

STARGATE
ARTIFACTS

SEPTEMBER 26, 2010

Presented by
PROPWORX

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Written and Created by Alec Peters, David Read, Kelly Montanio, Jarrod Hunt, Dean Newberry, Damian Beurer, Curtis Short, Lee Webb, and Nick Savoy

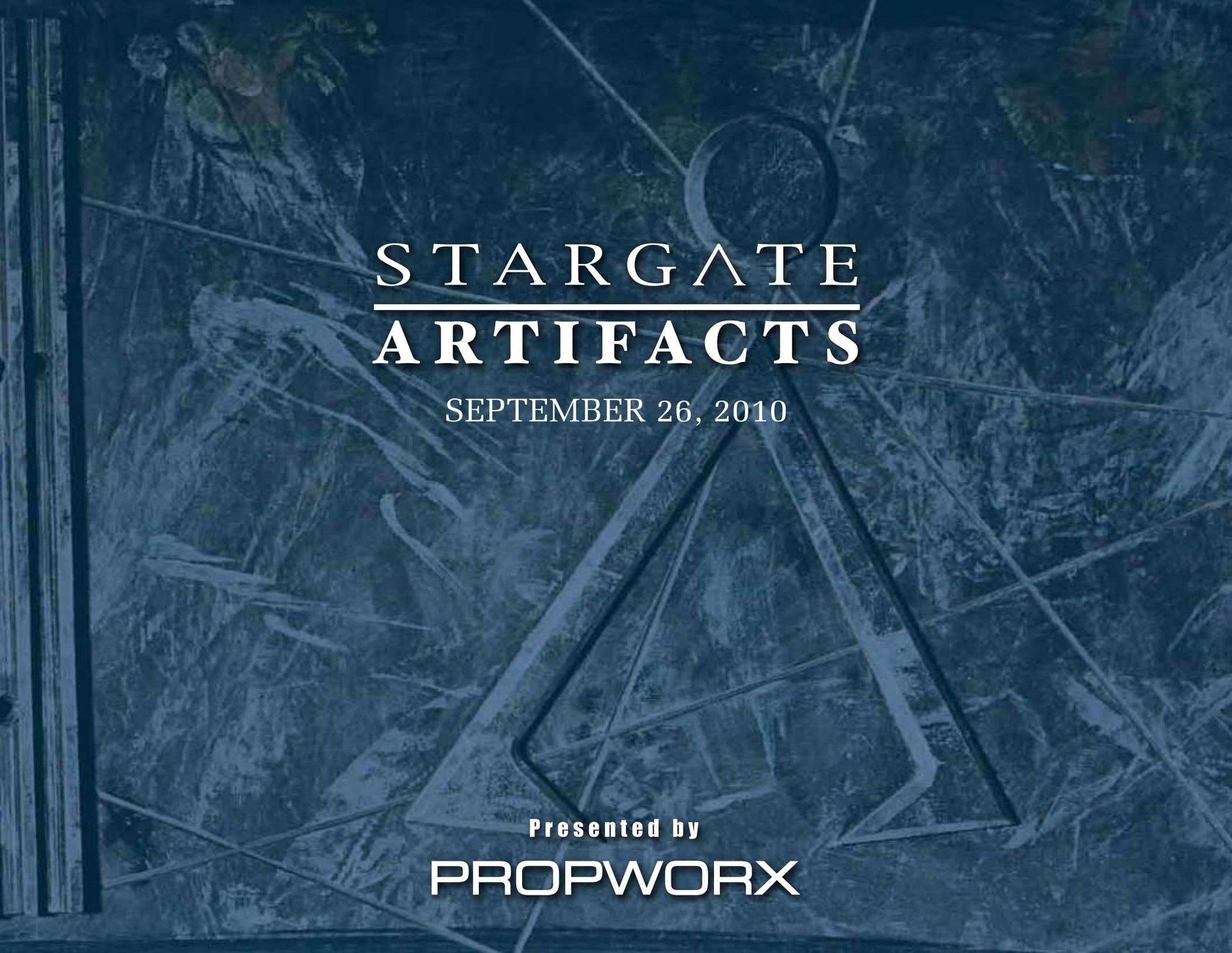
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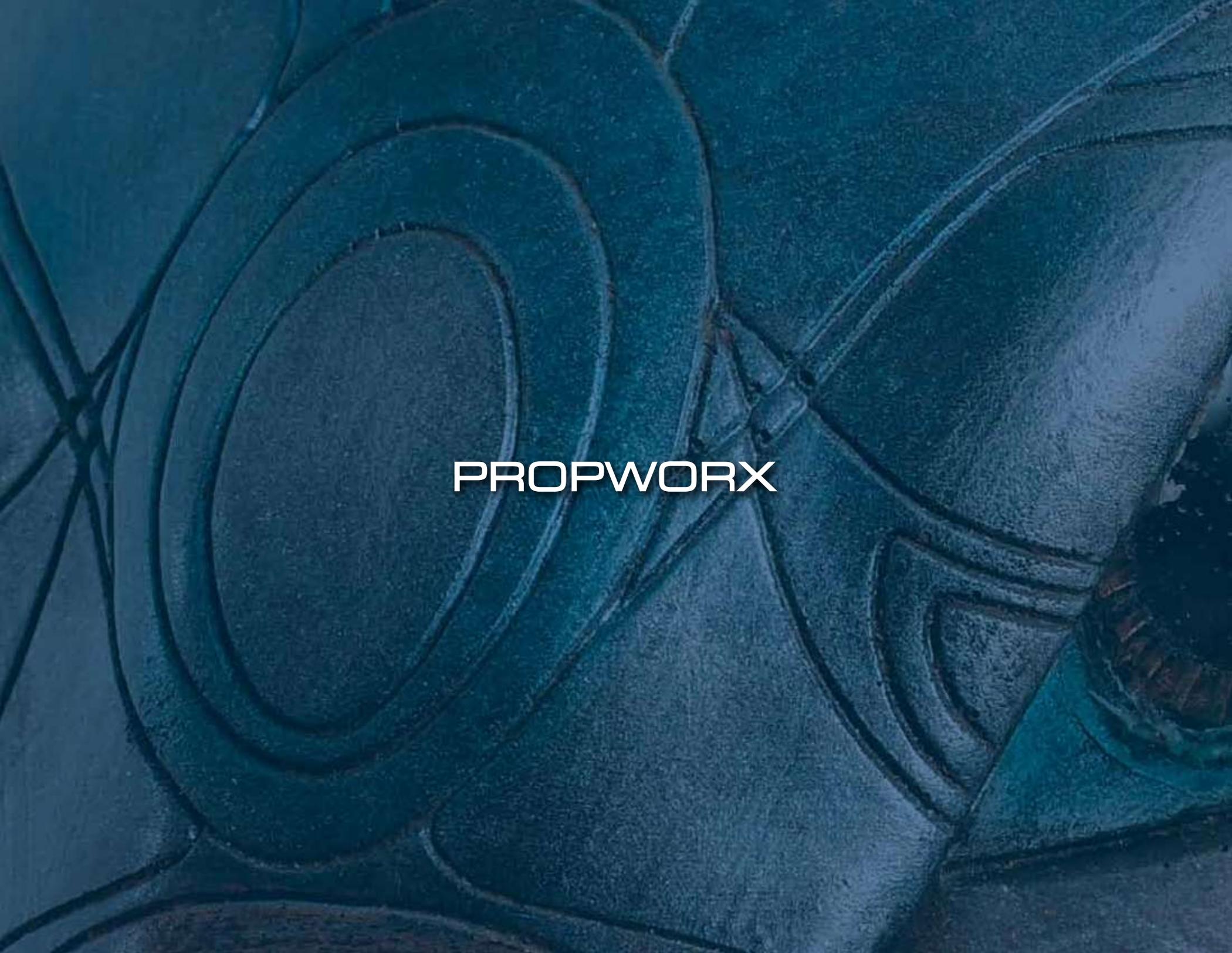
STARGATE

ARTIFACTS

SEPTEMBER 26, 2010

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AUCTION LOCATION

Science Fiction Museum of Seattle
325 5th Avenue North
Seattle, WA 98109

PREVIEW DAY

Friday, September 24, 2010

9:00 A.M. – 6:00 P.M. PST

AUCTION DATE

Saturday, September 25, 2010

Sunday, September 26, 2010

9:00 A.M. – 6:00 P.M. PST

Registration Opens Friday, Saturday and Sunday at 8:00 A.M.

Admission to the auction is FREE

CONTENTS

PROLOGUE.....	10
Auction Notices	10
Foreword	12
Acknowledgments	14
Interviews	16
The Auction	39
PRODUCTION ART	43
STARGATES.....	63
COSTUMES.....	69
PROPS.....	147
WEAPONS	259
SET DECORATION	301
SHIPS.....	343
CONDITIONS OF SALE	371

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AUCTION NOTICES

Admission to preview day is free and open to the general public. Propworx specialists are available to help you inspect the items for sale. Admission to the auction is free.

ONLINE BIDDING

Online bidding is handled through our partner and can be accessed through our website www.propworx.com.

REGISTRATION

Registration for the auction takes place either online or at the event. You only register online if you are going to be bidding online. If you are attending the auction in person, you will need to register at the event. Registration begins at 8:00 a.m.

INSPECTION OF LARGE PIECES

Some of the larger pieces in this auction may not be available for inspection during preview day due to their size. Larger items can be viewed by appointment. Propworx is located in Santa Ana, CA. Please call 714-850-1207 or email auctions@propworx.com to schedule an appointment. These items will be viewable until one week before the auction.

ESTIMATES

Each lot in the catalog contains a low-high estimate price. This is the opinion of the Propworx staff as to the expected price to be realized at auction.

RESERVES

There are no reserves for this auction. The bidding will begin at \$100.

NOTICE REGARDING CATALOGING OF COSTUMES

Some costumes sold through this auction may contain costume tags. Propworx and MGM Studios do not warrant the accuracy of any information set forth in such tags.

FOREWORD

PROPWORX

12

There is an old saying that lightning never strikes the same place twice. Well, maybe it does. In 2008 I was able to start Propworx after having gotten the right to auction off the assets of Battlestar Galactica. My trusty assistant Joe Beau-doin and I (and a revolving group of volunteers) spent 3 months cataloging the fantastic assets of that show, which resulted in the historic Battlestar Galactica auctions. A year later I found myself back in Vancouver handling the auctions for Stargate SG-1 and Stargate: Atlantis.

I admit, I am a huge Stargate fan. And, if you follow Propworx auctions, you may well say "But Alec, you say that about every auction you do!". And that is the beauty of what I do, I get to work on only what I love! Of course, it takes time and energy to track those shows down and convince them that they need a Propworx auction. But when I do, it is incredibly satisfying.

So, just over a year after working for three months across the street at Vancouver Studios, we were now working at Bridge Studios on Stargate. My crew and I settled in to the Sutton Place Hotel in downtown Vancouver with Propworx volunteer extraordinaire Shannon Wendlick and Stargate super-fan David Read on board. We then, in only two weeks, sorted, crated and packed 6 trailers

full of props, costumes & set pieces from four sound stages, and 3 warehouses.

The sheer amount of items that the Stargate production had was staggering. And this was after a year worth of auctions with Legends Memorabilia, who pioneered these type of auctions with Stargate. With 15 years of episodes having been produced, and two feature length movies, there were plenty of great costumes, props and set pieces to be had.

Now I have told many people I don't like Vancouver. Oh, it is a great city for sure, but way too grey for my weather-sensitive self who lives in beautiful Southern California for a reason! But I get to experience Vancouver just enough each year. I fly in, spend time at the studios, see cool props and costumes and then hang out with people like Santino Barile and Ken Harilyw, the prop masters from BSG who are our regular spiked frap drinking buddies at the local Cactus Club restaurant. I mean this is work? I could grow to love Vancouver a few weeks a year, I just need to buy a raincoat.

As a big collector I have a lot of props and costumes myself. But hoarding stuff never makes one happy. What makes one happy is surround-

ing yourself with great people and then doing fun things and having wonderful experiences. We get to do that on every project we work on. And that is why Propworx is the best job on Earth; not because of the stuff I get to collect, but because of the experiences I get to have and the people I get to have them with.

And you the collector and fan, are part of that great experience. You enable us, through your patronage and passion for your favorite shows, to continue to do what we love doing. We hope that the fun experiences we have, we can share with you by producing great catalogs, informative websites and hosting exciting auctions. Thank you all for letting us live our dreams!



Alec Peters
CEO
Propworx



ACKNOWLEDGMENTS

We are lucky at Propworx that not only do we love what we do, but we get to do it with people who we love working with.

Thanks to all the Propworx crew: Curtis Short, Kellie Montanio, Matt Montanio, Damian Beurer, Linda Halket, Joe Beaudoin, Shelley Littleton Oliver and Stargate expert extraordinaire David Read. Thanks also to Propworx newcomers Jarrod Hunt and Dean Newbury and the photography team of Lee Webb, Nick Savoy and Natasha Tomaselli.

crew was outstanding. Producer John Lenic rolled out the red carpet and almost never said no to any request. He made our time at the studio a total pleasure. Over and over he would give our employees and their guests tours of the sound stages. Granted, Stargate: Universe had wrapped Season 1 and so John had time to spare, but he easily could have had someone else give Curtis Short's mom and dad a tour (they are both insane Stargate fans), but John insisted on doing so himself. He was there for us whenever we needed him.

the future would hold, but he is the perfect example of why working in Vancouver is a pleasure. People have no airs about them. They are just good people doing great work and a total pleasure to deal with.

And thanks to everyone who has been supportive of Propworx. We appreciate every one of you.

14

Damaris Degen once again did a spectacular job putting together the best catalogs in the auction industry. And Ray Cole is our trusty proof reader and a great friend because he is always there for us.

Jack Morrissey is always a source of encouragement and advice for me, plus he is as good a friend as one could ask for.

Thanks to Paul Brown of Legends Memorabilia, who showed us all the way that auctions should be done, and for deciding not to continue working on Stargate so we could get a shot!

Of course, the production crew has a tremendous impact on one's experience when you work so closely with them, clearing out their warehouses and sound stages. The Stargate

All the Stargate department heads are highlighted here in the Interviews and they all were awesome to work with and very supportive. Val Halverson, the current costume designer, deserves extra special mention as she was there for us the whole trip and made our lives so much easier. She will be interviewed in the next Stargate auction catalog.

Nathan Conchie and Chad Fitz in the Stargate office both helped us a ton with logistics and made us feel welcomed.

Stargate executive producer Brad Wright was an absolute gentleman, and I was fortunate to spend a good 45 minutes just chatting with him. He was very supportive of what we were doing. He didn't need to spend all that time with me, just chatting about Stargate and what

THE AUCTION

AUCTION LOCATION

Science Fiction Museum of Seattle
325 5th Avenue North
Seattle, WA 98109

SESSION 1

Saturday, September 25, 2010

9:00 A.M. – 6:00 P.M.

LOTS 001 - 427

SESSION 2

Sunday, September 26, 2010

9:00 A.M. – 6:00 P.M.

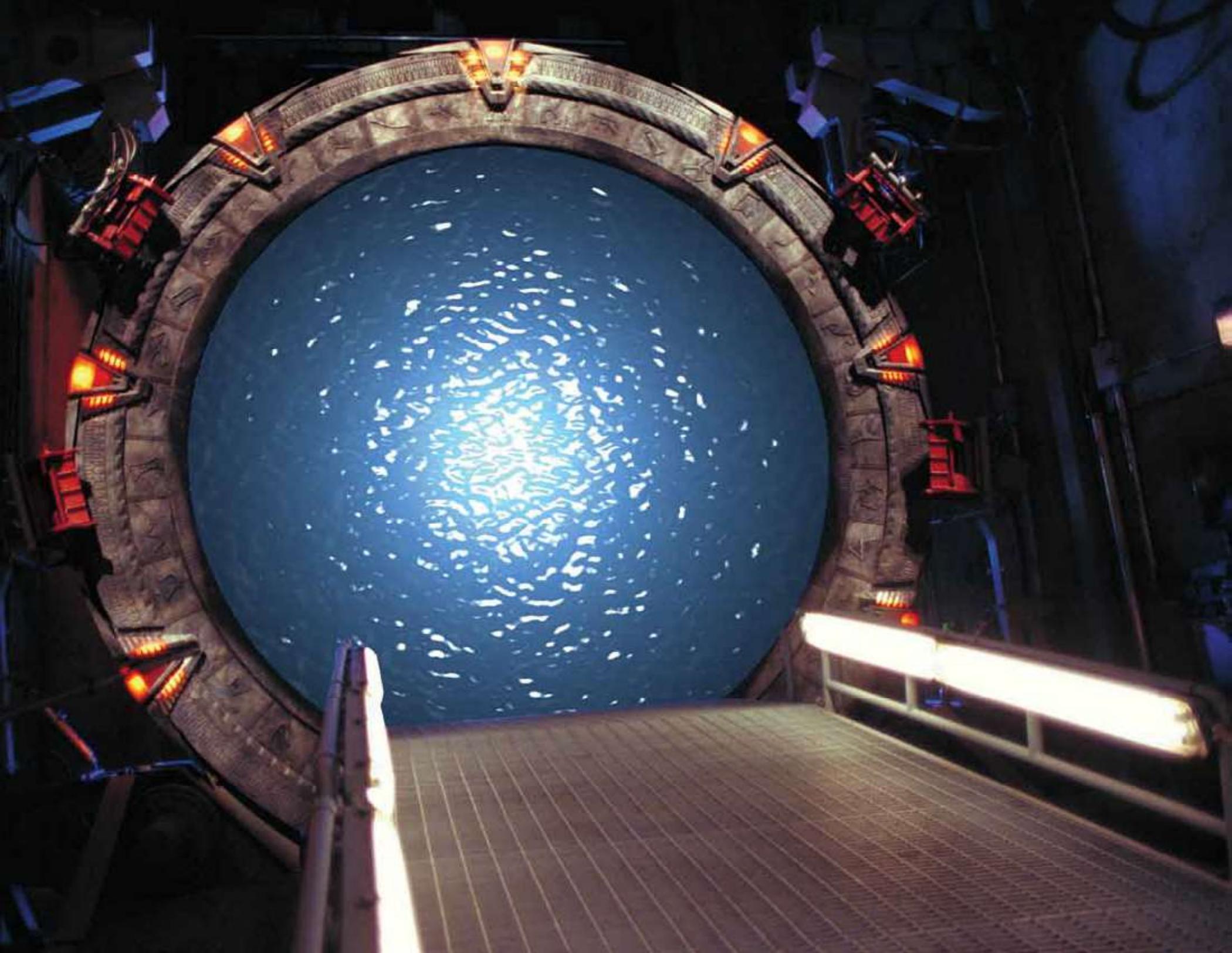
LOTS 428 - 851



STARGÅTE
SG·1™



STARGATE
ATLANTIS™





PRODUCTION ART

PRODUCTION ART

Lot 01

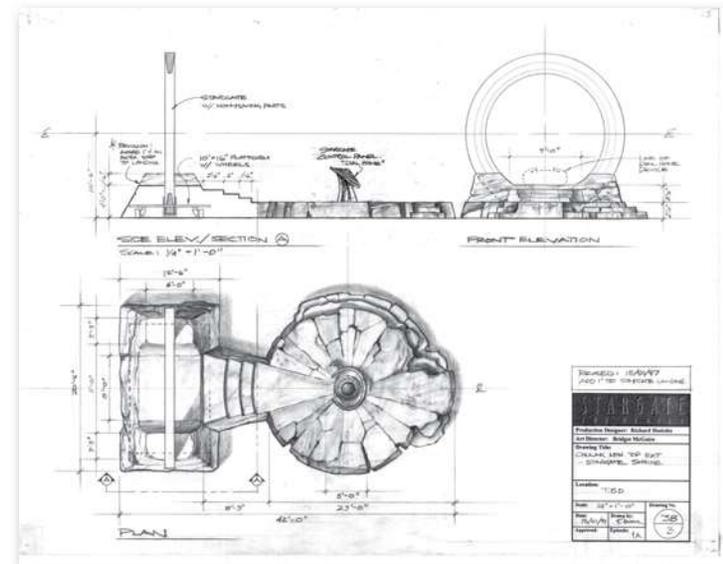
SARCOPHAGUS BLUEPRINTS

Three blueprints from the Stargate feature film depicting Ra's sarcophagus. This device was used by Ra, Daniel Jackson and Sha're to regenerate their bodies. This sarcophagus became a storytelling device for numerous episodes of SG-1.

\$ 100 - \$ 200



01

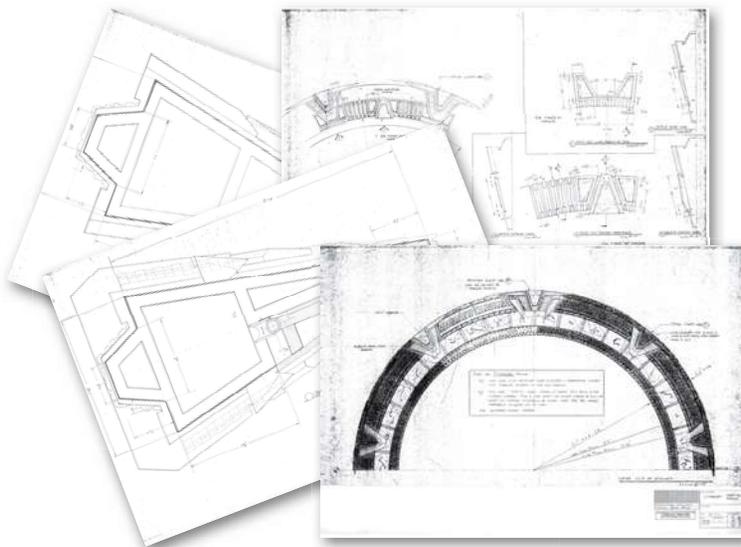


Lot 03

STARGATE AND DHD CONCEPT ART FROM "CHILDREN OF THE GODS"

A pencil on vellum concept sketch by Ken Raheel featuring the stone shrine built around the Chulak Stargate, introduced in the SG-1 pilot episode. Measures 17in x 22in.

\$ 100 - \$ 200



02

Lot 02

STARGATE SCHEMATICS

Eleven pages of design specifications for the SGC Stargate, from the glyphs to the support frame and clamps. The Stargate in SG-1 was based on the original designs from the feature film but included modifications and enhancements to accommodate an ongoing television series. Nine pages are prints on paper and two are on vellum. All measure 24in x 36in. (Not all pages are previewed)

\$ 200 - \$ 300

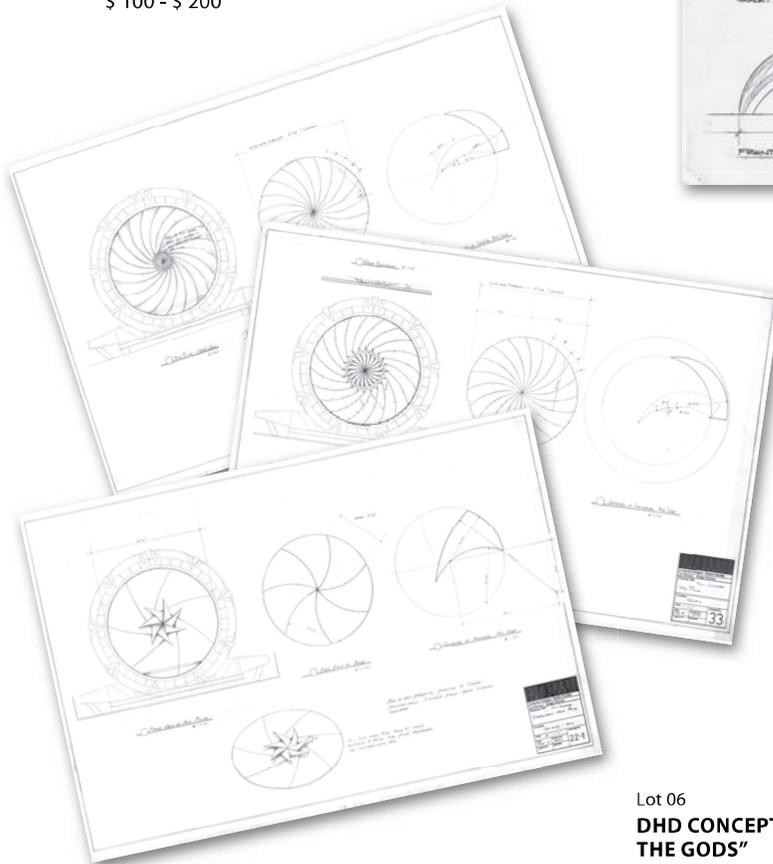
LOTS 001 - 003

Lot 04

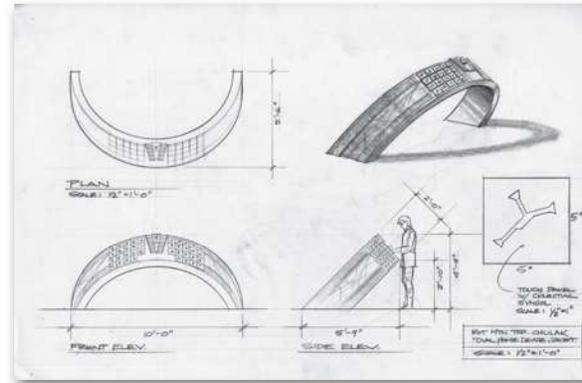
SG-1 STARGATE IRIS CONCEPT ART

Three pencil on vellum concept sketches of the SGC Stargate iris, produced for the SG-1 pilot, "Children of the Gods". The iris was Earth's first line of defense against alien invasion and kept numerous threats at bay. Each page measures 24in x 26in.

\$ 100 - \$ 200



04



Lot 05

DHD CONCEPT DRAWING

An original concept of the Dial Home Device, created for the SG-1 pilot. This pencil sketch on vellum measures 11in x 17in.

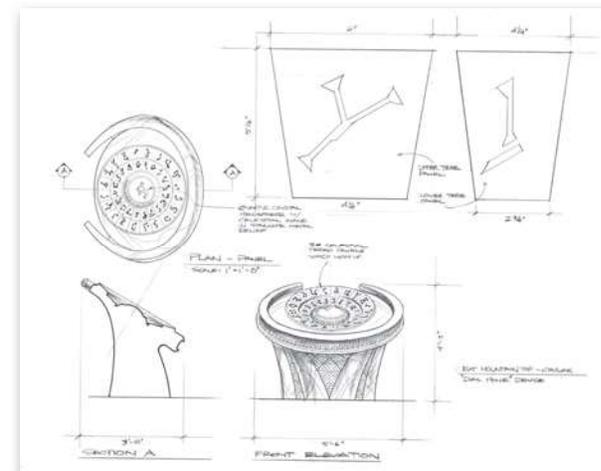
\$ 100 - \$ 200

Lot 06

DHD CONCEPT ART FROM "CHILDREN OF THE GODS"

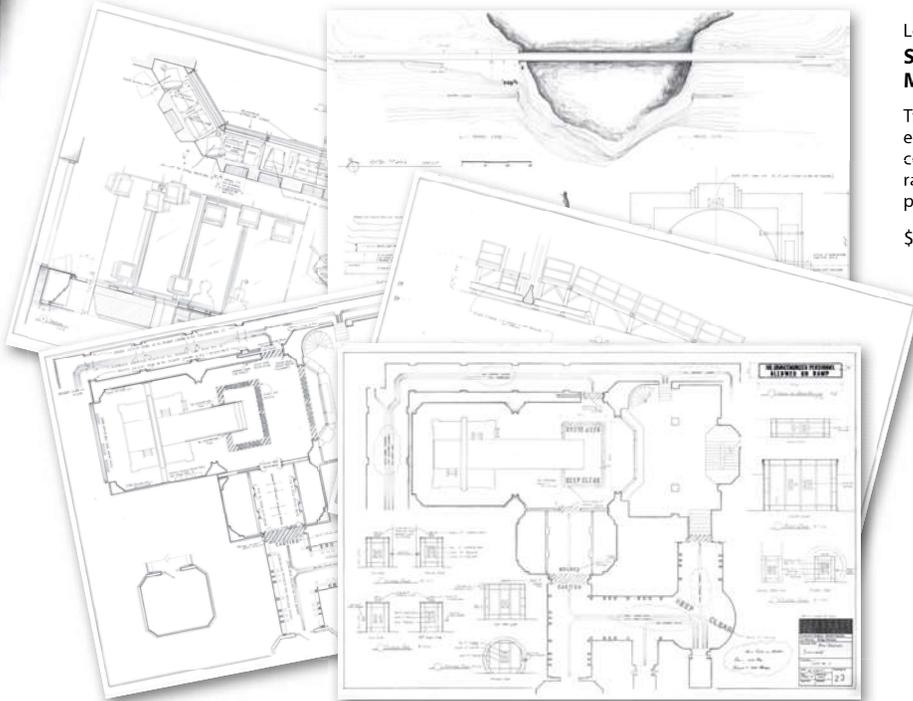
A recessed version of the Dial Home Device, created for the SG-1 pilot. This is a pencil on vellum sketch which measures 17in x 22in.

\$ 200 - \$ 300



PRODUCTION ART

50

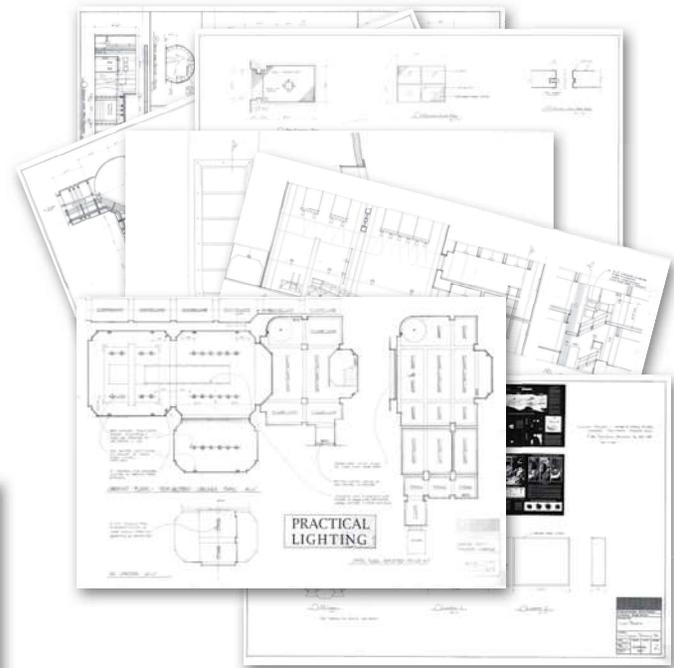


Lot 07

STARGATE COMMAND SILO COMPLEX MASTER PLANS

Twenty-one vellum pages of plans for various elements from Stargate Command, including the corridors, blast doors, and Embarkation Room ramp. Measures 24in x 36in. (Not all pages are previewed)

\$ 300 - \$ 400



Lot 09

STARGATE COMMAND SILO COMPLEX TUNNEL AND LIGHTING PLANS

Seven plans on vellum of the SGC missile silo, tunnels and light boxes. Measures 24in x 36in.

\$ 200 - \$ 300

Lot 08

STARGATE COMMAND SILO SCHEMATIC

An original pencil on vellum concept sketch of the corridors and Stargate from Cheyenne Mountain in SG-1. This silo was the setting for the entire series. Artwork measures 18in x 24in.

\$ 100 - \$ 200



LOTS 007 - 009

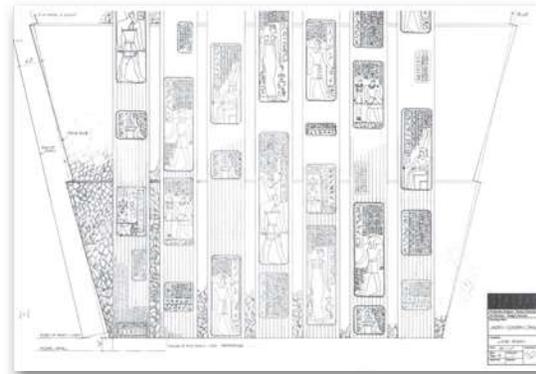
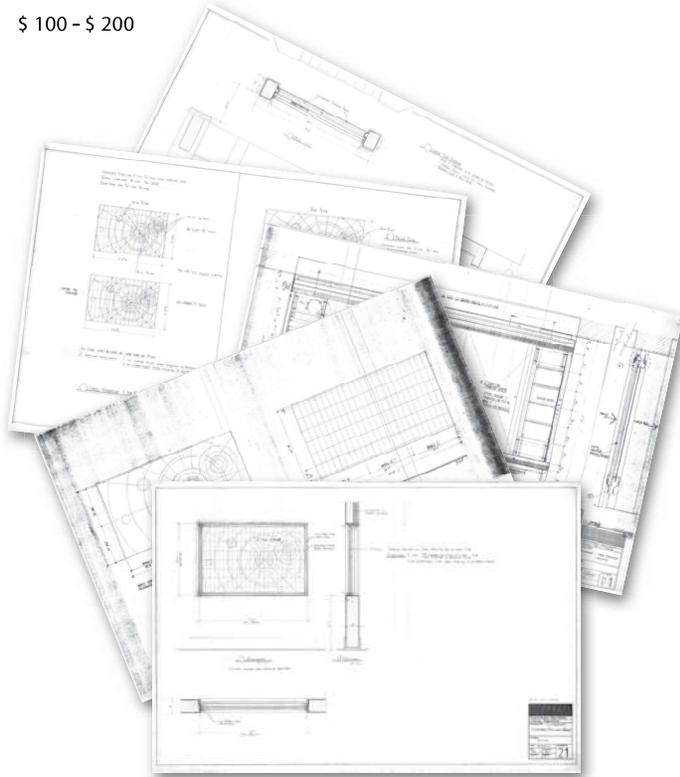
PRODUCTION ART

Lot 10

SG-1 STAR MAP SCHEMATICS

Ten pages of schematics for the SGC star map, designed for SG-1. This star map was based on the design from the feature. Seven are prints on paper and three are pencil on vellum. All measure 24in x 36in. (Not all pages are previewed)

\$ 100 - \$ 200



Lot 11

"CHILDREN OF THE GODS" HIEROGLYPHICS CONCEPT ART

A pencil on vellum sketch of the Abydonian map room from the SG-1 pilot, "Children of the Gods". Measures 24in x 36in.

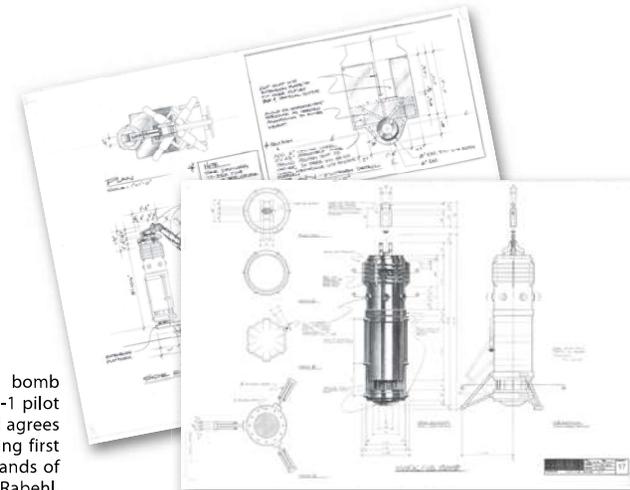
\$ 100 - \$ 200

Lot 12

"CHILDREN OF THE GODS" BOMB CONCEPT ART

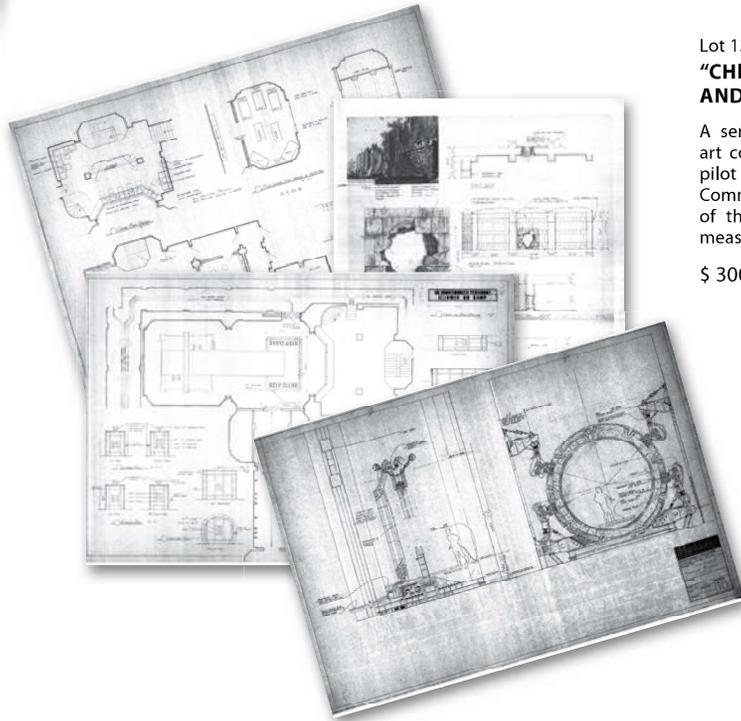
Two pencil on vellum sketches of the bomb which was nearly sent to Abydos in the SG-1 pilot episode, "Children of the Gods". Jack O'Neill agrees to tell the truth about what happened during first Abydos mission to spare the lives of thousands of innocent Abydonians. Sketches are by Ken Rabehl, and measure 17in x 22in and 24in x 36in.

\$ 100 - \$ 200



PRODUCTION ART

52

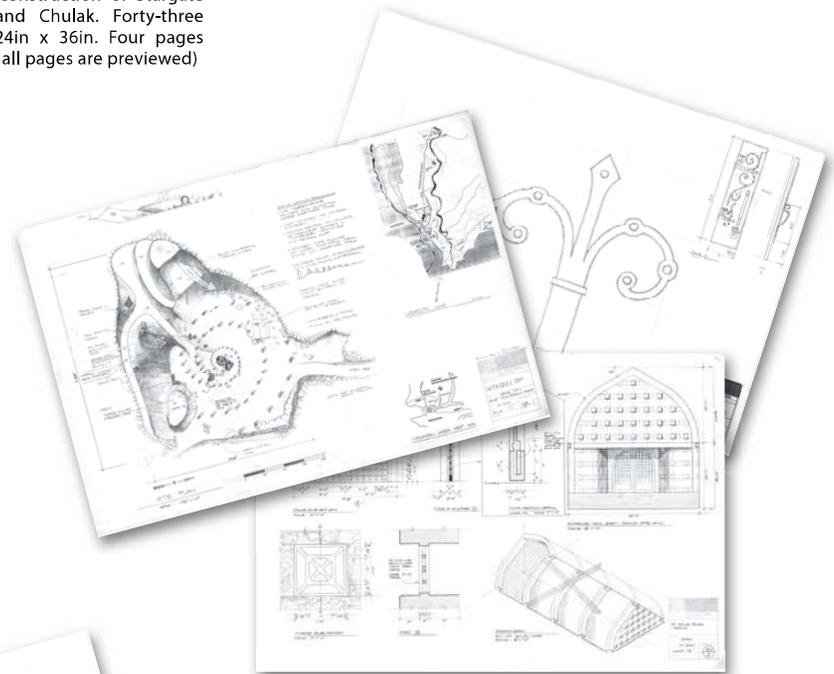


Lot 13

"CHILDREN OF THE GODS" SET PLANS AND CONCEPT ART BLUEPRINTS

A series of 47 pages of blueprints and concept art concerning every aspect of the Stargate SG-1 pilot episode, from the construction of Stargate Command to Abydos and Chulak. Forty-three of the pages measure 24in x 36in. Four pages measure 18in x 24in. (Not all pages are previewed)

\$ 300 - \$ 400



Lot 14

MAP ROOM AND GATE COORDINATES CONCEPT ART

Two sketches from "Children of the Gods" for the Abydonian map room and the Stargate coordinates to various worlds visited in the pilot. These pencil on vellum pieces are by Michael Wong, and measure 11in x 17in and 17in x 22in.

\$ 200 - \$ 300



Lot 15

ABYDOS AND CHULAK SCHEMATICS AND CONCEPT ART

Twenty-five pages of blueprints depicting the design specifications for various facets of Abydos and Chulak in the SG-1 pilot episode. This lot includes the various locations within Chulak and Abydos as well as individual set pieces, such as braziers, doors and light fixtures. These pencil on vellum pages measure 24in x 36in. (Not all pages are previewed)

\$ 200 - \$ 300

LOTS 013 - 015

Lot 16

CHULAK CONCEPT ART FROM "CHILDREN OF THE GODS"

Two pencil on vellum concepts by Ken Rabehl depicting Chulak City from the SG-1 pilot, "Children of the Gods". These pieces of art were used in the construction of a matte painting which was seen throughout the earlier seasons. Art measures 13.5in x 17.5in and 17in x 22in.

\$ 200 - \$ 300



Lot 17

CHULAK MOUNTAIN TOP CONCEPT ART

A pencil on vellum sketch of a setting for the Chulak Stargate from the SG-1 pilot. This location eventually appeared closer to the ground than is depicted here. Sketch is by Ken Rabehl and measures 11in x 17in.

\$ 100 - \$ 200

Lot 18

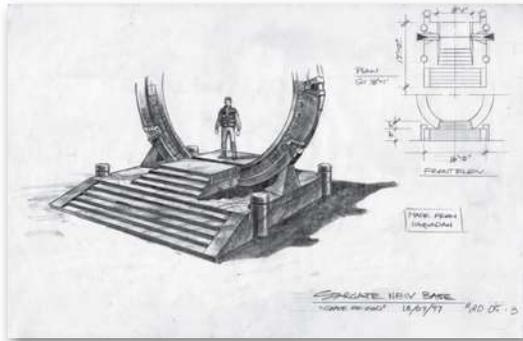
ABYDOS GATE ROOM CONCEPT ART

Two original pencil on vellum sketches by Michael Wong revealing the Abydonian gate room before and after Apophis's attack in the SG-1 pilot. Searching the galaxy for a new queen, Apophis comes to Abydos and takes Sha're as a potential host. Both sheets measure 11in x 17in.

\$ 100 - \$ 200



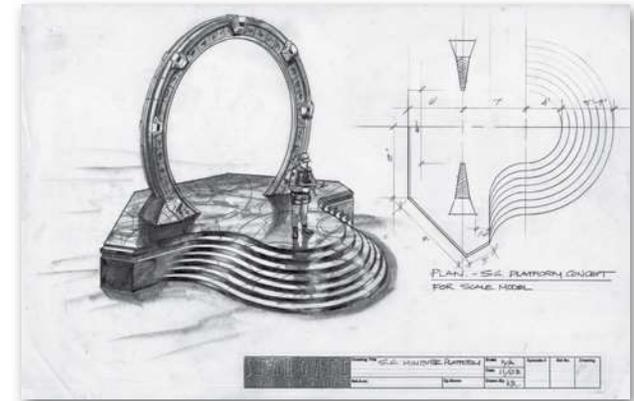
PRODUCTION ART



Lot 19
ALIEN STARGATE CONCEPT ART

An original sketch of the alien gate room from the SG-1 Season One episode, "There But For the Grace of God". Daniel touches a quantum mirror on this world and finds himself returning to an Earth that is not his own. This is a pencil sketch on vellum, and measures 11in x 17in.

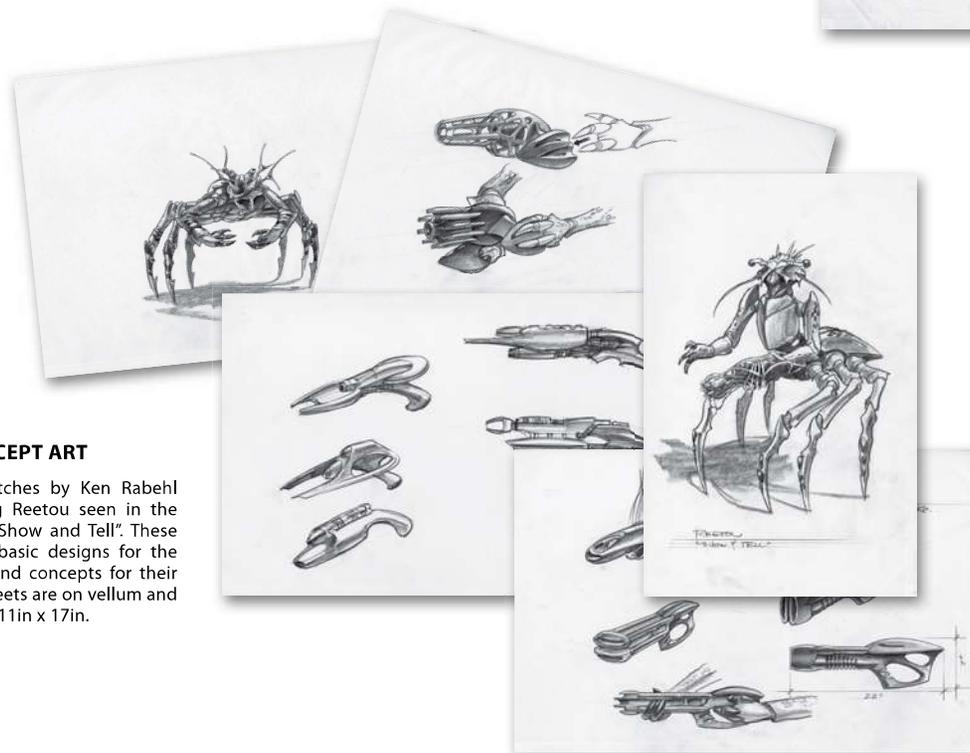
\$ 100 - \$ 200



Lot 21
STARGATE PLATFORM CONCEPT DRAWING

Ken Rabehl's concept of a potential design for a Stargate platform for SG-1. This pencil on vellum sketch measures 11in x 17in.

\$ 100 - \$ 200



Lot 20
REETOU WARRIOR CONCEPT ART

A series of five pencil sketches by Ken Rabehl revealing the phase-shifting Reetou seen in the SG-1 Season Two episode, "Show and Tell". These sketches include both the basic designs for the appearance of the Reetou and concepts for their destructive weapon. Four sheets are on vellum and one is on paper. All measure 11in x 17in.

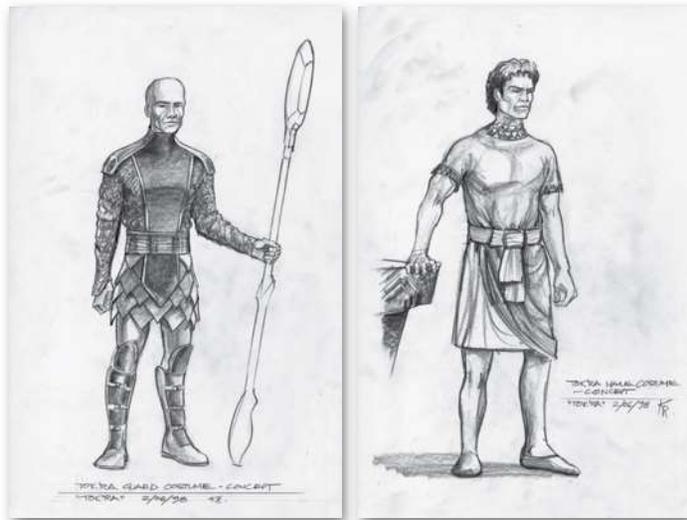
\$ 100 - \$ 200

Lot 22

TOK'RA COSTUME CONCEPT ART

Two Tok'ra guard costume pencil sketches on vellum by artist Ken Rabehl, made for SG-1. The Tok'ra were introduced to the show's mythology in the Season Two episode "In the Line of Duty", but their society was not seen until "The Tok'ra, Part 1". Both sheets measure 11in x 17in.

\$ 100 - \$ 200

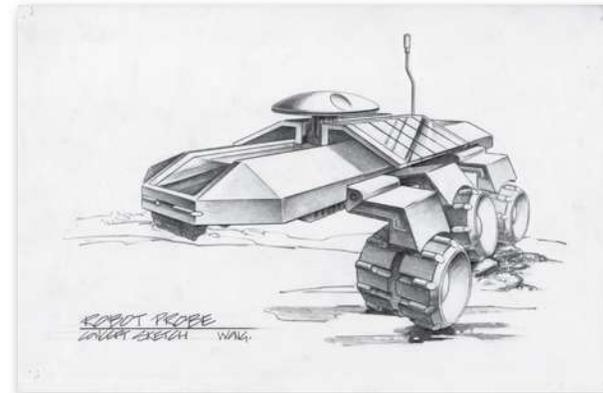


Lot 23

MALP CONCEPT DRAWING

A pencil on vellum sketch of a robot probe by Michael Wong. This vehicle is similar in design to the F.R.E.D. which was introduced in the pilot. Measures 11in x 17in.

\$ 100 - \$ 200

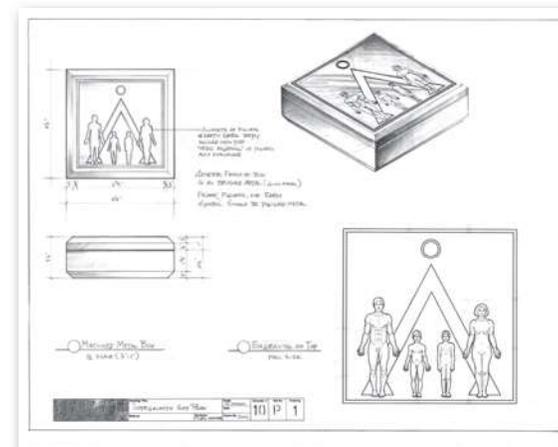


Lot 24

SAGAN INSTITUTE BOX CONCEPT DRAWING

The Sagan Institute box, developed by Stargate Command as a gift of friendship to other races, including the Asgard. This sketch is pencil on vellum and measures 17in x 22in.

\$ 100 - \$ 200



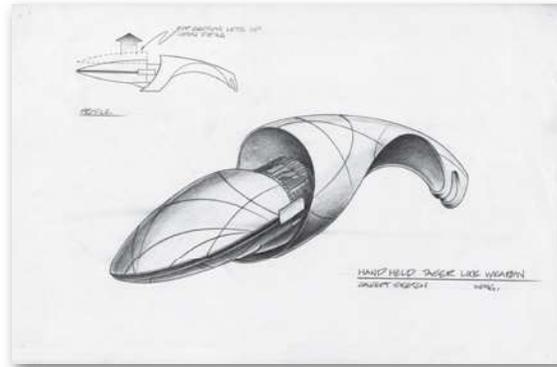
PRODUCTION ART

Lot 25

EARLY ZAT'NI'KATEL CONCEPT ART

An original vellum pencil sketch of a pistol variant Goa'uld staff weapon. This version never appeared on screen, but is believed to have been an early concept for the Zat'ni'katel introduced at the end of SG-1 Season One. This design is by artist Michael Wong, and measures 11in x 17in.

\$ 100 - \$ 200

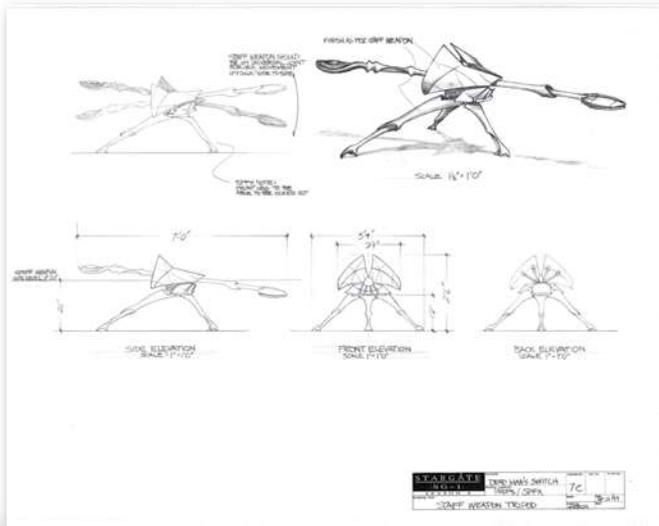
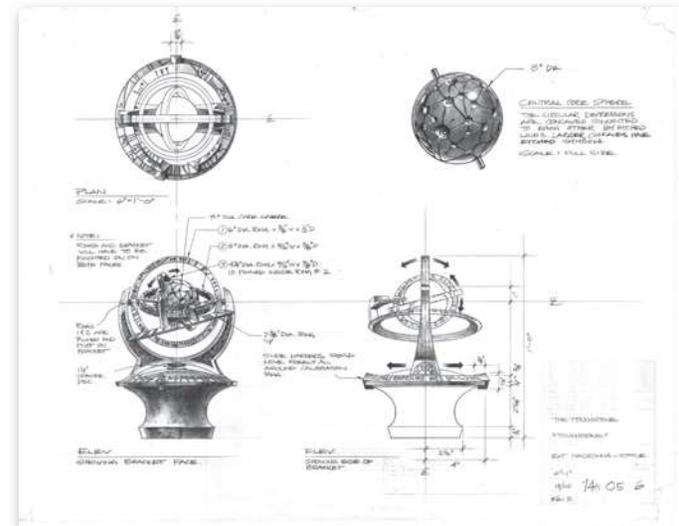


Lot 27

TOUCHSTONE DEVICE CONCEPT DRAWING

Ken Rabehl's pencil on vellum concept drawing for the Madronan Touchstone, as seen in the SG-1 Season Two episode, "Touchstone". This weather control device was stolen by Harry Maybourne's Rogue NID operation, which caused the planet's tranquil climate to transform into a blizzard. This sketch measures 17in x 22in.

\$ 100 - \$ 200



Lot 26

GOA'ULD STAFF CANNON CONCEPT ART

A sketch by Harron depicting a modified Goa'uld staff cannon from the SG-1 Season Three episode, "Deadman Switch". Sketch is pencil on vellum and measures 17in x 22in.

\$ 100 - \$ 200

PRODUCTION ART



Lot 31

GOA'ULD DEATH GLIDER CONCEPT ART

Seven sketches by Ken Rabehl depicting the death glider in detail. Created for the SG-1 Season One episode "Within the Serpent's Grasp". These laser prints are on vellum. Two measure 18in x 24in. Five measure 24in x 36in.

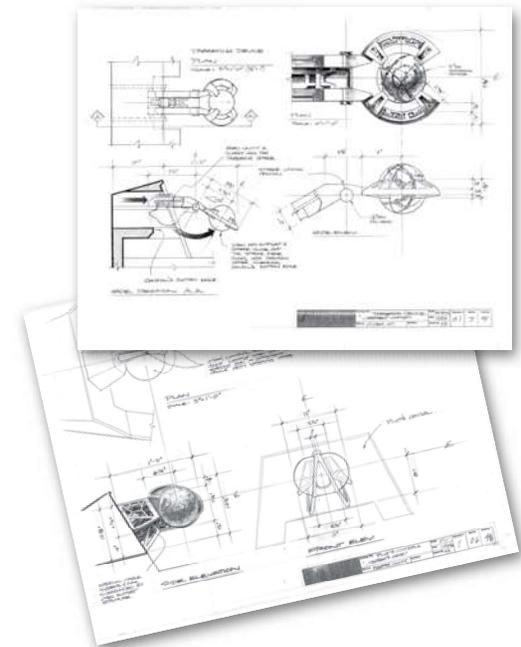
\$ 300 - \$ 400

Lot 33

GOA'ULD DEATH GLIDER CONTROLS CONCEPT ART

The targeting and pilot controls of a Goa'uld death glider as envisioned by Ken Rabehl, created for the SG-1 Season One finale, "Within the Serpent's Grasp". These pilot controls were eventually used in the Goa'uld cargo ship. These two pencil on vellum pages measure 17in x 22in.

\$ 100 - \$ 200



Lot 32

GOA'ULD DEATH GLIDER COMPONENT CONCEPT ART

A set of three original concept art sketches on vellum revealing death glider technology, including a communicator worn on the jaw bone, a death glider steering column and a safety restraint. These concept art pieces were created for the Season Two premiere, "The Serpent's Lair", by Ken Rabehl. All measure 11in x 17in.

\$ 200 - \$ 300

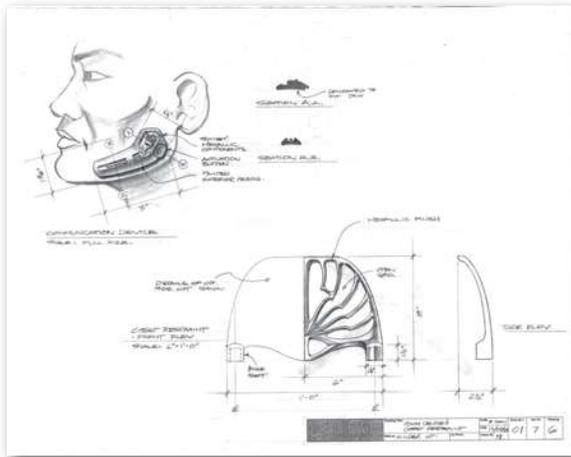


Lot 34

DEATH GLIDER EQUIPMENT CONCEPT DRAWINGS

Sketches by Ken Rabehl detailing the death glider communication device as well as a chest restraint from the SG-1 Season Two episode, "The Serpent's Lair". Sketches are pencil on vellum and measure 17in x 22in.

\$ 100 - \$ 200

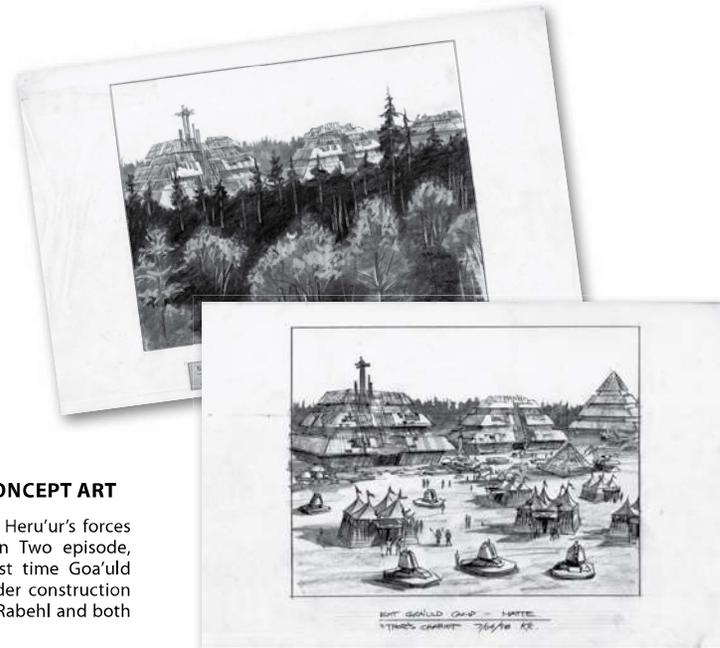


Lot 35

GOA'ULD PYRAMID SHIP AND MINE CONCEPT ART

A pencil concept on vellum featuring the naquadah mines and pyramid ship of Pyrus the God slayer from the SG-1 Season Two episode, "Need". SG-1 visits this world and becomes enslaved in the naquadah mines while Daniel is courted by Pyrus's daughter.

\$ 100 - \$ 200



Lot 36

GOA'ULD PYRAMID SHIPS CONCEPT ART

Two pencil sketches on vellum of Heru'ur's forces on Cimmeria in the SG-1 Season Two episode, "Thor's Chariot". This was the first time Goa'uld pyramid ships had been seen under construction in the series. Sketches are by Ken Rabehl and both measure 11in x 17in.

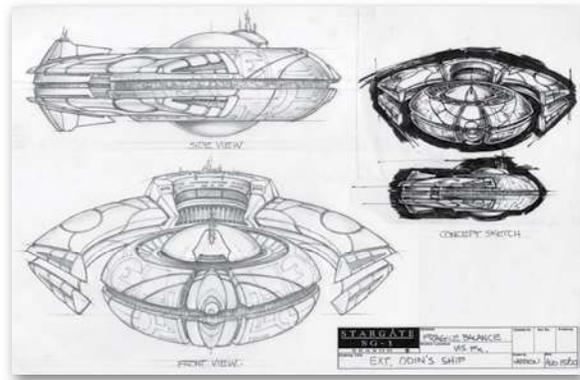
\$ 100 - \$ 200

Lot 39

ODIN'S SHIP CONCEPT DRAWING

A pencil and ink sketch of a new class of Asgard ship, made for the SG-1 Season Seven episode "Fragile Balance". This ship design was not the version of the Asgard science vessel which eventually appeared on screen. Measures 11in x 17in.

\$ 100 - \$ 200

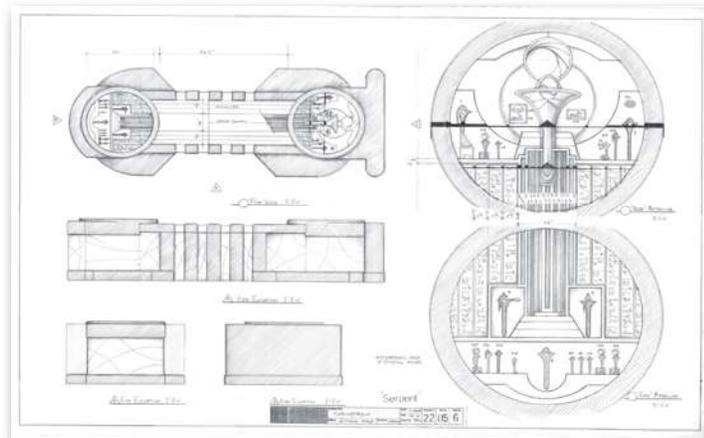
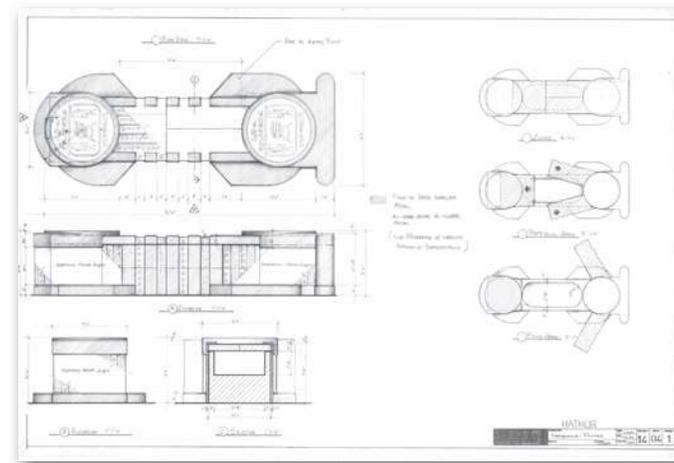


Lot 40

SARCOPHOGUS SCHEMATIC FROM "HATHOR"

A concept sketch of the sarcophagus from SG-1's Season One episode, "Hathor". The sarcophagus was a device originally created for the feature film which regenerated the body of anyone placed inside. This pencil on vellum sketch measures 24in x 36in.

\$ 100 - \$ 200



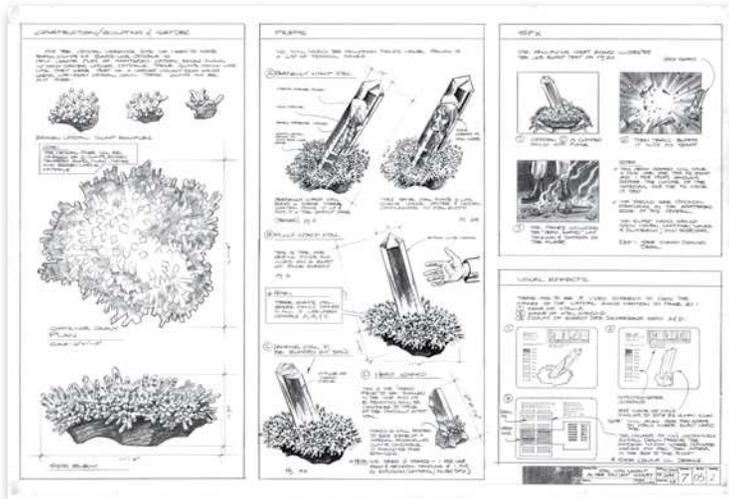
Lot 41

SARCOPHOGUS SCHEMATIC FROM "WITHIN THE SERPENT'S GRASP"

Pencil on vellum sketch of the alterations to the Goa'uld sarcophagus introduced in SG-1's "Hathor". These designs were made to make changes to the Egyptian markings on the sarcophagus so that it belonged to Klorel. Measures 24in x 36in.

\$ 100 - \$ 200

PRODUCTION ART



Lot 42
UNITY CRYSTAL CONCEPT DRAWING

A pencil on vellum sketch of the Unity crystals from the SG-1 Season One episode "Cold Lazarus", by Ken Rabehl. The crystal Unity were destroyed by a Goa'uld invasion force, but one survived on the planet and told its story to SG-1. Sketch measures 24in x 36in.

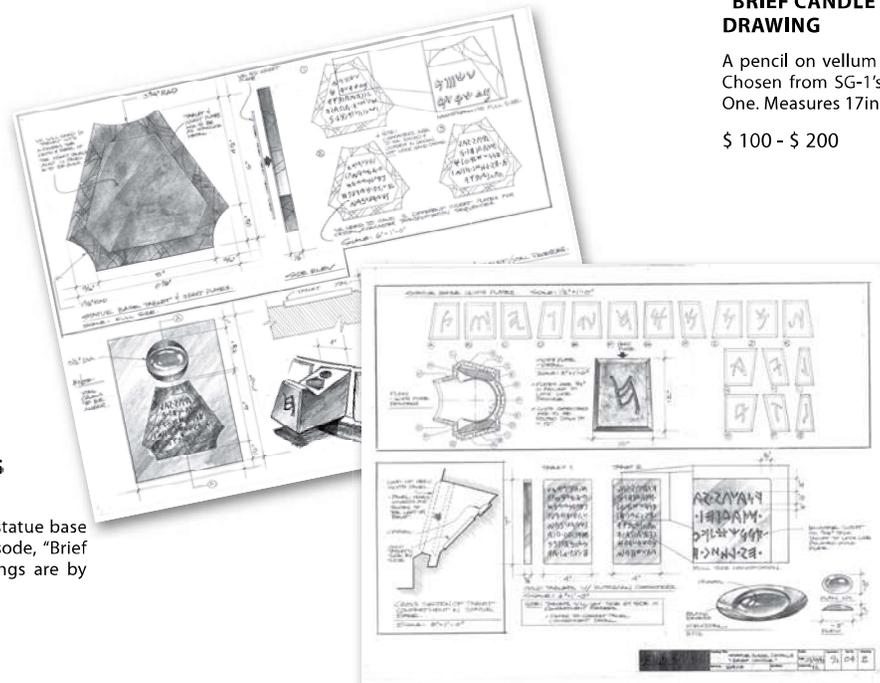
\$ 100 - \$ 200



Lot 44
"BRIEF CANDLE" TEMPLE CONCEPT DRAWING

A pencil on vellum depiction of the temple of the Chosen from SG-1's "Brief Candle", seen in Season One. Measures 17in x 22in.

\$ 100 - \$ 200



Lot 43
"BRIEF CANDLE" STATUE DETAILS CONCEPT ART

The Goa'uld tablet device and Pelops's statue base details from the SG-1 Season One episode, "Brief Candle". These pencil on vellum drawings are by Ken Rabehl and measure 17in x 22in.

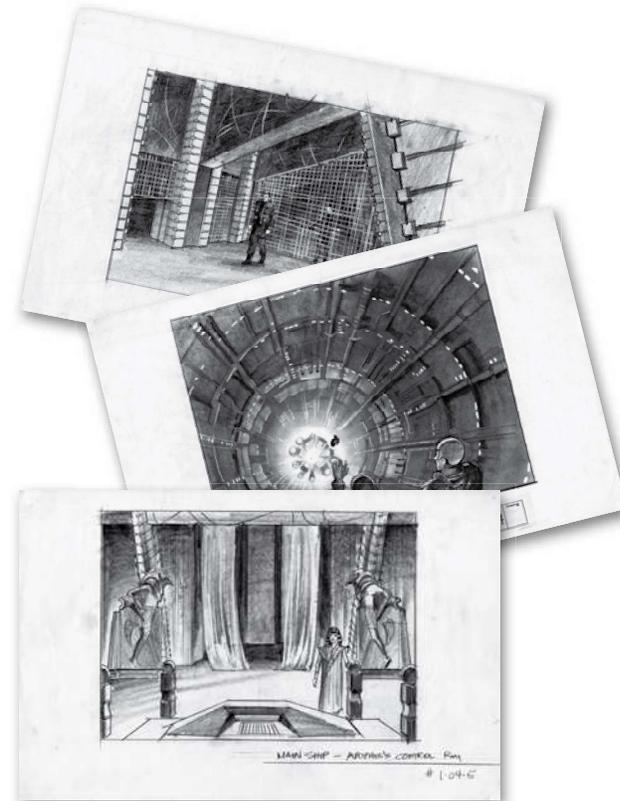
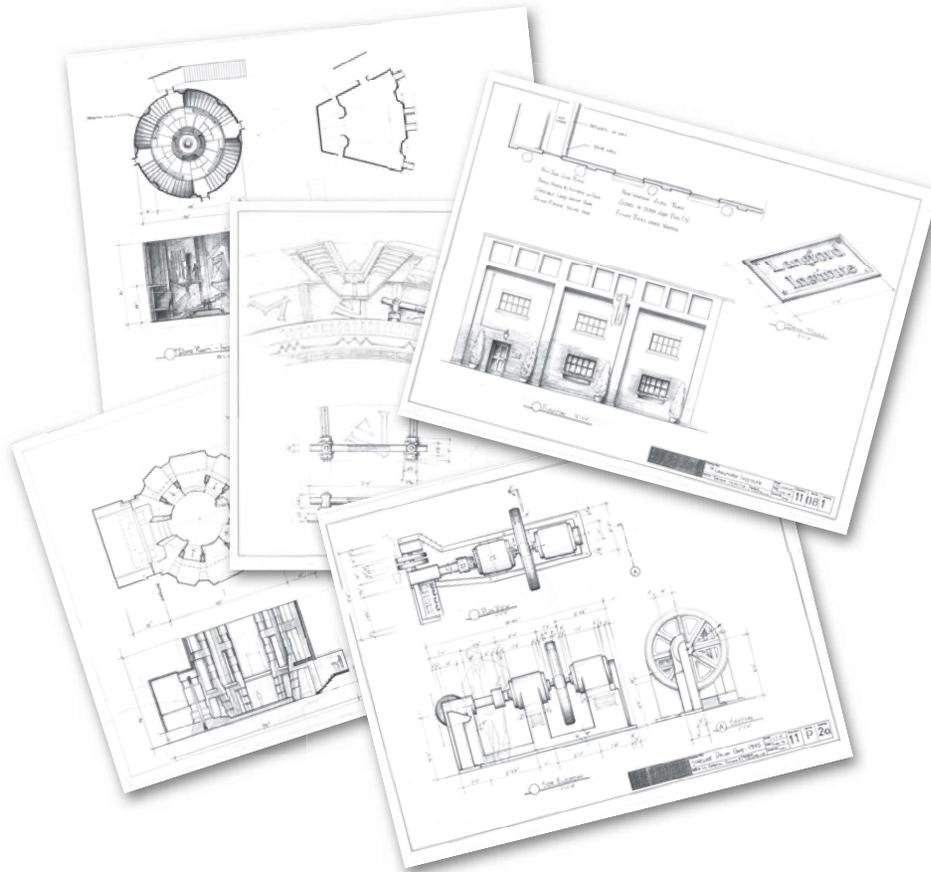
\$ 100 - \$ 200

Lot 45

"THE TORMENT OF TANTALUS" CONCEPT ART

Five sketches from SG-1 Season One's "The Torment of Tantalus", including the handles to manually turn the Stargate and set designs for both Heliopolis and the Langford Institute. Sketches are pencil on vellum. Four measure 17in x 22in and one measures 18in x 24in.

\$ 100 - \$ 200



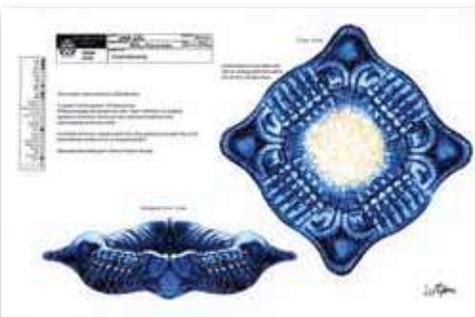
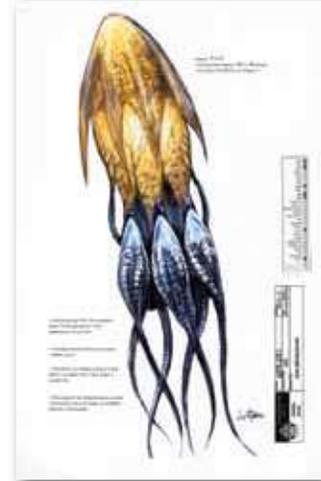
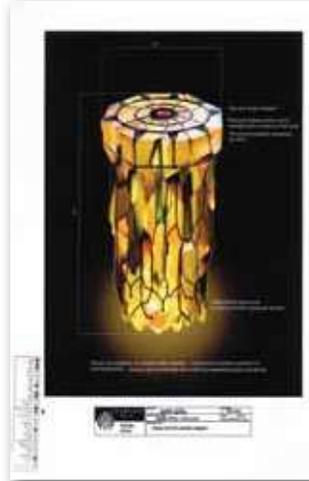
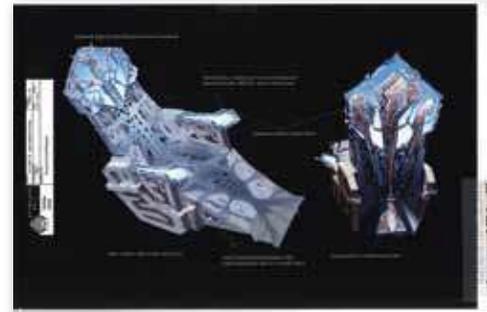
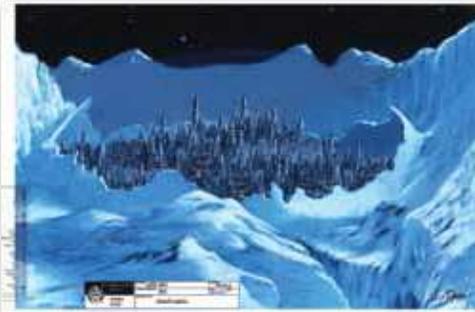
Lot 46

"THE SERPENT'S LAIR" SHIP INTERIOR CONCEPT ART

Ken Rabehl's three pencil on vellum sketches of Klorel's mothership from SG-1 Season Two's "The Serpent's Lair". This episode was the season premiere and the finale to the first SG-1 cliffhanger. All pages measure 11in x 17in.

\$ 300 - \$ 400

PRODUCTION ART



Lot 47

"LOST CITY" CONCEPT ART COLLECTION

Nine color prints of concept art by James CD Robbins depicting the Ancient drone weapon, Super Soldiers, the Ancient chair, a Zero Point Module, and the city of Atlantis as it was meant to be revealed originally in the SG-1 Season Seven episode, "Lost City". When SG-1 was green-lit for an eighth season the setting for Atlantis changed from Antarctica to the distant Pegasus Galaxy. Prints are 11in x 17in.

\$ 200 - \$ 300

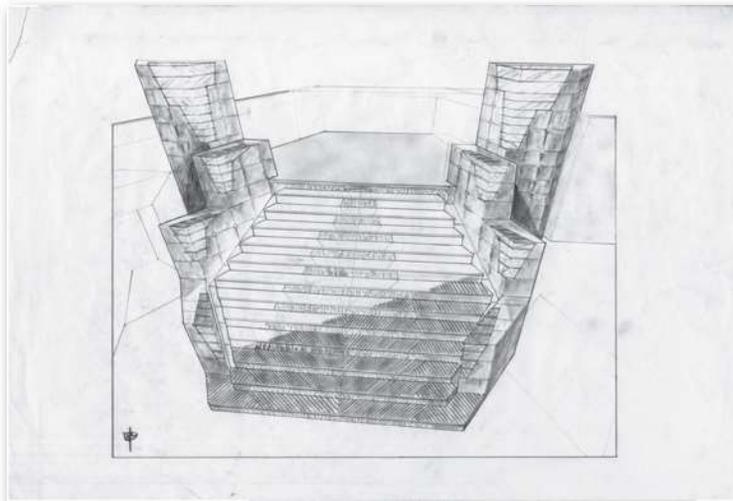
LOT 047

Lot 48

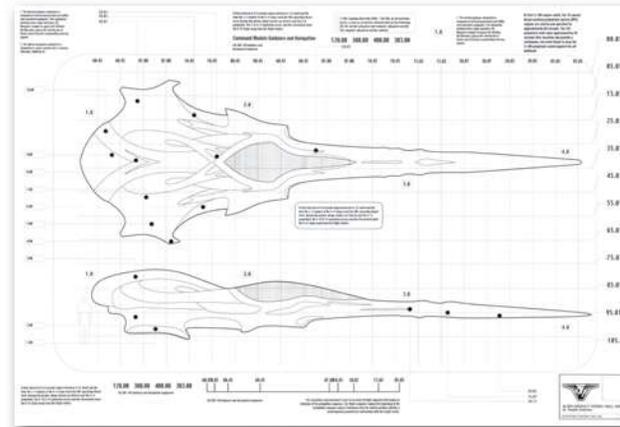
ATLANTIS BASE STAIRWAY CONCEPT DRAWING

A pencil on vellum sketch of the grand staircase from the city of Atlantis, introduced in the pilot episode, "Rising". The grand staircase included a poem in Ancient, meant to be the first thing travelers from other worlds would see upon arriving. Measures 17in x 22in.

\$ 200 - \$ 300



48



Lot 49

ZELENKA'S WRAITH DART SCHEMATIC

Concept art for Radek Zelenka's design schematic of a Wraith dart, created for Stargate Atlantis. As the chief antagonist of the Atlantis expedition, the Wraith often sent darts after recon teams, and it was the job of people like Zelenka to know the ins and outs of these darts. This laser print measures 24in x 36in.

\$ 100 - \$ 200

Lot 50

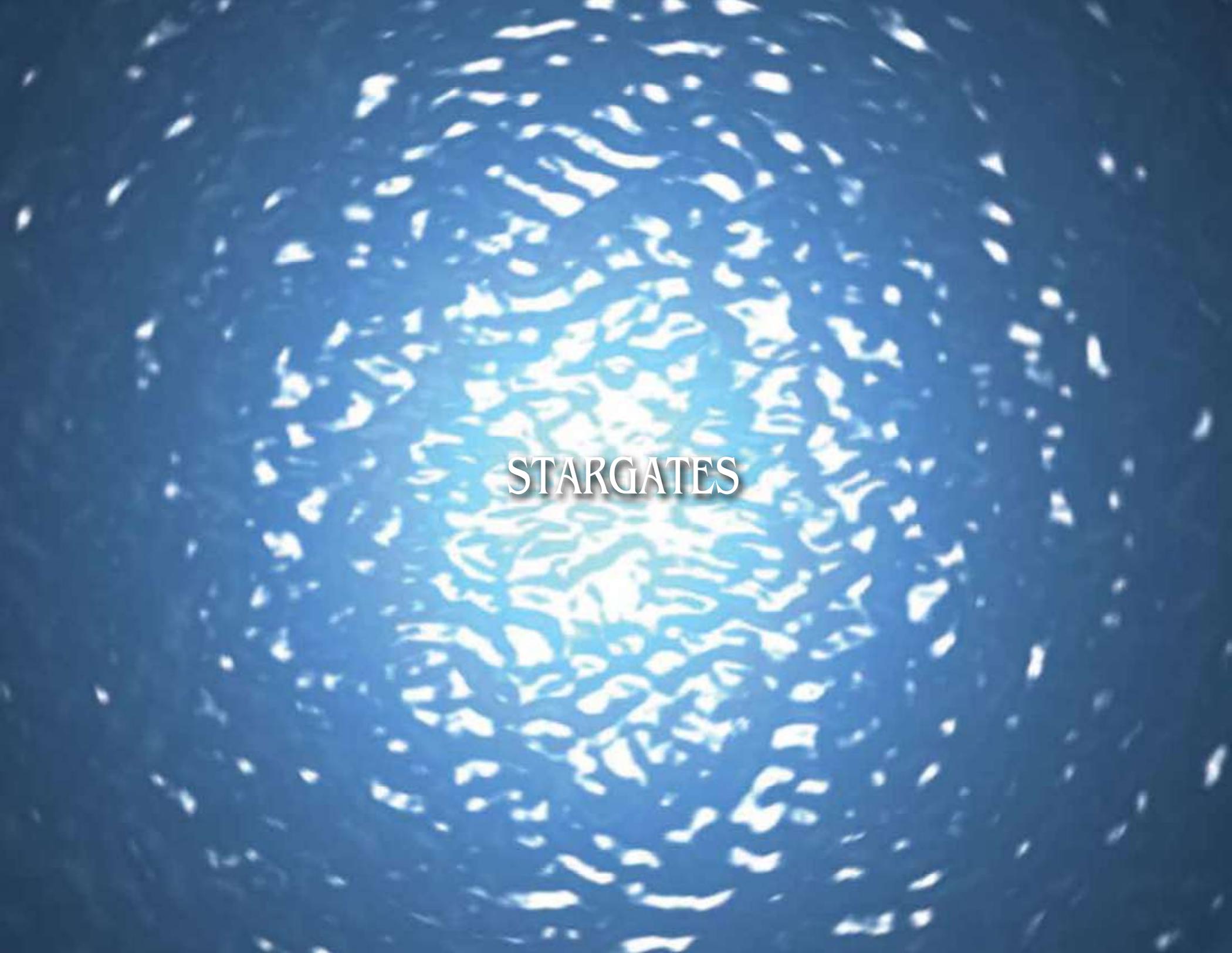
"THE BROTHERHOOD" CONCEPT ART WITH ZPM

A concept sketch of a member of the Quindosim carrying the Potentia, a Zero Point Module they secured for the Ancients in the Atlantis Season One episode, "The Brotherhood". This pencil on vellum sketch measures 17in x 22in.

\$ 100 - \$ 200







STARGATES

Lot 51

SG-1 TRAVEL STARGATE

The iconic travel Stargate, used during location shooting of SG-1. This gate represented the local Stargate for literally countless worlds through the course of the series, from Abydos in Season One's "Children of the Gods" to Praxion in "Stargate: Continuum". This gate also appears in Season Two of Universe. Stargate is made of fiberglass and is mounted on a welded steel frame, and features working lights behind the chevrons. This auction includes two metal stands. One stand rests the Stargate directly on the ground, and the other places the gate 20 inches from the ground. Stargate itself measures 264ft in diameter. Stone pedestal and Dial Home Device are not included.

\$ 80,000 - \$ 100,000

ATLANTIS GATE ROOM STARGATE



Lot 52

ATLANTIS GATE ROOM STARGATE SEGMENT

Segment of the hero Atlantis Gate Room Stargate, featured in nearly every episode of Atlantis. This segment features a chevron at the top, and is capped with panels on each end to create an attractive display piece. The evolved "digital" nature of this Stargate precluded the need for a spinning inner track. Instead, the glyphs were portrayed with LEDs. The sides of the gate are made of vacuum-formed plastic and the bottom edges are molded rubber. The frame of the chevron is plastic, the chevron lenses are sheet plastic, and the front lens is clear and backed with blue diffusion paper. The front chevron, V, and three constellations light up when the prop is plugged in. Production has added a .75in sheet of black plywood on each end to provide legs for a display. Segment measures 71in x 19in x 39.5in.

\$ 8,000 - \$ 10,000

ATLANTIS GATE ROOM STARGATE



70

Lot 53

ATLANTIS GATE ROOM STARGATE SEGMENT

Lower left hand segment of the hero Atlantis Gate Room Stargate, featured in nearly every episode of Atlantis. This segment features a chevron at the top, and is capped with panels on each end to create an attractive display piece. The evolved "digital" nature of this Stargate precluded the need for a spinning inner track. Instead, the glyphs were portrayed with LEDs. The sides of the gate are made of vacuum-formed plastic and the bottom edges are molded rubber. The frame of the chevron is plastic, the chevron lenses are sheet plastic, and the front lens is clear and backed with blue diffusion paper. The front chevron, V, and three constellations light up when the prop is plugged in. Production has added a .75in sheet of black plywood on each end to provide legs for a display. The left-most segment is missing from where the Stargate met the floor. Segment measures 71.75in x 19in x 39in.

\$ 8,000 - \$ 10,000

LOT 053

ATLANTIS GATE ROOM STARGATE



Lot 54

ATLANTIS GATE ROOM STARGATE SEGMENT

Lower right hand segment of the hero Atlantis Gate Room Stargate, featured in nearly every episode of Atlantis. This segment features a chevron at the top, and is capped with panels on each end to create an attractive display piece. The evolved "digital" nature of this Stargate precluded the need for a spinning inner track. Instead, the glyphs were portrayed with LEDs. The sides of the gate are made of vacuum-formed plastic and the bottom edges are molded rubber. The frame of the chevron is plastic, the chevron lenses are sheet plastic, and the front lens is clear wand backed with blue diffusion paper. The front chevron, V, and three constellations light up when the prop is plugged in. Production has added a .75in sheet of black plywood on each end to provide legs for a display. The right-most segment is missing from where the Stargate met the floor. Segment measures 72in x 19in x 38.5in.

\$ 8,000 - \$ 10,000





COSTUMES

COSTUMES: JACK O'NEILL



Lot 55
O'NEILL'S DRESS BLUES
Military uniform worn by Jack O'Neill in SG-1. Shirt size 17x37. Pants size 42L.

\$ 300 - \$ 400



Lot 56
O'NEILL'S GREEN BDU FROM SEASON SIX
Green military uniform worn by Jack O'Neill in SG-1. Includes SG-1 team and Earth patches. No size available.

\$ 400 - \$ 600



Lot 57
O'NEILL'S GREEN BDU FROM SEASON EIGHT
Green military uniform worn by Jack O'Neill in Season Eight of SG-1. Includes SG-1 team and Earth patches. No size available.

\$ 400 - \$ 600



Lot 58
O'NEILL'S GREEN BDU FROM SEASON TEN
Green BDU uniform worn by Jack O'Neill in Season Ten of SG-1. Includes SG-1 team and Earth patches. No size available for costume. Boots size 12.

\$ 500 - \$ 700

COSTUMES: JACK O'NEILL



Lot 59
O'NEILL'S OFF-DUTY COSTUME

Costume worn by Jack O'Neill in SG-1. Shirt size XL.
No size available for pants.

\$ 300 - \$ 400



Lot 60
O'NEILL'S BLACK UNIFORM

Black military uniform worn by Jack O'Neill in SG-1. Includes SG-1 team, Earth and Air Force patches. No size available for jacket or pants. T-shirt size XL.

\$ 600 - \$ 800



Lot 61
O'NEILL'S TAN CAMO BDU

Tan military uniform worn by Jack O'Neill in SG-1. Includes SG-1 team, Air Force and Earth patches. Pants also worn by Mitchell. No size available for jacket or pants. T-shirt size M.

\$ 600 - \$ 800



Lot 62
YOUNG JACK'S BDU FROM "FRAGILE BALANCE"

Green military blouse and pants worn by Young Jack O'Neill in the SG-1 Season Seven episode "Fragile Balance". Includes SG-1 and Earth patches. No size available.

\$ 300 - \$ 400

COSTUMES: JACK O'NEILL - CAMERON MITCHELL



Lot 63
MITCHELL'S AIR FORCE SWEATSHIRT

Air Force sweatshirt worn by Cameron Mitchell in SG-1. Size L.

\$ 200 - \$ 300

Lot 64
MITCHELL'S LEATHER FLIGHT JACKET

Zip-front, leather jacket worn by Cameron Mitchell in SG-1. Size 42.

\$ 600 - \$ 800

Lot 65
MITCHELL'S GREEN BDU

Green uniform worn by Cameron Mitchell in SG-1. Includes SG-1 team, Air Force and Earth patches. No size for uniform. Cap size 7.5. T-shirt size 18/L.

\$ 400 - \$ 600

Lot 66
MITCHELL'S GREEN UNIFORM

Green uniform worn by Cameron Mitchell in SG-1. No size for uniform. Cap size 7.5. T-shirt size 18/L.

\$ 400 - \$ 600

COSTUMES: CAMERON MITCHELL



Lot 67
MITCHELL'S GREEN FLIGHT SUIT

Green zip-front jumpsuit worn by Cameron Mitchell in SG-1. Includes "114 FS" patch, "173 Fighter Wing" patch and colonel rank patches. Size 42 Regular.

\$ 400 - \$ 600



Lot 68
MITCHELL'S GREEN BDU FROM "ORIGIN"

Green military uniform worn by Cameron Mitchell in the SG-1 Season Nine episode, "Origin". Includes SG-1 team, Air Force and Earth patches. No size for uniform. T-shirt size 18/L.

\$ 400 - \$ 600



Lot 69
MITCHELL'S BDU FROM "EX DEUS MACHINA"

Blue military uniform worn by Cameron Mitchell in the SG-1 Season Nine episode, "Ex Deus Machina". Includes SG-1 team and Earth patches. No size available for shirt or pants. T-shirt size 18/L.

\$ 400 - \$ 600



Lot 70
MITCHELL'S BLUE BDU FROM "ORIGIN"

Blue military uniform worn by Cameron Mitchell in the SG-1 Season Nine episode, "Origin". Includes SG-1 team and Earth patches. No size available.

\$ 400 - \$ 600

COSTUMES: CAMERON MITCHELL



Lot 71
MITCHELL'S TAN CAMO BDU FROM SEASON NINE

Tan military uniform worn by Cameron Mitchell in Season Nine of SG-1. Includes SG-1 team and Earth patches. No size for uniform. T-shirt size 18/L.

\$ 400 - \$ 600



Lot 72
MITCHELL'S TAN CAMO UNIFORM FROM SEASON NINE

Tan military uniform worn by Cameron Mitchell in SG-1. Includes SG-1 team and Earth patches. No size for uniform. T-shirt size 18/L.

\$ 400 - \$ 600



Lot 73
MITCHELL'S BDU FROM "THE SHROUD"

Black military uniform worn by Cameron Mitchell in the SG-1 Season Ten episode "The Shroud". Includes SG-1 team, Air Force and Earth patches. No size for jacket or pants. T-shirt size 18/L.

\$ 400 - \$ 600



Lot 74
MITCHELL'S TACTICAL VEST

Tactical vest worn by Cameron Mitchell in SG-1. Features a zipper front with lace-up sides, six belly pockets, two chest pockets and a shoulder pocket, all with Velcro closures. Includes adjustable belt, tactical holster, rubber diving knife and a P90 shoulder sling. Manufactured by Blackhawk. No size information available.

\$ 400 - \$ 600

COSTUMES: CAMERON MITCHELL - DANIEL JACKSON



Lot 75
MITCHELL'S FLIGHT JACKET
Green flight jacket worn by Cameron Mitchell on SG-1. Size L.
\$ 300 - \$ 400



Lot 76
MITCHELL'S HAZMAT JUMPSUIT
Hazmat jumpsuit worn by Cameron Mitchell in SG-1 episodes "The Fourth Horseman" and "Ripple Effect". Suit size 42. T-shirt size S/P.
\$ 200 - \$ 300



Lot 77
MITCHELL'S SODAN COSTUME FROM "BABYLON"
Sodan battle armor worn by Cameron Mitchell when he fights Jolan to the "death" in the SG-1 Season Nine episode "Babylon". Includes copper chest and back armor, gauntlets, greaves, vest, pants and belt. Pants size 36.
\$ 500 - \$ 700



Lot 78
DANIEL'S VILLAGER COSTUME FROM "THE ARK OF TRUTH"
Costume worn by Daniel Jackson in the Ori village scene in the direct-to-DVD feature, "Stargate: The Ark of Truth". No size available.
\$ 300 - \$ 400

COSTUMES: DANIEL JACKSON



Lot 79
DANIEL'S GREEN BDU FROM "THE ARK OF TRUTH"

Green military uniform worn by Daniel Jackson in "Stargate: The Ark of Truth". Includes SG-1 team, Air Force and Earth patches. No size available.

\$ 400 - \$ 600



Lot 80
DANIEL'S GREEN BDU

Green military uniform worn by Daniel Jackson in SG-1. Includes SG-1 team, Air Force and Earth patches. No size available for uniform. T-shirt size L.

\$ 400 - \$ 600



Lot 81
DANIEL'S GREEN BDU

Green military uniform worn by Daniel Jackson in SG-1. Includes SG-1 team, Air Force and Earth patches. No size available.

\$ 400 - \$ 600



Lot 82
DANIEL'S BLACK BDU FROM "THE ARK OF TRUTH"

Black military uniform worn by Daniel Jackson in "Stargate: The Ark of Truth". Includes SG-1 team, Air Force and Earth patches. No size for uniform. Tank top size Medium.

\$ 400 - \$ 600