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STARGATE ATLANTIS Angelus Stargate Atlantis STARGATE ATLANTIS: Hunt and Run Angelus Angelus STARGATE ATLANTIS: Brimstone Halcyon STARGATE ATLANTIS Pride of the Genii Reliquary Homecoming STARGATE ATLANTIS: Nightfall The Essential Cult TV Reader Stargate Atlantis The Cost of Honor STARGATE SG-1 & STARGATE ATLANTIS Far Horizons STARGATE SG-1: the Barque of Heaven The Postmodern Sacred STARGATE ATLANTIS Unascended (Legacy Book 7) STARGATE ATLANTIS: Death Game STARGATE ATLANTIS Lost Queen STARGATE SG-1 ATLANTIS Homeworlds Halcyon What Would Buffy Do? STARGATE ATLANTIS Third Path (Legacy Book 8) STARGATE SG-1 Insurrection (Apocalypse Book 3) Warehouse 13 The Emancipation of the Soul The Price You Pay STARGATE SG-1: Four Dragons The Morpheus Factor Cost of Honor Entanglement STARGATE ATLANTIS The Wild Blue STARGATE ATLANTIS From the Depths City of the Gods The Inheritors Reading Stargate SG-1 Rising Stargate SG1-15 Stargate Atlantis

Deception and lies abound on the peaceful planet of Heruun, protected from the Wraith for generations by the mysterious Aegis. But with the planet falling victim to an incurable wasting sickness, the secrets of the Aegis must be revealed. The battle lines are drawn. Queen Death is mustering her fleet. But who will stand against her? In the sixth installment of the STARGATE ATLANTIS Legacy series, the future of Atlantis will be decided. 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. When Colonel Ellis encounters an Ancient on the borders of Asuran space, the Atlantis team think their luck has changed. Charming and likable, Angelus connects with each team member in a unique way - more than that, he offers them a weapon that could put an end to their war with both the Wraith and the Asurans. The Atlantis team is stranded on a hostile world after triggering a booby-trapped shuttle craft. But it's a trap Ronon Dex recognizes--one he had invented long before he meets Colonel Sheppard's team, back when he had been a Runner and a hunter of Wraith. Original. 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! 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. Colonel Shepherd's team fight not only to save their city and free their friends, but ultimately to save an entire species from extinction. In this riveting conclusion to the epic *Legacy* series, the destiny of Atlantis and her people will be decided. Based on the hit television series airing on the Sci Fi Channel(. Exploring a distant planet, the SG-1 team encounters a mysterious race of beings who can tap into their dreams and make anything they find there real. Reissue. The team discover a ruined city with a deadly secret. Trapped on a planet being consumed by a runaway ice age, Colonel Sheppard and his team discover a people long disregarded by the Ancients. With the Stargate inoperable and their Puddle Jumper damaged, there is no way for Sheppard's team to escape the killing cold. Death seems inevitable until they are rescued by the Forgotten, a people abandoned by those who once protected them. 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. Fear to tread: With their core directive restored, the Asurans have begun to attack the Wraith on multiple fronts. Under the command of Colonel Ellis, the Apollo is dispatched to observe the battlefront, but Ellis's orders not to intervene are quickly breached when an Ancient ship drops out of hyperspace. When Dr. Rodney McKay unlocks an Ancient

mystery on a distant moon, he discovers a terrifying threat to the Pegasus galaxy. Colonel John Sheppard and his team are determined to disable the device before it's discovered by the Wraith. 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. What Would Buffy Do? explores the fascinating spiritual, religious, and mythological ideas of television's hit series Buffy the Vampire Slayer--from apocalypse and sacrifice to self-reliance, redemption, and the need for humor when fighting our spiritual battles. This book analyzes the mythological content of five television franchises within the genre of science fiction, fantasy and horror: The X-Files & Millennium, Babylon 5 & Crusade, Buffy the Vampire Slayer & Angel, Stargate and Star Trek. The central themes are errand into the wilderness, emancipation from larger powers, individual responsibility, prophecy, apocalyptic scenarios, fundamentalism, artificial intelligence, as well as hybridity, gender roles, psychotic narration, and others. The theoretical basis for this work are both a conventional cultural studies perspective as well as memetics, an evolutionary perspective of culture and literature that is utilized in this volume as an approach to studying genre at the example of the five case studies. Colonel John Sheppard wakes up in a downed jumper with a head wound and no memory of how he got there. 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. The Stargate Atlantis team discover a city on a moon that's about to plunge into its own sun. But the city which looked as if it had been abandoned turns out to be inhabited by descendants of the Ancients who have fallen into decadence and debauchery. Faced with a dissolute society disinterested in their own fate and unable to escape, the team must fight their way free before being plunged into a fiery death. Shortly after Daniel Jackson returns from his time among the ascended Ancients, he volunteers to join an archaeological survey of Chinese ruins on P3Y-702. But after accidentally activating a Goa'uld transport ring, Daniel finds himself the prisoner of the Goa'uld Lord Yu. Blaming himself for Daniel's capture, Jack O'Neill vows to go to any lengths to get him back - even if it means taking matters into his own hands. The Essential Cult TV Reader is a collection of insightful essays that examine television shows that amass engaged, active fan bases by employing an

imaginative approach to programming. Once defined by limited viewership, cult TV has developed its own identity, with some shows gaining large, mainstream audiences. By exploring the defining characteristics of cult TV, *The Essential Cult TV Reader* traces the development of this once obscure form and explains how cult TV achieved its current status as legitimate television. The essays explore a wide range of cult programs, from early shows such as *Star Trek*, *The Avengers*, *Dark Shadows*, and *The Twilight Zone* to popular contemporary shows such as *Lost*, *Dexter*, and *24*, addressing the cultural context that allowed the development of the phenomenon. The contributors investigate the obligations of cult series to their fans, the relationship of camp and cult, the effects of DVD releases and the Internet, and the globalization of cult TV. *The Essential Cult TV Reader* answers many of the questions surrounding the form while revealing emerging debates on its future.

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. In their ongoing quest for new allies, Atlantis's flagship team travel to Halcyon, a grim industrial world where strength means power and the Wraith are no longer feared - they are hunted. Atlantis will rise again: Following the discovery of an Ancient outpost buried deep in the Antarctic ice sheet, Stargate Command sends a new team of explorers through the Stargate to the distant Pegasus galaxy. Emerging in an abandoned Ancient city, the team quickly confirms that they have found the Lost City of Atlantis. But, submerged beneath the sea on an alien planet, the city is in danger of catastrophic flooding unless it is raised to the surface. Things go from bad to worse when the team must confront a new enemy known as the Wraith who are bent on destroying

Atlantis. Stargate: Atlantis is back with brand new comic book stories that continues the television series continuity! Comic illustrating legend, Greg LaRocque (Flash Return of Barry Allen, Web of Spider-Man) and newcomer Scottie Watson, join the team of Mark L. Haynes and J.C. Vaughn (Fox's 24) to deliver the next official comics chapter in Stargate Atlantis mythology. Following the destruction of the Super Hive ship Atlantis and her crew find themselves stranded on Earth. But a startling discovery sends the team in search of a new Gate system and reveals that the horrors of the Pegasus Galaxy are not far away. A new threat rises to challenge the crew and stop the city from returning to its rightful place. Come with us and join the fight to get #BackToPegasus! Based on the hit TV show Stargate Atlantis. Follow the team as they return Atlantis to the Pegasus galaxy. Paying the price... In the action-packed sequel to A Matter of Honor, SG-1 embark on a desperate mission to save SG-10 from the edge of a black hole. But the price of heroism may be more than they can pay... Returning to Stargate Command, Colonel Jack O'Neill and his team find more has changed in their absence than they had expected. Nonetheless, O'Neill is determined to face the consequences of their unauthorized activities, only to discover the penalty is far worse than anything he could have imagined. With the fate of Colonel O'Neill and Major Samantha Carter unknown, and the very survival of the SGC threatened, Dr. Daniel Jackson and Teal'c mount a rescue mission to free their team-mates and reclaim the SGC. Yet returning to the Kinahhi homeworld, they learn a startling truth about its ancient foe. And uncover a horrifying secret... The Cost of Honor "Damn it!" Watts yelled from the DHD. "This is pointless, sir! It won't stay open!" Standing up slowly, Major Henry Boyd glanced up at the twisting nightmare in the sky. It looked like some hideous creature come to tear them to pieces. "Keep trying," he told the Captain. "Sir?" Lieutenant Jessica McLeod ripped her gaze from the sky, voice shaking. "I've been thinking about why the gate won't activate. The gravitational force of the-" She stammered over the word. "Of the black hole would create a massive time distortion effect." He stalked toward her, frowning. "A what?" "Time here will be moving much slower than back on Earth, sir. Much slower. The gate was probably open for half an hour at the SGC, but here...just a second." Boyd felt his heart clench tight. "What are you saying, Lieutenant?" She looked bleak. "I don't think we're getting out of this one, sir." Lucy. His daughter was the first thought in his head. Sweet, innocent, adoring Lucy. Her little arms around his neck, her delighted smile when he came home. Daddy! He swallowed hard. "I won't accept that, Lieutenant." Lucy, barely old enough to understand. Heather, having to explain why he was never coming home again. "They'll find a way to come get us. They won't leave us here." 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. SG-1 are asked by the Tok'ra to rescue a creature known

as Mujina. The last of its species, Mujina is devoid of face or form and draws its substance from the needs of those around it. The creature is an archetype—a hero for all, a villain for all, depending upon whose influence it falls under. And the Goa'uld Apophis, understanding the potential for havoc Mujina offers, has set his heart on possessing the creature. 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.

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