the crew of the Enterprise have separated to follow their own career paths and different lives. But now, an overwhelming alien threat—one that is ignoring all attempts at communication and annihilating all opposition in its path—is on a collision course with Earth, the very heart of the United Federation of Planets. And the only vessel that Starfleet can send in time to intercept this menace is a refitted Enterprise, with her old crew heeding the call to once again boldly go where no one has gone before....

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.

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.

Stories of time travel have been part of science fiction since H. G. Wells sent his nameless hero hurtling into Earth's distant future in *The Time Machine*. Time travel enables the storyteller to depict alternate realities, bring fictional characters face to face with historical figures, and depict moral and ethical dilemmas in which millions of lives (or the world as we know it) are at stake. From *Doctor Who* and *Quantum Leap* to the multiple incarnations of Star Trek, time travel has been a staple of science fiction television for more than fifty years. *Time-Travel Television: The Past from the Present, the Future from the Past* surveys the whole range of time travel stories on the small screen. The essays in this collection explore time travel series both familiar (*Babylon 5*, *Stargate SG-1*) and forgotten (*The Time Tunnel*, *Voyagers!*), as well as time-travel themed episodes and arcs in series where it is not central, such as *Red Dwarf*, *Lost*, and *Heroes*. Contributors to this volume consider some of the classic themes of time-travel stories: the promise (and peril) of "fixing" the past, the chance to experience (and choose) possible futures, and the potential for small changes to have great effects. Exploring time travel as a teaching tool, as a vehicle for moral lessons, and as a background for high adventure, this book offers new perspectives on many familiar programs and the first serious study of several unjustly neglected ones. *Time-Travel Television* is essential reading for science fiction scholars and fans, and for anyone interested in the many ways that television brings the fantastic into viewers' living rooms.

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.

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!

"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 1997, the series "Stargate SG-1" first aired on American cable television and over the course of nearly nine seasons has developed its own unique mythological superstructure. "Stargate SG-1" focuses on the dynamic relationships among the show's main characters, the four-person first-contact team: SG-1. Each week they are taken to new planets where ancient human civilizations have been seeded as slave populations by the show's arch-villains, the parasitic, body-snatching Goa'uld. The series' concerns therefore range from ancient cultures and contemporary politics, to aliens and advanced technologies, all given life with award-winning special effects and anchored by the central icon of the Stargate. "Stargate SG-1" has blossomed into a series driven by fierce fan loyalty, with lively internet discussion groups, growing 'textual poaching' in fan fiction and art, and popular annual conventions. It has also generated a spin-off, "Stargate: Atlantis". In this welcome critical celebration, contributors discuss "Stargate SG-1's" characters, cinematic techniques, its themes and its place within science fiction television and film, along with its interaction with fan fiction, its Canadian

setting, its ideological framing in the American point-of-view, and the tensions between its humanistic morality and its representation of military/political objectives. There is also assessment of the currently fledgling "Stargate: Atlantis". Written for both fans and scholars, the book also includes an episode guide to the first eight seasons of "Stargate SG-1" and to the first season of "Stargate: Atlantis", as well as a glossary of terms.

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.

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

In 1996, a groundbreaking television drama debuted on the Fox network. Created by Chris Carter, Millennium tells the story of Frank Black (Lance Henriksen), a legendary forensic profiler gifted with the ability to see into the minds of killers. Through his work as a consultant with the F.B.I. and the mysterious Millennium Group, the series offers a thoughtful exploration of the nature and manifestations of evil in the modern world. Back to Frank Black offers an unprecedented volume of material exploring this landmark series. With forewords from Lance Henriksen and Frank Spotnitz and an introduction by series creator Chris Carter, the collection features interviews with cast and crew as well as in-depth essays analyzing Millennium's characters, themes, and enduring legacy. Inspired by the growing movement to return this iconic hero to the screen, Back to Frank Black finds its focus in an incomparable figure of hope: Frank Black. We need him now more than ever.

A decade ago, French architect Jean-Pierre Houdin became obsessed by the centuries-old question: How was the Great Pyramid built? How, in a nation of farmers only recently emerged from the Stone Age, could such a massive, complex, and enduring structure have been envisioned and constructed? Laboring at his computer ten hours a day for five years—creating exquisitely detailed 3-D models of the Pyramid's interior—Houdin finally had his answer. It was a startling revelation that cast a fresh light on the minds that conceived one of the wonders of the ancient world. Written by world-renowned Egyptologist Bob Brier in collaboration with Houdin, *The Secret of the Great Pyramid* moves deftly between the ancient and the modern, chronicling two equally fascinating interrelated histories. It is a remarkable account of the step-by-step planning and assembling of the magnificent edifice—the brainchild of an innovative genius, the Egyptian architect Hemienu, who imagined, organized, and oversaw a monumental construction project that took more than two decades to complete and that employed the services of hundreds of architects, mathematicians, boatbuilders, stonemasons, and metallurgists. Here also is the riveting story of Jean-Pierre Houdin's single-minded search for solutions to the mysteries that have bedeviled Egyptologists for centuries, such as the purpose of the enigmatic Grand Gallery and the Pyramid's crack.

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 navigate the treacherous ruins of an Ancient outpost. But at-

tempts to destroy the technology are complicated by the arrival of a stranger.

Global disaster threatens the Atlantis homeworld.

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

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

One hundred years in the future, someone steals Trouble's identity on the computer nets and she, the greatest hacker of them all, returns from retirement to track down and confront the imposter in the strange, constantly-changing world of computer reality.

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

When his past catches up with him, Ronon must out hunt the hunters or the Atlantis team will fall victim to the vengeance of the V'rdai.

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. Xaldtcan 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.

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.

Secret Service Agent Oakes Weaver is in the midst of the biggest assignment of her career—leading the advance team for President Andrew Powell's impending trip to Philadelphia where everyone expects he will be nominated to run for a second term. The last thing she needs is a tragedy among the president's inner circle that might not be an accident, or the sudden recruitment of Ari Rostof, a woman who might be a lot more than she seems. But Oakes doesn't get a say in policy. She only has to secure the president's safety—at all costs. First Daughter Blair Powell and her spouse, Cameron Roberts, are among the reelection campaign members accompanying President Andrew Powell to Philadelphia. While the president may be protected by his Secret Service agents, those close to him are literally in the kill zone, and his adversaries will stop at nothing to further their cause—even mass murder.

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

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

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

More than 400 films and 150 television series have featured time travel—stories of rewriting history, lovers separated by centuries, journeys to the past or the (often dystopian) future. This book examines some of the roles time travel plays on screen in science fiction and fantasy. Plot synopses and credits are listed for films and TV series from England, Canada, the UK and Japan, as well as for TV and films from elsewhere in the world. Tropes and plot elements are highlighted. The author discusses philosophical questions about time travel, such as the logic of timelines, causality (what's to keep time-travelers from jumping back and correcting every mistake?) and morality (if you correct a mistake, are you still guilty of it?).

This is the mysterious manuscript authored by a U.S. Government insider. It describes, in amazing detail, the inter relationship between the U.S. Government and several extraterrestrials societies with whom we have working agreements. I've been told this information was once classified as "Above Top Secret" and that this information was never intended to be released to the public! The Blue Planet Project Book contains all the amazing notes and drawings made by the scientist. The scientist visited various UFO crash sites, and the notes and drawings were allegedly made from those visits. It is believed that this anonymous scientist (more info revealed in book) was contracted by the government over several years to visit all crash sites, interrogate captured Alien Life Forms and analyze all data gathered from that endeavor. This book compiled from what is believed to be the original and complete information. In keeping with the format of the original information that was in a binder format, this book has been published in a full size 8.5 x 11 page size and bound in a comb binding format. This makes it easier to lay flat and open pages fully for easier reading and studying. We believe this to be the most complete, accurate and highest quality version of this book available. Be cautious of inferior editions and eBook versions which have been reported by reviewers to be of inferior quality and may be difficult to read.

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.

'Brilliant...wild and exhilarating' New Yorker Sgt Raymond Shaw is a hero of the first order. He's an ex-prisoner of war who saved the life of his entire outfit, a winner of the Congressional Medal of Honor, the stepson of an influential senator...and the perfect assassin. Brainwashed during his time as a POW he is a 'sleeper', a living weapon to be triggered by a secret signal. He will act without question, no matter what order he is made to carry out. To stop Shaw, his former commanding officer must uncover the truth behind a twisted conspiracy of torture, betrayal and power that will lead both to the highest levels of the government. - and to Shaw's own past...

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.