

## Stargate Sg 1 Four Dragons

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Stargate SG-1: Four Dragons: Amazon.co.uk: Botsford, Diana  
Stargate SG-1: Four Dragons is a novel written by Diana Dru Botsford and published by Fandemonium.

Stargate SG-1: Four Dragons | SGCommand | Fandom  
His time is taken up with a board game with Lord Yu (we are not quite sure why) Dealing with four colours, four dragon pieces (with different coloured eyes), four guards and four children. In China the number four is considered unlucky and is avoided so I'm not sure why it is so prominent in this book (unless it evaluates to the four members of SG1.

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Start your review of Four Dragons (Stargate SG-1, #16) Write a review. Oct 11, 2014 Rhonda Mason rated it it was amazing - review of another edition. Recommends it for: Stargate SG-1 fans. Diana Dru Botsford is a master at visual storytelling. Reading this book was just like watching an extended SG-1 episode. I could see everything perfectly.

Four Dragons (Stargate SG-1, #16) by Diana Dru Botsford  
Four Dragons is set shortly before the Stargate SG-1 seventh season episode "Orpheus." Fandemonium later published Botsford's The Drift , written as a follow-up to Four Dragons . Author Diana Botsford has been a regular contributor to the GateWorld Podcast .

Four Dragons (Stargate SG-1 Novel) » GateWorld  
Four Dragons. Unable to stand, unable to sit, Daniel hung from handcuffs latched to the top and side of a barely four-foot high cage. He tried to shift his weight, crouching in an awkward position that did little to stop the aches in his shoulders and thighs. He'd heard about cages like this one.

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Four Dragons Stargate SG 1 #16P 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 FOUR DRAGONSUnable to stand unable to sit Daniel hung from handcuffs latched to the top and side of a barely four foot high cage He tried to shift his weight crouching in an awkward position that did little to stop the aches in his shoulders and thighs He'd heard about cages ...

reader " Four Dragons Stargate SG 1 #16 read 1 ...  
Four Dragons (Stargate SG-1, #16) by Diana Dru Botsford. 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. Original.

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"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 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.

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.

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.

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.

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

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.

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.

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.

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.

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