

11/24/98 - Revised

STARGATE SG-1

developed for television by
Jonathan Glassner and Brad Wright

Writer's Bible
(revised 11/2/98)

The show:

"Stargate," an extension of the movie by the same name, follows the adventures of a team of explorers on their travels through an ancient "gate" to exciting and often dangerous planets all over the galaxy. The team works under the auspices of a covert agency known only as "The SGC." The SGC is a division of military intelligence and is highly classified. Only the President, The Joint Chiefs, and the Senate Armed Forces Committee know of its existence.

The focus of the series is on Team SG-1, the first of several teams that will be exploring independently of each other.

The Mission:

The military has theorized that the Stargate on Earth must have gotten here somehow other than through another Stargate – perhaps a large space ship. Therefore it is thought it would do mankind no good to seal or destroy the Stargate since that wouldn't necessarily prevent the aliens from returning. Consequently the military's purpose for maintaining the SGC is mostly reconnaissance. The military wants to make sure there are no "hostiles" on the verge of coming through the gate (or attacking by other means), and if there are, the standing order is to make it impossible for the hostiles to reach earth at *any* cost.

The military is also hoping to find new minerals to exploit and new advanced weapons technology they can bring back and utilize.

Secondary to the military purposes of the mission are the cultural and scientific ones – simply to explore. However, in the eyes of many of our team (and our audience), most of the missions are adventurous explorations of new cultures, new sociological structures, new worlds.

The SG-1 Team:

COL. JONATHAN "JACK" O'NEILL

Played by Richard Dean Anderson – O'Neill is the military representative and commanding officer of team SG-1. His first priority is what ever the military's first priority would be – To defend earth from possible invasions through the gate and to find potentially useful technologies for the military (read: weapons). O'Neill has no ties back on earth and no fear of death, two qualities that make him perfect for the unit. When he was a teenager he was given a choice by a judge – jail or the military. So he joined the Air Force at age 18 and from his first day proved himself an extraordinary and gifted airman. He was put into a special training program for covert infiltration where he was trained in the fine skills of wilderness survival, assassination, the manufacture and detonation of explosives, how to blend chemical weapons from common materials, etc. (all skills that may come in handy on SG-1 missions). He resigned from the military when his son, Charlie O'Neill died by accidentally shooting himself with his father's gun. O'Neill never recovered fully from the loss which finally drove his wife, Sarah, to leave him, wanting to get on with her own life. Finally, five years later, O'Neill was recalled by his old commanding officer to go through the Stargate precisely because of his willingness to die. Instead, the mission (the one in the movie) gave him a new desire to live, and a new sense of wonder about what lies out there.

Now, after our premier episode, O'Neill remains in command of SG-1 largely because of the personal goal of finding and rescuing his young friend *Skaara*.

O'Neill is often cynical, and has a biting sense of humor. He has grown very close to his team members in SG-1 and trusts them without question.

DR. DANIEL JACKSON

Played by Michael Shanks (James Spader in the movie) -- Anthropologist, linguist -- Expert in ancient cultures and languages as well as current ones. He speaks 12 different languages, including ancient Egyptian. Jackson's first priority is science, exploration, and the constant search for knowledge. Jackson's humanistic, liberal approach is often in direct conflict with O'Neill's militaristic approach. Where O'Neill is a hardened, tough as nails, soldier -- Jackson is a soft, brainy, clumsy scientist who seems to sneeze his way through everything (allergies of course).

After the movie, before the series, Jackson became a bit of a deity to the people of the planet on which he chose to stay (called Abydos). But being worshipped, cared for and coddled bored the hell out of him so he started exploring the planet and found a huge cartouche that seemed to indicate a vast network of Stargates involving hundreds, maybe thousands of planets. When he realized that the Stargate goes other places he was tempted to leave his planet and start exploring. However he stayed put out of a deep and wonderful love for his new wife on Abydos, Sha're. In the two hour debut episode, Sha're is taken from him, forcing him to reunite with O'Neill and the SGC to find her. He carries with him a wide eyed enthusiasm for exploration and discovery throughout all the missions.

Daniel's birth parents were also archeologists and were killed in an accident in a museum where an archeological display that they were installing collapsed on them. Since then, Daniel was raised by several sets of Foster parents. Daniel believes in "stepping outside the box" in his explorations -- meaning that he is attracted to theories that others in his field may consider crazy.

TEAL'C

Played by Christopher Judge. An alien to be introduced in the debut episode, of the species we will come to know as "Jaffa". The Jaffa got their name because they carry in cross shaped pouches on their bellies, a small symbiote. The symbiote is actually the larval state of the Goa'ulds (this is all described later in detail). There is a strong symbiotic relationship between the larva and the Jaffa host because the symbiote guarantees its host immunity to all viral or bacterial infection and indeed most non-infectious diseases such as heart disease or cancer. For this reason, Jaffa live to be very old. TEAL'C, though he looks 35, is actually 90 years old. Therefore he is wise way beyond his years and gives good advice to Jackson and O'Neill. Having been The First Prime Jaffa Serpent Guard to Apophis (described later), he has a great deal of knowledge about how and why Apophis will behave, and by extension, how some of the other Goa'uld will behave. Teal'c is well traveled through the gate so he has a certain degree of expertise about use of the gate and some of the planets to which it leads. He also carries with him the baggage of some of the atrocities he witnessed (and in some cases partook in) being performed by the Serpent Guard under orders from the Goa'ulds. The main reason he wants to join SG-1 is in an attempt to set at least some of his misdeeds straight. But he also harbors a desire to one day free the Jaffa from Goa'uld enslavement.

Teal'c is married to a female Jaffa named Drey'auc and has a 12 year old son named Rya'c. He left them behind on Chulack (the home planet of Jaffa who are loyal to Apophis) when he joined SG-1, which has put quite a strain on his relationship. He is considered a "Shova" or traitor among the Jaffa and his family was shunned as a result of it. In the second season, Teal'c went on got his family and they have been relocated to the the "Land of the Light" (see the episode "Broca Devide").

Teal'c is a very honorable man, a brilliant warrior, and has bonded very closely with our team. He is torn between assimilating culturally into humanity or maintaining his own cultral identity.

Teal'c's Mentor is Master Bra'tac, his teacher from Chulack.

Teal'c is required to meditate regularly for the health of his symbiote.

DR. SAMANTHA "SAM" CARTER, CAPTAIN, USAF

Played by Amanda Tapping. Astro physics genius, the closest thing we have to an expert at the gate technology (truth is, she knows more about it than you or me, or anyone else on earth – but she doesn't know much). She was studying the gate during the last mission (the movie), pursuing her theory that the gate must lead to other places. She reasoned that if it only went to Abydos, it would only have seven symbols. Why does it have 39? But, no matter how many other combinations they tried, the gate would not open to go anywhere other than Abydos. Sam continued researching her theories until the gate was moth balled and her project was killed.

Samantha was transferred to the Pentagon and assigned to work on various research projects. Secretly in her spare time, Samantha continued her research, unable to let go of her obsession with whether the Stargate leads anywhere else. Like the others in the unit, Sam is unattached socially and has no one on earth waiting for her. She is loyal to the military only because they financed her entire education when she may not have been able to get one otherwise. But the truth is that she doesn't hold the military ways of doing things and its "old boys club" attitudes in very high regard.

Samantha's father, General Jacob Carter, was a general in the air force. He was dying of cancers and Sam was able to save him by taking him to the Tok'ra (see "Tokra" and "Tokra Two"), the Goa'uld resistance who blended him with a symbiote that saved his life. He is now the liason between earth and the Tok'ra.

Carter also feels an attachment to a little girl named Casandra who SG-1 rescued in "Singularity." Dr. Frasier (see below) adopted the child since Capt. Carter felt her job put her in too much danger to have a child. But Carter has remained very close to the child.

Recurring cast:

General George Hammond

Played by Don Davis. Commander of the SGC and all SG units. Hammond is a wise man, not a stereotypical war monger. He cares about his people like they are family. But he WILL do whatever is necessary to defend the interests of his country and indeed all humanity.

General Hammond's wife died of cancer several years ago. He has a daughter and two grand children (named Tessa and Kayla).

He has a "red phone" in his office that is tied directly to the President of the United States. Hammond only uses the phone in cases where he feels national security is at stake. Although he has been known to (rarely) go straight to the President to go over the heads of his superiors at the Pentagon.

Dr. Janet Fraiser

Ranking base doctor. She is an expert in exotic diseases. Where else would a person find more exotic diseases than in this unit? Fraiser is often forced to improvise, caring for species never before seen on earth.

Dr. Fraiser is divorced, and has adopted Cassandra (from Singularity) as her daughter.

Bra'tak

Teal'c's 400 year old (looks 45) teacher, friend, father figure from Chulack. Bra'tak is very strong willed, and a tough warrior. He is currently leading the way in organizing the other Jaffa on Chulak in a resistance.

Apophis

A Goa'uld leader whom we meet in the two hour. "The Serpent God." He is pure evil. Worse than Ra (in the movie) if that's possible. He's out there, and he has Sha're and Skaara with him. And we will run in to him from time to time. He is surrounded by Serpent Guards at all times. Teal'c used to be his "First Prime" (the commander of his Serpent Guard). In the season 2 episode "Serpent's Song" Apophis will die.

Heru-ur

Horus Goa'uld. Surrounded by Horus headed guard at all times. He is one of Apophis' rivals, attempting to take over his domain.

Sokar

A very old, very powerful Goa'uld System Lord, also trying to take over Apophis domain.

Colonel Henry Maybourne

One of the top officers in the N.I.D. (National Intelligence Division), which is a very covert group, deeper into the realm of black ops than even the CIA or the NSA. The N.I.D. tend to do things that are morally questionable in the name of National Security. The members of SG-1 and General Hammond have a particular distaste for Maybourne.

Jacob Carter/Selmak

Captain Carter's father, formerly a General in the U.S. Air Force, now blended with a Tok'ra symbiote named Selmak (see below). He now acts as liason between the Tok'ra and earth.

OTHER TEAMS:

There will also be several other SG teams who each have certain specialties. The ones who have been explored as of the publication of this document include:

SG-3 – a marine combat unit sent through with specialty units to guard SG-1 or back them up. Headed by Colonel Makepeace.

SG-5 – another Marine combat unit.

SG-7 Scientific Corp.

SG-8 – a medical team sent through usually with the accompaniment of SG-3 for medical emergencies.

SG-9 – a diplomatic core, led by Major Stan Kovachek, an attorney. SG-8 are often sent through after SG-1 (or one of the other teams) have made contact with a planet with whom they feel we might want to maintain relations.

SG-11 – Corp of engineers.

“THE GOA’ULDS” (other wise known as “the Bad Guys”):

We will have several recurring sets of villains that will appear in the show. The most prominent are the Goa’uld. They do not appear in every episode (in fact they rarely do) However they will often be a presence – someone to be on the lookout for, afraid of, and fascinated by. The puppet-masters behind other villains. Their very existence makes Daniel Jackson indispensable to the team.

The Goa’uld are really a race of aliens who actually present themselves as Gods. The Goa’ulds are not, however, actual Gods in our sense of the word. They have no magic powers. But they are extremely technologically advanced, way beyond human comprehension. Their technology has been misconstrued by many less developed cultures as magic power that only Gods could possess. The Goa’ulds have used this perception of their technology to control most of the cultures attached to the Stargate network. They rule with an iron fist using fear, intimidation, and superstition as their main weapons.

As the series progresses, Jackson will begin to figure out what has happened: The Goa’ulds have visited earth at different times in our ancient history and traveled the globe, kidnapping humans from many cultures and taking them through the gate to other planets to be used as slaves, entertainment, subjects for study, and as host bodies. This is why some planets appear to have remnants of ancient Earth cultures – Egyptian, Greek, Roman, Native American, Aztec, Mayan, etc. Each culture, on each planet, has evolved to be unique from the culture from which it sprang.

Most planets that still have a Stargate are controlled by one or more sects of Goa’ulds. The people of many of these planets fear and worship the Goa’ulds as Gods. Therefore we may visit one world that bears a striking resemblance to the culture of ancient Greece, ruled by Greek Gods (actually a sect of Goa’uld posing as Greek Gods). Another week we may visit a world that bears a striking resemblance to an Ancient Mayan culture ruled by Mayan Gods (another sect of Goa’ulds). In many cases the humans on a planet may have out lived their usefulness (for example the mine they were brought to work is dried up) and the Goa’uld have left. It may have been hundreds or even thousands of years since the “gods” actually even visited these planets.

The vast majority of the advanced technology of the Goa’uld is powered by the strange quartzite mineral, “Naquadah”, that was mined on Abydos (and, we’ll learn, on many other planets but not on earth). The military’s best minds on earth are studying the mineral, trying to figure out how to harness it’s power – so far to no avail.

Physiologically the Goa'ulds appear as human. But technically the Goa'uld is the symbiotic creature inside a human host body. The mind and soul of the human host that they occupy are completely suppressed. The only thing that distinguishes a Goa'uld occupied human host from other humans is that they have a small scar at the base of their skull where the Goa'uld entered their body, occasionally their eyes glow, and their voices sound like two blended, distorted voices.

The Goa'uld are a futile race. They have no one governing body. However the most powerful and feared among them have the most control. This powerful group are referred to as the System Lords. Apophis is one of them. Ra used to be the Supreme System Lord before O'Neill and Daniel killed him. Since then there is a bit of chaos and battling among the Goa'uld as they each try to position themselves as leader.

THE BIRTH OF A GOD:

On the planet Chulack (where much of our two hour debut episode takes place) there is a race of creatures called Jaffa (of which Teal'c is one). These creatures look human in every way except one: they have a small crossed pouch on their bellies (much like a kangaroo or other marsupial). Inside this pouch lives a two foot long reptilian worm-like creature which is actually the larval stage of a Goa'uld. The larva lives in the Jaffa for seven years, maturing slowly into a full grown Goa'uld. However, once it has matured to adulthood, the Goa'uld cannot live inside a Jaffa. It must assimilate with the spinal column and brain of a human host. This leads to the "Ritual of Transference"...

Every six months the Jaffas go through the Stargate to various planets inhabited by humans and kidnap several "specimens." They then display their catch to the Goa'ulds who choose the strongest, healthiest and most appealing of the group for the Ritual of Transference. The chosen ones are taken to an altar where an elaborate religious ritual takes place. The full grown Goa'ulds are transferred from the pouch of the Jaffa into the back of the necks of the fresh human hosts. Each Goa'uld burrows into the base of the skull on the human and literally replaces the spinal column and brain stem of that host, destroying the human hosts mind and personality and becoming a full fledged Goa'uld. When the transference takes place, the Goa'uld place a new larva in the vacated pouch of the Jaffa. The new larva will grow for seven years at which time the ceremony is repeated. This cycle has gone on this way for centuries. In return for carrying the Goa'uld larvae the Jaffas are given eternal good health and very long lives.

The original Goa'uld larvae come from Queen Goa'ulds much like queen bees or ants (see 1st season episode "Hathor"). The queen must be fertilized by "the juices" of a male of the host species she wishes the larvae to be compatible with.

To clarify: Jaffa are a species unto themselves. Within that species there are several occupations including Serpent Guards and Monks established in the two hour. Jaffas are basically incubators for the larval forms of the Goa'ulds. All Jaffa have tattoo symbols on their heads signifying their rank or place in society and which Goa'uld to which they are loyal.

The creatures presenting themselves as Gods are permanent human hosts with *adult* Goa'uld symbiotes inside them, controlling them. The symbiote has, for all intents and purposes, replaced the mind and soul of the host but is able to call upon the knowledge and memories of the host when desired.

Goa'uld are kept young and healthy with the help of the Goa'uld Sarcophagous. Each Goa'uld has one. The device can heal them and keep them eternally young. We find out in the second season episode "Need" that doing so comes with a price – it saps your soul of anything good. The Sarcophagi, in fact, are one of the reasons the Goa'uld are so evil.

The Asguard

An alien race that look like the "grays" of Roswell New Mexico fame. They present themselves with the symbology of the ancient Nors. Nors Runes are actually the Asgaard writings. They are a very advanced and powerful race who are enemies of the Goa'uld. They seem to be protectors and peacfull to all other races. They have been studying humans for a long time and are waiting for us to evolve further both intellectually and physiologically before they make formal contact with us. For more on the Asguard see episodes "Thor's Hammer" and "Thor's Chariot."

The Reetouh

A race of non-humanoid creatures who exist 180 degrees out of phase with us. Therefore we cannot see them or hear them without the aid of a T.E.R. device (see below) that can illuminate them with a phased electron beam. The Reetou are violent enemies of the Goa'uld, and through a mistaken extension, consider themselves our enemy. Their theory is that if they wipe out all humanity, they will destroy all possible hosts to the Goa'uld and therefore destroy the Goa'uld through attrition.

The Tok'ra

A resistance movement within the Goa'uld. The Tok'ra are different than the Goa'uld in key ways. They do not use the sarcophagus, therefore their hosts age and die eventually (though, with the help of the symbiote, they still live about 200 years). Secondly they do not "take" hosts. They only blend with volunteers. In return the host gets longer life, good health, the great wisdom that the symbiote will add to their minds.

The Tok'ra and its host share the body. The Tok'ra does not become dominant like a Goa'uld does. The host has his or her own voice and mind still intact.

The Tok'ra are nomadic. They move from planet to planet picking up and going whenever the Goa'uld have found them.

They are infiltrators within the Goa'uld. Spies among the Goa'uld on ships, in courts, all over the galaxy.

Conceptual notes:

The show is set today. Therefore:

Our teams carry no futuristic laser weapons that couldn't exist today in the realm of possibility (unless found on another planet). The team MP5 machine guns, c-5 explosives, night vision goggles, grenades, etc.

Likewise, we carry no futuristic communications devices, medical devices, navigational devices that don't really exist today. No tri-corders, no phasers, no scanners, etc.

Teal'c sometimes carries his *staff weapon* and the team members often *carry Zat Guns* (short for Zata'kitel) which are Goa'uld weapons they found in the episode "Within the Serpent's Grasp." Zat guns fired once will cause serious electrocution like pain in it's victim, but not kill them. A second shot shortly thereafter will kill the victim. And a third shot right on its heels will disintegrate the victim.

In a second season episode entitled "Show and Tell" we will acquire another weapon called a *T.E.R.* or Transphase Eradication Rod. Which is used to reveal and destroy Reetou.

90% of the time we should go through the gate to worlds that are LESS advanced than ourselves (like the movie) or are at a similar level of technology as ourselves. Therefore we rarely run into cases where we find weapons technology or other technology that we could bring back to earth and change the world. We don't want to open that can of worms. For example, we won't find a cure for cancer on any planet, though we sure are looking for it.

HOWEVER: The above does not mean the people on the other planet can't be very strange, completely alien to us, deadly, ruthless, evil, etc. There is nothing to say they couldn't possess weapons left behind by their "gods." The "bad guys" should always be worthy adversaries.

When we do encounter cultures more technologically advanced than our own, they should be so far ahead of us that their technology is out of our reach. They should be much like the alien, Ra, in the movie – where we're lucky if we can just get away from them with our lives.

TOOLS

The M.A.L.P. or Mobile Analytic Laboratory Probe (the robot from the movie) is sent ahead through the gate as a non-human advanced scout. It carries camera's, atmosphere element sensors, an automated chemistry lab for soil analysis, pressure sensors, radar dishes to scan for broadcast waves, temperature, Geiger counter (for radiation) etc. The team also carry's hand held versions of many of these sensors. But they aren't like tricorders. For example, to test the soil, a scoop of soil has to be put in the device for a spectrum analysis to be performed which takes time.

The team carry's the most advance weaponry our military offers – night vision goggles, laser sights on their rifles, grenades, etc. for self-defense purposes only.

The team wears the necessary protective clothing that the advance scout robot tells them they need (i.e. Radiation suits, hazmat suits, armor, etc.). They also wear breathing apparatus as needed.

Standing sets:

- *The Stargate room - A large, secure, sealed bunker housing the Stargate.
- *General Hammond's office – With a window to the...
- * Briefing room – large, military version of a corporate board room – window overlooking the Stargate
- * Control room – overlooking the Stargate.
- * Holding cell
- * Infirmary
- * Various Corridors
- * Teal'c's quarters
- * Locker room
- * Electrical room
- * Lab

THE STARGATE:

The following is all Captain Carter has figured out so far about how the gate works: It's made of an element, a quartzite metal, not found on earth (Naquada). Naquada is found on the planet in the movie (Abydos) as well as several others that the gate leads to. The metal is the only known element that absorbs (and energizes with) neutrinos. Somehow, when energized with neutrinos, the gate forms a stable artificial worm-hole with another gate on the other end.

It will not react with any other substance – radiation, particle bombardment, fire, pressure, etc. nothing effects it. So how was it forged? No one knows. This is one of the mysteries to be solved in the course of the series.

The inner dial of the gate turns like the bevel of a watch. There are 39 symbols on the the dial. When the dial is turned to seven of the symbols in a certain order (like a combination lock) it activates the gate between earth and the planet to which that combination correlates. The combinations as set up by the creators of the gate correspond to the points needed to vector a location in three dimensional space where the planet resides. The last symbol is always the point of origin.

The Air Force learn by Daniel Jackson's example on Abydos, and by the actions of the ancient Egyptians that if the Gate is buried under a strong, substantial substance, it blocks the path of anyone or anything attempting to pass through it. Therefore they have built a giant iris which closes very quickly over the gate. The iris is so close to the event horizon that it won't allow anything to rematerialize on our side. There therefore it will block anything from coming through the gate uninvited. If someone tries to come through the gate with the doors closed their molecules would never even have a chance to re-materialize.

The SG teams carry a small transmitter capable of sending a coded signal through the gate and opening the doors on the other side. This device is called a *G.D.O.*. Once the signal is sent it is safe to jump through. The doors are then closed behind them immediately upon their arrival on Earth.

As a second line of defense, if an unknown traveler is inbound a base auto destruct countdown begins, which, if not stopped by a ranking officer, will detonate a nuclear blast inside the mountain.

Gate travel is one way. That is to say that a person can't go through the gate, leave it open, and step back through it. It has to be stopped and then restarted from the other planet. The only thing that can travel two ways through the gate are radio waves (which is why the M.A.L.P. works).

A FEW TIPS FOR WRITERS:

- Know the difference between Science Fiction and Fantasy. “Stargate SG-1” is a science fiction show. There is no magic, no metaphysical activity – no ghosts, no magic spells, no Satan, etc. Good science fiction at least makes an attempt to explain what is happening scientifically or technologically (even if the technology doesn’t yet exist, it should be within the realm of possibility). For example, Goa’ulds do not “zap” people with magic beams from their hands – they use staff weapons or the hand ribbon device that uses an energy beam technology we humans have not developed or do not have the necessary raw materials to develop.
- Good Science Fiction stories have a message, some sort of moral or parable. Or they have a strong ethical dilemma. They don’t have to be obvious, but they do make a story we are more likely to buy.
- A good place to start is with a strong metaphor for something that is wrong here on earth. Just be sure that the metaphor is subtle. For example: A racism metaphor about green people being mistreated by red people is too obvious.
- Another good place to start is with a strong human emotional story that involves our regular characters and tests their beliefs, judgment, and will. A “wild sci-fi” premise without a strong human story at its core is worthless to us. The story should come from our regulars, not from the guest stars.
- There are not many “travelers” through the Stargate other than Goa’ulds, Jaffa, and us. Most other cultures have not figured out how to use it. So please do not pitch stories that have an element like... “and on this planet they capture Stargate travelers and...” Most people on the planets we will visit have never seen a Stargate work. And when they have they have either worshipped or feared those who came through.
- **We don’t receive “distress signals” through the stargate from other planets. Only from other SG teams.**
- There are exceptions to every rule above, so our apologies in advance.

STARGATE STORIES:

The majority of the stories follow our people through the gate to a new world where they encounter incredible cultures with fascinating problems that our people attempt to help.

Occasionally we will encounter the Goa'ulds, who find us a big threat – we are much more advanced than most of the cultures they rule. We refuse to see them as Gods. Therefore, in their eyes, we must be destroyed.

Occasionally (maybe 25% of shows) creatures or people from another planet will come through the gate and the story will take place on earth.

EPISODE GUIDE

Children of the Gods – (two hour premiere)

Written by Jonathan Glassner and Brad Wright

Colonel Jack O'Neill retired from the military a year ago after leading an expedition through the Stargate, is called back to duty by General Hammond when a group of aliens with snake head helmets, lead by the evil Goa'uld Apophis, emerges from the Stargate, kidnap a female guard, kill the soldiers guarding the gate and leave behind two alien bodies.

General Hammond's fear for the safety of earth, forces him to consider sending a nuclear bomb through the Stargate to insure complete destruction of Abydos. This prompts O'Neill to confess that he defied the original order to destroy Abydos, the world he visited via the Stargate. His team only destroyed the alien Ra, and his ship. He then reveals that Daniel Jackson, the scientist-geek who was thought to have died on the mission, is alive and living on Abydos. But, says O'Neill, the aliens here are not the type of aliens he fought on Abydos.

O'Neill is reunited with his old comrades, Kawalsky and Ferretti, and joined by Lt. Samantha Carter, an astrophysicist. After confirming that the gate works the quartet travels through the Stargate to Abydos where they are greeted by Jackson, his Abydonian wife Sha're, and her brother Skaara, the young boy O'Neill befriended on his first trip, who has now become a young man. After hearing O'Neill's tale Daniel explains that there have been no other visits through the Stargate but perhaps his latest discovery might solve the mystery. He shows them a giant cartouche covered in the same hieroglyphics from the gate. He tells them it appears to be a map of many thousands of Stargates throughout the galaxy.

As they're marveling however, Apophis and the serpent-headed aliens emerge from the Stargate on Abydos. A brief battle ensues and Ferretti is seriously injured. Apophis subdues Sha're with a device on his hand. Skaara objects violently and is almost killed when one of the Jaffa, Teal'c, suggests the boy should be taken as well. Pleased by this, Apophis immobilizes Skaara and they all step through the Stargate. The injured Ferretti memorizes the hieroglyphic code that indicates the alien's destination. O'Neill convinces Daniel that he should leave Abydos and follow the snake creatures to help him find Sha're and Skaara.

With a troop of soldiers from earth in tow, they follow the aliens to the planet Chulak. They discover that Sha're is now Apophis' queen; her body has been taken over by the hideous snake creatures, known as Goa'ulds, who rule this planet and who collect beings from around the galaxy to use as hosts. Daniel attempts to save Sha're and he and his friends are thrown into prison where they are reunited with Skaara awaiting Goa'uld implantation.

On earth the General is anxiously waiting for O'Neill's signal. He has given the team a limited amount of time in which to accomplish their mission before he will send a nuclear device through, close the iris and seal the gate permanently.

Eventually the Goa'ulds come to make selections from the prison and Daniel begs to be taken; instead he is rejected and Skaara is chosen. Skaara is dragged away screaming and Apophis orders the execution of the remaining prisoners. O'Neill attacks them and is about to be killed when the Commanding Serpent Guard, Teal'c, who wants to save his *own* people the Jaffa, from enslavement by the Goa'ulds, saves O'Neill and helps the team escape to earth. They eventually make it back and as the team awaits debriefing they marvel at the Stargate. Everyone, except Kawalsky whose eyes mysteriously begin glowing.

The Enemy Within – Written by Brad Wright

Most of the team managed to make it back to earth intact except for Lieutenant Kawalsky who's been experiencing sharp pains in his head. Thinking it's probably just from gate travel he makes a routine trip to the infirmary. During the examination the doctor discovers a strange moving ridge under Kawalsky's skin at the base of his neck. When the doctor probes the ridge Kawalsky's eyes start glowing and the doctor gets his neck broken.

Under observation and awaiting the arrival of Colonel Kennedy from the Pentagon, Teal'c, the Jaffa who helped the team escape from Chulak, contemplates his status. For now he is more guinea pig than team member despite his willingness to do anything to prove his loyalty. He understands the military's trepidation however, and is content to wait.

A disoriented Kawalsky is found in the gate room and again ushered off to the infirmary. An MRI reveals a Goa'uld attached to his spine and brainstem. When the doctor tries to order him off duty he bolts back to the control room and attacks everyone there including Carter. Kawalsky/Goa'uld takes Carter hostage and tries to escape. When his escape is foiled the real Kawalsky resurfaces. By now Daniel has discovered the dead doctor's body in his sleeping quarters and it's decided that Kawalsky/Goa'uld must be subdued.

Under interrogation Teal'c explains that he knows nothing about the Goa'uld's technical advancements. He warns that the Goa'ulds would never negotiate for peace, either they rule as gods or they will destroy the earth. He tells of a myth with his people about a *first world*, "tauri" discovered a millennia ago but lost for centuries. From this world the Goa'ulds chose hosts, beings who became Jaffa and slaves which they seeded among the stars...OBVIOUSLY EARTH.

With Teal'c's cooperation they learn how to anesthetize the Goa'uld in his pouch and are able to operate on Kawalsky's Goa'uld. They withdraw a dead husk of a Goa'uld from his brain and spine. After Kawalsky awakens he requests a private meeting with Teal'c to thank him for his sacrifice. When they're alone the Goa'uld resurfaces showing himself in full maturation. The Goa'uld gives Teal'c one more chance to help him but Teal'c rejects it.

The Goa'uld escapes to the control room and using Kawalsky's memories programs the Stargate with coordinates for Chulak. He also activates the self-destruct detonator. Teal'c, who's followed him, becomes his only opposition and the two do battle half in and half out of the gate. The team is able to disarm the self-destruct mechanism while Teal'c, who holds the tip of Kawalsky\Goa'uld's head through the shimmering surface of the gate orders them to shut the gate down. The team obeys him and Kawalsky\Goa'uld is destroyed, Teal'c is classified a loyal member of SG-1 and they prepare for their first mission.

*The Broca Divide –**Written by Jonathan Glassner*

SG-1's new destination is P3X797 a planet believed to be shrouded in darkness. SG-1 and SG-3, a marine corps team, gate through to the planet in combat gear and night vision goggles. SG-1 is attacked by a group of monsters. SG-3, following closely scare the things off. The creatures have hair and facial features similar to those of cavemen. The team finds a campfire surrounded by partially clad primitives. Daniel explains that they couldn't have come from earth because cavemen would have had to come through the gate 6 million years ago. One of the beings, a woman, looks completely human. A primitive approaches her intent on mounting her when he is suddenly pelted with projectiles; the primitives scatter.

The saviors are The Untouched, normal looking humans. They take the team to The Land of Light. Their city is a Minoan type of civilization. Tuplo the leader explains that The Touched were once as The Untouched until they were cursed by the Gods now they are banished to The Land of the Dark. Molesha, the rescued girl is Tuplo's daughter and she will be isolated until it is determined if she has become one of The Touched. The Goa'ulds haven't been there for a generation so the team heads back to earth.

During debriefing an SG-3 team member gets violent and uncontrollable. Hammond orders him taken to the infirmary. Soon several of the SG team members seem to be acting and reacting with a similar violence; Carter attempts to seduce O'Neill in her skivvies and O'Neill attacks Daniel. They're all quarantined showing the same symptoms; extreme violence, a swelling brow area, and extra hair growth. Hammond orders the mountain cut off and establishes a second line of defense to shoot and burn anyone attempting to escape.

Dr. Fraiser isolates a parasitic virus in the blood samples that releases hormones which stimulate the primitive regions of the brain. Although contagious, neither she, Teal'c or Daniel have symptoms. Teal'c and Daniel go back through the Stargate to get blood samples from The Untouched. They find Molesha abandoned and showing signs of the disease. The three of them are ambushed by a dozen primitives and Daniel and Molesha are abducted.

Dr. Fraiser discovers the virus is hystominolytic, breaking down histamine to thrive. Teal'c, who has reached The Land Of the Light tries to explain to Tuplo that this thing is a disease and not a curse. Tuplo and Leedora order him to leave, to them once a person has become The Touched they are dead. They urge Teal'c to forget Daniel. Teal'c asks for a sample of their blood, but they refuse and leave. Teal'c is forced to knock out two guards and take their blood samples.

Tests reveal that the Untouched have no histamines in their blood for the virus to feed on; Dr. Fraiser and Daniel, who both have allergies take antihistamines so there are no histamines in them. O'Neill volunteers to take a massive dose of anti-histamine and it works. They administer it broadly and soon everyone is restored to normal. This time they gate through with tranquilizer guns filled with the antihistamine.

Every primitive they encounter is shot with the darts, Daniel's antihistamine has worn off so they shoot him and carry him to The Land of the Light. At first The Untouched are repelled and order Daniel into isolation. But when Daniel recovers Tuplo claims they must be gods to remove the curse. O'Neill explains they've only cured the disease through technology. The team takes The Untouched to the edge of The Land of Light and Dark and emerging from the forest are the friends and relatives of The Untouched now completely healed.

*The First Commandment --**Written by Robert Cooper*

A signal from SG-9 comes through to the SGC, activating the Stargate. When no one appears SG-1 is dispatched to a planet where the sun's UV radiation levels are deadly. The team discovers the charred remains of SG-9 member Martin Frakes. Daniel is attacked by another frantic and delirious SG-9 member Conner, who's been hiding since he and Frakes tried to escape through the Stargate. According to Conner, Jonas Hanson the commander of SG-9 has gone crazy. The locals bowed to him as a God and he accepted the role.

O'Neill orders Carter to take Conner back to SGC for debriefing but she won't go. She and Jonas Hanson were engaged once and she might be able to get to him. Conner won't leave either, he feels he knows the lay of the land plus he's got a score to settle. Conner tells them that initially Hanson used the "god" thing to establish a system of leadership, but then he started taking long walks in the harsh sun. He spent several days outside to rescue a lost child and the people revered him for it.

That evening, the team is attacked and Conner kidnapped. The next morning Teal'c leads the team to a valley where Hanson has ordered the cave-dwellers to rebuild a Goa'uld temple for him. They work slavishly in the sun. On route to the temple several men are tied shirtless to posts. Conner is among them. O'Neill goes in for a closer look while the rest of the team watches Hanson's lackey, Baker, single out a cave-dweller and beat him. Carter intervenes and kicks Baker around before willingly being taken captive; she wants to see Hanson.

He's not a pretty sight: Hanson's face and body are burnt and blistered. He's quoting scripture and convinced he's God. Carter pulls her side arm, urging Hanson to come with her and get help. Hanson tells her to shoot him now or never, but Carter can't do it so Hanson takes the gun. He shows her a Goa'uld device resembling a satellite dish and asks her to turn it on. Samantha refuses and Hanson tells her they'll watch every cave-dweller die and then he'll kill them both if she doesn't try.

The rest of the team decides they'll try to persuade a cave-dweller, Jamala that Hanson is only human. They tell him Hanson is a crazy man. He tells them Hanson promised that when the temple was completed he'd turn the sky orange and safe. Teal'c shows Jamala a drawing of an object which resembles the device Hanson has. Jamala recognizes it. Teal'c explains that the object *does* create a shield but it only works if there are two. By knowing the original location of the first shield he can approximate where the second shield should be. O'Neill encourages Teal'c to proceed but feels Conner's life is at stake, so swapping clothes with Jamala he heads out to rescue him.

It almost works but Baker stops O'Neill. He takes them to Hanson who is overseeing Carter's handy work. She's pretending she can't turn the device on. When Baker brings in O'Neill, Hanson orders him shot unless she turns it on; she does. Meanwhile, Teal'c, Daniel and Jamala uncover the other device.

Hanson has ordered a gathering at the Stargate. Conner and O'Neill are bound at gunpoint and Hanson plans to send them through the gate (without activating the iris). When they're gone he'll bury it and reveal his people's salvation.

... charges towards Hanson, so Baker tries to shoot him but is blasted by Teal'c's staff; it's Jamala! Hanson reaches for his sidearm but Carter kicks it out of his hand. Hanson orders the cave-dwellers to throw O'Neill and Conner into the Stargate or die. When they hesitate he moves to the device, and turns it on. The orange beam shoots into the sky, but it doesn't spread out. He orders Carter to make it work. Daniel points out that the device is a machine and anyone can make it work, but only if they know about the second device. Jamala fires into the sky, signaling Teal'c to turn on the second device. The two beams connect and a shield forms, covering the sky with orange light. Furious, Hanson tackles Carter and they fall toward the Stargate. O'Neill pulls Carter free and the people turn on Hanson. They lift him up and throw him into the Stargate puddle.

As dawn arrives the Turghai prepare to stone Nya. The team arrives and Mughal challenges the stoning. But Turghan will not fight Mughal; a cripple. Carter steps forward to challenge him instead. Carter's modern military training makes her a difficult adversary and she soon has Turghan on the ground her knife at his throat. Nya begs her not to kill Turghan so Carter makes Turghan swear to free Nya and leave the Shavadai alone. Nya and Abu are to be wed and the Shavadai take down the women's barrier and their face coverings in honor of Carter.

COLD LAZARUS -*Written by Jeff King*

On Planet P3X562, the team discovers a valley full of crystals. Alone, O'Neill finds a large crystal from which a blue light emanates. When he touches it an explosion of blue energy knocks him unconscious and an energy form emerges from the crystal, touches him and morphs into a second "O'Neill".

This new "O'Neill" travels with the team back through the Stargate, he changes into civilian clothes at O'Neill's locker and finds several 3x5 color photos of O'Neill, his ex-wife Sara, and Charlie, their dead son. When he finds Sara she is not too happy to see him. Sara's father Mike asks him in and takes him up to Charlie's room. "O'Neill" is beginning to understand that Charlie is gone. Just by touching Charlie's toys "O'Neill" can revisit memories like Charlie's first real hit with a baseball, Sara and O'Neill together, happy until Charlie shoots himself with O'Neill's gun. "O'Neill" experiences these memories sharply and painfully.

The team determines through experimentation that the crystals must have been destroyed by Goa'uld technology. As they're talking a crystal develops a pin-point of blue light. When Daniel moves closer to inspect it the crystal's surface morphs into his face. Carter tries it too and then the crystal speaks.

O'Neill, fuzzy and disoriented, makes it back through the Stargate. He wants to know why he was left behind. Hammond orders him taken into custody. Tests prove it's the real O'Neill but where's the other one? The other "O'Neill" spends a reflective moment with Sara, he's been answering questions for her about Charlie's death and their break-up. O'Neill would never communicate so easily, she starts to suspect something when he's suddenly hit with a wave of pain that sends him to the ground. A blue energy covers his body. He tells Sara he must get to the Stargate, but Sara insists on taking him to a hospital.

Now that they have the real O'Neill they attempt to communicate with the crystal. It explains that it must return through the Stargate before it disintegrates. It tells of a visit from the Goa'ulds who it's people approached with the energy as a greeting; the energy was too powerful and it destroyed the Goa'uld. The Goa'ulds gathered all the crystals in one place and blasted them to pieces. Carter observes that as the energy in the crystal decays it is creating an ionizing radiation, it's low level but if "O'Neill" is decaying in the same way then it could give someone nearby a lethal dose of radiation. The team must mobilize to find "O'Neill".

In the emergency room "O'Neill" begins remembering Charlie's death here at the same hospital. Then he's hit again; the energy quickly surrounds him. The team finds the hospital and the two O'Neills meet face to face. "O'Neill" is racked by another surge of energy. When it subsides O'Neill warily approaches "O'Neill". It explains that it did not mean to hurt him. When it tried to heal him it realized that the greatest pain in O'Neill was not his physical injury but the emotion called grief from the loss of his son. The being thought if it could bring Charlie to O'Neill it would heal him, now it understands that death is a physical thing for humans. It touches O'Neill and tells him Charlie is alive. Slowly it morphs into Charlie. "Charlie" tells O'Neill that he is still here, in O'Neill's heart. O'Neill cannot change the past, just as the being cannot change the day the Goa'ulds destroyed his planet. Carter tells O'Neill the radiation has dropped off; they must use this time to transport it.

As they leave the hospital Sara sees "Charlie" and cries. She reaches toward him but doesn't touch him. She asks O'Neill if he's been told him about their conversations, O'Neill nods an affirmative, but they've got to go; no time for good-byes. Back at the Stargate O'Neill heads through the gate taking "Charlie" and the crystal with him.

THE NOX –*Written by Hart Hanson*

The President and the Joint Chiefs are not satisfied with the SG program. They'd expected that SG teams would be bringing back superior technologies. The explorative part of the program has been successful but what are the other gains? This prompts Teal'c to mention an unpopulated world where a creature exists that possesses the power of invisibility. Captured alive this creature could give earth a tactical tool.

Armed with tranquilizers, SG-1 arrives at a verdant, uninhabited world. Preparing to unpack their gear they turn back toward the Stargate only to find it's vanished. Teal'c says that when he hunted the creature for Apophis, a Goa'uld homing device would have enabled them to find the gate. The team's homing device is with their gear resting at the foot of the now invisible gate. They split up to search the area.

Daniel and O'Neill move stealthily through the bush when Daniel spots something shimmering at the top of a tree on a branch. O'Neill readies his tranquilizer, when a blast from a staff weapon fires over their heads just missing the creature. O'Neill thinks it's Teal'c, until two Jaffa accompanied by Apophis step into view. Apophis is unaware of their presence and the opportunity to capture Apophis becomes the new focus. They plan an ambush which fails and all but Teal'c end up dead.

The Nox, an elfin-like peaceful and harmonious species, find the team and use an advanced medical technology to revive them from death. The Nox do not believe in violence so they confiscate the team's weapons while they're unconscious. The Nox speak telepathically and it only takes them a moment to understand the English language. Anteaus tells the team they will be shown to their doorway as soon as Teal'c's brother revives.

Shak'l, one of the Jaffa who accompanied Apophis, was also injured. The Nox assumed that his markings indicated a relationship to Teal'c. O'Neill tries to explain to the Nox, that Apophis will be looking for Shak'l and the others. The weaponless Nox will be in great danger unless the team is able to defend them, so they need their weapons. Anteaus, of the Nox tribe, responds negatively; there will be no more killing.

Confounded, the team decides to build new weapons out of natural materials. Nafrayu, a young Nox is fascinated by what they're doing, O'Neill is demonstrating a bow and arrow when the creature appears. He aims at it but it vanishes along with the boy. Anteaus appears and is greatly angered by this demonstration. He does not want his son learning this type of behavior. O'Neill then learns that the Nox are the ones who make the creature invisible.

Teal'c asks Shak'l to join them but he refuses. Shak'l kills Lya, a female Nox, to escape. Now the Nox must perform the revival ritual on one of their own. During the ritual their shielded village temporarily become visible, and Shak'l who is hiding in the brush sees this. Apophis who has been hunting for his Jaffa and the bodies of SG-1 also sees their campfire in the distance. Shak'l, noting that the ritual is the Nox's vulnerability, sets out to find and tell Apophis.

After the ritual, the team realize that if Apophis knows that the Nox have cloaking abilities he will destroy this planet trying to find them. They must find Shak'l before he can find Apophis. Unfortunately little Nafrayu follows them, he wants to see a Goa'uld, and try and communicate with it. O'Neill tries to discourage him from coming but Nafrayu is obstinate.

Shak'l finds Apophis and when little Nafrayu innocently walks onto their path, Apophis kills him, setting him as bait for the Nox. Now the Nox will have to do the revival ritual. Anticipating Apophis' intentions, the Team prepare another ambush while the Nox do their ritual. Using their rudimentary weapons they manage to overpower the Goa'uld and his Jaffa. O'Neill faces Apophis alone with a bow and arrow when suddenly Apophis vanishes. The Nox will not let O'Neill have his victory.

The Nox escort the team to the Stargate. They are given their weapons and materials. Apophis and his men have already been sent through the Stargate and the Nox intend to bury it once they're gone. As the team prepares to leave Antea reveals the true Nox city to them, a shining metropolis balanced in the sky. Now the team comprehend the advanced capabilities of the Nox, but it is too late – think of the things we could have learned from them.

BRIEF CANDLE -

Teleplay by Katharyn Powers Story by Steven Barnes

The team gates to the planet Argos. The gate there is housed in a large Mycenaean-like temple honoring the Greek God Pelops. It is here they find Alekos and Thetys, two local humans who call themselves "The Chosen." Thetys is in the throws of child birth, which Daniel helps her with (he learned to midwife on a dig years ago). It's a boy, who they name Dan-el (for Daniel). The baby has a distinctive birthmark on his shoulder.

The two Alekos and Thetys invite the team to their village to celebrate. It appears clear that the Goa'ulds brought these people here generations ago, but have not returned. The people do seem to be chosen, given that they are all healthy, happy and attractive and live in a paradise on a beach.

One of the women, Kynthia, offers O'Neill a special cake that she wants only he to have. He eats it and finds it delicious. Only later do we learn that the cake was drugged, and Kynthia draws O'Neill into her hut and makes love to him.

Later, just as the sun is setting, all of the chosen fall unconscious. Our team can't figure out why. Then, moments later, O'Neill falls unconscious as well. The next morning, as soon as the sun rises, all of them revive. O'Neill, now feeling hung over, orders the team to figure out what's going on.

Daniel and Teal'c find a hidden tablet in the Pelops statue written in an ancient Goa'uld dialect that, working together, Teal'c and Daniel think they can translate. It seems to be a journal of some sort of experiment that was done on the chosen.

Later Carter goes to give a shell to Dan-el to use as a rattle and is shocked to find out that Dan-el is now a toddler. Further questioning leads the group to discover that these people develop and age at an extremely accelerated rate. They grow and age roughly one year for each day.

Carter in the lab back on earth, and Daniel and Teal'c with their translation, put the puzzle together. Pelops was a Goa'uld who used nano-technology to speed the lives of the people of Argos as an experiment to see how human hosts will evolve. The people pass out at sundown, the nanocytes do their work, and the people wake at sun-up a year older. But O'Neill wakes FIVE years older because he is already older than the nanocytes know how to handle.

As O'Neill grows older by the day, our team rushes to find a way to stop it before he dies of old age. When the nano-cytes get out of their containment box in the earth lab, General Hammond orders all samples destroyed and the Stargate coordinates to Argos locked out of the computer, forbidding anyone to travel there. O'Neill is on his own.

O'Neill, angry at the Goa'uld who reached across the universe and took away his life, convinces the Argosians to destroy the statue and stop worshipping the monster that did this to them. That night, for some reason, O'Neill and Kynthia don't pass out. O'Neill figures it must be something to do with the statue and rushes back to it to find a transmitter device inside the broken statue. He "phones home" with the new information, and the team comes back with a transmitter, now able to send a signal to turn off the nanocytes, saving the Argosians and O'Neill.

THOR'S HAMMER –*Written by Katharyn Powers*

Studying myths worldwide Daniel's surmised there are two types of Gods; the tyrants who terrorize mankind and the culture bearers who benefit mankind. He believes the Goa'ulds weren't the only aliens to visit earth via the Stargates. He says that in Norse mythology, Thor was a protector of humans, so perhaps he's one. Teal'c recognizes the hammer sign for the Norse god Thor; this *hammer* is a symbol for Cimmeria a planet where the Goa'uld have been forbidden for generations. SG-1 has a new mission.

On Cimmeria the gate stands amidst a type of Stonehenge, surrounded by farmland. When the team arrives, a low hum emanates from a heel stone directly opposite the gate. Several workers in the field begin chanting Thor's name as the hum deepens. Sensing danger, O'Neill orders Daniel to dial home just as a searching beam of light flashes out of the heel stone. It sweeps across the team until it reaches Teal'c who doubles over in pain. O'Neill tries to get Teal'c out of the beam but in that instant there is a blinding flash and they both disappear.

Daniel and Carter are told by Gairwyn, a Viking woman, that centuries ago, the alien Thor, Supreme Commander of the Asgard Fleet and the High Council of Asgard, set up this planet as a haven where humans could be safe from the Goa'ulds. When a Goa'uld is detected, the host is transported to an underground labyrinth where a holographic image of Thor tells them their fate. There is no way out except through Thor's Hammer, a portal where a seething beam of light destroys the Goa'uld within the host. Goa'uld weapons are useless in the tunnels and while a Goa'uld may survive interminably with the food rations supplied, they will have no luxuries to make their stay tolerable; eternal damnation or death, are the only options.

Teal'c and O'Neill find themselves underground, and realize that they are not alone. At one time a reptilian species, fierce in their physicality and with a cunning intelligence, hosted the Goa'uld. They were called Unas the "*Eaters and slayers of gods*". One of these Unas awaits Teal'c and O'Neill in the labyrinth. It is capable of extended hibernation and sleeps until a new victim is transported to the caverns.

Gairwyn escorts Daniel and Carter to a small hut where Kendra resides. Kendra was once a host until her Goa'uld was excised by Thor's Hammer. Only she knows where the hammer is. Originally hidden from the Goa'ulds on her home planet, her life was dedicated to dreaming and meditation. Eventually the Goa'uld found her and she was taken for implantation. Her meditative training enabled her to retain a semblance of consciousness so she helplessly witnessed the atrocities her Goa'uld committed. When she heard about Cimmeria she influenced her Goa'uld to go. Her true desire being a swift death.

Daniel is excited by the potential of Thor's Hammer. This means there could be hope for Sha're and Skarra. Carter and Daniel beg Kendra to help them locate Thor's Hammer but she is hesitant. Kendra consults the elements and calls for Thor's guidance before agreeing to assist them.

Teal'c and O'Neill are barely managing to stave off Unas in the caverns, they fight and shoot it several times but the Goa'uld within has incredible regenerative powers. With only a side arm and O'Neill's M-16, their time is running out.

Kendra finally locates the entrance to Thor's Hammer. Gunshots can be heard echoing inside but a stone wall, with a hidden trigger, blocks their entrance. Inside, O'Neill and Teal'c weaken Unas with a flurry of bullets before luring it into the portal to be destroyed. Teal'c wrestles with it while Daniel, Carter, and Kendra trigger the cave wall. The beam sweeps on. All watch helplessly as the two beings struggle, their Goa'ulds shrieking painfully. Finally the injured Unas weakens and O'Neill pulls Teal'c out of the portal. The Goa'uld in the Unas slithers out dying while the creature expires from it's wounds.

The beam sweeps off and Carter introduces Kendra to O'Neill and Teal'c. Daniel excitedly tells them the possibilities that the portal brings. O'Neill sadly reminds him it is the only way out for Teal'c; they must destroy the portal to free their friend. Daniel destroys it and Teal'c is freed. Before leaving the team gives Kendra a box to give to Thor or his people if they ever come back to Cimmeria. It contains a special greeting to let Thor know that earth's people are friendlies.

*THE TORMENT OF TANTALUS –**Written by Robert Cooper*

In 1945 Professor Langford headed up a Stargate program. His daughter Catherine, who brought Daniel to the Stargate in the movie, was engaged to Ernest Littlefield, an enthusiastic young man who worked with Langford. Now Daniel has unearthed surprising documentary footage from the Pentagon, which shows the Stargate was activated and Ernest Littlefield stepped through its shimmering surface. Daniel's hoping Catherine Langford can shed some light on what happened but she is devastated by what she sees. Her father had told her Ernest died in an explosion; she'd never doubted him. Ernest could still be alive!

At SGC Carter explains that the address of the planet in question, while similar to the one for Abydos, does not appear on the cartouche. If a gate exists on this planet it may be evidence that some other alien race used the gate for travel. The team gets a go ahead and Catherine's going with them.

They gate into an ancient stone room which is part of a massive alien castle like structure, constructed of polished stone, that sits on the edge of a cliff overlooking a powerful ocean. Portions of the floor and ceiling are collapsing. A makeshift wall falls in and a naked eighty-three year old man appears, it's Ernest. Ernest is convinced he's hallucinating until he grasps and holds each member of the team. He doesn't recognize Catherine. Years ago to save his sanity he'd imagined that she'd joined him and forgiven him. Seeing the real Catherine reminds him that his reconciliation was only a fantasy. He must ask her forgiveness again and she must be willing to forgive him.

Erosion has taken its toll and the team discovers that the dial home device is damaged. Teal'c and Carter attempt to repair it while Catherine examines Ernest's records which indicate that the approaching storm is annual and has gotten progressively worse. Catherine surmises that the storm is worsening because the planet's orbit is decaying.

Carter and Teal'c keep working while Ernest takes the rest of the team down into a room. He removes a tarp off a pedestal and the walls of the room light up. Each wall is covered with a distinct alien script. The pedestal's top resembles the phone home device but when it's touched a burst of energy shoots out and umbrellas into ghostly clusters of holographic balls that spread into patterns of chemical elements. When the sphere is touched again the pattern changes as if a page were turned. Ernest hands Daniel a book into which he's been illustrating the patterns and elements. He's hypothesized that this was a place of meeting for four alien races to share knowledge and discuss relations. Perhaps Thor's people!

Carter and Teal'c activate the Stargate. O'Neill and Catherine rejoin them in time for O'Neill to save Carter from a huge falling beam which crashes through the floor and into the raging ocean taking the dial home device with it. Thinking the device in the other room may be able to work the gate they attempt to blast it with Teal'c's staff. It is impenetrable. Thunder rolls over their heads and O'Neill proposes they use lightening to activate the gate. They mobilize to build a make-shift conductor hoping a strike will be enough.

Daniel wants to stay behind to study. Ernest tells him losing everything is not worth the adventure but Daniel's determined. Lightening strikes and the gate is activated, O'Neill comes to get them, they've only moments. Ernest leaves and Daniel tries to convince O'Neill that he'll be safe in the room until after the storm. O'Neill won't listen. He wrestles Daniel up and roughly pulls him to the gate room just in time.

Back on earth the team stands by as they activate the gate to determine if the planet's still there. There is no response. Daniel bows his head thoughtfully, and expresses his appreciation for the team's support he could have made a terrible mistake.

BLOODLINES -*Teleplay by Jeff King Story by Marc Saraceni*

When SGC attempts to remove Teal'c's Goa'uld to sustain him without it Teal'c is swept up in a vision of a Goa'uld implantation ceremony being conducted on a young boy. It is Rya'c his son.

Although the goal is for Teal'c to function normally without the Goa'uld they cannot study it without risking Teal'c's life. Teal'c suggests they travel to Chulak to retrieve another but Hammond is against the suicide mission. O'Neill and Teal'c discuss the situation and Teal'c admits he has a wife and child he left on Chulak. He explains that the boy's time has come for *Prim'ta*, the Goa'uld ceremony of implantation, and he does not want his son to become dependent on the Goa'uld as he is.

After confiding the real situation General Hammond approves the mission. They are to prevent Rya'c's implantaion and bring back the Goa'uld embryo.

Dressed as priests and a Jaffa warrior the team gate to Chulak. Teal'c manages to get them through the Priests and warrior guards. They make their way to Teal'c's house now a burned out ruin. Bra-tac, Teal'c's mentor finds them and his news is not good. Teal'c's wife and child have been labeled *Kresh'taa*, outcasts, because of Teal'c's mutiny. Bra-tac knows the locale of a *Kresh'taa* encampment and volunteers to lead them there. This unplanned portion of the mission prompts O'Neill to send Carter and Daniel back to the Stargate. They will provide back-up if it's required on the trip back.

When they find the *Kresh'taa* camp the *Prim'ta* ritual is just being performed. Teal'c asks the ceremonial priest to stop but he recognizes Teal'c and attacks him with a knife. Teal'c wrestles with the priest and is jumped by Drey-auc his wife. When they fall together the priest is killed and the Goa'uld embryo smashed. She is furious that he has returned and now condemned his son to die.

Carter and Daniel come upon some Jaffa priests carrying a sacred urn bearing Apophis' emblem. Bells toll and the priests rush off. Daniel and Carter follow.

Teal'c is trying to make Drey-auc understand that the *Prim'ta* is slavery but she is angry at the conditions he left his family in, she had just managed to convince the priests to let them back and proceed with the ritual. Teal'c accuses her of only wanting the ritual to lift their banishment. Drey-auc has told the boy Teal'c is dead. She had no choice considering their situation. Teal'c tries to convince her he's chosen life but she disagrees showing him his son. Rya'c is very sick. The *Prim'ta* would have insured his survival, now he has no hope of living. O'Neill feels there might be medicines on earth that could save him if they can get him there. They all head for the gate.

Carter and Daniel meanwhile discover that the urn, which is dumped in a huge sepulcher holds Goa'uld larva. The larva are completely unguarded so they are to steal one. Daniel is unable to resist shattering the sepulcher, sending the rest on to the ground to die. Stopping a moment to rest up Carter and Daniel are discovered by several Jaffa who Carter manages to take out with a hand grenade. They head for the gate.

After travelling for hours Teal'c and the others reach the gate. Teal'c is exhausted from carrying his son and Rya'c is clearly dying. They must still navigate the guarded gate. Teal'c decides he must give his Goa'uld larva to his son. As his son's recovery begins Teal'c gets slowly weaker. Teal'c talks of stating his will when Carter and Daniel rejoin them. The reunion is dampened by the circumstances until Carter and Daniel reveal they have a Goa'uld larva that they can implant in Teal'c.

The bodies of the Jaffa are discovered by a patrol and the alarm is sounded. Now they'll have to fight their way to the gate. Drey-auc and Rya'c are staying behind, already the boy's countenance improves. Teal'c shares with Rya'c his desire to one day save the Jaffa from slavery but encourages the boy to learn their people's way of life, Bra-tac will be his teacher. Teal'c asks Drey-auc to put the blame on him to convince the priests they're loyal and she vows she will.

They make for the gate, a battle ensues but Bra-tac's got their backs, and they all make it through. Although they did not accomplish their mission a foundation of trust and friendship has been cemented amongst the team.

FIRE AND WATER (fka FUNERAL FOR A FRIEND) -- Teleplay by Katharyn Powers
Story by Brad Wright and Katharyn Powers

At SGC the Stargate activates but they're not expecting anyone. SG-1 come stumbling through. They're soaking wet, in a state of shock and Daniel's not with them. He's Dead.

When Dr. Fraiser attempts to do a routine examination, all of them react strangely. A simple needle causes Carter to jump and yell. Teal'c madly pulls off a blood pressure collar, and O'Neill reacts to an eye exam like he's being raped. During debriefing their stories are identical. They found an area with potholes and volcanic glass, Daniel approached one of the holes and it blew up, completely incinerating him, they all feel its way too dangerous to go back.

Dr. Fraiser explains to Hammond that the symptoms they show are symptoms of trauma. Hammond orders the team to stand down; they'll be under observation.

In truth Daniel is very much alive and being held captive by an amphibious-humanoid being called Nem. He is distrustful of Daniel and when Daniel tries to communicate Nem is viscious and threatening. He points to a wall where Cuneiform letters, Akkadian the official language of Babylon in 2,000 B.C., appear in light. The words tell Daniel to reveal the fate of Omorooca. Daniel is clueless and Nem makes it clear that Daniel will die if he doesn't cooperate.

O'Neill has an Irish wake for Daniel but it's hard for the team to acknowledge his death. At one point O'Neill even offers Daniel a drink and then realizes he's gone. This is compounded by a series of flashbacks that the team begins to experience. Something about water makes each person relive a memory of Daniel being swallowed in a whirlpool of water.

Nem, now fluent in the English language, continues to query Daniel. Because of the Goa'uld in Teal'c Nem has assumed Daniel is a Goa'uld follower and therefore despises him. Daniel tries to explain, demands to see his friends but Nem tells him they will not return. He has implanted memories in the team that will prevent them from ever coming back.

Nem demands Daniel tell him about Omorooca his mate who spent time on earth before losing contact with him 4000 years ago. Daniel empathizes and shares his loss of Sha're but admits he can't help Nem. Nem insists that Daniel was there until Daniel explains that he's not that old his knowledge came from books. He implores Nem to come to earth where more information exists. Nem refuses.

Hammond assigns the crew to clear Daniel's apartment of personal items as a form of catharsis but the process serves only to heighten their feelings; something is not right. At SGC Dr. Fraiser insists they undergo hypnosis, it's the only way to find out what really happened.

Daniel is becoming frustrated by Nem's persistence, he just can't remember enough history to help him. Daniel identifies with Nem and his obsession with finding his mate and suggests that there must be a way for Nem to probe his brain and retrieve the information he desires. Nem admits there is but it's dangerous.

Under hypnosis the team remember what happened. They'd gated onto an area by the sea. They watched what appeared to be a dolphin approach shore. Daniel waded into the water to take pictures and the creature came straight for shore and stood up in the water, Nem. It drew symbols in the sand which Daniel identified as some kind of writing. No one else could decipher it. Daniel wrote a reply. Then the being touched a bracelet on his arm and all were surrounded by a blinding flash. They became paralyzed on the ground and Daniel was taken into the ocean. The creature eventually resurfaced and touched each person's temple with a light instrument. The memory was implanted and when they were able to move they dowsed themselves in the ocean thinking they were on fire before heading for the gate. Awakening from hypnosis they realize that Daniel could still be alive. They've got to go back.

Nem is attempting the probe on Daniel's brain. It's extremely painful but his brain manages to reveal that Omoroca was killed by the Goa'uld Belus. Stricken Nem touches a panel revealing a clear wall with the ocean depths beyond it. He steps through on to the ocean floor and begins a mournful song. Seeing a chance for escape Daniel takes a deep breath and follows him heading for the surface. On shore the rest of the team are waiting. Nem surfaces before him and Daniel orders them not to shoot him. Nem lets Daniel go wishing him luck in his quest for Sha're. The team leaves reunited.

HATHOR -

Teleplay by Jonathan Glassner Story by D.B. Carren and J.L. Carroll

In Palenque, Mexico at the "Temple of Inscriptions" a group of archaeologists are opening a chamber the Mexican government has forbidden to be opened until now. Inside they discover a kind of sarcophagus with hieroglyphs that are Egyptian! The pictograph depicts the Goddess Hathor, an Egyptian Goddess. When one of them wiggles the symbol the sarcophagus comes to life. As the heavy lids swing apart a pinkish mist is released from the glowing interior. Rising out of the chamber in full Egyptian garb is the Goddess Hathor. She asks where Ra is and when her question isn't appropriately answered she strikes the archaeologists dead with her ribbon device.

The sarcophagus has been sent to SGC for examination. To O'Neill and Daniel it is a familiar sight because it resembles the one Ra had aboard his ship. As they discuss its origin an Airman interrupts. A person was arrested on the mountain surface and she knew the Stargate was here.

Hathor has been drawn to the mountain by the *Chakatai*. Daniel admits this is the Ancient Egyptian or Abydonian word for the Stargate. She insists that her handcuffs be removed, Daniel acquiesces and when she can move freely she grasps his hand, kissing it. As she does a pink mist escapes her lips and dissolves into Daniel's hand and his eyes glaze over. She wants to know where Ra is. General Hammond orders her held for questioning but before he can leave she asks to kiss his hand also.

Once alone Daniel tells her that he and O'Neill killed Ra she is joyous. To celebrate she wraps Daniel in a passionate pink misted kiss. When he finally joins the others for a briefing he tells them that she is obviously a Goa'uld, but a good one. She's been in stasis for almost 2000 years imprisoned by Ra. She was trying to stop him from enslaving the earth. Teal'c is skeptical, he knows no good Goa'ulds. Daniel explains that she wants to help them defeat Apophis and to protect them against other evil Goa'ulds. Daniel wants to bring her around to debrief *them* but O'Neill won't comply. Surprisingly the General concurs with Daniel that Hathor is a friend and she's brought in.

It isn't long before Hathor uses her technology to subdue all the men, including O'Neill, and put them under her complete control. She is given access to the base and it's facilities. No one notices except the women -- Carter and Dr. Fraiser who discover they must band together to stop the madness.

Hathor has decided that Daniel will become her chosen one. He will rule beside her as Pharaoh, but first she tests his loyalty by having him place his hand in a burning pyre. She heals his hand and reveals her secret. She is the mother of all Pharaoh and she is the one that produces Goa'uld Larvae. By mating with Daniel she will procure the DNA code to prevent rejection and together they will conquer earth.

Using the web, Carter discovers that Hathor was said to have magical powers over men, under her influence they were described as being drunk. Dr. Fraiser surmises Hathor uses some sort of super pheromone to do it, but it would take weeks to find a way to reverse it. Carter feels they should neutralize her. They gather the women together and arm them, Teal'c reveals that his Goa'uld prevents him from being effected by Hathor's powers and he will help them.

They find Hathor in the locker room, she is immersed in the whirl pool and quickly surrounded by her slaves, the men, including O'Neill. O'Neill orders Carter and Teal'c to surrender and when they're surrounded by armed men, they hand over their weapons and are thrown in the brig. Waiting there they realize that since the men are in a heightened state of arousal, sex may be just the thing to provide escape. The women lure in their guards with sexual innuendo, disarm them and move to release Teal'c.

Hathor now has a special gift for O'Neill. She has decided that he will be her first Jaffa. Clothed in a metallic device garment like the ribbon device on her hand, she clings to O'Neill's naked chest and he is marked with the Jaffa pouch.

Carter and Fraiser have disarmed a number of men and move through the corridor with Teal'c. They duck around a corner as two airmen drag O'Neill by. They follow them to the locker room where they leave O'Neill on the floor beside the whirlpool. It is overflowing with larvae which flop out of it and on to the floor. Hathor rises out of the living mass and proceeds to lift O'Neill like a child and put him in the tub. Soon a larva will enter his womb. She leaves and the human women pull O'Neill out of the tub. Fraiser checks his belly for a larva, there is none.

Knowing they don't have the technology to heal him and that without the Goa'uld larvae he will die they realize they have only one option; the sarcophagus. They put O'Neill inside. As they're doing it Hathor finds them. They hide behind the sarcophagus and battle it out. Suddenly the top opens and O'Neill sits up, healed. He shouts for a weapon and shoots at Hathor. She in turn fires her ribbon device which hits the sarcophagus. Energy arcs around it and then it starts humming. Everyone runs and they close the blast doors before there is a massive explosion.

The recovered O'Neill suggests they use tranquilizer guns to get through the men to Hathor. They find her once again in the pool of larvae, they tranq the men who surround her and Daniel runs to protect her. She aims the ribbon device at Samantha but Carter's ready and unloads a full round into her. Hathor dissolves into pile of larvae crawling from her nose and mouth and they all self-destruct, burning down to mush.

SINGULARITY – *Written by Robert Cooper*

With the chance to study singularities or black holes, SG1 gates to P8X-987 where an observatory has been set up by the SG-7 science team. Upon arrival they find things are too quiet. When a farmer is found dead, his skin green with disease, Haz-Mat gear is adorned. The team splits up to search surrounding areas. Daniel and Teal'c return from checking the village, with devastating news; the entire village seems to have been wiped out by a gruesome disease.

An infectious disease team including Dr. Fraiser is sent to assess the situation. With over one thousand dead, everyone wonders why a warning message was not sent. An unknown bacterial infection seems to be the cause and the entire area is contaminated, possibly brought from earth. None of the team has been infected so far.

With their pockets full of red ribbons to tag the dead, the team gears up to search for survivors. Carter sees a small figure hiding in the bushes. Certainly afraid of the Haz-Mat gear outfit, Carter calls upon Teal'c to entice the figure to come out. A scared little girl of 7 or 8 appears.

Inside the barracks the girl is not talking, she only reaches into her pocket for the red ribbon pulled off a dead man and sticks it to herself. Dr. Fraiser's tests conclude the girl is not infected but has traces of the element the Stargate is made of in her blood. They agree to take her back to the base for more tests. Only O'Neill and Teal'c stay behind at the observatory to take pictures of the black hole with the telescope.

Carter and the girl bond, neither wanting to be separated from each other, but as Carter explains she must leave, the girl speaks. Her name is Cassandra. During one of their talks Cassandra passes out. Dr. Fraiser concludes she is anemic, which is new since she was first checked. Complaining of chest pains, she collapses again; she's in arrest. She's revived, but Dr. Fraiser is quite concerned and orders a chest x-ray. It reveals a golf ball sized object, glowing brightly with wires surrounding her heart.

The object in Cassandra is growing, so Dr. Warner does an exploratory procedure. As the Dr. gets close to the object, her heart stops. Upon withdrawing the scope and preparing to resuscitate, miraculously her heart starts to beat normally again. Whatever it is, it's got the ability to stop her heart and can't be removed without killing her.

Back on planet P8X-987, O'Neill and Teal'c watch through the telescope as the background behind the sun becomes blacker and a tiny bright dot becomes visible. Slowly the blurry object comes into focus. It's a Goa'uld attack vessel. The ship is of the Goa'uld named Nirrti, an enemy of Apophis.

Carter does an experiment bringing a tiny combination of iron and potassium together with the element that makes up the Stargate. It produces a bright blast of light and a very high reading of gamma and particle radiation. They conclude that the object inside Cassandra would cause a nuclear reaction a million times bigger; it was all a set up. The Goa'uld wiped out everyone on the planet except Cassandra, knowing the team would bring her back to the base. Using the girl as a human time bomb that would destroy the Stargate and the base.

As O'Neill and Teal'c continue to watch the ship on the screen, it begins to brighten. Quickly they realize they could be in danger, and they run for the door. Racing full out along the road, a blast shoots down from above, exploding behind them. Teal'c knows they must get home as soon as possible to keep Cassandra away from the Earth Stargate. He explains that Nirrti once sent an emissary of peace to negotiate a treaty over a Stargate Apophis had control over. Negotiations failed and the emissary was to return home. Upon entering the Stargate, there was a massive explosion, the emissary had carried a device inside him.

On the base, General Hammond insists SG-4, Carter and an unconscious Cassandra go back to P8X-987 before the "Trojan Horse" device blows. Exhausted and injured, Teal'c and O'Neill arrive first. Keeping the girl away from the Stargate, the team take her to an abandoned underground nuclear storage facility, with less than an hour to go. Carter takes Cassandra down the long elevator and past the heavy duty blast doors, her heart is breaking for the girl. Cassandra awakens, and Carter, unable to leave her alone, stays. O'Neill and Daniel nervously wait above. Bracing themselves, they reach the deadline; nothing happens.

Carter believes that Cassandra awoke because she was taken away from the Stargate, and took it as a sign that the device was no longer active. Dr. Fraiser is able to confirm the Stargate was causing the object to degenerate. Once a safe distance away from the gate, it stopped breaking down. The object is now being re-absorbed into her system. Cassandra is adopted by Dr. Frasier, with a promise by Carter to visit any time she wants.

COR-AI –

Written by Tom J. Astle

O'Neill and the SG-1 team travel through the Stargate to P3X1279. Teal'c recognizes it immediately as Cartago, home to the Byrsa and one of the Goa'ulds favorite places to harvest humans for assimilation. Teal'c had come here as head Jaffa to Apophis; his visit is remembered by one of the Byrsa, Hanno, who accuses Teal'c of killing his father.

The team meet with the elders of the village, and O'Neill pleads that Teal'c is not guilty. Teal'c, uncertain of the accusation, is shown a wooden crutch by Hanno. It brings a flashback; a one legged man lies dead, a staff weapon blast to the chest, and a boy crying as Apophis looks on. Teal'c wanting to admit to his actions, is stopped by O'Neill, but Hanno sees his guilt and orders him into custody. He is to be put on trial – what the Byrsa call “cor-ai”.

O'Neill, Carter and Daniel become Teal'c's defense attorneys, but the trial proceeds far differently then a trial back home would. Hanno acts as both judge and jury, with the elders agreeing that he, who has suffered the most pain, decides the punishment. When Teal'c admits he killed Hanno's father, the team tries to persuade Hanno that Teal'c is a changed man and is now an enemy of the Goa'uld. O'Neill, as a warrior of many battles, explains the way the chain of command works. Apophis ordered Teal'c to kill the man, so how can he disobey? The story of the team's escape from Chulak with Teal'c turning his weapon on his fellow serpent guards instead of the human captives, fails to move Hanno.

Daniel learns, from a Byrsa women, that when the evil ones come through the Circ Kakona, (the Byrsa name for the stargate) they scatter in many directions to hide, but only as fast as the slowest can go. So at the trial, Daniel gets Teal'c to describe the full details surrounding Hanno's father's death; with Apophis's order to kill one of the humans, Teal'c scans the group. He picks out a crippled man, knowing that the Byrsa defense against the Goa'ulds is their ability to run and hide. He chooses the slowest to save the lives of the rest. Teal'c feels responsible though, knowing this is just one of many deaths he's caused. He has resigned himself to death, and wishes to give Hanno retribution for the killing.

O'Neill and Carter return to earth to fill in Hammond and get reinforcements. Hammond is distressed by the story, but not willing to launch an assault. Their law is no different from ours and we don't stop pursuing war criminals because they have a change of heart.

They return, but are shocked to see the place deserted. Serpent Guards have appeared and trashed the village looking for the hiding villagers. O'Neill and Carter carefully eliminate one guard at a time, searching for Daniel, Teal'c and the others. Hanno is surprised when it's O'Neill and Carter who save them, thinking they were the ones who sent the Goa'ulds. Teal'c is confronted by Shak'l, Apophis's new prime. He kills him and the final Serpent Guard, but is wounded in the leg while saving the lives of the village children. Hanno, seeing Teal'c's heroic actions realizes he is not the same man who murdered his father, allowing the team to return to earth.

*ENIGMA –**Written by Katharyn Powers*

The team gates to the planet Tollan. Arriving to a bright red sky, black smoke, falling ash and shaky ground; realizing they're in the middle of a volcanic world, they hurriedly begin to dial back home. Lying all around the Stargate are dead and dying bodies. They rescue the living, taking them back to Earth.

Ten people were evacuated, all human but from an advanced culture. They carry some sort of alien devices on their belts. Omoc, the spokesman for the Tollans, is not grateful for their rescue. He thinks Hammond, the SG-1 team and the facility are primitive. He demands to be returned home with the others.

Narim, one of the men rescued from Tollan, has taken a liking to Carter. He tells her of the contact they had made with the planet Sarita, and how they gave them a device to produce energy. The Saritas used it to make war, destroying their own planet, and shifting the orbit of Tollan, making it unstable. We understand now Omoc's attitude and ungratefulness with newcomers.

The UAV sent back to Tollan, revealed extremely high temperatures, rendering the planet uninhabitable. Omoc, hearing of this news, explains that their evacuation was almost complete, except the closure of the gate, so no one could return. They had settled on a new settlement world which is outside the gate system, but without a ship they can not make it there. Knowing the Tollans can't and won't stay on earth, O'Neill and Teal'c look to relocate them to another planet the team have visited.

Meanwhile, the Tollan refugees have vanished, escaping their holding room without anyone seeing. Found outside the mountain facility, observing stars in the sky, Omoc realizes they are prisoners when they're surrounded by guns. Their videotaped escape shows them using their technology to walk right through the walls; knowledge far beyond that possessed by the Goa'uld.

Colonel Mayborne, military intelligence, has an order from the President to take over matters concerning the new guests, and relocate them to a secure facility. The team, leery of the treatment the Tollans will receive, and Omoc's decision not to go to the primitive planets suggested by O'Neill, know they must come up with another solution.

Daniel, aware he cannot be court-martialed as he is not military, tells Omoc of a more advanced people the SG-1 team met, the Nox. The problem is that the Nox buried their gate, so the Tollans must use their technology to make contact. With Daniel in tow, the Tollans use their devices to walk through the walls and reach the top of the mountain. Omoc, using another device from his belt and the coordinates from Daniel, shoots a beam of light into the sky.

In the Gate room, Daniel, Omoc, Narim and the other Tollans stand at the bottom of the ramp as the gate opens to reveal the lovely Nox woman, Lya. O'Neill, Hammond, Carter and Mayborne are in the control room looking on. Mayborne's objections and threats go unheard, as Lya takes the Tollans, invisibly, through the gate.

SOLITUDES – Written by Brad Wright

The home team is awaiting the arrival of SG-1 through the Stargate when the event horizon wavers and after a long beat, an unconscious Daniel and an injured Teal'c come through. Within seconds the gate overloads and disengages the wormhole. But where are O'Neill and Carter??

In the infirmary, both Teal'c and a now conscious Daniel are completely shocked that O'Neill and Carter didn't make it, they were certain the two were directly behind them. With the Stargate under repairs from the overload, they must wait 24 hours before they can send another probe through.

We find Carter and an unconscious O'Neill, on a cold icy floor of a deep dark crevasse inside a glacier, very much alone. O'Neill awakes in pain; he has a broken leg and a possible cracked rib that Carter has attended to. Searching the crevasse, Carter finally finds the DHD, but it's buried in the ice and will take awhile to dig out. Mulling over the possible explanation for what happened, they realize there is no way for Stargate command to know where they are, and with all the possible Stargates, a random search could take ten years. With about three days of rations and temperatures getting colder, they are worried.

Back at Stargate command, the gate is repaired, and the MALP is sent back to P4A 771. The probe pictures show all to be quiet, until energy beams appear, and shoot at the camera; the monitor goes black. Hammond figures if O'Neill and Carter are still there, they probably aren't alive, and scrubs a rescue mission.

Carter and the injured O'Neill, figure out how the Stargate might have malfunctioned. Struck in the firefight on P4A 771, the matter flow must have changed direction before reaching earth, emerging through a Stargate relatively close to the home base in the gate network. After digging out the DHD, and trying to make it work, Carter's unable to start it up. Exhausted and getting weaker, O'Neill collapses.

Daniel's theory of the shortest distance between two points, being a straight line, he uses the starmap to point out the closest worlds to begin searching. With a continual "no" from returning rescue parties, General Hammond declares O'Neill and Carter missing in action, and calls off the search.

O'Neill fades in and out of consciousness, as Carter works on the DHD. The Stargate lights up causing the crevasse to shake and snow to fall. She touches the orange globe, hoping for the gate to turn, but nothing happens. O'Neill orders her to follow plan "B"; taking some supplies and climbing up the crevasse to the outside world and finding help.

Daniel feels a vibration coming from the gate room, and realizes they ruled out a world they shouldn't have. A possible second gate on earth! Before installing frequency dampeners, the gate used to shake like crazy. O'Neill and Carter were trying to dial home, but couldn't get through. They start a search for all recent seismic activity, worldwide.

Meanwhile, Carter reaches the top of the crevasse, only to reveal that she's in the middle of a vast glacier, extending for miles and miles. Describing the bad news through her mic to O'Neill, and receiving no response, she descends. Exhausted, she slips and falls to the floor, hurting her leg. Crawling to a delirious O'Neill, who thinks she's his ex-wife, and not wanting to ruin a dying man's fantasy, she lies alongside him, pulling the thermal blankets over them, knowing these are her last actions.

Helicopters take Hammond, Daniel and Teal'c to the pin-pointed location in Antarctica, where they found an occurrence. They find O'Neill and Carter semi-conscious, but alive, and carry them out. Hammond takes a long look at the newly found Stargate, happy to be able to take his people home.

TIN MAN –

Written by Jeff King

SG-1 has arrived on planet PX3 989. The gate is located underground, in a massive industrial complex, resembling a power station. The technology seems older, but more advanced than Earth. In a lab, a large machine hums and the buzz of electricity begins to build. O'Neill orders the team to fall back, but before they can escape, powerful arcs of electricity attack their bodies. They fall unconscious, with only the sound of footsteps approaching.

They awake dressed in funny outfits, with no weapons, supplies or transmitters, but feeling remarkably healthy. A non-threatening, overweight, happy and slightly alien looking figure appears, it's Harlan. He returns their gear, but informs them that their uniforms are gone, and that these new ones are better.

Harlan takes them on a tour of the complex, explaining that he is the only one here. He quickly reels off a large number of hours as the time he has lived here. O'Neill responds with the exact correlation into years, surprising everyone. "You see, you are all much better, even your minds", Harlan cries out, "I have given you a great gift". He will not explain how they are better, so O'Neill and the team decide to go home, ignoring Harlan's warning that they can't, because it's not safe.

At SGC, the team is being checked over in the infirmary. Dr Fraiser takes a blood sample from O'Neill, but a white, gooey fluid fills the syringe. Teal'c rips open his shirt, revealing his stomach has no Jaffa pouch. O'Neill makes a small incision in his arm, revealing a steel hydraulic skeleton. They are all completely stunned that they have become mechanical beings. The doctor hits the alarm, calling for security. They are taken to the holding room.

In every respect, the team feels like their normal selves, but somehow Harlan has transferred their consciousness into these machines. Hammond isn't sure what to believe and wants to send SG-5 back to PX3-989. O'Neill insists it's a mistake, but as he is explaining, he and the rest of the team, simultaneously, begin to feel funny, and weak with no energy. They fall to their knees.

With their only hope of survival lying with Harlan, the team returns to PX3 989. Within minutes of coming through the Stargate, they begin to feel their strength return. Worried that they wouldn't be able to comeback, Harlan explains that without their power source nearby, their systems would shut down. O'Neill is ready to destroy him after hearing that their transfer is permanent, all part of the process.

Harlan's race faced destruction as the biosphere could no longer support them, so this project was undertaken to allow people to survive. Once transferred, many of Harlan's race found living forever a daunting prospect. Some left through the Stargate, others simply walked outside the range of the power source.

O'Neill, Carter and Daniel help Harlan repair the power source, knowing no matter what, it is their survival. Teal'c, having disappeared for awhile, shows up beside O'Neill, who is fixing a vent. He attacks O'Neill, beating the daylights out of him, and finally holds his face to a blast of steam. Carter, Daniel and Harlan appear, but Teal'c doesn't even notice them, he's gone completely mad. With some sort of beam weapon, Harlan disintegrates Teal'c.

Half of O'Neill's artificial face has been melted away by the steam. Harlan assures him that it can be repaired, as well as building a new Teal'c. Questioning how this can be done, the team follow Harlan to the lab, and upon entering they see the making of another synthetic Teal'c. Aware that the only way this could possibly be done, is by having access to their original bodies. O'Neill carrying his MP-5, forces Harlan to reveal their real bodies.

Restrained on beds, and very much alive, we see the real O'Neill, Carter, Daniel and Teal'c. We understand now, why transferring back is impossible; they are copies. With the two teams facing each other and trying to understand the situation, there is much sadness knowing that the synthetic team are who they are, and will remain with Harlan, even if it's forever. The gate is buried after the human team returns home.

There but for the Grace of God— Teleplay - Robert Cooper Story - David Kemper

SG-1 emerges through the Stargate into an alien building structure. O'Neill and Teal'c come across a scary hieroglyphic symbol. Teal'c knows it as the symbol of Croshtn'ai, meaning turn back. It is placed on planets that Goa'uld destroyers have wiped out and left contaminated; radioactive. Daniel and Carter find an alien lab containing artifacts brought back from other planets. On O'Neill's order, the rest of the team heads back to the gate, but Daniel can't resist touching an alien device. It activates a tall slab of marble-like rock, producing a shimmering mirror. He touches the surface and a surge of energy flows out of the mirror and through him. Seemingly nothing has happened, so Daniel goes to find the others, but can find no one around. He decides to return through the gate, only to be faced with a full military contingent upon his arrival. Hammond appears wearing a Colonel's uniform and has no idea who Daniel is.

Daniel is drugged and put through tests, including an MRI to check if he carries a Goa'uld. He awakes in a holding cell, as Catherine Langford ("Torment of Tantalus") pays him a visit. She only knows of Daniel through referencing his work, and wonders how he came to be wearing a remote device and has SG-1's code. Daniel discouraged over her lack of familiarity, mentions Ernest, the man whom she was to marry in 1945. Catherine is stunned, and asks that General Jack O'Neill meet with him.

Daniel, tries desperately to get through to O'Neill by confronting him with his past; his intention of blowing up a nuclear device on Abydos and the accidental death of his son. O'Neill is more interested, in Daniel's knowledge of Chulak, the Jaffa home world and his ability to give them the Stargate address. Daniel begins to talk about Teal'c, but they are interrupted by Samantha Carter, dressed as a civilian scientist. Again, she doesn't recognize Daniel, but with a grave look she reports that they've lost Washington and Philidelphia. Daniel is told of the attack by the Goa'ulds on Earth, slowly obliterating Europe, Asia, Africa and moving West with frightening inevitability.

Daniel, stunned and exasperated, tells Catherine of the slab of rock containing the mirror that he found on P3R-233, and the liquid crystal display device that seemed to turn it on. As he begins to tell of the surge of energy he felt when touching the mirror, he notices a commotion down in the gate room. It seems O'Neill has decided to send a nuclear weapon to Chulak. Carter stresses that their obligation should be to get the genesis list through to the beta site. Catherine explains, that the list is the evacuation of world leaders, scientists and doctors to another planet. Daniel urges O'Neill to reconsider nuking Chulak, there are innocent human beings on most of the Goa'uld planets. O'Neill sends the bomb through anyway.

The Stargate uses space/time to create a wormhole, allowing us to travel great distances but not to alternate realities (concurrent or parallel plains of existence). Daniel's convinced this is what must of happened when he touched the mirror. A transmission is received from Air Force One, relaying that the President's plane, Voyager, is ten minutes away from the Air Force base, but under fire. They watch on the radar screen, as a very large blip closes quickly on the plane, with in minutes the small blip disappears from the screen, the President is dead. The enemy ship appears to of stopped above the mountain. It's going to land.

The Jaffa are assembling their troops and building a weapon outside the main tunnel. O'Neill prepares for a confrontation. Catherine and Carter give Daniel a transmission they received from deep space, in the same quadrant as P3R-233. He translates it as, "Beware the destroyers, they come from..." followed by pulses or beats of some kind. Divided into groups, they become six numbers; a Stargate address, but without the point of origin! With a break from the Goa'ulds attempts to come through the Stargate, Carter starts to dial in the beta site, knowing she must get the seventh symbol locked in, in order to stop an incoming wormhole. She is unsuccessful, and starts to work on the gate to make it lock in more rapidly.

O'Neill and his men have been forced to fall back, the Jaffa have blasted through the cement floors. With only one shot at dialing out, Daniel argues that they should send him back to P3R-233 so he can save his world, as it's not looking good for their own. O'Neill and the others agree to his request. Daniel comes up with an idea to buy them some time. After seeing some videotape of themselves and Teal'c in Daniel's reality, O'Neill agrees to confront Teal'c, who has been seen as the leader of the attack. It's hoped that if he turned on Apophis once, he may do it again. Skeptical as he is, Jack knows they need some time. Carter steps up and gives him a passionate kiss as he is about to leave. Daniel is shocked to learn that in this reality, O'Neill and Carter are engaged.

Teal'c and O'Neill meet face to face. He does not seem too impressed with O'Neill's video and story, but with the mention of freeing his family, Teal'c becomes angry, knowing that there are no survivors on his planet. Time slows down as O'Neill registers his fate, he closes his eyes and accepts death as Teal'c fires the massive gun. Hammond and his soldiers are overtaken and killed just outside the gate room. Inside the control room Catherine starts the gate dialing to P3R-233. Carter, in the briefing room is confronted by several Jaffa. Tricking them into thinking she surrenders, she takes out a grenade and blows them all to bits. Daniel in the gate room, now watches as Catherine is taken by the Jaffa, but still the gate dials. A big hole explodes in the gate room door, and Teal'c emerges with his staff weapon pointed at Daniel. He fires as Daniel dives through the puddle. The auto-destruct counts down, creating a massive nuclear blast and the end of the Cheyenne Mountain complex.

Daniel flies through the gate, badly wounded from a staff blast. He staggers to the alien lab, thankful to see the mirror on the surface of the rock. There is a surge of energy as he touches it. O'Neill, Carter and Teal'c in our normal reality, respond to Daniel's calls. They are shocked at his injuries and wonder where the Jaffa are that did this. Daniel gives Carter a paper with a Stargate address on it. Fighting for the strength to talk, Daniel blurts out that they're in big trouble; that Goa'ulds are coming, and we have to stop them!!

Politics – Written by Brad Wright

Daniel Jackson, being treated for his injuries received in "There but for the Grace of God", tells of his alternate reality experience. He has to convince everyone that he acquired the co-ordinates that the Goa'uld will launch an attack on earth from. O'Neill, Carter and Teal'c are skeptical of the story, thinking he must of had a vision, dream or hallucination of some kind. Hammond and recently promoted Lt. Col. Samuels appear, with disturbing news of a hearing; Senator Kinsey, Chairman of the Appropriations Committee, is to determine the fate of the costly Stargate program.

With Senator Kinsey about to arrive on the base, Hammond explains to O'Neill that the President and Joint Chiefs thought if they granted the Senator the appropriate clearances, he would recognize it's importance and authorize the expenditure. He didn't, and after reviewing mission reports and a briefing by Samuels, he decided that SGC would receive no further funding from the treasury; effectively shutting down the program.

Senator Kinsey admits he finds the facility far too dangerous and is skeptical about reports that the team averted global tragedy only by the skin of their teeth. So it seems, even with all the team members giving their best arguments, the Senator has already made up his mind. But with a promise to the President of giving them a fair hearing, Kinsey wants to go through SG-1's record.

In "**Children of the Gods**" it was Teal'c who set them free when they were at the mercy of the enemy, not one of their own. Also they had no problem using their weapons to shoot down an enemy Death Glider. So Kinsey seems to believe the Goa'uld are not a serious military threat and SG-1 defeated them easily. O'Neill recounts in "**The Nox**", how they ambushed Apophis, tried to shoot him, but the shots struck a force field surrounding him, allowing Apophis to kill them. With this kind of force field it's conceivable that the enemy could use it on their armies and ships! In "**Singularity**" O'Neill and Teal'c come under fire by the death gliders, barely making it through the Stargate. Though they did escape, the Goa'uld ship was responsible for the death of an entire population. Again in "**Cold Lazarus**", the Goa'uld destroyed a civilization, this time a crystal one.

Kinsey admits the Goa'uld are a dangerous race, especially after Teal'c's remark that the people of earth have only witnessed a fraction of their power. We turn to the "**The Enemy Within**" and Kawalsky, infested with a Goa'uld parasite, tries to destroy the facility, but is killed before he accomplishes it. Considering the unknown plagues that could be brought back through the Stargate, Kinsey thinks this reason alone is enough to shut it down. In "**The Broca Divide**" Hammond had to quarantine the base, as a disease that the team brought back turns personnel into primitives. They found a cure and saved the people from suffering from the disease. Also in "**Brief Candle**" O'Neill very nearly dies of old age, when infected with nanocytes. Carter almost lost containment of the nanocytes as they tried to escape and mutate, but were destroyed. Despite all their efforts, Senator Kinsey does not approve, or support the Stargate program, and intends to shut it down. Daniel, in a last ditch effort, tells of the alternate reality in "**There but for the Grace of God**", as well as the dire warning the people of P3R-233 sent before being obliterated. Kinsey is not impressed with this desperate eleventh hour plea. He believes when and if they come, he has the forces to beat the Goa'ulds. Unable to convince the Senator, Hammond, under the President's order, has to cease operations effective immediately, not even allowing Teal'c the right to go home.

Within the Serpent's Grasp --Teleplay by Jonathan Glassner Story by James Crocker

The Stargate is to be buried, literally and figuratively. No extensions, no reversals and no new hearings. This obviously doesn't sit well with SG-1, especially Daniel, who insists they go to the coordinates he got in the alternate reality on "There but for the Grace of God". He insists they must see if they can stop the same slaughter from happening in this reality. O'Neill knows if they don't act now, and the Goa'uld attack later, he'd feel like an idiot. Carter and Teal'c also agree to go. With the blast doors closed and 'Unauthorized Stargate Activation' alarms and lights going off, SG-1 goes through the event horizon. Seconds later several airmen, Major Ferretti and a furious General Hammond rush into the room, just in time to see the Stargate shut down.

The team enter a large, ornate, Egyptian looking room, reminiscent of Ra's ship. O'Neill finds several large containers, one containing staff weapons and some smaller devices. Teal'c describes them as a Goa'uld zat'n'ktel, a weapon using a different form of energy that is less powerful than a staff weapon, less destructive, but still quite deadly. Suddenly the entire room begins to rumble and then stops, Daniel tries to dial home, but nothing happens. Quickly hiding as six serpent guards enter, the team watch as one container is opened. Magically, a ball levitates to the center of the room, the serpent guards kneel before it, then rise and leave. Teal'c explains the ball to be a Goa'uld long range visual communication device. They exit the room, following the guards, but suddenly have to hide again as they see a team of Jaffa warriors leaving another room. With the coast clear, they enter the room. In the back is a sarcophagus similar to Ra and Hathor's. One side of the room is open with a low railing across it, like a balcony. Looking out we see a black void full of multicolored lights shooting by. It appears they have gated onto a Goa'uld transport ship.

Back at Stargate command, Hammond is told that SG-1 went through the gate to the coordinates that Daniel brought back from the other world. This being the possible origin of the Goa'uld military attack on earth, Ferretti and SG-2 offer to go and bring them back. Hammond takes it under advisement, knowing it's a risky mission and that he'd only be bringing them back to a court marshal.

A Jaffa confronts the team, Teal'c fires his zat gun at him three times, disintegrating him. There is a force field surrounding the ship, enabling it to travel faster than light. Carter explains that they must have been in orbit around a planet, but in leaving the orbit, the point of origin was no longer valid, explaining why they can't gate home. Teal'c finds the trip for another hidden door just in time to avoid dozens of serpent guards marching down the corridor toward them. There in a small area, peering around the foyer wall, they see a huge multi-leveled landing bay containing about a hundred death gliders! A voice over the P.A. summons everyone to a gathering. They watch as hundreds of serpent guards and Jaffa make their way down the corridor, including four slave girls pushing the levitating sarcophagus.

O'Neill leads the team back into the corridor to slowly follow the procession. They've gathered in the Goa'uld gate room, all eyes gazed upon the levitating glass ball, where the image of Apophis is revealed. His speech to the crowd declares that the end of the pests that plague them approaches, marking a moment in Goa'uld history. Until he rejoins them, they are to follow the orders of his son. The sarcophagus opens, revealing the mighty warrior Klorel. As he lifts his head to the crowd, we see that it's Skaara!

In the Stargate room on earth, the gate is spinning. SG-2 is geared up and prepared to go through the gate. Chevron seven will not lock. Hammond is more concerned than ever. Back in the Goa'uld gate room, O'Neill is stunned and decides to try and capture Skaara, in hopes that as Thor's technology showed, some of the host still remains. He and Teal'c leave, while Carter and Daniel plant C-4 explosives in points of vulnerability on the ship. O'Neill and Teal'c take out the serpent guards protecting Skaara in the balcony room. Teal'c grabs Skaara from behind, wresting his hand device away. O'Neill trying to get through to the real Skaara, fires his zat gun at point blank range, scaring the Goa'uld into letting Skaara talk. Just stunned from the shot, Skaara is able to speak, saying he is sorry and hopes O'Neill is still his friend. Just as the doors are being broken down, the Goa'uld Klorel comes back, and they are surrounded by serpent guards.

As Carter and Daniel are planting plastique around the Goa'uld gate, they see O'Neill and Teal'c being dragged in, followed by Skaara. He calls up Apophis on the crystal ball, telling him of the great gift he brought. It's decided that Teal'c, the traitor, must suffer the most painful death a Jaffa can know; removal of his Prim'ta. As for O'Neill, Skaara is to choose his method of death. With that, Apophis' image vanishes, and O'Neill and Teal'c are taken away. Knowing they must save O'Neill and Teal'c, Carter sets a timer to detonate in 24 hours and she and Daniel head out after them.

In General Hammond's office, a technician tells of the two blips picked up on the deep space radar. They are passing Saturn and heading straight for earth. Hammond gets on the phone to the President. Meanwhile, Skaara has taken Teal'c and O'Neill back to the balcony room. He decelerates the ship, allowing them to recognize the planet they are passing. It's Saturn. Carter and Daniel pass by the glider bay foyer, and see hundreds of Jaffa boarding their death gliders. They continue to just outside the balcony room, create a diversion, and kill the serpent guards rushing out. A gun battle ensues, and in the end Skaara has Daniel under his hand device. O'Neill hating this decision, shoots Skaara dead. With Carter helping Daniel up, and a distraught O'Neill holding Skaara's hand, Teal'c points out the balcony window. Coming up beside them is another mother ship, but worst of all, the planet coming into view is earth. Suddenly about twenty serpent guards rush in and point their weapons at the team...

To be continued.

Season 2

THE SERPENT'S LAIR – Written by Brad Wright

At the end of "Within the Serpent's Grasp," the team was left surrounded by twenty armed Serpent guards on the Goa'uld ship. Realizing that the situation looks bleak, O'Neill confirms with Carter that enough explosives have been planted to destroy the ship, set to automatically detonate in 24 hours if not manually set before then. A tense moment passes while the team realizes that O'Neill's next command, to detonate the explosives, will mean death for them all. Carter prepares for the detonation, and O'Neill is ready to give the command when Teal'c interrupts. They see what he sees – another ship alongside theirs. It is Apophis. Suddenly, angry Jaffa warriors bang on the balcony room doors. The team readies themselves and a gun battle ensues. Then, a small metallic ball rolls through the doors, flashes with brilliant white light and paralyzes the team.

Hammond talks to the President on the phone, explaining that SG-1 went through the Stargate in an attempt to stop the Goa'uld attack on earth. Even though the Stargate was to remain dormant under orders from Senator Kinsey ("Politics"), Hammond says that their new priority is to use the Stargate to evacuate as many priority personnel off world.

Later, O'Neill, Carter, Daniel and Teal'c, unconscious and stripped of their weapons, are lying on the floor of a dark prison cell. Weakened and blinded, the team awakens. Teal'c explains that they are feeling the effects of a Goa'uld shock grenade, and that the blindness is a temporary condition.

Jaffa warriors lower Skaara/Klorel's body into the sarcophagus. A helmeted Jaffa Captain barks orders at the Jaffa, presumably berating him for allowing the humans to harm Klorel. As the leaves of the sarcophagus close over Klorel's face, we hear the Jaffa cry in pain as he is blasted by the Captain's zat gun.

At SGC, Samuels proudly explains to Hammond that, if the President approves, they will organize a preemptive strike against the Goa'uld with a new weapon developed at Area 51. The new weapon is an ordinary Mark-12 warhead enriched with naquadah, the Stargate element. Made of the same material as the Stealth bombers, they are invisible to radar and will be launched once the Goa'uld ships enter the earth's orbit.

The Jaffa Captain stands before Apophis, explaining that Apophis' son, Klorel, was struck down by the humans and is now in his sarcophagus. Apophis, distraught over his son's injuries, orders that the Jaffa Captain execute the humans immediately. Kah'l, Apophis' new First Prime, enters as the Jaffa Captain leaves. Apophis tells him that they will destroy earth only after Klorel has risen.

O'Neill and Teal'c, slightly stronger now, feel for a way out. Hearing footsteps, O'Neill and Teal'c hide behind the door as it is opened by the helmeted Jaffa Captain. Bra'tac hushes the group and explains that he is working to keep them alive, even though Apophis has ordered him to execute the humans immediately. Bra'tac then leads the team out of the prison.

Back at the control room, Hammond is confused as to why the Goa'uld ships have not changed their position for 18 hours. On his monitor, a technician points out a strange blast that emerged from inside the bridge area of the Goa'uld ship. Is it SG-1? Samuels scoffs at the idea -- not believing that the team could gate to a ship -- but Hammond wants the pictures of the blast analyzed.

Meanwhile, Jaffa stand around the sarcophagus as it begins to open. Klorel rises, eyes glowing and vows to destroy earth. He orders that the ships move toward earth.

Teal'c hears the roar of the ship's engines and knows that they're moving. O'Neill is not confident that Bra'tac's four death gliders will be enough to destroy the Goa'uld's ships. O'Neill, realizing the ship they're on will explode in 41 minutes, asks Bra'tac to take them to the second ship. As the ships move forward, Samuels locks in the attack profile and two rockets launch simultaneously. Apophis, on his balcony, sees the missiles approaching, but waits for Klorel to respond. Klorel tries to act, having to fight something inside of him (Skaara?), and is eventually able to touch his control console, activating the ship's protective shield. The warheads strike the energy shield surrounding the ships, and the ships remain undamaged.

Newly armed with their confiscated weapons and zat guns, Bra'tac and the team work their way down the ship's corridors toward Klorel. Bra'tac, still Klorel's loyal servant, enters Klorel's balcony. Once inside, however, Bra'tac expresses his hatred for Klorel. Angered, Klorel begins to assault Bra'tac with his ribbon device when the SG team bursts through the doors. A battle ensues. Teal'c grabs Klorel and holds him hostage with a zat gun to his head, while more Jaffa warriors rush down the corridor to Klorel's defense. O'Neill and Carter rush into the corridor to tend to Daniel -- injured while killing the approaching Jaffa warriors. Daniel, in a moment of self-sacrifice, asks to be left behind.

As Teal'c holds Klorrel, the four rings appear and transport them to Apophis' ship. Apophis cautions his guards to hold fire once he sees Klorrel, and asks Bra'tac why he betrayed him. Bra'tac responds that he will no longer worship false gods. Bra'tac then shoots the ship's control panel and blasts his way out of the room, leaving Klorrel inside. The team hurries their way down the hall. As they do, Bra'tac tells the team that while on Klorrel's ship, he directed the two ships to move together. If the team can disable the shield generator, both ships will be destroyed in the explosion. The team then enters a huge cavern in the bowels of the ship, hoping to destroy the ship's shield generator. O'Neill drops a grenade into the chasm and they listen to the sound of a great machine shutting down. Planning their escape, O'Neill asks where the glider bays are.

Apophis tells his son that he is disappointed in him. Klorrel apologizes, but Apophis holds out his ribbon device toward Klorrel who shakes violently and falls to the floor, dead.

As we see the two ships move closer together, Daniel strains to pull himself along the floor, leaving a trail of blood as he goes. Elsewhere, the team plans their strategy to enter the glider bay. Bra'tac throws a shock grenade through the doors, knocking every pilot and crewmember unconscious. They rush toward the gliders.

Meanwhile, the sarcophagus opens, revealing a healed Daniel who, seeing that only seconds remain before the explosives detonate, rushes into the gate room and begins dialing the DHD. Suddenly, the explosives' timer counts down to zero. There is an enormous explosion just as Daniel jumps through the puddle and the death gliders shoot out from beneath the giant ship. As the ships explode, the death gliders are also engulfed in brilliant, white light. The team awakens from the blast, injured but alive. Their ships are battered, unpowered and unable to reenter the earth's atmosphere without burning up. The crew, exhausted and weary, realizes there is little to do but float, with no chance of making it back to earth alive. Suddenly, the space shuttle appears, its remote manipulator arm already extended, to bring the team back home safely.

Back at the SGC, O'Neill, Carter, Teal'c and Bra'tac walk in line, a crowd of officers and enlisted personnel applauding as they go. Bra'tac is thanked by Hammond before returning home to Chulak. Lastly, Hammond tells SG-1 of one person who would like to see them. Daniel steps out from the crowd. The team embraces and the crowd continues to applaud.

*In the Line of Duty –**Written by Robert Cooper*

The team is running through a destroyed Nasyan village, with death gliders swooping overhead. O'Neill, carrying an injured child, runs past Carter who is bent over an unconscious Nasyan man. O'Neill continues toward the Stargate where Daniel, Teal'c and SG-6 have arrived to help. O'Neill gives Teal'c the injured child and goes back for Carter, while Daniel helps a badly burned Nasyan man. As Carter gives the unconscious man mouth to mouth resuscitation, he grabs the back of head and a Goa'uld transfers from the dying man's mouth into hers. Carter tries to fight it, but soon her eyes begin to glow. When O'Neill arrives, she composes herself and is able to speak in Carter's voice. Together, they race toward the Stargate to avoid a group of advancing Jaffa. They arrive back at SGC where Hammond is busy placing the Nasyans under quarantine. Although Carter/Goa'uld seems stunned at first, she quickly snaps out of it.

In the briefing room, SG-1 and SG-6 are discussing the Goa'uld's possible motives for destroying Nasya. While Hammond agrees that discovering the Goa'uld's motivation is important, relocating the Nasyans is the top priority. After the meeting, O'Neill, concerned that Carter may be somewhat "off," reminds her to get checked out by Dr. Fraiser. Carter agrees, giving O'Neill a friendly (but hard) punch in the arm as she leaves. O'Neill is not reassured. Dr. Fraiser sees only an abrasion on the back of her throat and is not concerned. She reminds Carter that Cassandra ("Singularity") wishes to see her. Later, Dr. Fraiser checks on the badly burned Nasyan man. After she leaves the hospital room with Carter to go visit Cassandra, the burned man's body suddenly begins to glow.

Cassandra excitedly runs to hug Carter but, seconds into the hug, senses that Carter is a Goa'uld and backs away, terrified. Carter's eyes begin to glow as she moves closer. Hours later, O'Neill meets with a frightened Cassandra, who confides in him that Carter is a Goa'uld and that Carter threatened to kill her.

Carter/Goa'uld tries to hurry the team along to their next Stargate mission. O'Neill enters, hiding a syringe behind his back, to tell Carter that the mission has been postponed due to technical problems. Suddenly, he jams the syringe into Carter's arm, but the drugs don't take effect quickly enough. Carter aims her gun at O'Neill and demands that he open the Stargate, becoming increasingly more agitated until her eyes glow and the Goa'uld voice is heard. More tranquilizer darts are shot into Carter. She shoots and injures a guard but eventually falls to the ground unconscious.

When a doctor tries to remove the bandages from the burned Nasyan man, he grabs the doctor's arm.

Meanwhile, in another hospital room, Daniel enters to talk with Talia, the wife of the man whose Goa'uld entered Carter. Back inside the burned man's room, we see him remove his bandages and mask, revealing a completely healed face. This man is not Nasyan (no temple wrinkles). He spits something metallic into the sink – a ring with three coloured jewels on it – and places it on his finger. It starts to glow.

Carter/Goa'uld tries to convince O'Neill to let him return through the Stargate, promising to find another host and send Carter back unharmed. O'Neill says that he can't trust a Goa'uld, but suddenly Carter resurfaces and begs O'Neill to help her. Back in the hospital room, Dr. Fraiser unwraps the bandages of the "burned man" and sees that it's the doctor, dead.

Alone with Teal'c, Carter/Goa'uld tells Teal'c that he is actually a Tok'ra, a member of a group who opposes the ways of the system lords, and that he should be trusted. Later, Carter/Goa'uld tells O'Neill and Teal'c that the burned man who escaped is an Ashrak, a Goa'uld assassin who has followed the Nasyans to earth to kill. . . him.

Meanwhile, Ashrak travels through the hospital searching for the Tok'ra. He holds up his ring to various patients' foreheads, providing an x-ray of their heads, in search of the tell-tale Goa'uld. To disguise himself, Ashrak changes into a military guard's uniform and climbs inside the passenger side of a transport truck full of Nasyans. He holds the ring up to the driver's head – slightly stunned, the driver drives away. Ashrak holds the ring against a security officer's head, which stuns him long enough for Ashrak to enter the restricted area. On the video surveillance monitors we see numerous images, the last of which is a hint of Ashrak's reflection in the monitor's glass as he leans to look at Carter.

Teal'c, O'Neill and Hammond stand by as the technician prepares to open the Stargate for the Nasyans. Suddenly, Hammond gets a phone call and hears the transport driver's story. O'Neill and Teal'c check the monitor for Carter's room and, seeing only static, race down the hall to the elevator. In Carter's room, two guards lay dead and Ashrak moves toward Carter/Goa'uld, opening the cell with his bare hands. He holds the ring to Carter's head as the Goa'uld inside her writhes in agony. Hearing footsteps, Ashrak stops, pretending to be an airman who found Carter and the two guards dead. He leads the other four guards down the hall in pursuit of the "killer," passing O'Neill and Teal'c. O'Neill discovers that Carter is unconscious and not dead. Later, as the med.-unit works to revive Carter, they pick up two signals on the EKG – one from Carter and one from the parasite.

As the Nasyans step through the Stargate to travel to a safe planet, Daniel stands on the ramp saying goodbye to Talia, the last Nasyan to leave. Suddenly, four guards and Ashrak enter the Gateroom. As Daniel walks down the ramp, he struggles to remember where he has seen Ashrak before. Too late. Ashrak grabs Daniel as a shield and walks backward up the ramp toward the active puddle. Ashrak is furious when he sees the gate turn off. Teal'c enters and, to everyone's surprise, shoots both Daniel and Ashrak with a zat gun. Daniel manages to pull away after the blast, and falls to the ramp in pain. Teal'c shoots the zat gun again, hitting and killing Ashrak. The Goa'uld's energy monitor shows a flat line. So does Carter's. The team tries helplessly to revive her. There's a beep – a faint pulse. Carter summons the strength to tell O'Neill that the Goa'uld gave its life for her. She passes out, unable to remain conscious. Later, Carter is lying in the hospital bed, physically fine but in a severe state of emotional shock. After some prodding by O'Neill, Cassandra enters Carter's room and sits on her bed. The two hug, tears coming to Carter's eyes. O'Neill and Daniel are relieved as they realize that Carter really will be okay.

*Prisoners —**Written by Terry Curtis Fox*

SG-1 is considering leaving a friendly, but somewhat boring, planet when a terrified, ragged man comes racing toward them. His name is Roshure and he is running from "Taldor." Assuming "taldor" is bad, the team and Roshure prepare to flee when they are stopped by an ear splitting, completely enveloping sound. Suddenly, the team involuntarily drops their weapons. They look skyward and are blinded by brilliant light as the sound continues. A voice booms and tells the team that by aiding Roshure — a man accused of murder — and for trespassing on ancient grounds, SG-1 must share in his crime. The team explains that they made a mistake, that they were unaware of his crime. The voice continues over their protests, telling the team they will be transported to the prison Hadante for the remainder of their lives.

The team is in the prison, stripped of their weapons, remote transmitter, etc.. A passing scavenger grabs at a pair of bloody boots, presumably, belonging to a prisoner caught too close to the Gate at the moment of activation. This is a desperate crowd. Suddenly, Carter is hit from behind by an enormous thug named Vishnoor. She fights back, but soon Vishnoor's thugs and the rest of SG-1 join in. The fight is building — Carter is clearly the focus of the attack. Suddenly, a whistle blows. The fight stops. Linea, a diminutive woman, steps forward, commanding great respect. She places Carter under her protection, so that she cannot be taken by any man, and heads back toward the interior of the prison.

Realizing there is no electricity to power the gate, the team decides to explore the area. The team meets with Linea in her decorated chamber to discuss a possible the energy source to power the gate. She takes two bottles from her shelf, adding tiny drops to the large glowing roots that serve as a light source in the room. The roots take on a stronger glow. As she explains the principle to the team, they understand that she is describing cold fusion — a form of atomic energy without radioactivity. When asked why Linea is in prison, she explains that she offered her assistance to inhibit a plague on her planet, but only succeeded in accelerating its effects. The results were tragic and people died. Later, the team examines the Hadante Stargate, frustrated that they cannot determine how the energy from Linea's bowls could power the Stargate. Carter suggests that the team transport Linea to earth in exchange for information on how to power the Stargate. Teal'c reminds the group that they are still without a remote transmitter. Suddenly, prisoners rush into the Hadante Gateroom — it's feeding time. As prisoners push and shove, Vishnoor and his thugs push a trough up to the Gate to catch the food. The Gate opens, the trough is filled with a grey, oatmeal-like substance and Vishnoor and his thugs empty half of the food. After the others have gone, SG-1 dips their fingers into the grey oatmeal, knowing they must eat to remain strong.

Meanwhile, Stan Kovacek tells Hammond that SG-3 met with no resistance on P3X-775. They were simply handed SG-1's weapons and remote transmitters. Later, Hammond sends SG-9, along with its leader, Kovacek, to P3X-775 to investigate the country's judicial process. Later, Kovacek reports back to Hammond that, although SG-1 did break the law, he wants to travel back to P3X-775 to convince the inhabitants that their judicial system is flawed, that SG-1 made a mistake and should be released.

Carter meets with Linea who asks that she be taken back to earth with SG-1 if she agrees to power the Gate. Before O'Neill can fully consider Linea's offer, the prisoners begin jockeying for position in front of the opening Gate, hoping to "escape." Daniel tries to warn the prisoners. A new prisoner, Simian, falls into the prison via the Gate as Roshure and three others manage to jump through. Vishnoor, furious at Daniel for thwarting his attempt, barrels into him, while the rest of SG-1 are held back by Vishnoor's thugs. A riot ensues. Vishnoor goes for Daniel's throat, crushing his windpipe when suddenly Vishnoor collapses, convulsing. Linea's whistle blows, announcing that the fight is over because Vishnoor is dead. Later, Linea tends to Daniel and to Simian who is blind. Linea places some drops in Simian's eyes and, seconds later, able to see, he runs excitedly out of the room. Daniel comes to and tells of a revelation he had when unconscious – SG-3 is currently on a mission to P2A-509. If the team can dial to SG-3, they can use their remote transmitter to dial earth.

While the prisoners are distracted and eating their food, Linea prepares to activate the Stargate by wrapping the vines around it. Simian watches, slowly edging forward. With the Gate active, SG-1, Linea and Simian jump through the puddle on their way to P2A-509. Once there, Teal'c tackles Simian, who begs to speak to O'Neill in private. No time. SG-1 meets up with SG-3 and uses their transmitter to dial home. At SGC, Simian is detained, while Linea remains under close guard before her medical examination. Linea talks with Dr. Fraiser and explains that she has a cure for both blindness and paralysis. She asks to use the computer to explain to Dr. Fraiser and Carter how this is done. In the briefing room, SG-1 (minus Carter) is briefing Hammond when two guards appear with Simian. Simian says that the "Angel" who restored his sight is actually a Planet Killer. She did not offer a "treatment" to cure her planet of a terrible plague – she actually *started* the plague.

Meanwhile, back in the infirmary, Linea asks Carter if the coordinates to all the planets are in the computer. Carter explains that she will share all her information in time. Suddenly, Linea raises her hand, revealing a hand device, causing Carter, Fraiser and the guards to convulse and fall to the floor. In the Briefing Room, Simian tells Hammond and SG-1 how Linea vaccinated herself against a biological agent that she spread continent to continent. By the time she was caught, the planet had to be evacuated. Meanwhile, in the infirmary, Linea studies the computer screen as the planet coordinates fly by. Hammond, O'Neill, Teal'c and Daniel are on their way to the infirmary when an alarm sounds—unauthorized internal gate activation. As Hammond and O'Neill struggle to shut down the Gate, a computer voice is heard – self-destruction in thirty seconds.

Linea escapes through the wormhole as the self-destruct system continues its countdown. The technicians and Carter work feverishly on the keyboards as the others look on in horror. The counter reaches zero. Nothing. Linea's coordinates are no longer in the computer. She could be anywhere. Carter points to the computer screen – a message thanks the team for their kindness: all debts have now been repaid. The team stands together, stunned, wondering who they let get away.

The Gamekeeper – Teleplay by Jonathan Glassner, Story by Jonathan Glassner and Brad Wright

SG-1 gates into the middle of a beautiful garden, surrounded by exotic flowers – what appears to be a perfect atmosphere to support human life. Following a path, the team arrives at the door of a large dome structure, hanging above which is an emblem – metal ribbons twisted into the shape of a tornado. The dome is like a jungle, with heavy vegetation and about forty strange metallic chambers. Inside the high-tech looking coffins are humanoid alien creatures strapped in by metallic tentacles. As the team moves closer to inspect some empty chambers, they see dozens of holes that line the walls where the tentacles would attach. Suddenly, dozens of tentacles shoot from the holes, pinning SG-1 inside the chambers. They struggle to free themselves until they see two appendages descending toward their heads. The appendages attach to their temples, causing them to fall unconscious.

Teal'c and O'Neill find themselves on a dirt road in Germany, armed and wearing black ops gear, unsure how they got there. Suddenly, a van pulls up. Out jump more ops men, along with Colonel John Michaels and Captain Kawalsky. O'Neill is understandably surprised – both these men are dead. Teal'c and O'Neill surmise they are experiencing some form of time travel and that O'Neill is being given an opportunity to change the outcome of a 1982 mission gone horribly wrong. Hoping to extract a Russian agent, the men make their way down the dirt road to the Jager Schloss, as they did in 1982. When an old peasant man cycles down the hill, Kawalsky grabs him, unsure whether the man is a spy. Michaels orders Kawalsky to knock the old man out, but reconsiders after Kawalsky assures him that he is not a threat. The men arrive at the top of the hill and prepare to storm the house, even as O'Neill shouts for them to stop. Suddenly, four men with machine guns pop up from the roof and open fire. Still more rush around from the side of the house. All of the men are killed, except O'Neill, Teal'c and Kawalsky. O'Neill rushes to Michaels' side, comforting him, watching him die, *again*. To avoid a group of advancing soldiers, the three men run down the dirt road and around a bend. O'Neill stops and looks back around the corner – no soldiers, no Kawalsky. He and Teal'c are baffled. Suddenly, a van pulls up and out jump the same black ops men, including Colonel John Michaels and Captain Kawalsky, unscathed and very much alive. The entire scenario is repeating itself.

Circa 1963, Daniel and Carter walk through what Daniel recognizes to be the New York Museum of Art. He watches a hippie-type couple working inside the three standing walls of an ancient Egyptian tomb as the roof is being lowered by crane. Daniel realizes that these are his parents and races through the barricade, shouting. He is blocked by a docent and can only watch helplessly as the chain holding the cover stone cracks and pulls apart, dropping the stone and crushing his parents. Daniel collapses onto the ground in anguish. This is the same scene he witnessed as a young boy back in 1963.

O'Neill's scenario begins again. This time, O'Neill changes events leading up to the massacre, hoping this will prevent the tragic ending. O'Neill knocks out the old man, figuring he tipped off the soldiers. But as the team walks away, we see a flashing red light on a transmitter worn by the old man/sentry. Again the men approach the Jager Schloss, and again they are massacred. But this time, O'Neill notices a strange sight – about twenty aliens hiding in the shadows, watching the event. Again, the van full of ops men, Michaels and Kawalsky appear. O'Neill loses it, throwing Michaels against a wall, demanding an explanation. Suddenly, one of the ops men morphs into an alien, the type seen strapped into the metallic chambers, and introduces himself as The Keeper. He explains that O'Neill has the opportunity to change history, to save the lives of his friends and comrades. O'Neill scoffs, refusing to participate. In the distance, we hear the BLAM BLAM BLAM of the firing squad, once again massacring the ops squad.

Seeing the cover stone being lowered again, Daniel rushes past the docent. The chain snaps, once again crushing his parents. Carter points out the twenty or so aliens watching the scene. Suddenly, the docent morphs into The Keeper, who explains that Daniel has the chance to try every possible alternative to save his parents. Seeing the cover stone being lowered yet again, Daniel refuses to play, turning his back on his parents being crushed yet again. Frustrated, The Keeper pushes a button on his cape and O'Neill and Teal'c appear, as if being unwrapped by invisible ribbon coils. O'Neill is interested only in how the team can be set free, which The Keeper says is not possible. O'Neill and Daniel are providing The Keeper and his "residents" with new experiences and scenarios that can be manipulated and relived. (Teal'c and Carter are somehow immune, Teal'c because he is a Jaffa and Carter because of the after effect of her Goa'uld. ("In the Line of Duty"). When asked why the "residents" are not allowed to live and create new experiences for themselves, The Keeper explains that his world was poisoned 1022 years ago and that it is still uninhabitable. As the team argues about how his world has regenerated itself, The Keeper becomes unsettled, seeing the aliens coming out from the shadows, listening. O'Neill understands – The Keeper lies to the aliens to keep them inside. O'Neill begins to yell to the aliens, but in a flash, The Keeper makes them disappear. After a long pause, The Keeper tells the team they are no longer wanted and recoils the scene from around them. The team is back in the metallic chambers, the tentacles unwrapping from around them. It all seems too easy.

O'Neill is anxious for the team to return to earth to be checked out by Dr. Fraiser. Back at SGC, the team is given a clean bill of health and ordered back to P7J-989. The team voices their concerns about getting trapped there or possible dying. Hammond insists that SG-1 is focussing only on the negative, not realizing they could travel to ancient lands or visit with friends who are no longer alive. O'Neill is suspicious. As the others stand in amazement, O'Neill calls Hammond's bluff. O'Neill doesn't believe SG-1 is back on earth or that this is the real Hammond. Hammond orders O'Neill to take SG-1 back to P7J-989. After he refuses, SG-1 is arrested and put in isolation.

Certain they're not on Earth, the team discuss their situation, when one of the SF guards interrupts. He lifts his head and it's. . . Kawalsky. He tries to persuade his friends to make the most of their situation. Frustrated, O'Neill punches Kawalsky twice, disarming him at the same time. Teal'c does the same to the second SF guard. The team escapes into a hallway which is packed full of aliens wanting to know more about the lies The Keeper has told them. When O'Neill tries to lead them to the Stargate, "Hammond" morphs into The Keeper and makes the Gate disappear. As the team follows him into a room, their environment seems to unravel like a ribbon, transitioning them from the "SGC" to the dome room. The tentacles in the chamber continue to unravel, freeing the team members. Once free, SG-1 chases The Keeper through a doorway, to the outside. O'Neill tackles him and pins him to the ground. The Keeper explains that he meant them no harm, that he only wanted to keep SG-1 to make his residents' lives more interesting.

As the team prepares to gate back to Earth, they watch as the aliens, free for the first time, run and chase each other playfully. The Keeper yells at the aliens for trampling the flowers and shrubs, angry that SG-1 has freed people who, he believes, will destroy the planet yet again. O'Neill smiles, knowing that at least they're free.

"NEED" – Teleplay by Robert Cooper Story by Robert Cooper & Damian Kindler

SG-1 watches as Shyla, a beautiful young princess, and a small group of ceremonial priests lead four slaves carrying a heavy, ornate ark toward the Stargate. The slaves remove a container filled with what looks like raw ore. SG-1 realizes it's Naquadah. The Stargate opens and the slaves send the container of raw Naquadah through the active Stargate puddle. SG-1 follows the procession down a path to a valley where they see a giant working mine. Shyla walks away from the group and tells her four Jaffa guards not to follow. She heads into the forest alone. Daniel sneaks after her and finds her perched atop a tall, dangerous cliff, ready to jump. At the last possible second, Daniel grabs the back of her dress and pulls her to the ground. Shyla screams, alerting the four guards. The Jaffa run into the forest and pull Daniel off the princess. O'Neill, Carter and Teal'c stand behind the guards, weapons ready. One of the Jaffa aims his staff weapon at Daniel who has his hands raised. It's a Mexican standoff. Shyla tells SG-1 to lower their weapons or the Jaffa will kill Daniel. Shaking his head in frustration, O'Neill and the other members of SG-1 comply.

SG-1 is led to a grand Goa'uld palace, the home of Shyla's father, Pyrus. He accuses Daniel of attacking his daughter. Shyla lowers her eyes, ashamed to tell her father the truth. SG-1 explains that they are peaceful explorers, but Pyrus sentences them to work in the mine. While there, Carter senses that Pyrus is not a Goa'uld, an after effect of Jolinar, the Goa'uld who invaded her. Night comes and the team is filthy and exhausted but O'Neill discovers a chance to escape. He two-hand chops a Jaffa who tries to remove SG-1's chains, while Teal'c throws a hammer at a second Jaffa guard. After O'Neill unlocks Teal'c, the team examines the second guard and sees that he does not have a pouch. These people are not Jaffa. SG-1 hurries down a mineshaft to avoid advancing guards. Daniel stops, unable to continue because of a sore leg. A guard fires above Daniel's head, pinning him under a huge pile of rocks and debris. As SG-1 tries to free Daniel, they are surrounded by guards, unable to escape.

In his Throne room, Pyrus argues with his daughter, telling her that she is foolish to trust SG-1. He is convinced that SG-1 was sent by the evil gods to raid the mine of its Naquadah. Shyla reminds her father that his health is failing and that she must be trusted to make decisions on her own. She flips a panel and sarcophagus slides out from the dark opening with Daniel inside. Confused, Daniel asks what has happened to his friends. Shyla explains that Daniel was placed in the sarcophagus to heal his injuries, while the rest of SG-1 must work in the mine. Shyla tells him that neither she nor her father are Goa'ulds. She thanks Daniel for saving her life and apologizes for telling her father that Daniel tried to attack her. Daniel presses Shyla to tell her father the truth, sensing that she has an ulterior motive for keeping him around. Shyla explains that her life is hard – she is lonely, her father's health is bad, the Naquadah is running out. She stood at the cliff and wished one last time for a true love to rescue her. At exactly the right moment, Daniel came to save her. She insists they are destined to be together.

Meanwhile, in the mine, O'Neill is angry with himself for allowing Daniel to be caught. Just then, Daniel walks toward them, dressed in royal robes, accompanied by two guards. He tells the team he must gain Pyrus' trust before they can be released. At a feast later that night, Daniel discovers that Pyrus is actually 700 years old, and is kept alive by regular use of the sarcophagus. The people worship Pyrus because he liberated them from the Goa'uld, and continue to work in the mine so the evil gods won't return. Daniel figures it out – Pyrus is sending Naquadah through the Stargate just as the Goa'uld before him did. He continues the ritual so the evil Goa'uld won't return. But the Naquadah is almost gone and Pyrus is worried that his people can't defend themselves against the Goa'uld.

Daniel again asks Shyla for the release of SG-1, promising to stay and get to know her better. She kisses him and rolls out the sarcophagus, insisting he'll feel even better if he uses it when he's already healthy. Later, in the mine, SG-1 is exhausted and barely able to stand. As Teal'c strains to lift a heavy rock, he sees Daniel walking down the ramp, clean, well dressed, with a regal looking goatee. O'Neill could kill him. Excitedly, Daniel explains that he's still working on Pyrus, but that he's discovered that using the sarcophagus when you're already healthy has amazing side effects. He no longer needs glasses and he effortlessly lifts the rock Teal'c had struggled with. O'Neill snaps that if Daniel doesn't get them out soon, they'll try to escape without him. Daniel snaps back, insisting that O'Neill's plan didn't work so now he's in charge. As Daniel walks back up the ramp, we see the worried faces of SG-1.

Shyla knows Daniel doesn't approve of her father's ways. Daniel tries to convince her that, with SG-1's help, they can find easier ways to mine the Naquadah and defend themselves against the Goa'uld. She is ashamed, knowing she has used his friends to prevent him from leaving. Daniel eyes the sarcophagus hungrily and promises to stay. Back in the mine, Carter dozes off during a break. She bolts awake and tells of a vision she had while asleep: The Tok'ra (the Goa'uld resistance) don't use the sarcophagus because it alters your mind and takes your "kalach" – your soul. She knows they must stop Daniel. Later, O'Neill is escorted into the throne room to see Daniel. He explains that the situation is serious, that Carter and the rest of SG-1 fear for his health if he continues to use the sarcophagus. But Daniel has good news – SG-1 is being released tomorrow because he has agreed to marry Shyla. O'Neill is concerned, but Daniel assures him he agreed to marry her only as a means to free SG-1. He tells Shyla he must first return to Earth before they can be married. As SG-1 prepares to gate off, Shyla apologizes for mistreating them and assures them they are welcome to return. Daniel kisses Shyla passionately and joins the team.

At SGC, Daniel sits in the Infirmary, twitching, starting to feel the need for a sarcophagus fix. Pacing back and forth nervously, Daniel tells Carter that leaving Shyla may have been a mistake. Carter reminds him that he's not thinking clearly because he's experiencing severe withdrawal symptoms. She tells him that the sarcophagus has changed him and that Shyla used it to get him addicted. Daniel angrily denies it and storms out of the room. Later, Carter tells Hammond that Daniel is a danger to himself and must be confined. Daniel enters, pale and shaking, and hands Hammond his letter of resignation. Suddenly, Daniel doubles over in pain and falls to floor, unconscious. Daniel is restrained on a bed, semi-conscious and very agitated. He becomes increasingly upset and begs to be released. Suddenly, he snaps his restraints and begins to get up. The others try desperately to hold Daniel down as Dr. Fraiser administers more sedative. Later, as an armed SF guard stands outside the holding cell, we see Daniel slowly pulling apart one of the thick chains that binds him to the cot. As Dr. Fraiser shines a light to check Daniel's pupil, he cries out in pain, snapping the weakened chain link and knocking Dr. Fraiser back into the wall. The SF guard draws his taser and fires at Daniel. Daniel knocks the SF's arm aside and his second shot goes astray. After beating the SF guard into unconsciousness, Daniel picks up his handgun and stumbles into the hall. O'Neill hears the shots and runs down the hall toward the holding cell. Daniel lunges through the nearest doorway and disappears into the shadows. The door bursts open and O'Neill charges in. The two scuffle and fight until the gun skitters across the floor. Daniel picks up the gun and aims it at O'Neill. O'Neill talks to Daniel calmly, reassuring him that he can beat this. Daniel lowers the gun and crumbles to the floor, crying.

Daniel has recovered and SG-1 discusses their next mission with General Hammond. Daniel suggests they return to P3R 636. He wants to offer Shyla alternatives to mine the Naquadah and free the thousands of humans from slavery in the mines. Daniel reassures O'Neill that Shyla is not entirely bad. He wants to save her before it is too late.

After gating back to the planet, Daniel enters the Throne room to find Shyla grieving over her father. The sarcophagus was no longer able to extend his life. She looks at Daniel in amazement, knowing he should be dead. He tells her that he survived – barely – and that he has returned to help her. He convinces her to destroy the sarcophagus. She picks up a staff weapon and blasts it. Daniel stands with his arm around her, the smoke engulfing them. O'Neill enters, concerned over the commotion. He sees the smoking sarcophagus and is satisfied that SG-1 has helped Shyla and that Daniel has made peace with his addiction.

*Thor's Chariot**Written by Katharyn Powers*

SG-1 is discussing the location of P5C 629 when the alarm sounds – an unauthorized inbound traveler with no SG code. Hammond and the team wait, watching the gate. No bang, no thud, no explosion – just a single clink. They exchange quizzical looks. Later, Carter reads from a report that traces of iridium were found on the gate. Daniel becomes excited, remembering that the team left a box of iridium on Cimmeria before they left (“Thor’s Hammer”). The locals were supposed to give the box to Thor, a member of an advanced group known as the Asgard. Daniel figured that the Asgard received the box and were trying to contact SG-1 in response. Daniel insists they respond immediately. O’Neill reminds the team that, in order to save Teal’c, they destroyed Thor’s Hammer (Cimmeria’s anti-Goa’uld device) when they were last there. O’Neill wonders whether the Asgard have forgiven them. General Hammond proposes that the team send the M.A.L.P. probe through the Stargate to investigate. The probe is sent and a picture appears on the screen – the dead body of a man wearing Norse peasant garb. Just beyond the body of the first man lies a second dead man, his hand holding an axe which is lodged in the back of a Jaffa warrior. Suddenly, the face of a woman appears on the screen. It is Gairwyn, the Norse woman who SG-1 met previously on Cimmeria, cradling a dead man in her arms. She looks at the probe, uncomprehending, and then speaks. The team strains to hear her words – Help. The Etins have come. Stricken, the team processes her words. “Etin” is Cimmerian for “Goa’uld.”

SG-1 feels responsible for the state of Cimmeria and decides to help fight the Goa’uld. The team goes through the Stargate and sees half-built pyramids in the distance. The Goa’uld are here. Suddenly, Gairwyn appears, shivering and in shock. She tells how the village and farms have been burned by the Goa’uld. Kendra told Gairwyn to send the box through the Stargate, that SG-1 would know what it meant. Suddenly, a staff blast explodes on the stone face of the platform. O’Neill and Teal’c open fire as the rest of the team take cover. O’Neill throws a grenade and the Jaffa go great down. Daniel asks Gairwyn to take them to Kendra, figuring that, as a former Goa’uld host, she might be of assistance. Gairwyn leads SG-1 to a headstone. Kendra was killed by the Goa’uld. Carter notices a wooden bowl filled with Kendra’s things beside her grave. Carter slips a ribbon device on her hand and it begins to glow sporadically. Gairwyn excitedly tells Carter that she, like Kendra, has the ability to use Goa’uld technology. Carter realizes that she must have retained the ability from Jolinar, the Goa’uld who invaded her. Gairwyn tells Carter to concentrate and try again. Suddenly, the device sends out a shock wave, blasting a hole the size of a beach ball into the ground.

Searching for better cover, the team follows Gairwyn into a well-concealed canyon where a handful of people huddle by a meager fire. Olaf, the leader of the group, steps forward and blames SG-1 for the Goa'uld attack. O'Neill quiets Olaf and tells him that the team will help the Cimmerians once they have surveyed their opponents. Olaf understands and agrees to lead O'Neill and Teal'c through the forest to a Goa'uld base camp. Olaf stays behind while O'Neill and Teal'c crawl on their stomachs to get a better look at the Horus guards who watch over Heru-ur, the son of Ra and Hathor. Suddenly, several of the guards grab Olaf. Heru-ur, a large Goa'uld with a gold Falcon head, steps forward and demands to know who Olaf led into the forest. O'Neill and Teal'c stay out of sight and quietly attach silencers to their weapons. Each opens fire and the guards go down. Heru-ur is unharmed because a personal force field protects him ("The Nox"). As Heru-ur grabs a guard's weapon and fires, O'Neill and Teal'c grab Olaf and disappear into the brush. Frustrated, Heru-ur tells four new guards to watch the Stargate so the strangers cannot escape. O'Neill and Teal'c join Gairwyn and the rest of the team where they try to devise a plan. The Stargate is now heavily guarded, and it's likely that Goa'uld mother ships will arrive shortly with many death gliders. Gairwyn fears that Thor has abandoned his people and wishes they could gain access to Thor's Might, within which it's rumored that Thor placed powers to help defend the Cimmerians. O'Neill impatiently dismisses the idea. Daniel suggests the Hall of Thor's Might may contain powerful alien weapons that have been hidden for centuries. O'Neill hates to admit it, but agrees that it sounds like their best option. Daniel, Gairwyn and Carter set out to find it.

The three arrive at a small clearing where a six-foot version of the Singing Stone stands. The only symbol on this one is an "eye" with a crystal in the centre. Daniel is shocked when Gairwyn announces that this is the Hall of Thor's Might. Daniel touches the crystal and the monolith starts to glow and hum. A sudden burst of light engulfs them and they all disappear. Daniel and Carter turn on flashlights and sweep the beams of light around them. They are standing at the end of a mysterious, rectangular chamber made mostly of stone. Suddenly, a hologram of Thor appears. His recorded voice tells them that only the "worthy" may witness Thor's Might. In a flash, he disappears. The team is very confused. Daniel walks toward the stone and the entire room begins to shake. Suddenly, the floor shatters and falls away from them, leaving the small platform on which they stand, another platform on which the Galdyr stone sits and a bridge connecting them. The shaking stops. Figuring this is a test, Carter takes a deep breath and crosses the narrow bridge. Gairwyn is next to cross, but she loses her footing and falls, straddling the pole with her arms and legs. Daniel, who is petrified of heights, agrees to slide along the bridge to rescue her. As he slides them both across the bridge, Gairwyn panics, pulls away and falls out of frame. Daniel lunges for her and also falls out of frame. Carter looks down to see both Daniel and Gairwyn sprawled face down on the stone floor which is magically back in place. No abyss, no bridge! Suddenly, Thor appears and commends Carter for her bravery and Daniel for his selflessness. Next, he says, they must add wisdom to courage and solve the riddle of the Runes. Thor disappears again. The light of the Galdyr stone envelops them and again they vanish.

Back at the cave, O'Neill and Teal'c set traps. Olaf runs from the bush as four Horus guards and several warriors approach. O'Neill hits a button and an explosion sends them flying. Several more Jaffa run in. O'Neill pushes another button and a second explosion stops them. He grabs his weapon and opens fire on the few remaining Jaffa. As another patrol approaches, O'Neill, Teal'c and Olaf escape into the forest.

Carter, Daniel and Gairwyn appear in a new room where symbols of ancient Norse mythology cover the walls. Daniel scrutinizes the symbols, unsure of their significance. One wall has runes, the other has pictographs and the third has geometric shapes. Thor appears and raises his hammer. Daniel pleads for more time. Daniel reasons that Norse runes were ideas, but later became letters *and numbers*. He reads each one aloud and Carter realizes that he's reading out Pi. Because Pi is an Earth term, he struggles to represent the concept to Thor. Daniel moves toward the wall with geometric shapes and draws a radius into the soft sand in the centre of the circle. The sand melts away, revealing a panel and a simple looking button. Daniel pushes the button and the real Thor appears. He looks like a Roswell alien – small with a large bulbous head, large eyes and a small mouth. Daniel tells Thor that we need his help because Cimmeria has been invaded by the Goa'uld. Daniel explains that SG-1 destroyed the Hammer device to free Teal'c, thereby opening up Cimmeria to a Goa'uld invasion. Thor angrily tells Daniel that the tests were designed for the Cimmerians and that he had not anticipated outside interference. He disappears suddenly. Crestfallen, Daniel calls out for him to no avail.

Seconds later, Daniel, Carter and Gairwyn disappear in a flash of light and reappear in the forest, the sounds of war all around them. But Gairwyn is gone. Daniel and Carter run into the forest and join the rest of SG-1. Daniel confesses to O'Neill that there were no weapons in the Hall of Thor's Might. They hear a huge explosion outside the mouth of the cave. The team is surrounded by Horus guards poised to attack. Cimmerian men join SG-1, weapons in hand. O'Neill sees a little girl run to her father. As he looks into her innocent eyes, he makes his decision. He throws down his weapon, as do Carter, Daniel and Teal'c. As the team approaches the guards, hands raised, a shadow moves over them from above. In the sky, they see a gigantic alien mothership with a hammer sign on the prow – Thor's Chariot. Suddenly a hundred beams shoot from the ship and engulf the dazed Jaffa. They disappear. The pyramids along with every other piece of Goa'uld equipment also disappears. Cimmeria has been rebuilt, each blade of grass restored, no tree out of place. Suddenly, a soft, diffused shaft of light brings Gairwyn back to the group. She is changed. She looks young and beautiful, no longer like she's been through a war. She shares a message from Thor – he is a member of a bipedal sentient species who has visited Earth often. They are friends to all, except the Goa'uld with whom they are at war. O'Neill asks to meet Thor but is told that he, like the Cimmerians, is much too young. They are not ready yet. But, she says, SG-1, including Teal'c, is welcome back anytime. Teal'c nods proudly and the team looks up at the powerful mothership in awe.

Message in a Bottle *Teleplay by Brad Wright* *Story by Michael Greenburg & Jarrad Paul*

The Stargate puddle flickers for several seconds, as tiny figures appear before it. The planet is like a moonscape, with a darkened violet sky and gray, pitted soil. A tall, silver structure towers over the surface of the dead planet, some distance away from the gate. A team of space suited astronauts enters a dimly lit corridor. It's SG-1. Although the team determines that the planet is deserted – and likely has been for a hundred thousand years or more – Carter picks up an electromagnetic source in their area. The team stops and shines their lights on the source – an orb resting on a pedestal at the end of the corridor. In addition to emitting electromagnetic frequencies, the orb's exterior contains tiny writing that Daniel cannot decipher. He suggests that the orb is a time capsule, possibly left by a civilization facing a great cataclysm. Carter adds that Earth could use a power source such as the orb, one capable of lasting thousands of years. O'Neill decides to pack up the orb and bring it back to Earth.

As the team arrives back at SGC, Lt. Graham Simmons and a young lab tech carry the heavy container out of the room. Carter and Daniel tell Simmons to input a detailed image of the orb's outer surface into the computer. Later, as Carter, Daniel and Simmons study the orb, Daniel teases Carter that Simmons is nervous because he has a crush on her. Daniel shifts his attention to the orb, noticing writing so small it cannot be read by the naked eye. He explains to Hammond and the rest of SG-1 that it might be a set of instructions on how to open the orb. Hammond mentions that the N.I.D. wants to inspect the orb on its own. Although he agrees with SG-1 that the orb should not be moved until more is known, he gives them only 24 hours before they must leave on their next scheduled mission to P4G 881. After Carter and Daniel have worked for hours, O'Neill enters, reminding them that SG-1 leaves on their next mission in ten hours. As Carter wheels the x-ray type machine away from the orb, cutting her experiment short, she bumps the orb slightly. Moments later, Simmons notices something on his monitor. Urgently, he begins calling out the temperature levels of the orb as they climb higher. They woke it up. Simmons calls out that the orb's radiation levels have increased six hundred percent. Suddenly, the glass shield over the artifact shatters. O'Neill and Carter race to detach the orb from the table, hoping to send it through the gate, back to P5C 353. Suddenly, it opens, revealing a pulpy, organic, glowing interior. This is no time capsule.

O'Neill and Carter free the orb from its clamp, its interior temperature continuing to rise. As Teal'c and O'Neill prepare to move the orb, five steel bolts with razor sharp tips emerge. They make another attempt, each grasping a spike with their gloved hand. As they move closer to the active Stargate puddle, one of the bolts shoots straight down from the bottom of the orb through the concrete floor. Another bolt shoots from the top of the orb, showering them with dust and debris. O'Neill and Teal'c start to back away when two more bolts shoot out, one barely missing Teal'c, the second impaling O'Neill's shoulder, spearing him backward into the wall. Teal'c grasps the rod with his bare hands, but is burned and pulls away in pain.

O'Neill is clearly in agony, but – remarkably – is not in shock. Teal'c enters the gate room with his staff weapon and is instructed to shoot the orb. Unsure whether the energy from the staff blast might actually transfer to O'Neill, Carter warns Hammond that this may be a mistake. Teal'c fires. The orb absorbs the energy like a sponge, the heat and energy radiating from the object itself into the rods and into O'Neill. Teal'c fires again, with the same effect. Hammond orders an SF to bring him a cutting torch. Carter leaves to study the data obtained from the orb prior to the accident. Distressed, Hammond orders the mountain sealed off and initiates the *Wildfire* directive. Nothing is allowed in or out of the facility.

A technician squeezes cool water over O'Neill's shoulder, while Sergeant Siler works on the steel rod with a cutting torch. Dr. Fraiser gives O'Neill antibiotics to help fight the infection and reduce his fever. Fraiser leads Carter to a computer monitor where a magnified image of the alien "bug" appears. She explains that the bug is small, mobile and slightly radioactive, infecting O'Neill's tissue as well as his clothes – not unlike flesh eating disease. Back in the gate room, Carter experiments with the ultraviolet lights.. Simmons switches off the lights in the gate room revealing streams of luminescent dots. The interior of the orb, the rods and, most disturbing, O'Neill and Simmons are glowing. Carter explains to Hammond that, because the organism can eat through concrete and base wiring, SGC's entire communications center will eventually collapse. Fraiser tells Hammond that Simmons is allergic to Tetracycline, the antibiotic working for the others, and must have an alternative to fight the infection. Hammond knows that Simmons' life is in jeopardy, but cannot risk opening the base and possibly spreading the organism. Her request for additional medication is denied. O'Neill tells Teal'c that he need not stay and comfort him. "Undomesticated equines could not remove me," he says. Correcting him, O'Neill notices Teal'c smiling – a slow, wry smile. O'Neill laughs at what is surely the first joke Teal'c has ever told. As Siler finishes cutting through the steel rod, it moves slightly. O'Neill cries out in pain as the cut portion of the rod moves through his body and disappears into the wall. Siler's work has been in vain.

Carter works alongside Daniel who pores over a blown up image of the orb's exterior writing. They determine that the organism feeds on energy. In order to starve it, the organism must be deprived of oxygen. Suddenly, Carter's screen fills with bizarre shapes and colors. The organism has infected the computer system. Carter rushes into the control room where Hammond, the technician and a few others watch Teal'c attack the organism with the cutting torch. Driven by anger, he sprays the glowing sections of the gate room with fire. Carter urges Hammond to stop him, explaining that the fire may temporarily consume oxygen, but that the organism ultimately *feeds* on energy. Carter pleads with him to lower the room's oxygen levels instead. A technician motions for Hammond to look at his monitor – the base's autodestruct is counting down. Realizing the organism would spread across the Earth with the energy from SGC's destruction, Hammond orders two officers to override the autodestruct. Unfortunately, the organism has infected the computers. The autodestruct cannot be deactivated until the system is restored. The base is set to self-destruct in less than three hours.

Fraiser gives Carter another booster shot and asks that she stop by to see Lt. Simmons. Carter enters the Infirmary and sees Simmons covered in sweat, his face red and blotchy, his breathing labored. He brightens at the sight of her, confirming Daniel's suspicions that he cares deeply for her. Meanwhile, Daniel continues to stare at the same indecipherable text he's been studying for hours. His eyes wander to a monitor at the end of the room. In the midst of the gibberish is an alien symbol. Energized, he runs to the screen and watches the symbol become 3-D. Daniel explains to Hammond and Carter that the gibberish on their computers is actually the alien's attempt at communication. Instead of treating the organism like a plague, Carter suggests they let it grow. She recommends increasing oxygen levels, hitting it with staff blasts – the exact opposite of what they've been doing. If the organism does bond in chains, as Fraiser suggests, perhaps it can only communicate once it reaches a critical mass. Once that point has been reached, perhaps the aliens will speak through O'Neill. All eyes turn to O'Neill as he lays unconscious on the floor.

Carter removes the antibiotic drip from O'Neill's arm and orders Teal'c to fire his staff weapon at the orb. Teal'c shoots and the orb glows, radiating outward through the rods. O'Neill grits his teeth in pain. Teal'c fires again – O'Neill is barely conscious. Teal'c fires a final time, the energy traveling down the single steel rod into O'Neill. Carter places her fingers on O'Neill's neck – no pulse. Suddenly, his eyes open. He smiles and speaks in an enhanced, alien voice. Through O'Neill, the alien explains that their world was dying millennia ago. In order to survive, they created the orb where they have slept for thousands of years. Once exposed to the atmosphere of a living world, they came forth. Hammond explains that the base is about to be destroyed by an explosion. The alien reminds Hammond that such an explosion would only serve to nourish them. Daniel suggests sending the alien orb through the Stargate to P4G 881, a primordial world not unlike Earth. Hammond agrees to send the aliens through the Stargate if they will reactivate the computer systems.

After a long pause, O'Neill's head falls backward, eyes closed. All of the computers die out, going from gibberish to black. Everything just shuts down. Suddenly, the computers start to flicker, like they're rebooting. As the computers come back to life, the technician begins dialing the coordinates to P4G 881. O'Neill's eyes open once more. The others watch in amazement as O'Neill literally steps right out from the rod, his body morphing over the wound that would have been left. Hundreds, then thousands of tiny luminescent dots gather in the gate room and rush toward the orb in a stream. O'Neill holds the orb in his hands as the rods retract inside, allowing him to carry it freely. He releases the orb into the active Stargate puddle and falls back toward the ramp. Hammond and Carter type in their codes to abort the autodestruct. Daniel, Carter and Teal'c rush to meet O'Neill as he sits up, still dazed from his ordeal. The team welcomes him back. With a sly smile and a look to Teal'c, O'Neill tells them that wild horses could not have kept him away.

Family *Written by Katharyn Powers*

As Hammond stands in the control room, a technician announces an unscheduled inbound traveler. Hammond asks if the technician received an iris code. The technician looks at O'Neill and responds, "The code is from SG-1." The rest of SG-1 enter the room. Hammond reminds them that Bra'tac is the only other person with an SG remote and signal. The team wonders if Bra'tac is under attack. Carter wonders by whom, considering Apophis and Klorel are dead ("Within the Serpent's Grasp"). Armed men and women stand before the gate, staring expectantly at the shimmering puddle. A moment later, Bra'tac steps through. As he exchanges greetings with the team, his tone is friendly but his expression is grim. There is a moment of dread as SG-1 prepares for bad news. Bra'tac's eyes fasten on Teal'c – his son, Rya'c, has been taken by Apophis.

Bra'tac was told that Apophis and Klorel had escaped through their on-board Stargate before SG-1's explosive devices destroyed their ships. Teal'c knows that Apophis captured his son as a means to punish him, the traitor. Bra'tac explains that most of Apophis' loyal warriors died on the two ships and that he returned to Chulak in shame. He has to act quickly to reinstate his power among the System Lords or he will be killed and replaced by another leader. Because Apophis is vulnerable, Bra'tac feels this is a perfect opportunity to rescue Rya'c. Hammond is unsure. O'Neill convinces him that, by knowing it's a trap, SG-1 can avoid it, rescue Rya'c and possibly destroy Apophis once and for all. Hammond reluctantly agrees.

On Chulak, two canisters pop out of the heavily guarded gate. The Serpent Guards curiously inspect the cans. Suddenly, the canisters start spewing knock out gas and the guards fall to the ground unconscious. A moment later, Bra'tac and SG-1 step out of the puddle wearing gas masks, robes and hoods over their uniforms. Bra'tac leads SG-1 to the home of Drey'auc, Teal'c's wife. They enter to find her sitting alone, playing with one of Rya'c's toys. As SG-1 enters, Drey'auc runs to Teal'c, and the two embrace and comfort each other. Suddenly, another presence intrudes from an adjoining room – Teal'c's old friend Fro'Tak. Confused, Teal'c asks Fro'Tak what he is doing in Drey'auc's home. After a pause, Fro'Tak explains that, when it appeared that Teal'c would never return, Drey'auc had her marriage removed. She is now *his* wife. Teal'c lunges at Fro'tak, grabbing him by the throat. O'Neill squeezes between the two men and reminds Teal'c that they traveled to Chulak to rescue his son. The men break apart, and Drey'auc and Fro'tak leave the room. Teal'c asks Bra'tac whether Fro'Tak can be trusted. Bra'tac hopes so, but suggests they watch him at all times. There is a tense moment as Drey'auc and Fro'Tak enter the room. Teal'c promises to return with Rya'c. Relief washes over Drey'auc's face. After that, he wishes never to see her again.

Later, Drey'auc chastises Teal'c for insulting Fro'Tak in his own home. She admits that she does not love Fro'Tak, but knows that he can offer Rya'c a better life. Meanwhile, Bra'tac and Fro'tak sit with SG-1 trying to devise a plan. Fro'Tak has made a map of the

interior of the palace where Rya'c is being held. Although Fro'Tak offers to go with SG-1 to rescue Rya'c, Teal'c suggests that the team go alone. Carter and Daniel exchange a look – is this generosity or mistrust? Later, Bra'tac and SG-1 enter the Chulak Palace. With a sign from O'Neill, Bra'tac steps around a corner, speaks to the guards and ducks back around the corner. Curious, all but one guard follow Bra'tac to investigate. As soon as they round the corner, O'Neill, Carter and Daniel unload one zat shot each, knocking the guards down. Teal'c knocks out the remaining guard with the end of his staff weapon. O'Neill ignites a small piece of magnesium-phosphate putty on the lock of Rya'c's room, quietly disabling it. Rya'c runs into the hallway screaming for help. Teal'c tries to hold him, but Rya'c twists loose and takes off toward the advancing Jaffa. Finally, O'Neill grabs Rya'c and the team runs toward the hallway exit.

Bra'tac and SG-1 enter Drey'auc's home and find her pacing nervously. Teal'c explains that Rya'c's mind now belongs to Apophis; he has taken his spirit to punish Teal'c. Drey'auc breaks down, weeping silently. Suddenly, they hear a chime sound as a gold-toned globe on the ledge comes to life. Bra'tac tells the team that Apophis is about to address the people of Chulak. Apophis appears on the globe, declaring that he is still in power. Suddenly, Rya'c steps up to the podium and denounces his father as a traitor. Apophis offers a substantial reward for the return of Teal'c and the rest of SG-1. Teal'c walks away in pain, turning his back on the globe. Rya'c appears on the globe again, pleading for the citizens to save his mother who has also been abducted. His mother, he says, is Drey'auc of the Morning Cham'ka Groves. Confused, Teal'c turns back to the globe. Rya'c knows that his mother is from the Cord'ai Plains. Although the others are doubtful, Teal'c figures that Rya'c has given them a sign to rescue him at the Cham'ka Groves in the morning. Suddenly, there is banging on the front door. For a split-second, O'Neill wonders whether Fro'Tak has betrayed them. Fro'Tak answers the door and talks to the two Jaffa warriors and their commander, Dj'nor, standing outside. Dj'nor tells Fro'Tak that he has orders to inspect every house in search of SG-1. Fro'Tak argues that he should not be a suspect because his wife was abducted by the same people. Meanwhile, Drey'auc and SG-1 hide behind a trap door concealed in the wall, while Bra'tac crouches behind some chairs. The warriors enter boldly, but leave after they find no trace of Drey'auc or SG-1. Teal'c approaches Fro'tak tentatively and apologizes for questioning his loyalty. O'Neill isn't convinced that Fro'Tak can be trusted.

Drey'auc, unable to sleep, walks through her home and discovers that Teal'c is also awake. Teal'c consoles her and the two embrace. Teal'c slips her sleeping gown off her shoulder, kissing her when, suddenly, Fro'Tak walks in. Still very calm, Fro'Tak sees, then turns and walks away. Seeing Fro'Tak leave, O'Neill grabs his hooded garment and follows him to the Chulak Palace. Fro'Tak tells a lone Serpent Guard that he will lead him to Teal'c and the rest of SG-1. The Serpent Guard touches a button on his wrist, sounding an alarm and summoning other guards. O'Neill blasts the guard with his zat gun, as Fro'Tak rushes toward him with a knife.

As Fro'Tak calls out for more guards, O'Neill zats him. O'Neill covers Fro'Tak's mouth, giving him one last chance. But Fro'Tak cries out once O'Neill's hand is removed.

O'Neill makes a split decision – he zats Fro'Tak a second time, killing him. Hearing advancing Jaffa guards, O'Neill zats Fro'Tak a third time, making him vanish. He ducks into an alcove just as Dj'nor and a Serpent Guard find their dead comrade. Dj'nor orders the palace sealed off. O'Neill realizes he's trapped.

In the morning, Drey'auc, Bra'tac and SG-1 are up, tense and worried, unsure of O'Neill's whereabouts. Suddenly, someone pounds on the door. Everyone jumps up, and Bra'tac answers the door. A Serpent Guard barges in and his helmet pops open to reveal – O'Neill. Drey'auc asks about Fro'Tak, and O'Neill must tell her that Fro'Tak alerted the guards and that he had no choice but to kill him. SG-1 sets off to rescue Rya'c at Cham'ka Groves. One by one, the members of SG-1 take up positions around the grove. Daniel spots Rya'c with four Serpent Guards. O'Neill gives the signal and the team zats the four guards, killing them. Rya'c runs into Teal'c's arms. O'Neill warns Teal'c that Rya'c's turnaround seems unusually quick. Teal'c dismisses his warning, claiming that Rya'c has finally overcome Apophis' control. Drey'auc, Rya'c and SG-1 gate to Earth, leaving Bra'tac behind.

Back at SGC, Dr. Fraiser examines Rya'c and finds nothing unusual. Despite Rya'c's clean bill of health, O'Neill suggests they watch him closely. Rya'c flashes an eager smile and asks Teal'c to take him outside to see Earth's one sun. Drey'auc notices that something is wrong and alerts Teal'c. She tells Teal'c that two of Rya'c's missing teeth are no longer missing. O'Neill distracts Rya'c, while Teal'c informs Dr. Fraiser. Rya'c senses something is wrong and bolts for the door. Teal'c grabs him, but Rya'c screams and flails and calls his father a traitor. Fraiser administers an injection and Rya'c is taken to a holding cell. Later, Rya'c awakens to find his mother sitting with him. He runs for the door and finds that it is locked. He bites down hard – nothing. He tries again – again nothing. He reaches up and feels empty spaces where the two hollow teeth were implanted. Hammond and SG-1 watch as Rya'c kicks furiously at the door of his cell. Fraiser explains that inside each hollow tooth she found a different biological organism that, if combined, would have killed every living thing within 24 hours of contact. Carter knows that Rya'c must be deprogrammed and suggests electro shock therapy. Teal'c decides that a single zat discharge would not kill Rya'c and would have a similar effect. The SG team enters Rya'c's room. Teal'c steps back, takes the zat gun from his belt and aims. It's a terrible moment for him. He shoots and Rya'c goes rigid, shakes violently, then goes limp. Drey'auc gathers her son in her arms, singing him the ancient song she sang when he was a baby. Suddenly, Rya'c opens his eyes and finishes the song with his mother. Unsure where he is or what he has undergone, Rya'c is relieved to be with his parents. Teal'c throws O'Neill a grateful nod – O'Neill smiles.

Later, in the Control Room, Drey'auc and Teal'c thank the team as they prepare to gate to a safe planet. Teal'c, promising to return the following day, takes the hand of his wife and son and steps into the puddle – a family again.

Secrets *Written by Terry Curtis Fox*

SG-1 and General Hammond sit in the briefing room, watching video playback of the MALP probe. They watch as a bewildered Kasuf, Daniel's father-in-law, calls out Daniel's name into the camera. Daniel realizes that Kasuf, as promised, unburied the Stargate exactly one Abydos year to the day ("Children of the Gods") and is waiting for Daniel to return. Daniel knows that he cannot fulfill his promise to return with Sha're, but will visit Kasuf and explain that he has not given up. Hammond encourages Daniel, but reminds him that O'Neill and Carter are due at a medal ceremony in Washington, D.C. and cannot go with him. Daniel and Teal'c arrive on Abydos. Daniel tells Kasuf that he has been unsuccessful in finding his daughter. Kasuf bows his head and asks Daniel and Teal'c to follow him. Inside Kasuf's dwelling, Daniel is stunned to see Sha're. As she turns to face him, he sees that she is very pregnant.

Daniel is in shock. Teal'c points his staff weapon at Sha're, unsure how she will act. Daniel talks to Sha're as though she is a stranger, until Sha're explains that Amaunet, the Goa'uld within her, is sleeping. If Amaunet awakens, the child will be stillborn. Daniel realizes that Apophis is the father, although he cannot figure out why. He is sickened to hear that Apophis has fathered the child to one day be his new host. Later, Sha're cries in her father's arms, convinced that Daniel no longer loves her. Sha're turns to Teal'c, suddenly recognizing him as the former First Prime of Apophis. She tells him that she has many memories from Amaunet. He asks her to tell him everything. Later, Teal'c tells Daniel they must return through the Stargate with Sha're immediately. He explains that so long as the Goa'uld within her sleeps, Sha're shares its memory. This information could be of great strategic use in fighting the Goa'uld. Daniel angrily refuses to put Sha're through any more torture.

Carter and O'Neill walk toward the conference center in Washington, discussing the Stargate program as they go. Inside the reception area, Carter spots Hammond speaking to another military man, while O'Neill gets some punch. Spotting Carter alone, Hammond waves her over. As she approaches, the second military man turns to face her. Carter is surprised to see that it's her father. When O'Neill returns with their drinks, Carter introduces him to her father, Jacob Carter. The two make small talk, during which Jacob inquires as to the type of work that O'Neill and Carter do. When O'Neill answers that they study deep space radar telemetry, Jacob's suspicion is noticeable. O'Neill excuses himself to get some fresh air, leaving Carter alone with her father. Jacob presses Carter about her work with Hammond, knowing that her dream was to be an astronaut. To her surprise, Jacob tells her that he has secured her a place with NASA. Carter appreciates the offer but patiently explains that the work she does is important. Jacob walks away, leaving Carter frustrated that she cannot tell her father the truth. Meanwhile, O'Neill leaves the government building and walks across the square. A short distance off, Armin Selig, a reporter, follows O'Neill into a bar. Armin introduces himself and passes O'Neill a business card. O'Neill looks at the card and gets up to leave, offering Armin his beer. "Back to the Stargate so soon?" he asks.

Poker faced, O'Neill tosses a bill on the counter. "The what?" he asks. Suddenly, Armin takes out a small tape recorder and plays an earlier conversation between O'Neill and Carter where they mention the Stargate program. O'Neill dismisses the conversation by explaining that the "galaxy" he mentioned is actually a type of military transport vehicle. And the "Stargate program" that Carter mentioned? O'Neill shrugs and says that he has no idea. O'Neill exits the bar, leaving a smug Armin reaching for O'Neill's beer. Back at the reception area, O'Neill tells Hammond that someone with knowledge of the program has spoken to a reporter. Although O'Neill denied the entire story, he is doubtful the reporter believed him. Hammond looks worried – they have a big problem.

Daniel, Teal'c and Kasuf realize that Apophis will kill Kasuf and his family if Sha're is taken back to Earth. Teal'c instructs Kasuf to say that one of Apophis' enemies took the child. Sha're agrees to leave with Daniel, knowing she will be detained on Earth until her Goa'uld can be removed. As they prepare to gate off, they hear a noise – a Goa'uld ship makes its descent toward the Abydos pyramid. Daniel starts to dial the symbols to gate home, when Sha're suddenly pulls him away from the DHD. Daniel turns to face her and sees that her eyes are glowing. Her Goa'uld is beginning to awaken. Suddenly, she doubles over in pain, clutching her belly. Realizing that Sha're is in labor, Daniel and Teal'c carry her out of the room just as the rings begin to descend from above. But it is not Apophis. Several Jaffa, Ryn'tak (the First Prime) and Heru-ur ("Thor's Chariot") survey the room. Heru-ur orders a guard to find Sha're, Apophis' Queen. Later, Sha're tells Daniel that once the baby is born, her Goa'uld will return.

Hammond is baffled by the leak. He and O'Neill realize that the source could be any one of hundreds of people. O'Neill decides to meet Armin again, while Hammond checks out his credentials. O'Neill takes a seat on a bench, and Armin approaches moments later. O'Neill asks what he is planning to report. Armin breaks it down: a source told him where the Stargate is located, its purpose and the budget of the program. O'Neill scoffs and ends their conversation. As Armin crosses the street, he tells O'Neill he will go ahead with the story. Just then, O'Neill spots a car speeding down the street toward Armin. The car hits Armin, sending him flying onto the road in a heap. Struggling to speak, Armin whispers that this is O'Neill's fault – that he is responsible. O'Neill yells for an ambulance while the car speeds off. It's too late. He looks back to Armin who convulses slightly and dies. Later, Jacob asks Carter why the President canceled his appearance at the ceremony. Carter explains that O'Neill witnessed an accident and that the President couldn't adjust his schedule. Hammond will present the medal at a private ceremony at the base. There is an awkward pause as Carter tries to apologize for the earlier incident with NASA. Suddenly, Jacob blurts out that he has cancer – Lymphoma. Carter is stunned. As they hug, Jacob emphasizes that he would like to see his daughter become an astronaut before he dies. Carter breaks away and reminds him that her work is important. Jacob grabs his overcoat, congratulates his daughter on her medal and walks out, leaving Carter angry and hurt.

Ryn'tak holds a knife to Kasuf's throat, demanding to know where Sha're is. Kasuf says that he does not know. Suddenly, Teal'c enters with his zat gun poised. Ryn'tak turns and reaches for his zat gun. Meanwhile, in the cave, Sha're is in labor. Right before the baby's birth, Sha're's eyes start to glow. As Daniel wraps the baby boy in a blanket, he looks up to see the cold expression of Amaunet. Suddenly, Ryn'tak steps into the cave and announces that Heru-ur has taken Apophis' son as his own. He fires once at Sha're, then removes his helmet – it's Teal'c. Daniel holds the baby as he and Teal'c leave Sha're unconscious on the floor. Knowing that Amaunet believes Heru-ur has taken the child, Kasuf agrees to go into hiding with the baby. Kasuf realizes he may never see his daughter again, but Daniel promises never to give up.

General Hammond presents medals to both O'Neill and Carter. Knowing that Daniel is expecting them, Carter and O'Neill prepare to gate to Abydos. Before he leaves, O'Neill turns to Hammond with one question – Was Armin's death an accident? Hammond answers that it was. Knowing Hammond could respond no other way, O'Neill gives him a long look before turning to leave.

Teal'c (in the Horus Helmet) and Daniel enter the Abydos gate room – Daniel ostensibly as Teal'c's prisoner. Teal'c tells Heru-ur that Serpent Guards took Apophis' child. Daniel explains that his people are from the Tauri and are enemies of Apophis. When Daniel suggests an alliance between the Tauri and Heru-ur's people, Heru-ur laughs. When he destroys Apophis he will make slaves of the Tauri. Heru-ur forces Daniel to his knees and raises his hand device. Teal'c (as the Horus Guard) gestures to the Stargate as it begins to light up. Teal'c and the other Horus Guards ready themselves. But, as the final Chevron lights up, Teal'c swings his staff weapon into the back of the Horus guard at his side, sending him into the path of the kawoosh. Teal'c fires his staff on the guards opposite the gate, but the end of his staff weapon has been disintegrated by the kawoosh. Firing his zat gun, Teal'c fires on the Horus guards, hitting both. O'Neill and Carter come through the gate and see Heru-ur facing them. They take cover behind the pillars as Heru-ur knocks Daniel aside. O'Neill fires at Heru-ur, but the bullets bounce harmlessly off his shield. Suddenly, O'Neill throws his knife at Heru-ur, hitting him in the centre of his ribbon device, through his hand. Heru-ur screams in pain as energy from the ribbon device crawls up and down his arm, over his shield and body. Feeling overmatched, Heru-ur backs into the rings and is carried safely to his ship. Before the team can relax, the gate lights up again – it's Apophis coming to collect Sha're and the child. While the team hides, Sha're tells Apophis that the child was taken by Heru-ur. As she prepares to leave with Apophis, she looks into the shadows where Daniel is hiding, as if she knew he was there. Helpless, Daniel watches as his love is taken away once again.

*Bane**– Written by Robert Cooper*

As SG-1 walks through a deserted alien city, O'Neill notices splotches on the ground and on the walls. There is a quick fluttering sound. O'Neill reacts sharply as if something buzzed his head. He looks around, but sees nothing. Suddenly, O'Neill tells Teal'c to stand still, noticing something on his back. The team looks sickened as they see a giant insect on the back of Teal'c's shoulder. Just as O'Neill tries to swat the insect with the butt of his rifle, it stings Teal'c and flies off. Teal'c drops to the ground, clutching his shoulder. Seeing a swarm of giant insects coming their way, the team quickly gates home. As SG-1 comes through the puddle, Teal'c falls to the ground, still in terrible pain. The Stargate closes and a number of small thuds hit the iris before the gate shuts off. Later, in the Infirmary, Dr. Fraiser carefully cuts open the back of Teal'c's uniform, revealing a large, red welt where the insect stung him. No one understands why Teal'c's larval Goa'uld isn't helping fight this infection. Fraiser is baffled by a blood sample that shows a disturbing amount of DNA that does not match Teal'c's. Carter suggests calling Dr. Timothy Harlow, a top-level geneticist who worked at the Pentagon. Hammond agrees to have Harlow at SGC by the end of the day.

Carter enters the lab, happy to see that Harlow is already working with Dr. Fraiser. Harlow gives Carter some bad news – subsequent blood analysis shows none of Teal'c's DNA. The insect's venom appears to be rewriting his genetic material. O'Neill sits with Teal'c who is lying on a bed, looking very ill. Teal'c tells O'Neill that he is afraid the alien venom is changing him. If that happens, and if there is no hope, he asks O'Neill to let him die. O'Neill pats him on the shoulder reassuringly. Later, O'Neill reports to Hammond's office as requested and is annoyed to see Colonel Maybourne there. Hammond hands O'Neill a piece of paper granting Maybourne permission to transport Teal'c from the base to his research facility. O'Neill is outraged and implores that Hammond call the President. Hammond's hands are tied – the President is currently unavailable.

Carter storms into the lab, furious at Harlow for betraying her. Harlow explains that Teal'c will get better treatment with Colonel Maybourne. He knows that some of Maybourne's associates are unscrupulous but promises to take care of Teal'c. Carter knows he's right and bites back her anger. Teal'c, fitted with a haz mat suit, leg and wrist irons, is escorted from the Infirmary to a waiting military truck. O'Neill shakes his head in frustration as the military truck drives away from the complex. Maybourne asks Harlow how long Teal'c is expected to live. When Harlow responds that his life may be extended with drugs, Maybourne says that drugs will not be necessary. Harlow is confused until he realizes that Maybourne wants Teal'c to change. Fighting the illness, Teal'c clenches his fists to stop the pain. Suddenly, he pulls off the hood of the haz mat suit and starts pulling his wrists apart, breaking the chain. The driver of the truck looks back as he hears banging and shouting. Suddenly, Teal'c's fist punches through the back of the cab and grabs the driver by the throat.

Back at SGC, Carter suggests that, notwithstanding what happened to Teal'c, there may be invaluable technology on BP6 3Q1. Hammond enters and tells SG-1 that they just received an emergency communication from the driver of the military truck. On a mountain road, the truck sits canted in a ditch, one wheel turning slowly, the front end smoking. The soldiers, Maybourne and Harlow are all unconscious on the truck floor. Teal'c drops the haz mat suit he has just removed. He unzips his jumpsuit and, possessed by the alien insect's venom, reaches into his Jaffa pouch and removes his larval Goa'uld. He drops it on the bed of the truck, picks up a hand radio and jumps out.

O'Neill, Carter and Daniel arrive on the scene and check on Maybourne, Harlow and the soldiers. Daniel pokes the Goa'uld larva and it wriggles slightly. It's alive. Later, Carter rushes into the Lab with the Goa'uld in an IV saline bag. She gently pours it into a container that Fraiser has waiting. Fraiser inserts small electrode rods into the water of the container and hooks up the EEG. Nursing his wounds in the Infirmary, Maybourne orders all available personnel and canine units to report to him. O'Neill enters and informs him that, since the troops are from the SGC, he will be running the search. O'Neill asks Harlow what happened in the truck. He said that Teal'c had incredible strength and that he must have removed the larval Goa'uld himself. Harlow doubts Teal'c will die, but explains that with every passing minute, more of his DNA is being rewritten. Slowly, Teal'c is ceasing to be a Jaffa. Teal'c is hard charging through the trees. The mutation his body is undergoing is feeding him strength. Led by German Shepherds, SFs swarm through the trees in search of him. Later, O'Neill gets a radio transmission from Teal'c. Teal'c asks him not to allow Col. Maybourne to follow him. O'Neill asks for Teal'c's location, but he will not give it. Teal'c says it is too late – the change cannot be stopped. As Carter and Fraiser monitor the Goa'uld, Harlow says that he has access to experimental RNA inhibitors that may help Teal'c. Although Carter is angry that Harlow didn't offer this suggestion earlier, she agrees to help. All they need is another alien insect.

Carter tells O'Neill, Daniel and Hammond that someone must bring back an alien insect from BP6-3Q1. O'Neill volunteers to go and Carter and Daniel quickly agree to join him. Meanwhile, Teal'c walks along the street of a seedy, low-rent part of town. A small gang of teenagers notice him coming and get in his way. Ally, a younger girl of about ten, steps off the stairs holding a super-soaker watergun. The punk leader tells Ally to get lost. She scowls and walks away. Down the street, Teal'c sees a police cruiser and turns into the alley to avoid being seen. He enters an abandoned building through a broken window. He finds a dark corner and collapses on the floor in pain. He pulls up his shirtsleeve to reveal red patches of skin that look like mottled burns.

Back at SGC, O'Neill, Carter and Daniel go through the Stargate, back to BP6 3Q1. Just as Hammond is about to send SG-3 to retrieve them, the puddle becomes active. Daniel and Carter run through, while O'Neill dives through and rolls to the bottom of the ramp. Before the iris can fully close, one of the alien bugs comes flying through.

Several thuds hit the iris after it closes. Everyone stands quietly, scanning the room for the bug. Suddenly, it swoops toward Carter and Daniel as O'Neill sprays machine gun fire at it. The bug lies at the end of the ramp, twitching, its wing hit by a bullet. Later, Carter shows Hammond video playback of SG-1's visit to BP6 3Q1. The video shows a dead man, presumably human, encased in a cocoon like covering. He's breathing. On the monitor they watch as the cocoon breaks open and more than half a dozen alien bugs fly out from the body. Harlow explains that if the alien DNA is replacing the human DNA, a human's total matter equals the total matter of many, many bugs. Eventually, the team realizes, Teal'c will change into not just one, but *many* alien insects.

Brandishing her watergun., Ally enters the abandoned building and startles Teal'c. She apologizes and steps closer to get a better look. Teal'c grabs her watergun and says that no one must know he is there. She turns to leave when he sees a candy bar sticking out of her back pocket. She agrees to share it with him. Teal'c finishes his half in one bite and asks Ally to get more. She agrees and leaves the building. Later, Ally looks out a dirty, half boarded up window and sees a uniformed cop talking to the street kids. They appear to be talking about Teal'c's tattoo and pointing toward the alley. She walks into Teal'c's room carrying a small bag of junk food. She asks if he's wanted by the law and mentions seeing the police officers asking about him. She offers to show him a better place to hide. She helps him climb a winding staircase. As Teal'c sits down, Ally notices sticky goo on her hands. Teal'c looks down and sees the excretions from his changing skin oozing through his jumpsuit.

Hammond hangs up the red phone and announces that the President has overruled Maybourne's orders. If the authorities can find Teal'c, he will be transferred back to the SGC. Meanwhile, the NID team moves in and searches the abandoned building. The soldiers move around a hall. Ally peers around a corner after them. She thinks she's in the clear, but a Sargent is standing right behind her. He pulls her outside the building, in front of Col. Maybourne. Ally refuses to answer his questions – she doesn't trust him. Later, Ally enters a room, peels back a rotting wall panel and squeezes behind it. She enters the attic where Teal'c is hiding.

The Tok'ra — Written By: Jonathan Glassner

We open on someone's POV of a panic stricken crowd. There are Jaffa warriors and Horus guards attacking, as we run into a Stargate gateroom on another planet. A female hand (part of our POV) reaches down to dial an address into the DHD. There is an explosion in the hallway behind us, causing all those around us to look at us. Their eyes are glowing - they are all Goa'uld! Carter wakes up covered in sweat - this was her dream. She is been hooked up to probes and monitored by lab techs and General Hammond.

The team has convened in the briefing room, where O'Neill is questioning Carter about her dream. She doesn't believe it was a dream, she thinks the Tok'ra were attacked in real life. The Tok'ra are Goa'ulds who wish to rid the galaxy of the evil Goa'ulds, so they have therefore become the Goa'ulds worst enemies. She believes she knows about the attack because of the residual effects of having Jolinar of Malkshur ("In the Line of Duty") in her. In the dream, the address she entered was for the new home planet of the Tok'ra - she wants to go. O'Neill and Hammond agree to check it out. Before they gate out, Carter calls her father. She wants to tell him she's going away, and to see how he is dealing with the cancer inside of him. After she hangs up, Hammond asks her if she would like to be replaced on this mission, but because of her Jolinar memories, this is one mission for which she can not be replaced.

Upon arrival, the team find themselves on an arid, desert-like planet. They head towards a distant set of sand dunes, looking for any sign of the Tok'ra. As Teal'c is saying how stealthy the Tok'ra can be, a small group of men and women pop up out of the sand and surround us. Their spokesman, Cordesh, steps forward and orders the team to hand over their weapons. O'Neill balks, but Carter informs him that they are Goa'uld. Cordesh's voice changes into that of a Goa'uld as he bellows that they are not Goa'uld. Carter scans the group, until her eyes widen as she recognizes Martouf. Martouf doesn't know her, or how she knows his name. Carter explains that Jolinar knew him, and she retains many of his memories. Daniel explains that they are searching for the Tok'ra in order to become allies in the fight against the Goa'uld. Cordesh agrees to take them to see their leader. The team is grouped together and a set of rings encircle them from the ground and then retract back into the earth.

General Hammond receives a call from Jacob Carter, Sam's father. He heads over to the hospital where he finds Jacob looking very ill. The cancer has spread to his liver. Hammond tries to convince Jacob that can he recall Carter from her mission. Jacob will not hear of it, but asks to be told what it is that his daughter does. Hammond regrets that he can't tell him, because it's classified.

The team is now underground in a strange looking tunnel, it's walls, ceilings and floors look like they are crystalline (as they were in Carter's dream). Unlike previous Goa'ulds we've encountered, these come in all ages including old ones. They continue through a labyrinth of tunnels into a large chamber, where they are introduced to the Grand Council, Garshaw of Belote. Garshaw is a spookily beautiful woman of about 40, who is Amazonian in stature. She speaks with the voice of a Goa'uld as she welcomes the team to her home. Teal'c recognizes her as the most hunted Goa'uld of all time. Garshaw assumes they are Tauri and asks if they are the ones who rid the galaxy of Ra. O'Neill admits it was them, to which Garshaw replies that then they too are "Tok'ra". Daniel then realizes that "Tok"... "Ra" is translated as against Ra. Carter then tells Garshaw, Martouf and the other Tok'ra about Jolinar's death at the hands of the Ashrak. Martouf is particularly hard hit by this information.

General Hammond is still at the hospital, when Jacob Carter goes into cardiac arrest. Although he is revived, the doctor tells Hammond that he cannot predict how long Jacob will survive, and if there is any family, they should be notified immediately.

As the team learns more about the Tok'ra, O'Neill notices that guards have been posted at all the entrances to the large chamber. Garshaw wants to know why the Tok'ra should trust SG-1, and O'Neill in turn asks why they should trust the Tok'ra. After all, the only thing that has happened so far, is that the team has been interrogated. Garshaw explains that Goa'ulds take hosts, while Tok'ra do not. All human hosts for the Tok'ra wish to be hosts. Daniel wants to know why humans would wish to take in a symbiote. Garshaw's human host, Yosuuf, speaks up for the first time. She receives all of Garshaw's knowledge and wisdom, and a much longer, disease free life span. This is the reason the Tok'ra are different from the Goa'uld, but it is also the reason why they are losing the battle against their enemies. With that, Garshaw takes them to another chamber where they meet Selmak, one of the oldest and wisest of the Tok'ra. Her host is dying. When Daniel asks why she is dying, he's told that the Tok'ra do not use the sarcophagus as it is believed that it will drain the good from them. Garshaw further explains that without the sarcophagus the Tok'ra can only keep their host healthy for about 200 years. After that the human host body simply starts to break down. This is why the Tok'ra can not grow large enough to defeat the massive forces of the System Lords. Since they won't take hosts by force, the Goa'uld dies with the host. This will happen to Selmak unless someone volunteers to be a host. All three of our SG-1 members decline. Garshaw leaves, very upset.

Garshaw, now speaking as a human tells SG-1 that she didn't mean to upset them by suggesting that one of them become a host. She reassures SG-1 that taking hosts by force goes against everything the Tok'ra believe in. Garshaw asks if the humans were not interested in becoming hosts why did you seek us out? An alliance is the answer the team gives. She inquires as to what sort of alliance would a "non-blended" human and the Tok'ra want to have? Friendship, common enemy, sharing of information, battling side by side are the answers SG-1 gives. When Garshaw thinks about it she decides that "the Tauri" are not advanced enough or strong enough to be of service to her people. Teal'c informs her that it was SG-1 who destroyed two Goa'uld mother ships. Garshaw is angered at first by this because the Tok'ra had two operatives that died onboard those vessels. Garshaw calms as she begins to understand that it was a matter of self-defense and is relieved to finally know what happened to her operatives. She is impressed enough with SG-1 that she will attempt to convince the Council of Tok'ra to meet with them. As she leaves she snaps her fingers to the guards ordering them to keep a watch on the team. Martouf invites only Carter to take a "walk on the surface" with him. He wants to hear more of Jolinar of Malkshur.

Carter and Martouf discuss Jolinar. Martouf tells Carter that while a symbiote does not have a gender, Jolinar has always been in female hosts. Carter informs him that actually when she found him/her the host was a male. Martouf says it must have been a way to hide her from the Ashrak. Carter describes how she is left with fragments of Jolinar's intuition. Martouf becomes upset and Lantash his Goa'uld appears. Carter feels strange around him and he explains that for nearly one hundred years she was his mate. Whose mate, Carter inquires, Martouf's or Lantash's? Martouf reverts back to his human form. He explains that the Goa'uld/Host is a truly symbiotic relationship... "we love as one, we mourn as one". Martouf describes how Jolinar's host was a beautiful woman, much like herself and tells Captain Carter that she would make a lovely new host for Selmak. Captain Carter, who had become momentarily intoxicated, snaps back to reality. Later Martouf tells Carter how he didn't mean to upset her and that his suggestion was only coming from a deep desire to have Jolinar back in his life. Carter is very confused by the memories that Jolinar has left in her about Martouf. Carter tells Martouf that she doesn't know if she can describe the feelings with words and he suggests there must be another way of communicating. They move to embrace and are interrupted by Daniel, Cordesh and two guards who inform them that the Tok'ra Council wants to meet with them.

Garshaw explains to SG-1 how the tunnels they are in actually "grow". When the Tok'ra arrive at a new base they plant certain crystals which grow into the tunnels they see all around them. En route, Cordesh slips away from the group and O'Neill follows him into a small chamber. Cordesh unaware O'Neill is watching opens an interesting looking box and removes a small metallic globe. He spots O'Neill and asks if he has any questions, or needs him to find his way back to the group. O'Neill declines and heads back to find the tour. Daniel inquires as to how the tunnels grow, and they are led to a corridor that is growing right before their eyes. The tunnel is DIGGING ITSELF ahead of them!

SG-1 and Garshaw enter the council chamber. Garshaw tells them not to touch the walls because they are hot. Carter is amazed that they have found a way to program the pattern in which the crystal grows. The Grand Council of Tokra is introduced to the People of Tauri (SG-1). The council has reviewed SG-1's proposal for an alliance. They further go on to explain that The Tok'ra are an illegal resistance group within the Goa'uld and the most hunted and hated enemies of the System Lords. SG-1 promise never to reveal their whereabouts. The Tok'ra council ask what they have to offer that is of sufficient value to justify possible exposure? Daniel suggests advanced weapons and technology, Cordesh explains that the Tok'ra are infiltrators. They work from within the Goa'uld. Therefore technology other than their own is useless. Martouf enters and whisper's to Garshaw, an air of suspicion circulates as SG-3 is brought into the room. Col. Makepeace tells them that he has been sent by Gen. Hammond to return Captain Carter to earth because her father is in serious condition. Garshaw announces that the Tok'ra will not accept their offer for an alliance and she cannot allow Carter to leave. They must remain "guests" until such time as the Tok'ra move on to another planet. Daniel begs for compassion on behalf of Captain Carter. Cordesh explains that Captain Carter is the highest risk of all because she contains the memories of Jolinar of Malkshur. Teal'c tells them that those they left behind on "Tauri" know where they are. Garshaw hopes that those back home will presume they are dead.

TO BE CONTINUED.....

The Tok'ra II -- Written By: Jonathan Glassner

SG-1 and SG-3 still stand before the Tok'ra. Daniel asks why they have turned down the alliance. Garshaw explains that the Tauri do not have enough resources to risk the security breach. Carter presses her saying there must be another reason. Garshaw explains that since nobody volunteered to be a host for the Tok'ra who is dying, they must have an obvious distaste for their very being. How could they be associated with one another? Daniel explains that it is just a lack of understanding and when Garshaw presses him further and he admits he is not "ok" with the idea. Garshaw storms out of the room telling them they will remain where they are until she says otherwise.

Carter is distraught over her father and O'Neill begins plotting an escape. Carter suddenly gets a flash and summons Garshaw. She asks if the symbiote can cure cancer? Garshaw assures her this is no problem. Carter convinces Garshaw to allow her and O'Neill return to earth to ask her father if he would like to become Selmak's host.

When O'Neill and Carter return to earth and tell General Hammond of their idea they are met with opposition. General Hammond is concerned about handing over Jacob Carter and his knowledge of the US military to the "Goa'uld". Carter and O'Neill correct General Hammond and explain that it is the Tok'ra they are dealing with. Hammond still unconvinced asks why they are still being held prisoners. Carter in the end begs General Hammond telling him that her father could be "possibly the most important ally they will ever have".

Back on P34 353J word reaches the Tok'ra that the Goa'uld System Lords have been told where they are and have dispatched two mother ships that will arrive within hours. An alarm blares and all hell breaks loose in the compound. The crystals in the walls start to glow, and change colours. The Tok'ra are evacuating.

Captain Carter and General Hammond stand before her sick father who is hooked up to machines. General Hammond gives the clearance for Captain Carter to tell her dad what she really does. She explains to him that she doesn't work on satellites, as she had told him and that she works on the Stargate program. She also tells her dad that she needs his help. She tells her father that they want him to go with them to one of the other planets, and she explains that it will likely cure his cancer, but there is a catch.

O'Neill, Captain Carter and Jacob go through the Stargate back to the planet. Jacob is amazed. They are then transported down into the Tok'ra tunnels via a ring. Makepeace tells them they are now free and helping out with the evacuation. Tok'ra are running in every direction and as they leave a tunnel it folds in to itself, retracting and disappearing. All the while the two Goa'uld mother ships barrel at hyper speed toward the planet.

Captain Carter brings her father into the sick woman's room where he meets Martouf. Jacob is not sure about the whole thing. Martouf suggests that he take a moment to "get to know the symbiote that wishes to blend with you." Selmak and Jacob are talking, laughing when suddenly Saroosh begins talking, Saroosh who is the human host who is dying. Jacob is very confused. Saroosh tells Jacob how Selmak is a wonderful Tok'ra, selfless, caring etc. She also explains how Jacob will gain all of Selmak's knowledge, wisdom and her memories...some good, some horrific. Jacob feels overwhelmed and excuses himself to throw up.

O'Neill approaches Garshaw to tell her that he thinks the Tok'ra have a spy in their ranks and that's how the Goa'uld System Lords found them. O'Neill tells Garshaw that she should keep an eye on Cordesh. He tells her that Cordesh carries with him a long-range telecommunication device. Garshaw marches angrily to retrieve Cordesh for questioning. Cordesh speaks as a human and confesses he was weak. Garshaw orders him to leave the tunnel and explain himself just as the tunnel barrels right over Cordesh, knocking him over and burying him alive.

Back to Selmak's bedchamber, Jacob asks what he has to do to become a host. Martouf replies that first Selmak wishes to interview him. Selmak interviews Jacob and decides she likes him. She reminds him that there can be no turning back and that it may not even work because she is very weak and the damage in Jacob's body may be too extensive, they may die anyway. This information hits Jacob hard and he asks for five minutes alone with his daughter. Jacob tells Carter how proud he is of her and they hug.

Cordesh thanks O'Neill for realizing Cordesh was the guilty party. When O'Neill asks if this means the lines of communication have opened she tells him she still believes that the Tauri have nothing to offer. Daniel disagrees telling her that we have one resource that the Tok'ra need, hosts. Garshaw thinks about it and says it is worth exploring.

Jacob lays on the table beside Selmak, face to face like two lovers. Martouf explains that the Tok'ra do not enter hosts through the back of the neck. This leaves a scar that many hosts find unsettling. Captain Carter is asked to step away and then Selmak asks Jacob to kiss her. As they kiss, we see the Goa'uld transfer from Selmak to Jacob. He chokes for a minute before his eyes widen, begin to glow. Jacob is very sick but alive. Selmak is weak. Only time will tell if the blending will work.

Guards rush in to announce that Goa'uld ships are dropping from hyperspace. Garshaw has ordered that they finish destroying the complex and move the rest of the Tok'ra through the Chaapa'ai (Stargate). Captain Carter asks if they can move her father. Martouf explains that if they did, it would kill him.

O'Neill, Daniel, Teal'c and Garshaw are trying to make their way out of the complex. O'Neill notices the Tok'ra councilwoman carrying under her arm the same bejeweled box that he saw earlier in Cordesh's quarters. When she sees him, she turns and runs. O'Neill grabs the box from her, opening it to reveal a long-range communications device. Cordesh jumped hosts to conceal his identity. Garshaw orders the guards to remove Cordesh from his host without harming her and then to put the traitor in one of the vanishing tunnels.

Garshaw, O'Neill, Teal'c and Daniel go to retrieve Martouf and Carter. After much debate ensues it is decided that Captain Carter and Martouf will stay with her father. SG-1 will bring the Tok'ra back to earth and then the Tok'ra will go to their new planet from there. Just as O'Neill, Teal'c, Daniel and the Tok'ra are diving through the gate, a death glider opens fire.

Meanwhile, Carter and Martouf sit by Jacob's side. Jacob awakes, he has a bad headache but is thrilled that his arthritis has disappeared. Martouf tells them that they must make their leave. Rings shoot up from the ground, depositing Carter, Martouf and Jacob on the surface, the tunnels contract as they rush towards their escape. As they begin to dial the Stargate, Carter realizes that the Goa'uld are also trying to go through the gate. It becomes a race as to who can dial the coordinates first. When the gate opens, they go through, not exactly sure who dialed in the first.

When Carter, Martouf and Jacob arrive through the gate there is great relief on the homefront. Jacob thanks Garshaw for saving his life. General Hammond wants them to stay for a de-briefing but Garshaw insists that they must leave to go to the new Tok'ra site. Garshaw is worried that because of the spy the Goa'uld may be heading there. She must stop the tunnels before they are grown. Martouf promises Carter that he will watch over her father. Carter and her dad say their good-byes. Daniel gives Garshaw a "Sagan Box" (Thor's Hammer) that has a signature that can be recognized. If the Tok'ra send the device through the gate SGC will know that the Tok'ra are trying to contact them

Spirits - Tor Alexander Valenza

SG-1 and General Hammond are in the briefing room. General Hammond passes a small brick of silver rock around. This is "Trinium", discovered by SG-11 on a routine exploratory mission on planet PXY 887. General Hammond further explains that a "tank fully manufactured with Trinium could withstand a direct hit from a missile and be as fuel efficient as a small car." Daniel drops it on the table and it breaks into several pieces. General Hammond tells them that this is raw Trinium, too brittle for manufacturing because of impurities. SG-11 has been commissioned for a mining operation to extract more Trinium samples and as of this morning, they're 48 hours over due for their weekly check in. According to a preliminary sweep by the UAV there is no sign of indigenous life on the planet. As they are being de-briefed suddenly the Stargate becomes active. The technician announces that SG-11 is returning. But instead of SG-11 arriving, an arrow shoots through the Stargate and heads straight for the briefing room. As everyone dives, the arrow pierces right through the bulletproof glass, hitting O'Neill in the shoulder.

SG-1 is about to gate out without O'Neill. Daniel informs O'Neill that the arrow was native to the North American Indian, but advanced in design. Hammond tells them that the Pentagon is concerned about finding SG-11 but does not want to upset the indigenous people. He tells SG-1 that their secondary objective is to negotiate a mining treaty for Trinium.

SG-1 arrive on the planet and begin to explore the abandoned SG-11 mining camp while a raven watches over the team. It appears as though SG-11 disappeared in the middle of what they were doing. As they investigate they hear a noise outside the tent. As they emerge from the tent a wolf runs into the woods. Teal'c scans the area but does not see the wolf. Carter calls for a box search of the forest area in hopes of finding something more tangible. In a clearing they discover a totem pole, it has North American markings. The totem pole is made both of wood and of Trinium. Daniel interprets it for the team. It's a clan crest akin to the style of the Central Coast Salish Indians. It tells the story of the clan's origin. The first figure is of a Jaffa with a grotesque Goa'uld emerging from its stomach.

Daniel explains that the totem tells of how they were brought here from a distant planet by evil rulers. By the look of this figure they were Jaffa taking them from Earth. He continues.. according to the crest, the Goa'uld's were destroyed by Xe-ls (Zales), who has protected them ever since. Once again Teal'c hears a noise, looks around and sees the wolf. When the others look, it has disappeared. A noise is heard and we see that several thin needle darts have hit Teal'c in the shoulder. Before the others have time to react Daniel are both hit by darts. As Teal'c falls to the ground the last thing we see are several Native American Braves standing over him.

Carter, Teal'c and Daniel awaken inside a native dwelling in a Salish village. The hut is made of a trinium fiber. Daniel remarks on how amazing it is that they've managed to evolve technologically yet essentially maintain their way of living. Tonane, a Native American man arrives at the dwelling and SG-1 assure him that they mean no harm, explaining that they are only looking for their missing friends. Tonane informs them that they are with the Spirits. Daniel plays along and asks specifically what Spirits are they with? Xe-ls, the raven and T'akaya the wolf. Tonane tells SG-1 they are free to go and returns their weapons back.

SG-1 ask for more information about their friends and Tonane informs them that the tribe returned from their winter homes to find their friends "at war with the mountain, trying to take the Ke." Tonane didn't feel like arguing and asked Xe-ls to make them understand. Xe-ls took their friends away and told Tonane to shoot an arrow into the "Circle of Standing Water" as a warning for your kind not to return. Tonane then agrees to take the team to Xe-ls to ask for the return of SG-11. When SG-1 and Tonane arrive Daniel asks Tonane if they "are going to perform a ceremonial dance?" Tonane informs Daniel that his great, great, grandfather use to call Xe'ls that way until Xe-ls told him to just call out his name. Just then T'akaya the wolf and Xe-ls the raven appear. Carter and Daniel ask for the return of their friends...Xe-ls caws and T'akaya barks. This is interpreted by Tonane to mean we'll get back to you. Xe-ls reappears and caws, T'akaya barks. Tonane tells SG-1 that their friends will be released. Suddenly all six SG-11 members walk out of the mist and into the clearing, they are dazed and confused.

When Captain Carter questions Captain Conner of the SG-11 he has no memory of what happened. He suspects that they were drugged. Carter asks Tonane for a conversation about the Ke (Trinium). Tonane tells her he will discuss it with the elders. When a goat appears Daniel thinks it's an elder but it is really just a goat.

Carter appears before the elders. The elders tell her that they don't think they have ill intentions but that their methods are both wasteful and violent, and very upsetting to their people and the spirits. Carter tells them that there are other mining methods that are less destructive. One of the elders suggests that Tonane return with SG-1 through the "Circle of Standing Water" and see the other methods.

Both SG teams arrive at SGC. Tonane is uncomfortable with submitting to a medical examination, but complies. Afterwards, SG-1 shows Tonane a documentary on alternative mining methods. Tonane is unimpressed and decides that the way of his people is still the best method for mining the Ke. While Daniel takes Tonane to visit the rest of the facility, Hammond informs SG-1 that he has orders from the Pentagon to return to the planet when the Salish migrate South. They will continue extracting samples of Trinium, and leave before the Salish return.

Captain Carter and Captain Conner object. Conner is convinced that there was some "force" holding them captive, and it wasn't the Salish! After further objections from the team, Hammond angrily dismisses everyone telling them that the decision is not open for discussion.

As Hammond is leaving his office Captain Conner approaches and waves his hand. Hammond disappears. Captain Conner is an alien! He remarks .."It's time to show the Earthlings the power of the Spirits".

Imposter Captain Conner walks into the lab, waves his hand and a lab technician disappears. Dr. Warner sees this, lunges for the panic button, activates it, but then disappears. The base alarm sounds as airmen exit their quarters. We see other imposter SG-11 team members making the soldiers vanish with a wave of their hands. In the control room, all have vanished, O'Neill calls into the microphone..Code 9...Code 9. Daniel knowing what that means takes Tonane into a storeroom. Carter, O'Neill and Teal'c head into the lab where they meet up with Dr. Warner, who unbeknownst to them is an imposter. Imposter Warner says something that tips O'Neill off and O'Neill cocks his 9mm at her. Imposter Warner explains that she is one of Tonane's guardian spirits. The spirit goes on to say if O'Neill knows where he is; he must take her to him. The spirit informs them that if either Tonane or the spirits are harmed your people will never be returned. O'Neill tells him that they do not respond well to threats and the spirit raises his hand, Teal'c zats the imposter before he can make them disappear. On the floor it morphs into true alien form: a humanoid like male with blue skin, yellow eyes and pulsing gills along the sides of his neck and face. "You will be punished," are his last words as he falls unconscious.

Imposter Hammond and T'akaya walk past two SF's guarding the elevator, when they show concern, Impostor Hammond just waves his hand and makes the guards disappear. Imposter Hammond and T'akaya then morph into their true alien form. T'akaya is a female alien. She gives orders to the male alien that he is to stay here in the form of the general, no one is to leave. T'akaya says she will find Xe-ls and Tonane and that if contact is lost he should destroy this place and return home with the others. T'akaya morphs into her wolf form.

Tonane knows something is up. Carter and O'Neill are watching over the injured Alien. Daniel and Tonane show up and O'Neill tells them that SGC personnel are disappearing all over the base and it has something to do with him. O'Neill brings Tonane to see Xe-ls, who is still suffering the ill effects of Teal'c's zating. Teal'c tells Tonane that the aliens who exist where he comes from pretend to be gods so that they can rule and conquer with fear. Tonane explains that his spirits are not evil. They only help the tribe and the spirits would only threaten your people, if you were doing something to threaten his people. He tells Jack that if they threaten his people, the spirits will destroy them.

T'akaya moves through the base making everyone that tries to stop him disappear. SG-1 strategize how to get Tonane to believe them. Daniel suggests that they appeal to the Elders, tell them what happened. They agree that Daniel and Teal'c will go back to the planet to ask the Elders to speak to the Spirits. As they attempt to program the computers in the control room, T'akaya the Wolf appears. She growls and two aliens enter and, before Teal'c can fire his Zat gun Teal'c disappears with the wave of a hand. Daniel tells her that he knows where Xe-ls is, this makes T'akaya listen.

Meanwhile O'Neill confesses their plan to Tonane and apologizes. He asks Tonane to convince Xe-ls to stop. Suddenly Tonane disappears, as does Carter as she raises her zat gun. T'akaya and the other SG-11 members, in their alien form, enter the room and tend to Xe-ls.

O'Neill and Daniel then reappear in the gateroom with T'akaya, Xe-ls and the rest of the aliens. O'Neill promises that they will abandon the mining operation. O'Neill tells them that if they do not trust them they should close down the Stargate. Xe-ls is still upset with O'Neill for revealing to Tonane who they are aliens. T'akaya explains that when they first removed the Goa'uld from their planet a millennia ago, they adapted their form to those of the Salish spirits so that they could protect and co-exist alongside them, in harmony. Now, because of them, that harmony is broken. O'Neill tells them that if they really do respect Tonane's people, they shouldn't pose as their spirits, they should trust them. Tonane reappears and T'akaya and Xe-ls introduce themselves. Xe-ls tells Tonane that from now on his people may see them in whatever form pleases them. Tonane tells the aliens that he likes their true form. They say their good-byes and are about to head through the gate. Daniel asks "what about our friends"? They all reappear, very confused and Tonane waves goodbye and steps through the gate.

Touchstone - Sam Egan

In the Briefing Room, SG-1 and General Hammond are watching some atmospheric data from a recent trip to the planet Madrona on a monitor. Carter tells Hammond how the inhabitants of the planet can pro actively affect their own climate. On the screen we see a small shrine, inside it is a large statue of a beautiful Goddess, with its arms outstretched. In its hand is a sleek, onyx-like stone, with distinct convolutions and iridescent metallic rings. It's called the "Touchstone", and their high priest turns a series of calibrated rings, which seem to determine meteorological conditions over the entire planet's surface. Carter wants to go back and measure the emissions with her instruments. Hammond suggests "borrowing" it for a few days but Carter makes him understand how crucial it is in controlling the weather on the planet.

When the team returns to Madrona they notice the sky is lit by three moons that are quickly becoming obscured by some ominous storm clouds. SG-1 is met by Madrona's blind high priest, Roham and his beautiful granddaughter, princess La-Moor. They are surrounded by troops carrying bows and arrows. Roham and Princess La-Moor demand that they return the Touchstone. SG-1 explain that they did not take the Touchstone, but are told that witnesses saw a group of people dressed in SG-1 uniforms took Touchstone though the Stargate in the dead of night.

Roham orders the guards to disarm SG-1; O'Neill in turn points his gun towards the guards. SG-1 convinces the high priest to let the team return to earth to find the thieves. The weight of the whole planet's survival is on their shoulders.

Back at SGC O'Neill asks Hammond if it is possible that one of the other SG teams went through the gate and stole the Touchstone? Hammond says that it would be impossible and that he would know about it. Hammond let's Carter check the dialing computer just to be sure.

As Carter checks the dialing computer, SG-1 watch the news to discover that something is playing havoc with the weather on earth. Could it be the Touchstone? Carter finds a "transitory glitch" on the computer from 3 days ago, roughly around the same hour as the Touchstone was stolen and the same time that SG-2 returned from a routine mission. The data suggests that someone used the second Stargate in the Antarctic a split second after SG-2 used our Stargate. After checking a similar incident it is confirmed that, that is exactly what happened. The second Stargate had been used, even though it was "officially" decommissioned.

General Hammond tries to get the President on the phone but to no avail. Someone is trying to keep them from talking. Hammond tells O'Neill that when the SG program began there were some philosophical differences about its mandate. Some parties wanted to bring back discoveries from every planet visited, regardless of considerations like interplanetary diplomacy.

Carter's discovers that the signal is actually coming from Nevada. As it turns out the Touchstone has been moved to the Nellis Air Force Base where Col. Maybourne has just been re-assigned. The MALP probe shows that the weather conditions on Madrona are getting near fatal. SG-1 heads to Area 51 in Nevada to investigate.

Upon SG-1's arrival at area 51, they are met by Major Reynolds who gives them a tour of the facility. They see various technicians working on death gliders and various other artifacts that have been brought back from planets. Col. Maybourne joins SG-1, O'Neill inquires about the weather device and Maybourne plays dumb. Maybourne tells him that the second Stargate has been dormant since it's arrival, O'Neill tells him SG-1 would like to see it.

SG-1 investigates the second Stargate and discovers it's a fake! O'Neill accuses Mayborne of moving the real elsewhere so he could use it without raising suspicion. Maybourne denies it, and calls for the guards to escort SG-1 out.

Back at SGC Hammond tells SG-1 that no one will confirm or deny what's going on. They decide to track down the second gate and hope that it will lead them to the Touchstone. Carter devises a plan. If they use their gate to go to Madrona and do a quick 180 they can return through the second gate on earth, but they would have to overpower the gate at the precise moment to make it work. First they will send the MALP probe, Daniel and O'Neill back to Madrona to test their theory.

On Madrona O'Neill and Daniel set up the devise to overpower the gate. The Madronans wait anxiously. It works! The MALP probe is through the second gate. Back at SGC they watch the monitor and see a handgun blow the MALP probe to pieces.

Hammond and all of SG-1 are back at the base. Carter wasn't able to get the exact coordinates but has figured out that the second gate is somewhere in "Southern Utah." General Hammond meets with his secret informant, Whitlow, who gives him the skinny. The person pulling the strings is a civilian and a C-5 is scheduled for a classified pick up at a N.I.D. landing strip in UTAH.

SG-1 is geared up and ready to head to Utah. General Hammond tells them not to fire on the people who took the gate, and the Touchstone, unless it is the only option remaining to defend themselves.

SG-1 sneak into the warehouse where the Stargate is being housed. Various men are working; one is carrying a small package that they believe is the Touchstone. SG-1 rush into the room with their guns raised. When questioned about the stolen Stargate, one of the men tells them they are authorized by some of the highest offices in the country for this operation. Meanwhile another man is dialing the DHD from a truck, and when the gate starts to Kavoosh, three of the men use the distraction to fire at SG-1 and dive into the gate. O'Neill shoots at the last man in the arm. He drops the box containing the Touchstone and dives through the gate.

On Madrona, SG-1 make their way toward the Touchstone Shrine through blizzard strength wind and snow. O'Neill puts the Touchstone into the beautiful statues outstretched hands. Roham and La-Moor thank SG-1 and offer peace and blessings. As they leave the sun parts the clouds and casts an amber glow over the planet of Madrona.

Back at SGC Hammond tells SG-1 that he still doesn't know who stole the gate but until he does, all SG units are to be on watch for four N.I.D. guys wandering around another planet. Hammond also tells them that they're retiring the second Stargate. It will have a permanent iris welded over it and be placed under round-the-clock guard, under the command of the SGC. Col. Maybourne and O'Neill have a discussion to the effect of "this is not over yet!"

A Matter of Time - Story by: Misha Rashovich | Teleplay by: Brad Wright

On another planet (P3W 451) we see SG-10 racing toward the Stargate running from some unseen enemy. They move in slow motion....

Back at SGC alarms go off as they are receiving an unscheduled incoming traveler. They are receiving a signal but can't identify it because the frequency is too low. Presently there are 3 SG teams off world and Daniel Jackson is helping one of them on a dig. Carter and Simmons run the signal through the computer and determine that the signal is coming from SG-10, General Henry Boyd's team. They open the iris and wait. The puddle shimmers and then the gate just shuts off. They get the MALP ready to go and SG-1 and SG-3 are geared up, standing by.

The MALP probe is sent through the gate as it travels through the wormhole SG-1 and General Hammond watch the monitor to see the screen fill up with a deep red. Carter and Simmons try different speeds on the computer and the reddened images shift to more normal light conditions. We see both a running man...frozen in place and General Boyd's look of horror.

As SG-1 zoom in on video images from the MALP they see the sky spiraling toward a dark disk in the center...A black hole! Carter tells Hammond the reason they can't just gate out of there is because the closer you get to a black hole...the more time slows down. Carter explains that their bodies will soon be pulled apart by increasing tidal forces. Hammond asks if there is anything that can be done to save them? O'Neill tells them they've had it. Hammond orders Simmons to shut down the gate, but it won't close.

Col. Cromwell and the Special Forces arrive at SG-C, Cromwell and talks to the SF at the gatehouse who informs him it's been four hours since he has had contact down below. They descend down a ventilation shaft using repelling gear.

SG-1, technicians and scientists are trying to figure out what's going on. Carter reports to Hammond that the gate is still drawing power even though the capacitors have been fully discharged. Hammond asks Carter if there is a time limit on how long a wormhole can be maintained? Carter tells him that they have passed it. She guesses time is passing more slowly on P3W 451 -- relative to Earth's time -- we're experiencing a paradox the Stargate was never designed for.

The puddle in the gate is no longer still but has begun to swirl around the center, like that of a whirlpool. Hammond tries calling the President but doesn't get through; communication has been lost with the outside world.

O'Neill and Siler shut some of the breaker panels down. The panel shorts out and they pull the main breaker. The room goes dark and giant electrical arcs spark and sends smoke through the room as the gate flickers. Teal'c dives out of the way as he is blasted by a lightning-like bolt. O'Neill and Siler are blasted backwards and Siler is knocked unconscious. The emergency lights come on. Even with the power cut the Stargate is still active. Carter thinks it's deriving energy from the black hole itself.

The gateroom is filled with emergency personnel and firefighters who are extinguishing electrical fires. Carter realizes that the black hole's gravity center has now shifted to an incoming direction. She orders the iris closed.

General Hammond is on his way to try President again when he meets Major Davis and his men. Major Davis tells Hammond that they were under the impression that there had been an alien incursion going on at the complex. He informs General Hammond that there is an airplane standing by to take him to Washington to explain what's going on.

Col. Cromwell appears after making his way down a shaft. He confronts Dr. Fraiser and holds her at gun point telling her that five hours ago all contact was lost with this facility and he's here to find out why. They meet up with O'Neill and Carter in the infirmary where they have taken Siler. Cromwell tells O'Neill that it's been 5 hours since the facility has lost contact with the outside world and the Pentagon thinks there are alien hostiles.

Carter explains to Cromwell that time is passing slower down here than it is outside the mountain. Even though they are not in a black hole, yet, they are connected to its gravitational field through the Stargate, and it's expanding in their direction. Carter wants to leave to go to the Pentagon when Hammond arrives with a few scientists in tow. He has just come back from an all night session with the Joint Chiefs. He's been gone nearly eighteen hours.

The experts at the Pentagon feel they are going to have to destroy the Stargate in order to save the planet from being sucked through the wormhole. Carter objects and Hammond tells her the decision has been made and orders a complete evacuation of SGC. O'Neill and Cromwell volunteer to stay behind to help give the personnel a head start. He tells O'Neill to wait five minutes, start the countdown and leave yourselves enough time to get out. Over the P.A. system General Hammond asks all personnel to evacuate the facility immediately.

Carter pours over some equations in the middle of the night, on a blackboard at the command post tent. After much frustration Carter realizes the answer. They have to focus the energy of the blast. If they can channel enough energy in the direction of the Stargate, they might be able to cause the matter stream to jump from 451 to any gate along the way. They have to stop O'Neill from shutting down the gate.

Cromwell and O'Neill are in the control room. A gravity wave shatters the window in the control room and O'Neill and Cromwell duck for cover.

Carter shows up with a plan. A team works on setting up a pulley and ratchet system. O'Neill and Cromwell put on G-Suits to help withstand the higher gravity. Carter tells them that the explosive force in the bomb should be focused in one direction, toward the wormhole. Hopefully with enough energy to cause it to jump, like in the Antarctica. Teal'c and a technician come running into the control room, carrying the bomb. O'Neill and Cromwell climb into the room, horizontally, under the blast doors, one at a time and then wait for the bomb. They climb horizontally towards the gate. As Carter and Teal'c observe from the control room, the glass suddenly shatters on both sides of Carter and Teal'c, it flies into the gate room in a thousand tiny pieces toward O'Neill and Cromwell. O'Neill hears the iris is failing and tells Cromwell to set the timer for 20 seconds. The iris fails and Cromwell's line breaks from the strain. O'Neill tries to grab him but fails and Cromwell falls into the wormhole. O'Neill has dropped the bomb, and the countdown has begun. Teal'c ratchets the line up while O'Neill climbs. The bomb explodes sending a torrent of energy into the Stargate.

O'Neill recovers in the infirmary with SG-1 and Hammond at his bedside. They tell him the plan worked and they are now installing a new Trinium strengthened Iris.

The Fifth Race - Robert C. Cooper

SG-1 is in the Briefing Room viewing an image sent back by the MALP on the monitor. It's a circle of symbols on the wall of an alien room. On an overhead projector are stills of the four alien language inscriptions found when they discovered Ernest Littlefield and the repository of information (Torment of Tantalus). Daniel Jackson is explaining to General Hammond and SG-1 how the inscriptions shown on the monitor, match one of the four alien languages that were previously found. Daniel thinks this particular planet has to be one of the four races in the alliance.

SG-1 are now exploring the gate room of the planet. They discover an unusual circle on the wall. A strange alien viewer melts out of the circle on the wall. Teal'c puts his eyes to the viewer and sees blackness filled with brilliantly colored floating lights. O'Neill steps up for a look and the viewer wraps around his head. He struggles to get free, it finally lets him loose. O'Neill collapses the viewer melts back into the wall and they dial home.

Dr. Fraiser examines O'Neill and finds nothing wrong with him. At the de-briefing session with Hammond, O'Neill tells them there is nothing "cruvus" with him. Hammond tells him to take some time to relax but stay on the base. During a boxing match with Teal'c, O'Neill tells Teal'c to bend his "cozars". Teal'c and O'Neill go into Daniel's Lab and tell him of their concern. O'Neill reads some ancient symbols on the wall that Daniel has never been able to translate. Daniel shows Carter a complex mathematics equation that O'Neill has jotted on the blackboard. It's like no math Carter has ever seen. Dr. Fraiser does more tests on O'Neill. She concludes that O'Neill's brain is operating at over ninety percent of its normal capacity. O'Neill is in the armory taking a glowing rod out of the inside of a staff weapon. O'Neill says he needs it but doesn't know what for.

Fraiser, Carter, Daniel and Hammond are in the briefing room discussing O'Neill. Daniel tells them that that device downloaded an alien language into O'Neill's brain. Daniel further explains that since it was an Asguard planet and the Asguards and other members of the four race alliance oppose the Goa'uld, it explains why the viewer locked out Teal'c. The team gets called to the control room where O'Neill is reprogramming the mainframe computer. It shuts down and when it's rebooted they find that O'Neill has programmed the computer to run a hundred times faster and it's now spitting out new Stargate locations all over the galaxy. Daniel realizes that the inscription from the ancient room means "the place of our legacy". Daniel thinks that it is some sort of a database of all the knowledge these particular aliens possessed. Hammond orders O'Neill not to touch anything else on the base.

O'Neill has lost all ability to speak anything other than the ancient language. Daniel has translated another line of the language that was on the wall in the other planet...Noo ani aqueetas means "we are the ancients". Daniel thinks that these "ancients" built the Stargate system. They invented this device to pass on their knowledge. O'Neill hands Carter a piece of paper with a simple equation on it and Carter realizes that the math he used to program the computer is a whole different kind of math.

Probes have been sent to the new planet addresses that O'Neill entered in the computer in hopes of finding a race that speak the language O'Neill is speaking. The MALP has found a planet with some symbols that match. SG-1 is sent out with Major Castleman as their leader. Daniel wants to stay behind with O'Neill to keep translating.

Carter sends a message that they are in trouble. The DHD has seized and there is another sun on the planet that the MALP did not report...and the temperature is rising. Carter's attempt to manually dial the DHD has failed and in fact is stuck in mid dial. Hammond sends through some heat resistant tents and portable air coolers. Carter tells them that no matter what they send, it will not provide enough protection. They need to get home.

O'Neill is in the lab building an odd contraption that comes to life, humming and glowing.

When O'Neill finds out about Carter and SG-1's situation on the other planet, he draws a schematic of the DHD and instructions on how to fix it. They send the instructions through the gate.

Carter, Teal'c and Castleman stumble through the gate, sunburned and exhausted. Teal'c reports that they could not find help for O'Neill. Alarms sound, the computer won't dial out. The gate is frozen, it is trying to draw a lot more power than usual from the system. O'Neill goes to the breaker box, and wires it into the device that he constructed. The Stargate now draws ten times more power than usual. The gate starts dialing and locks on the eighth chevron. Usually Stargate addresses are six points in space with the seventh being the point of origin. The computer indicates that the wormhole is going outside our Stargate system, outside our galaxy! O'Neill goes through the gate. Hammond is apprehensive about O'Neill going and doesn't authorize him to take a remote code device for security reasons.

O'Neill arrives in the Asguard gate room and two grey aliens greet him. One of the greys points a small device at O'Neill and he collapses to the floor. The aliens now speak to O'Neill in english and explain to him that he looked into the archive that stores all the Ancient's knowledge. They explain that the archive was not meant for O'Neill as human physiology has not yet advanced to the point where they could fully utilize the technology. The Asguards tell him that he is on the planet Othala in the galaxy of Ida. They tell O'Neill that there was once an alliance of four great races in their galaxy, The Asguard, The Nox, The Furlings and The Ancients, the builders of the Stargate system. The Asguards tell him that the humans have "already taken the steps toward becoming the fifth race."

Meanwhile back on earth they shut down the gate to close the iris. It reopens on its own and the gate starts dialing. Incoming traveler alarms are sounded and armed guards take their positions. O'Neill steps through the gate and the iris closes behind him. Teal'c asks him if he still possesses the knowledge of the ancient's and O'Neill replies, "No, but I think we're a little closer to that meaning of life stuff."

Serpent's Song - Written By: Katharyn Powers

SG-1 has received a signal with a set of coordinates. They presume the signal is from the Tok'ra and gates to the planet to meet them. They wait. As they look up they see a Glider hurtling toward them at breakneck speed, massive energy bolts are blasting down on it. Its wing gets struck and it crashes. Dozen's of death gliders are diving towards the planet like killer bees. A man escapes the plane wreck, staggering on his hands and knees. The man collapses in pain and when O'Neill and Teal'c turn him over it is Apophis. Death gliders are in attack formation and SG-1 must leave immediately. Apophis looks up at them, scared to death and pleeds.. "help me".

The death gliders hover above but don't fire. They want Apophis alive, but SG-1 takes him through the Stargate. Apophis is examined by Dr. Fraiser who finds that the symbiote inside Apophis has been tortured and is in very bad shape, in fact he will die. O'Neill wants to beat any information they can out of Apophis and send him back through the gate, but General Hammond tells O'Neill that Apophis is a prisoner of war and has rights. Carter also tells them that there is the host to think about.

O'Neill visits Apophis' bedside. Apophis tells him that there is a new enemy that they must look out for. If SG-1 wants more information they must find him a new host. He tries to entice O'Neill, telling him that if he lets him live he will divulge the secrets of star travel, Goa'uld weapons, power. O'Neill tells him to go to hell. Apophis finally tells O'Neill that it is Sokar, an ancient and powerful Goa'uld who is the new enemy and it was SG-1 who helped him to attain his position of power. (Serpent's Lair) Teal'c and Daniel give O'Neill the background on Sokar. He was the most feared deity in ancient Egypt, the original god of death. At one time he ruled all of earth. He was said to be the original Satan.

Alarms sound, there is an unauthorized incoming traveler. There are no teams off world so they close the iris and hear a thud. A radiation team examines the iris and they have determined that the thud was a Sagan box. It's radioactive signature matches the one they gave the Tok'ra but they can't be sure. They trepidaciously open the gate. Martouf (Tok'ra & Tok'ra II) arrives through the gate. He has come to offer a warning and tell them to return Apophis to the planet they found him on.

Daniel visits Apophis' bedside to ask him about the whereabouts of Sha're. Apophis tells him that "Amanaut", his queen was given a ship and his personal guard. He cannot tell Daniel where she is.

Martouf tells them that it was not the Tok'ra that sent the signal to come to the planet, where they found Apophis. It was actually Apophis. He wants to take the "Tauri" (earthlings) down with him. Martouf tells them if Apophis remains on earth, Sokar or other Goa'ulds will destroy them. Hammond is faced with a moral dilemma knowing Apophis will be executed if they turn him over.

The alarm sounds... unauthorized incoming traveler. They close the iris and hear thud..thud..thud. Carter tells them the trinium/titanium alloy won't allow matter to reintegrate. They see an image on the iris itself, ghostly, almost satanic. Sokar must be using sub-atomic particles. The glowing face across the Iris begins to speak..."People of Tauri: you have taken what is mine....for this, you will be destroyed". SGC knows that the iris can only withstand being fired at for a certain amount of time, thirty-eight minutes. They must figure out how to defend themselves.

Teal'c asks Apophis to tell them how to defend themselves against Sokar's weapon. Apophis won't tell them anything, which angers him further.

In the gate room they try spraying water at the iris to cool it down and keep them at bay, for a while. Now they are going to try dialing out to keep Sokar from dialing in. Thirty-eight minutes is up and the race is on. Sokar dials faster than they can. The temperature in the gate room is rising. Martouf tells them that if Sokar fails to get through the gate they will try to attack from space ships. General Hammond reports that he has been given orders from the President to cease all medical intervention of Apophis. He has orders to send Apophis through the gate. Carter tells them there will be a window in seventeen minutes for them to dial out.

Daniel and O'Neill stand by Apophis' bedside talking to his host. Daniel tells him that he will be returned to Egypt and buried with honor. Apophis makes a last ditch effort to try to convince them to get him a new host. and then..the host dies. Daniel gives him a funerary statue that will take his soul back to Egypt.

Carter gets the gate open and Teal'c places Apophis' cape wrapped corpse into the wormhole. It is sucked through the gate. Martouf tells them that Sokar can revive Apophis from death with a sarcophagus and torture him as long as he likes. Martouf gives Carter a Tollen device (Nox) and tells her that she can use this to contact them. O'Neill gives Martouf a G.D.O. device. This will send a signal to SGC to tell them to open the iris. The gate is powered up and Martouf leaves.

Holiday - Written By: Tor Alexander Valenza

SG-1 come through the gate into a chamber filled with odd devices and alien machines. They meet a frail old man named Ma'chello. Teal'c tells them that he has been hunted by the system lords for years, before Teal'c was even born. He was developing technology to fight the Goa'uld when he was captured, tortured and escaped, killing several Jaffa in the process. To this day there is a bounty on his head although most believe him to be dead.

Ma'chello is senile. He shows them an odd looking invention used to fight the Goa'uld. He tries to lift the machine and it is too heavy. Daniel helps him by grabbing onto one of the handles and gets an electric zap that throws him off balance. Ma'chello falls to the ground and Teal'c lifts him over his shoulder. Carter pockets a hand held computer, and back through the gate they go.

Dr. Fraiser examines Daniel. He seems "off", Dr. Fraiser tells him she doesn't want him driving today and to have someone take him home after the debriefing. Ma'chello is not in good shape. At the debriefing Carter is showing the alien computer which she thinks is a database for all of Ma'chello's inventions. Hammond tells Daniel to take a day off. When Daniel is dropped off he doesn't go home but wanders down the street after a pretty girl.

Ma'chello is in the infirmary. He tells SG-1 and General Hammond that he is Daniel Jackson! The machine in the laboratory somehow switched them. They quiz him for information that only Daniel would know and it is confirmed that he is Daniel Jackson. Now they want to know who it was they just sent home.

Dr. Fraiser tells them that somehow Dr. Jackson's networks were "remapped" on to the old man by the alien device. Hammond gives O'Neill the okay to go back to the planet and retrieve Ma'chello's machine.

Dressed in Haz Mat suits SG-1, minus Daniel is back in Ma'chello's chamber. Carter finds what she believes would explain how Ma'chello has lived so long, a hibernation chamber. Teal'c and O'Neill carefully lift the machine with clamps into a case when they are zapped.

Daniel (Ma'chello) is out wandering the streets, trying to talk to strangers. Nobody is acknowledging him except one homeless man, Fred. Daniel (Ma'chello) invites him to feast with him and celebrate their new friendship. Daniel (Ma'chello) and Fred go to Dexter's Diner for a bite to eat. He cavorts with the waitress and eats hamburgers and hot fudge sundaes for the first time and is enjoying life with his new found friend.

O'Neill and Teal'c in each other's bodies are in the lab with Carter. Carter tells them the good news is she found the switching device on Ma'chello's computer but the notations are in the strange dialect. Daniel is working on the translation. Carter leads Teal'c and O'Neill in experimenting with the device.

They try every different way of holding the machine but nothing's working. Teal'c (O'Neill) does not feel well. O'Neill (Teal'c) tells him that he must meditate for his symbiote to work and heal....kelno'reem Teal'c calls it.

Ma'chello (Daniel) is frustrated because he can't translate the notations on the computer. He closes his eyes to concentrate and his blood pressure starts to rise, and he has fallen into a coma. If he doesn't wake up, they may never be able to save Daniel.

Daniel (Ma'chello) walks down the street with Fred and two cops appear and forcefully take him into custody.

Carter sits by Ma'chello's (Daniel's) bedside as he wakes up out of the coma. Daniel (Ma'chello) is brought into the infirmary and so is the switching machine. General Hammond demands he switch them back. Daniel (Ma'chello) tells him it is impossible. He tells the General that the machine has been programmed and cannot be reversed or reprogrammed. Ma'chello also tells them we don't possess the technology on earth to enable him to fix it.

Carter and Hammond visit Daniel (Ma'chello) in his cell. He tells them that in exchange for his freedom he will teach Carter how to translate the code in his hand held computer and they will have all of his technology, weapons, communications and medical devices, to defend themselves against the Goa'uld. He feels that the life of one archeologist is nothing compared to what he has to offer. They bring him to meet the real Daniel Jackson in the infirmary. After an emotional exchange, Ma'chello (Daniel) goes into cardiac arrest...

When Daniel (Ma'chello) remarks that he wishes he could trade places with him Carter gets an idea. She assembles, Teal'c (O'Neill), O'Neill (Teal'c) and Daniel (Ma'chello) and the switching device. She plays musical chairs with the switching device by switching to Teal'c, then O'Neill, then Daniel and they all eventually end up in their own bodies. After Ma'chello is returned to his own body, his heart goes flatline and his last words to Daniel are.. "Thank you for my holiday."

One False Step - Michael Kaplan & John Sanborn

SG-1 are in the control room watching the monitor. The UAV is using a new technology, Automatic Terrain Following Radar System. Suddenly the image starts to break up and they lose the radar signal. They switch to manual control and watch the UAV crash into a cactus like plant. Carter needs to get the flight recorder to figure out what went wrong as these radar systems are designed for radio control in these conditions. They estimate it will take about 3 hours to and from to get the device. As they are watching the screen they see a bald, human like alien peering curiously into the camera. They then see the alien dragging the plane away from where it crashed.

SG-1 arrives on the planet and heads out in search of the plane. Daniel's allergies are acting up and he keeps sneezing. They find the damaged plant and Carter takes a sample of the jelly that is coming out of the stem. They come across a village made up of hundreds of mud domes grouped in clusters. An alien approaches them curiously, when Daniel says "hi" the alien runs away, making an odd sound as he runs, a loud, mid-ranged musical note.

SG-1 visits the village, the aliens surround them and imitate the teams movements. One of them takes Daniel's pocketknife and when Carter retrieves it, she cuts her hand. When Daniel sneezes again, the aliens retreat back into their huts. Daniel tries to communicate with them by drawing in the sand but it doesn't get very far. They paint his face with their body paint, it hardens like a second skin. Daniel can't figure this culture out. A group of aliens carry the missing UAV and give it to SG-1. Daniel sneezes again and one of the aliens (Jim) collapses on the ground. The other aliens don't know how to help him.

As SG-1 discuss what could have made the aliens sick i.e.- Daniel's sneeze, UAV lubricant the alien had on his hand, etc., they hear a sound coming from the villages. It sounds like singing the air is filled with a beautiful sound as all the other villages join in. The aliens are collapsing everywhere, it is turning into an epidemic. SG-1 wonders if they should leave, maybe it is them who are making them sick. Dr. Fraiser arrives with two medical technicians carrying supplies through the gate. SG-1 tells Dr. Fraiser that when the UAV crashed it crashed into a plant that spilled an unusual jelly-like substance out onto the ground. They tell her about Carter's cut hand and the lubricant from the UAV on the alien. Dr. Fraiser needs to do some tests.

Dr. Fraiser tells SG-1 that their tests came up clean and as for the aliens it's hard to tell. She want's to take one back to earth to do further tests under quarantine. Carter, Fraiser and the Medical Technicians take Jim , a sick alien, through the gate on a stretcher. Daniel tries to reassure the alien onlookers that it's all going to be okay.

Dr. Fraiser ex-rays Jim and finds that his anatomy is made up on one large lung, a very small heart under the lung, and only one more large, unrecognizable organ.

Daniel and O'Neill are walking through the village when Daniel notices something strange. One of the plants is not at ground level anymore, it has grown out of the dirt mound and is standing six feet tall on a thick stem. As Daniel walks over, the plant suddenly retracts into the dirt mound. Meanwhile, aliens are getting sick by the hundreds. It's a full scale epidemic. Daniel is videotaping the plant, he and O'Neill are not feeling well. They leave Teal'c on the planet and gate back to earth. After examining O'Neill and Daniel, Dr. Fraiser tells them she can't find anything physically wrong with them.

The code blue alarm is sounding. Jim is flat-lining.

On the planet, Teal'c is observing the plants and notices one rising, growing before his eyes. When he approaches it retreats into the ground, it happens again with another. He touches one of the plants and his finger goes right through the outer membrane. A gelatinous substance oozes out of it. Teal'c staggers and falls to his knees. He collapses to the ground in agony.

Daniel feeling better, is in his research lab trying to find an answer. They play the video tape from the UAV. There is an underlying sound, a low throbbing note. They conclude that it can't be the sound that is making the aliens sick because the alien is still sick after they brought him back to earth.

Teal'c stumbles through the gate. He tells them about the plant on the planet that retracted and when he dug down into the ground around one plants they were all connected. When he got too close to the organism he got sick. Carter figures it out. The UAV that crashed damaged the plant and the sound that it emits has changed. Carter figures that maybe the aliens need this sound to be at a certain frequency to live. She gets the technician to record the sound before the crash on a loop.

They play the inaudible sound in Jim's critical care room and he comes to and starts to sing the beautiful alien singing sound.

SG-1 return to the planet and install low frequency audio transmitters around the village. SG-1 then retreat to a ridge overlooking the village and wait to see if their plan works. The aliens begin to emerge from their huts and a beautiful harmonic sound emanates from the village. The air fills with the sound as the other villages join in. The broken plant is now healing. Carter says she had a hunch that there was a symbiotic relationship between the plants and the aliens. She knew this because she talks to her plants.

Show and Tell - Jonathan Glassner

The alarm sound, an unauthorized incoming traveler is coming through the gate. The technicians try to close the iris but the computer is overriding it. A ten-year old boy dressed in odd alien clothing steps through the gate.

Carter searches him and determines that he is unarmed. The boy tells SG-1 that he has come to warn them.

Dr. Fraiser examines him. Carter, O'Neill and Hammond observe. His mother told him that he is to speak only with Col. O'Neill. She has been observing him for many weeks. She first saw him on Tonane's planet and followed them through the Stargate. He asks O'Neill what the name of his son is. This takes O'Neill off guard but he tells him his name was Charlie and the boy asks if he can be called Charlie.

He tells O'Neill that he came from a planet called Reetalia. Most of the Reetou were destroyed by the "mean creatures with glowing eyes." He tells O'Neill that it is not the Goa'uld he came to warn them about but the Reetou rebels who intend to eliminate them.

Hammond asks Teal'c to come with them to question Charlie but when Charlie spots Teal'c he panics, runs into a corner screaming. O'Neill convinces Charlie that Teal'c is a good Jaffa who once saved his life. Teal'c begins to have mild convulsions. Teal'c's sybiote is disturbed. Dr. Fraiser reports that Charlie is full of congenital defects. She tells them that if Charlie does not have some aggressive medical intervention he will not have long to live. She also shows them a CAT scan that shows the part of Charlie's brain, which is responsible for perception, is twice the size of ours.

Charlie tells them that the reason the Reetou want to attack earth is "attrition". Carter realizes what he's talking about. The rebels want to kill all possible Goa'uld hosts. The Reetou must think if the Goa'uld have no new hosts to infest, they will eventually die out.

Charlie tells SG-1 that "mother" created him to serve as an intermediary. He is of human species, while mother is invisible and a Reetou. She came ahead of Charlie weeks before and learned how to open the iris. When they ask Charlie if this is coming from his imagination, Mother shoots a laser beam from an invisible weapon across the room at them.

Teal'c figures if his symbiote can detect the Reetou presence than perhaps the Tok'ra could be of some assistance. They use the Tollen device that the Tok'ra gave them to shoot a beam into the night sky.

Jacob/Selmak and a Tok'ra guard come through the gate. The Tok'ra guard goes back through the gate and returns with a device called a Transphase Eradication Rod - a.k.a. - T.E.R. Jacob points the T.E.R. at mother and we see a six legged insect like creature that stands about five feet tall. The creature looks frightened. Charlie pushes the T.E.R. from Jacob. Jacob leaves the room feeling an excruciating pain in the head. O'Neill apologizes to Charlie and tells him and mother to stay put, O'Neill promises him that nobody will hurt them.

SG-1 and Jacob are in the briefing room discussing the situation. Jacob tells them that the T.E.R. is capable of terminating a Reetou. He explains the MO of a Reetou...They work in groups of five suicide infiltrators. They sneak in, split up, and plant destructive devices to try and maximize the damage before they've been detected.

They discuss their plan of action. Jacob and Carter are altering the T.E.R.'s so that they can be used to see the Retou.

Charlie tells O'Neill that mother is leaving and wants to leave him on earth with his own kind. Charlie wants to be Jack's son for a while. He asks Charlie to ask mom for the address of the Retou Rebels planet. The MALP is sent then SG-1, SG-3, SG-12, Jacob and the Tok'ra guard head out for a recon mission to the planet. They use their T.E.R.'s to do a sweep and they discover thousands and thousands of Reetou's, a good hundred yards away.

When the teams return they discuss the Reetou threat with Gen. Hammond. Carter is going to install a palm scanner device that will authorize opening the iris. Jacob is going to get some more T.E.R.'s. Teal'c feels the Reetou presence and Carter hits the red alert button. The Tok'ra guard shines the T.E.R. on the Reetou but then gets blown away by an energy beam. Teal'c grabs the T.E.R. and fires on the Reetou blowing the creature to bits.

Jacob, Hammond and O'Neill discover a group of 5 Reetou rebels. Jacob warns Hammond that they will try to get out of the base and that they have powerful explosives that could blow up a few cities at a time. The teams divide up in the base. O'Neill flashes the T.E.R. ahead while the other's follow behind armed with automatic weapons down one corridor while Teal'c leads with another team with the T.E.R. down another. O'Neill sees two Reetou, hits one but the other gets away. Plunket has been hit and is dead. Jacob, Carter and Chu search a blast comes at them and Chu gets hit. Jacob's shoulder is badly scorched. They get another Reetou by throwing a grenade. O'Neill and Daniel are in the infirmary and another Reetou fires on O'Neill and is then blown away by another Reetou which turns out to be mother. Another blast comes from yet another Reetou killing Mother.

SG-1 does a count and concludes that they have killed all of the Reetou. Carter is doing a sweep of the complex with the T.E.R. O'Neill comforts Charlie over the death of Mother. Charlie collapses ill and Jacob decides that they will take Charlie to become a "host" which will in turn hopefully heal him.

Jacob and Charlie say their good-byes to everyone and step through the gate. Teal'c feels sick and quickly draws his T.E.R. to hit one last Reetou who was hiding behind the gate. Hammond tells Carter to do another sweep of the complex.

1969

Written By: Brad Wright

The team is preparing to take off on a mission. Carter is in the gate room doing some calculations and explains that she has to update the computer's drift calculations to include gravitational space/time warping because of the time of year and the solar effect, they will be travelling quite close to the sun.

Carter has a bandage on her hand from a previous mission. General Hammond gives Carter a note to take a long with her...she places it in her shirt breast pocket and heads out.

They arrive in the gate room turn around and see the gate disappear right behind them. They look up to see a Titan Missile about to be launched. Teal'c fires his staff weapon. The missile doesn't move and a squad of airmen (in sixties uniforms) rush into the room with weapons aimed at SG-1.

SG-1 has been disarmed and is being interrogated. Carter realizes that they are still in the Cheyenne Mountain Complex, they are taken to a holding area. Major Thornbird the C.O thinks SG-1 are Russian spies. The young Lieutenant interrogating them finds the note in Carter's vest. He is amazed by what he reads..

In the holding area, O'Neill finds a bug..Carter tells the team that she is fairly certain they have traveled back in time. Daniel gets excited at the possibility of going back to ancient cultures, Teal'c at erasing past events. Carter tells them they can't do this because of the "grandfather's paradox". They can't change events because it could change events in ways that they couldn't even imagine.

Back at SG-C present day, General Hammond gets news that SG-1 has not made it to the planet.

SG-1 rides in the back of an airforce prisoner transport truck, manacled and cuffed. The truck pulls over and the young Lieutenant enters the truck. We see his nametag reads HAMMOND. He tells them that before he does what is asked of him in the note he wants to know who gave it to them. Carter tells him it was him...the note reads "help them". Carter tells him that they have traveled 30 years back in time. They finally convince him by telling him things that only he could know. He unlocks their manacles and sets them free. He gives Teal'c back his Zat gun. They Zat the SP and the driver. SG-1 takes back their confiscated gear and head out. O'Neill zats Hammond so he won't get court marshaled.

The plan is to find the Stargate. They read the note again..."Help Them...August tenth, nine fifteen am...August eleventh, six oh three p.m." They try to figure out what this means.

SG-1 stands on the side of Route 66 hitchhiking. Daniel tells them they should go to New York and find Catherine Langford (Torment of Tantalus), because she knows where the Stargate is. They will have to disguise themselves.

A hippie couple in an old school bus heading upstate New York to a concert picks them up. Jenny and Michael (the hippies) think that SG-1 are really cool, especially Teal'c's tattoo. They stop and buy some clothes at a hippie market and drive through each state, stopping...meditating...having fun. They stop for the night and are sitting around a camp fire when Carter has a brilliant realization...the explanation why they have been sent back is because of a solar flare.

Carter explains... if a massive solar flare happened to occur at the very moment we were traveling between earth and another Stargate, the wormhole itself could be redirected closer to the sun. The flare's magnetic field, the increased gravity could sling shot us back...They conclude that the note General Hammond gave them is the time of the next solar flare needed to get back.

The hippies start getting a little freaked out at all the strange talk and O'Neill uses the zat to help the fire. Jenny convinces Michael that they have to help them get home.

They drop off O'Neill and Teal'c in the observatory to do some research. While observing the sun's corona through the special filter, they see the massive flare that they have been waiting for. Tomorrow they are going home.

Daniel and Carter get off at Catherine's house in NYC. Daniel pretends he is the son of a German friend of hers. He asks her of the second artifact discovered by her father in 1929...the "doorway to heaven". Catherine explains that there was an accident in 1945 and the military locked it away in an old armory in Washington D.C..

Jenny and Michael pick up O'Neill and Teal'c, Carter and Daniel are in the back. They tell Michael and Jenny that it's time for them to go, Michael and Jenny want to go the rest of the way with them but it's time to part.

SG-1 break into the armory, zapping the guards as they go. In the center of the room is a huge crate, they pry it open and go to work. They need to find a power source and they only have fifteen minutes. O'Neill runs jumper cables from several large trucks to the gate. They gate kawooshes and a couple of SP's tries to stop them...O'Neill says let's go but Carter is concerned because the timing has to be accurate. The SP raises his handgun to fire and they jump through the gate.

They come through the gate to a dark room and are greeted by an old woman who turns out to be Cassandra. She knew they would be coming and has been waiting her whole life for this moment. She touches something on her wrist and the puddle forms in the gate behind them.

Alarms sound...and SG-1 steps through the puddle. Hammond is standing at the base of the ramp. How did you know Carter asks him? He tells her that when he was a young lieutenant he was ordered to transport four people out of the Cheyenne Mountain Complex and so the story goes. He knew it was time when he noticed the bandage on Carter's hand...Hammond tells them that it's going to be a long debriefing session.

Out of Mind Story By: Brad Wright & Jonathan Glassner / Teleplay By:
Jonathan Glassner

...a large bunker like room, with concrete walls much like the walls in the SGC base. In the center of the room is a square tank with bubbling, frozen gases. A large chain and pulley system is lifting something out of the tank. We see through a chamber window that it actually contains the body of a naked man. Dr. Carl Trofsky tells Doctor (Captain) Tamara Raully to "begin the cryo reversal." When the mist clears we see it's the face of Jack O'Neill. When O'Neill awakes the doctors tell him that he's in SGC and that all of SG-1 are deceased. They tell O'Neill that he has been in cryogenic suspension for a long time and the year is now 2077.

A confused O'Neill asks questions and is told that he was sent through the Stargate frozen. General Hammond thought that to thaw him out without the proper technology would kill him so they put him in deep freeze until technology was developed to safely revive him.

O'Neill takes a tour of the facility. Trofsky tells him that whoever sent him back must have defeated the Goa'uld, they could be a great help with their outpost planets who are presently at war with the Goa'uld. Trofsky asks O'Neill for his help in remembering...They attach a memory device to O'Neill that will project his "mind's eye" holographically. They give him a light sedative through tubes. First Raully asks O'Neill...what race or culture can you think of that might have the technology to defeat the Goa'uld and cryogenically suspend you. O'Neill thinks of "**The Nox**". They could revive their dead he adds. Trofsky again asks O'Neill the same question and this time he thinks of the Asguard race.

In "**Thor's Chariot**" the Asguard ship attacks, making the Goa'uld, Jaffa, pyramids et. al. disappear. O'Neill thinks of the "**Fifth Race**", O'Neill the Asguard tells him that they've been "studying" us and shakes his hand. He tells Trofsky that they are part of an alliance with the Nox and two other races. O'Neill thinks about the scene in "**Torment of Tantalus**" where SG-1 and Catherine are seeing the floating atoms (universal language) for the first time and Daniel and Ernest explain the Heliopolis concept where the four races met....O'Neill begins to convulse and they let him rest.

We now see another cryo room with another body being lifted from the tank...it is Dr. Daniel Jackson. Next we see another room with the exact same scene and it is Captain Samantha Carter.

Captain Carter comes to and they tell her that all of her teammates are dead. They want to know how the earthlings defeated Apophis. The holographic projection device is hooked up to her temple. She recalls the scenes from "**Within The Serpent's Grasp**" when the team realizes that they have gated onto a Goa'uld attack vessel and when the team sees the Jaffa boarding death gliders. She then recalls "**The Serpent's Lair**" when the team drops grenades into the shield generators and as the team board death gliders and launch just as the two Goa'uld Mother ships explode. She tells Trofsky that was the end of Apophis as it weakened him and another Goa'uld, Sokar eventually got him.

Trofsky hooks up Daniel Jackson to the holographic projection device and is asked if about other Goa'ulds other than Apophis. Daniel tells them about Sokar and recalls.. "**Serpent's Song**". Then he thinks of Heru-ur in "**Secrets**". Daniel tells them about "**Hathor**" and how she almost took over SGC.

Back at the real SGC, Teal'c is waking up in the infirmary. He asks where everyone is and General Hammond tells him they were hoping he could answer that question. All Teal'c remembers was that it was Horus Guards and Serpent Guards...an unusual combination who captured SG-1. Teal'c wants to return to the planet Hammond tells them that a search of that planet has already been conducted and they must have been moved to another planet. General Hammond tells Teal'c that his superiors won't allow him to expend any more resources on this matter and that SG-1 has been declared missing in action. Teal'c will be reassigned to Col. Makepeace and SG-3. Teal'c tells General Hammond that if they intend to give up on SG-1 then he must return to Chulak and resign from SGC. Hammond says he can't allow this but Teal'c is leaving anyway. Teal'c dressed in his Jaffa uniform goes through the gate to Chulak.

O'Neill is back in the Cryo chamber. O'Neill wakes up as Trofsky and Raully are having a heated argument inGoa'uld! After they leave the room, O'Neill fakes choking and when a medic rushes over to tend to him, O'Neill knocks him out cold and takes his lab coat and uniform. O'Neill dresses the medic in his uniform and puts him on the cryo table. He grabs the cylinder that he hit the medic with and heads out into the corridor. He is stunned to find himself in some sort of golden hallway, with Goa'uld architecture and markings. He thinks back to the similar hallways in "**The Serpent's Lair**". O'Neill makes his way into Carter's cryo room and tries to wake her up. She still has the memory device attached to her head and it projects the memory of Carter rushing into the gate room when O'Neill is speared by the object in "**Message in A Bottle**". Carter next projects the memory of the time when she was huddled up to a nearly dead O'Neill in "**Solitudes**". O'Neill and Carter sneak out into the corridors...Carter's device keeps projecting..

Carter and O'Neill find Daniel and they walk up the ramp of the Stargate but it turns out to be a FAKE.

They realize that they are in a larger Goa'uld facility, SGC is just a big facade. There are Jaffa, Horus and Serpent Guard here. O'Neill, Daniel and Carter roam the corridors looking for anything they can use as weapons. They grab wall sconces and when they see two guards coming they club them, steal their staff weapons and knock them out. Now Serpent Guards and Horus Guards are coming from every corner.

The team wakes up at the base of the gate. Trofsky and Raully advise them to tell their lord what SHE wants to know. They turn to see..none other than Hathor. It all makes sense. Hathor knew the SGC Complex well enough to replicate it. She managed to lure these Serpent, Horus Guards to build up her forces. O'Neill wonders why she didn't just blow her pink smoke SG-1 and obtain the information she needed but the Earthlings have now built up immunity.

Hathor explains that she has been in hiding and is out of the loop as to what's going on in the gateworld. She offers SG-1 a life of luxury as servant's in her royal court for sharing their information and if they don't they will die a most painful death. She want's to know how to contact the Asguard, she puts a G.D.O. in front of Carter and demands that SG-1 give her the code to open the Earth's Stargate. They decline to answer.

Hathor plunges her hand into a bare chested Jaffa's pouch and pulls out an adult Goa'uld Larvae which she holds writhing in front of SG-1's faces. She tells them that this Goa'uld is one day away from being ready for a host...as her eyes and lips flare she asks, which one of you shall it be?

"TO BE CONTINUED"

SEASON 3 STORIES IN THE WORKS (as of 11/2/98)

Stories/shows:

Note: Some are merely notions in development at this point. Not actual show order and no guarantee of ever actually existing.

1. Into the Fire - Escape from Hathor's Goa'uldville.
2. Demons - The team encounters a world stuck in middle ages that believes in the devil. One of Sokar's henchmen - an Unas - terrorizes them, seeking hosts.
3. Rules Of Engagement - SG-1 finds a planet of human warriors engaged in war games, being trained like Jaffa to be Apophis' army - only they don't know Apophis is dead.
4. Jolinar's Memories - The Tok'ra seek Carter's help in rescuing Selmak from the Goa'uld because Jolinar is the only person to ever escape from the stronghold where he is being kept.
5. Deadman Switch - On another planet, the team is caught by an alien bounty hunter who works for the Goa'uld. He offers them a bargain. If they will help him catch a more valuable prize - an outcast Goa'uld, he will let them go. Only the outcast Goa'uld turns out to be a Tok'ra.
6. Legacy - Daniel gets schizophrenia-like symptoms that turns out to be a device created to kill Goa'ulds, created by Marchello.
7. Capture Linea - The team searches for Linea on a planet of people that think they have been given the fountain of youth but really may be victims of one of Linea's sinister experiments.
8. Tin Men - Having invented a portable power device and struggling to be anything other than who they are, the robot Team returns to Earth to join the SGC. But the real SG-1 can't accept it - they also don't want to see the robots pulled apart by government researchers. In the end the robot team nobly sacrifices themselves to save the real SG-1 caught in a battle on another planet.
9. Having saved a sample of the Bane Bug venom, Maybourne's genetic engineers create a bug they believe to be deadly only to human's infected with Goa'ulds. While we debate the morality of killing the host, Maybourne releases a test batch. O'Neill ends up caught in a cave with a Goa'uld who has been stung and is changing.
10. Carter's estranged brother surfaces and wants to know what happened to Dad while the team is working to find a Goa'uld they think may have been hanging out on earth for thousands of years.

11. The team finds a Goa'uld weapons plant and is caught in a dilemma over whether to destroy it when they learn it is run by human slaves.
12. Returning to a planet they have previously made contact with, the team is asked to serve as jury in a murder trial that they later learn will determine the fate of the entire population.
13. The Asgard reward a good deed by agreeing to negotiate with the Goa'uld System Lords to include Earth in the Safe Worlds Treaty, an agreement that would prevent another Goa'uld attack on Earth. The system Lords and an Asgard representative meet on Earth to negotiate with O'Niell as the chosen mediator.
14. Having learned that Sokar is mounting his forces, possibly to attack Earth, the team is dispatched to gather recon only to be trapped when another Goa'uld attacks Sokar. The other Goa'uld turns out to be Apophis who has returned from "Hell" with it's minions now in his command.