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## KEY=RELATIVITY - POLLARD MENDEZ

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### Relativity

**Fandemonium Books** 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.

### A Matter of Honor

**Macmillan** 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.

### Alliances

**Fandemonium Books** 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 Permafrost

### Hollyweird Science

# From Quantum Quirks to the Multiverse

**Springer** 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-world, 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.

# STARGATE SG-1 Hall of the Two Truths Roswell

**Fandemonium Books** 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 Matter of Honor

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

# STARGATE SG-1 Kali's Wrath

# Space: 10 Things You Should Know

**Hachette UK** 'Bite-sized, cutting edge science delivered with enormous enthusiasm - all you need to travel the cosmos' CHRIS LINTOTT 'A lot of astrophysics is packed into this neat little book . . . I guarantee you will come away knowing your dark matter from your supermassive black holes' JIM AL-KHALILI This book is for anyone

who wants to easily understand the mind-blowing fundamentals of our extraordinary, expanding universe. Written by Oxford astrophysicist Dr Becky Smethurst and composed of ten captivating, simple essays, it guides you swiftly through the galaxies, explaining the mysteries of black holes, dark matter and what existed before the Big Bang, presenting the evidence as to whether we really are alone, illuminating what we still don't know, and much more besides. If you have big questions about Space, this book will provide you with the answers in an engaging and succinct way.

## Vimana

**Penguin Books India** Meant for young adult.

## Time and Media Markets

**Routledge** This edited collection examines time and its relationship to and impact upon media industries, studying how the media industry views time and makes business and economic decisions based on considerations of time. Contributions from an international set of authors analyze time constraints and competition between different media; the quantity and quality of time spent in media consumption, audience and readership time valuation/costing/pricing; and the emergence of new media businesses around individual time management. Specific topics examined in the volume include: \* a philosophical look at the concept of time and its application to media markets; \* temporal aspects of media distribution for the media industries, and how time affects their activities; \* the impact of increasing media industry consolidation and convergence on managerial effectiveness; \* approaches to time by CNN and its various cache of news channels, in a managerial context; \* the application of niche theory as a framework to examine competition between the Internet and television; \* Internet access in the United Kingdom and Europe, examining the cost of time for online access; \* the exchange of time and money in the television market for advertising; and \* a summary of research and an agenda for future research on the topic of time's role in the media industry and markets. With its origins in the third World Media Economics conference, held in 2000, Time and Media Markets is a distinctive and important collection appropriate for scholars and advanced students in media management and economics.

## The Postmodern Sacred

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

# Fantasy Genres

**McFarland** 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.

## STARGATE SG-1 Hostile Ground (Apocalypse Book 1)

### The Price You Pay

### A Stargate SG-1 Novel

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 Flat Earth Trilogy Book of Secrets I

**Lulu.com** 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

# Four Dragons

**Fandemonium Limited** "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.

# Sacrifice Moon

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

# Do No Harm

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.

# First Amendment

**Puffin HC** 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

# Approaching the Possible

# The World of Stargate SG-1

**ECW Press** What is it about the TV show Stargate SG-1 that makes it so popular - so different from comparable series? A comprehensive introduction for new fans and a multi-season storyline and character development reference for longterm fans. Interesting facts and sidebars for each episode uncover not only the myths and science behind the stories but the writing, directing and special effects used to tell them. With exclusive interviews with cast members, writers, directors and special effects supervisors, this is THE story of the CGI wunderkind that is SG-1.

# Using Medicine in Science Fiction

## The SF Writer's Guide to Human Biology

**Springer** 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. Before 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.

## Valhalla

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.

## Stepping Through The Stargate

# Science, Archaeology And The Military In Stargate Sg1

**BenBella Books, Inc.** Explore the Stargate SG-1 universe as never before with the expertise and insight of noted professionals from a diverse range of fields: from archaeology to parasitology to science fiction, I.STEPPING EM Stargate the Throughis a fascinating collection of essays that delve into every aspect of iStargate

## Science Wars through the Stargate

## Explorations of Science and Society in Stargate SG-1

**Rowman & Littlefield** Stargate-1's original run overlapped the peak and aftermath of the Science Wars, which allowed for the show to engage questions about the nature of science and technology. This book focuses on how the series depicted science (as an enterprise) and scientists at a time when the Science Wars were raging and the nature of both was sharply contested.

## The Morpheus Factor

**Roc** 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)

## Slipstring Drive

## String Theory, Gravity, and Faster Than Light Travel

**iUniverse** Written for amateur physicists. This book takes you through the basics of string and M-theories so that you can embark on a "faster than light" voyage without violating physics. Andrew Bender proposes a method of travel by using gravity waves to completely isolate volumes of spacetime from the rest of the universe.

# The Science of Interstellar

**W. W. Norton & Company** 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).

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

### Slow Light

### Invisibility, Teleportation, and Other Mysteries of Light

**World Scientific** Slow Light is a popular treatment of today's astonishing breakthroughs in the science of light. Even though we don't understand light's quantum mysteries, we can slow it to a stop and speed it up beyond its Einsteinian speed limit, 186,000 miles/sec; use it for quantum telecommunications; teleport it; manipulate it to create invisibility; and perhaps generate hydrogen fusion power with it. All this is lucidly presented for non-scientists who wonder about teleportation, Harry Potter invisibility cloaks, and other fantastic outcomes. Slow Light shows how the real science and the fantasy inspire each other, and projects light's incredible future. Emory physicist Sidney Perkowitz discusses how we are harnessing the mysteries of light into technologies like lasers and fiber optics that are transforming our daily lives. Science-fiction fantasies like Harry Potter's invisibility cloak are turning into real possibilities. Please click here for more info. Contents: What is Light? The Mystery Continues Why is Light so Fast? Can Anything Go Even Faster? Slow, Stopped, Fast, and Backwards Light Extreme and Entangled Light Invisibility Light Fantasy to Light Reality Readership: For physics enthusiasts all over the world. Keywords: Light; Invisibility; Teleportation; Entanglement; Slow

Light;Fast Light;Backwards Light;Laser;Laser Fusion;Quantum;Quantum Computing;Quantum Cryptography;Relativity;Faster Than Light Travel;Science Fiction;Star Trek;Cloaking Device;Invisible Man

**Key Features:** *Slow Light* is unique in bringing together different aspects of contemporary light science and technology, and presenting them at a popular level. No other title covers all these areas. *Slow light and invisibility* in particular have not been presented at length in popular books. The book will appeal to both science fans and science fiction fans, for it weaves real science together with fictional science. It presents both ongoing research and classic and modern science fiction, from H G Wells' "The Invisible Man" through "Star Trek" to contemporary films and television series. The author brings expertise in light gained from his own laboratory research, and is also known as a skilled and clear expositor of science for non-scientists. His earlier "Empire of Light", about science and art, gained critical acclaim and has been translated into several languages. His "Digital People" and "Hollywood Science" have also established him as a lecturer and media figure who explores the relations between science and science fiction.

**Reviews:** "This excellent little book tells of the truly marvelous properties of light that have been revealed in the last half century or so. Highly recommended." *Choice* "With an elegant and clear style, Perkwitz takes the reader through the reality of these remarkable phenomena, including the strange quantum effects related to entanglement. Here is an author who is keen to show that what we know is already amazing, without having to pour over the purely hypothetical." *CERN Courier*

## Transformers: Ghosts of Yesterday

### A Novel

**Del Rey** 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.

# Death by Cliché

**Death by Cliché** Book One: Gamers of the Lost Arc Formerly published as just "Death by Cliché" To Sartre, Hell was other people. To the game designer, 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.

## STARGATE SG-1 Behind Enemy

### Lines

### Pluto

## New Horizons for a Lost Horizon: Astronomy, Astrology, and Mythology

**North Atlantic Books** Encompassing astronomy, mythology, psychology, and astrology, *Pluto* offers a wealth of knowledge about our most famous dwarf planet. First observed in 1930 and once defined as the ninth and final planet in our solar system, Pluto and its discovery and reclassification throw a unique light on how we generate meaning in science and culture. This anthology, timed to appear in concordance with NASA's New Horizons's approach to Pluto in July 2015, shows that while the astronomical Pluto may be little more than an ordinary escaped moon or tiny Kuiper Belt object, it is a powerful hyperobject, for its mythological and cultural effigies on Earth incubate deep unconscious seeds of the human psyche. Certain astronomical features pertain to Pluto in terms of its distance from the Sun, coldness, and barrenness. These also inform its mythology and astrology as befitting a planet named after the God of the Underworld. Among the issues central to this

collection are the meanings of darkness, loss, grief, inner transformation, rebirth, reincarnation, and karmic revelation, all of which are associated with the astrology of Pluto. Pluto also embodies the meaning of true wealth as being nonmaterial essence instead of property, conventional accolades, ego identity, achievement. It is the marker of negative capability. [Table of Contents Dana Wilde: Pluto on the Borderlands](#) [Richard Grossinger: Pluto and The Kuiper Belt](#) [Richard C. Hoagland: New Horizon ... for a Lost Horizon](#) [J. F. Martel: Pluto and the Death of God](#) [James Hillman: Hades](#) [Fritz Bruhubner: The Mythology and Astrology of Pluto](#) [Thomas Frick: Old Horizons](#) [John D. Shershin: The Inquisition of Pluto](#) [Stephan David Hewitt: Pluto and the Restoration of Soul](#) [Jim Tibbetts: Our Lady of Pluto, the Planet of Purification](#) [Shelli Jankowski-Smith: Love Song for Pluto](#) [Robert Kelly: Pluto](#) [Dinesh Raghavendra: Falling in Love with a Plutonian](#) [Steve Luttrell: Dostoevsky's Pluto](#) [Philip Wohlstetter: Ten Things I'd Like to Find on Pluto](#) [Jonathan Lethem: Ten Things I'd Like to Find on Pluto](#) [Robert Sardello: Ten Things I'd Like to Find on Pluto](#) [Ross Hamilton: Ten Things I'd Like to Find on Pluto](#) [College of the Atlantic Students: Ten Things I'd Like to Find on Pluto](#) [Jeffrey A. Hoffman: What the Probe Will Find, What I'd Like It to Find](#) [Nathan Schwartz-Salant: Ten Things I'd Like to Find on Pluto](#) [Charley B. Murphy: The Ten Worlds of Pluto](#) [Timothy Morton: Ten Things I'd Like to Find on Pluto & The End of the World](#) [Robert Phoenix: My Father Pluto](#) [Ellias Lonsdale: Pluto is the Reason We Have a Chance](#) [Rob Brezsny: Pluto: Planet of Wealth](#)

## The Mythology of Grimm

### The Fairy Tale and Folklore Roots of the Popular TV Show

**Penguin** [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 Passage

### From Death to Life

**Universal-Publishers** [Dr. Bob Scurlock's father shared something with him that all of us wonder about. He told him "death is not the end."](#) [From his father's near death](#)

experience (NDE) and his mother's out of body experience (OBE), on to more than 35 personal NDE accounts, "The Passage, from Death to Life," gives every reader hope that there is something to look forward to after death. Common phenomena experienced by countless others describing "the light," "the tunnel," voices," or "the presence of deceased," are shared as common threads supporting what Dr. Raymond Moody, expert on NDEs, outlines as the nine elements that generally occur during the experience. In addition to these real-life, near-death accounts, Scurlock sheds his own light on these phenomena, from his personal experiences including his own encounter with God at fifteen, as well as in grounded, theoretical explanations revealed by some of the most respected NDE researchers, physicists and mathematicians in the country. Not meant to put forth a theological thesis concerning religious dogma, or to debate one religion's belief with another on attaining immortality, The Passage seeks to set forth the facts on what constitutes a Near Death Experience. For many, who have shared their stories and who read the book, The Passage provides hope and anticipation of a life after death.

## Hyperspace

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

**Oxford University Press** Already thoroughly familiar to the seasoned science fiction fan, hyperspace is that realm which enables a spaceship captain to take his ship on a physics-defying shortcut (or "wormhole") to the outer shores of the Galaxy in less time than it takes a 747 to fly from New York to Tokyo. But might such notions be more than science fiction? Some physicists suggest a 10-dimensional hyperspace may actually exist, albeit at a scale almost too small to comprehend, smaller even than a quark; and that in spite of its tiny size, it may be the basis on which all the forces of nature will be united. Michio Kaku's classic book describes the development of ideas about multidimensional space. In recent years, some theoretical physicists - the author among them - have argued that the Universe exists not merely in the four spacetime dimensions (3 of space + one of time) with which Einstein made us familiar, but rather as a ten-dimensional hyperspace. Once the domain of the science fiction writer or the occultist, hyperspace may, according to superstring theorists, be the way to unify the fundamental forces of nature - Einstein's unfulfilled dream of a theory of everything. Michio Kaku takes the reader on a ride through hyperspace to the edge of physics. On the way he gives crystal clear explanations of such formidable mathematical concepts as non-Euclidean geometry, Kaluza-Klein Theory, and Supergravity, the everyday tools of the string theorist. Utilizing fascinating and often hilarious anecdotes from history, art, and science fiction, Kaku shows us that writers and artists - in addition to scientists - have been fascinated by

multidimensional space for over a century. Finally, Kaku proposes that the ability to master hyperspace may be our only salvation from destruction at the end of spacetime. Oxford Landmark Science books are 'must-read' classics of modern science writing which have crystallized big ideas, and shaped the way we think.

## The Science of the Dogon

### Decoding the African Mystery Tradition

**Simon and Schuster** A look at the close resemblance between the creation and structure of matter in both Dogon mythology and modern science • Reveals striking similarities between Dogon symbols and those used in both the Egyptian and Hebrew religions • Demonstrates the parallels between Dogon mythical narratives and scientific concepts from atomic theory to quantum theory and string theory The Dogon people of Mali, West Africa, are famous for their unique art and advanced cosmology. The Dogon's creation story describes how the one true god, Amma, created all the matter of the universe. Interestingly, the myths that depict his creative efforts bear a striking resemblance to the modern scientific definitions of matter, beginning with the atom and continuing all the way to the vibrating threads of string theory. Furthermore, many of the Dogon words, symbols, and rituals used to describe the structure of matter are quite similar to those found in the myths of ancient Egypt and in the daily rituals of Judaism. For example, the modern scientific depiction of the informed universe as a black hole is identical to Amma's Egg of the Dogon and the Egyptian Benben Stone. The Science of the Dogon offers a case-by-case comparison of Dogon descriptions and drawings to corresponding scientific definitions and diagrams from authors like Stephen Hawking and Brian Greene, then extends this analysis to the counterparts of these symbols in both the ancient Egyptian and Hebrew religions. What is ultimately revealed is the scientific basis for the language of the Egyptian hieroglyphs, which was deliberately encoded to prevent the knowledge of these concepts from falling into the hands of all but the highest members of the Egyptian priesthood. The Science of the Dogon also offers compelling new interpretations for many of the most familiar Egyptian symbols, such as the pyramid and the scarab, and presents new explanations for the origins of religiously charged words such as Jehovah and Satan.

## City of the Gods

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. Xaltdcan 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.

# Siren Song

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