



Four Dragons

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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.

Four Dragons Details

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Julian says

Look, the story itself wasn't too bad - quite easily could have been an episode. However, the editing was horrendous and I felt like the author wasn't fully aware of, or really that knowledgeable about, the SG-1 universe and its mythology.

Leilani says

The story centers on team interactions right after Daniel's de-ascension and more background on Lord Yu, one of the most intriguing Goa'uld from the series. Both of these are plots I would have loved to have seen more of on SG1, so I'm glad they were handled so well here. The characterizations were excellent all around, and I'm looking forward to the sequel hinted at on the last page.

Beth - ;) says

I really liked this one. Set during season 7 after Daniel comes back, it involves what was supposed to be an easy mission to a planet with a lot of Chinese ruins on it. Daniel becomes a prisoner of Lord Yu and the others have to rescue him, with much hampering by a Chinese ambassador with secrets of his own. Some very interesting history about Lord Yu, who is of course a Goa'uld but not, it appears, quite like the others.

Rhonda Mason says

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. Not only that, but she nails the voice of the SG-1 franchise. The character dialogue was so spot on that I could hear the actors' voices in my head saying the lines. If you're looking for an authentic SG-1 experience, this book is it!

This is set in the seventh season (a favorite of mine!) in an especially poignant time for team dynamics with Daniel's recent return from Ascension laying the backdrop. The author delves deep into the characters' psyches and really explores the relationship between Daniel and Jack, and the strong emotions Jack has for each of his team members.

She does a great job of balancing edge of your seat action with character-driven storytelling and creates something greater than the sum of its parts. This book is a MUST for any SG-1 fans! Highly recommended.

Jeremy says

Good fun SG1

J. says

After spending more than a decade immersed in another science fiction show's fan universe, I very carefully steered clear of Stargate, even after the original movie rocked my blocks off. But honestly, if any related novel was going to drag me into the Stargate crew, it would be *Four Dragons*. The action is non-stop, the characters (even the non-human ones) come across as vividly real, and the situations painted by Diana Dru Botsford's workmanlike writing are compelling.

So readers of this review understand the situation, I revisited the original movie and watched several episodes suggested by Botsford prior to reading this novel. I certainly wasn't at a total loss while reading, but the intricacies that she doubtless crafted into this work very likely escaped me. More importantly, I never felt lost. The characters, particularly Sam's blissful technobabble, guided me through the plotline's scientific and philosophical depths without missteps. Casual viewers of the series should not consider themselves underqualified to enjoy *Four Dragons*.

In the early days of the seventh season, Daniel has just returned from his ascended state and is determined to resume his place on the SG1 team. But Jack isn't so certain, and he's just as determined to sort out his teammember's status on his own terms. At the site of a new archeological dig, where Ancient writing and early Imperial Chinese artifacts are swirled into a mystifying (and for Daniel, a fascinating) hodgepodge, Jack forces Daniel to train rather than dig. But Daniel rebels and escapes to an isolated corner of the site, where transportation rings activate and sweep him away to System Lord Yu's mothership, just as enemy gliders attack the archaeologists and the SG teams evacuating them.

As the search-and-rescue mission for Daniel is organized, obstacle after obstacle is thrown in the SG team's path. A mysterious Chinese ambassador refuses to allow the team to carry lethal weapons and endanger the life of China's most famous emperor. The ambassador also insists the team carry a Goa'uld communications device, so that he can monitor the mission and ensure his demands are followed from the safety of headquarters. (Jack's irritation and subsequent mounting rebellion and sarcasm add to the story's background humor, again and again.) But little by little, the command staff at SG headquarters and the team in the field snuff out the complex layers of mystery surrounding the kidnapping, until the final, surprisingly philosophical answer is revealed.

All too often, the problem with fan fiction is an enthusiastic but sorrowfully incompetent writer. Botsford blows that stereotype across the galaxy. The characters aren't cardboard cutouts but three-dimensional, with the actors' voices saying their lines in my absorbed mind. There are a few errant typos, common now in all published works, but they aren't intrusive as the crisp writing style invites the reader to the next word.

The plot is sound, deep, and robust, with a considered and logically satisfying ending that thankfully screams "SEQUEL!" Not all mysteries are solved, with just enough left dangling to entice the reader to continue playing Botsford's game. And for those Stargate fans salivating at this review, be comforted: she's currently researching that sequel . . . in Antarctica.

Kasey Minnis says

An interesting take

The author's Yu is not quite the Yu of the series, which throws me a bit. But overall, the story was interesting and enjoyable.

Linda says

The author stayed true to the characters---that rarely happens here.

Miss Clark says

2.5 stars

An interesting aspect to investigate (the idea of a Goa'uld positively influencing Earth history and seeming to take an actual interest, if a harsh one, in the development and survival of their people), but not coherently developed and definitely not in a manner which benefited the narrative. The abduction story and Yu's reasoning (even if he is going senile) was vague at best and illogical most of the time. The characters were not developed particularly well nor skillfully - not in a significant way that would warrant the story. Overall, unnecessary and underwhelming. And long for the actual content.

Angela says

Daniel has recently unascended. There's a dig on a planet very much like Ancient China. Lord Yu kidnaps Daniel, SG1 have to rescue him. The fun bit about this book is all the ancient Chinese culture and the nice little reveals about Lord Yu. I always wanted to read about Lord Yu in the story not SG1, because he was more interesting. A good read.

Jen Brooks says

Great book for SG-1 fans! This author nails the voices of the characters, and explores some new territory. It's like watching a show in the series, but with the added depth only a book can give.

J.L. says

Disclaimer: The author is a good friend of mine. However, I bought this book at full price.

(I first read this soon after it came out, but it looks like I never recorded it or wrote a review. Oops. I decided to read it again in preparation for the sequel, THE DRIFT.)

I've heard the critique that media tie-in novels are basically just more episodes of the show. I'd like to offer FOUR DRAGONS as a counter to that critique. This novel is more than just a random episode. It's a feature length movie that expands upon the plot arc of the show, develops the characters, creates character depth that is difficult in the visual medium, and gives us special effects that today's computers can only dream of producing.

However, my favorite part of this novel is the villain. As much as I love the show, I got bored with the Goa'uld after a while (at least until I realized exactly how bonkers Anubis' backstory was). For the most part, the snakeheads were cheesy and two-dimensional. So it was awesome to read a book about a Goa'uld System Lord with depth, character, motivation, and history. The book slowly reveals that Yu's relationship with ancient China is much different than that the "Egyptian" system lords had. I also appreciate that the author does not try to cram in an explanation for every secret. Sam Carter and Daniel Jackson are smart, but they are not omnipotent, especially not when being put through the trials Botsford throws at them! I am hopeful and excited to learn more in THE DRIFT.

Stylistically, another major source of enjoyment I derived from this novel is Botsford's use of voice. She captures all of the main team perfectly, along with other SG-1 characters that fans know and love. This goes beyond sticking in familiar catchphrases, which is a cop out I've seen in both other media tie-ins and in fanfic. The original characters were also well crafted without resorting to cliches of language and accent (which would be easy to do with Chinese and Jamaican characters).

I've read most of the official SG-1 novels and I've read a metric ton of Stargate fanfic over the years. Between both sources, FOUR DRAGONS easily makes my top ten.

Shendara says

Das mit Abstand beste SG-1 Buch, das Fandemonium bisher heraus gebracht hat. Es liest sich wie eine Doppelfolge; die Action kommt nicht zu kurz aber auch die Charakterentwicklung nicht. Jack, Sam, Teal'c, Daniel... sie alle verhalten sich ihrer Natur entsprechend - so sehr, dass man sie manchmal mit dem Kopf vorran gegen die Wand knallen möchte. Genauso wie in der Serie selbst auch. Gerade Jack ist perfekt getroffen.

Dazu kommt noch eine Handlung die logisch ist und sich perfekt in das Gefüge der Serie einfügt. Die Story ist in sich abgeschlossen, trotzdem bin ich sehr gespannt auf die Fortsetzung, *The Drift*. Nach der Enttäuschung des vorangegangenen Buches, *The Power Behind the Throne*, beweist *Four Dragons* wieder einmal, wie gut SG-1 in Romanform sein kann.

Emily G says

An awesome SG-1 story. Very in-character, with the team caring for each other like a family, not just as colleagues / friends. In fact, it was like reading a long gen fic :)! The storyline was engaging with enough intrigue about what the Chinese ambassador was hiding and what the Goa'uld Lord Yu was actually up to, to

keep me very interested despite only having time to read it in bite-sized chunks rather than all at once, like I normally would with a novel like this.

Ida Leter says

I found a book that I hate more than Death Game. Wow. Just wow. Reading this book causes me physical pain it is so idiotic.

First, the characterization is all over the place. I can barely recognize them. Daniel is wobbified to no end, the rest fare only marginally better.

Then the characters are amazed at the "photonic energy generator". A device to harvest the energy of photons. My god, can you imagine a contraption that absorbs light and produces energy in the process? That is just completely unheard of! My, that would, well, be just bloody revolutionary! *sigh* We had solar panels for decades. It is still a technology that is constantly developing and improving, but it's not _that_ new that it needs such a complete amazement.

Also, did you know that Lord Yu is from China? I never would have guessed! No other Goa'uld have ever even visited Earth, let alone interacted with humans and dictated their cultures! What will I do with myself at this revelation? Look, we have proof! Not the pyramids, no, that would be too pedestrian, we have a shiny necklace that we found in China with Yu's symbol on it! The symbol that is used for his Jaffa. The ? character. The character that is part of ??, aka, the name of China, in Chinese. I am tired of faking the outrage. Not that the Chinese origins of Lord Yu were ever in any doubt, no matter how amazed the author seems to be by the fact, but the "proof" of it was asinine.

What else... The go tutorials are stupid. Seeing Daniel bumbling through it made me want to curl in a corner and cry. And the Chinese ambassador's ultimatum lacked even a modicum of any shred of sense. And more. The author wanted to seem "clever", but seemed to fail at basic research regarding the content. I was seething with anger at the beginning, then I just got tired, just waiting for it to finish.
