

Mr. Wydey's TV Series Episode Guides

Stargate SG-1 Seasons 1-10 The Stargate films

This collection of notes offers a strictly personal take on the whole of the Stargate SG-1 universe, as seen on television. The reports were gathered over many years as the episodes unfolded on Sky TV as seen by a Virgin Media customer. Until the Great Disaster of 2007.

As will be revealed in due course, Sky and Virgin had a falling out and they did not make up for several years. The last couple of episodes of series 10 were not made available to your reviewer until 2011!!

Of course, other TV channels have picked up the torch, and although Sky continues to show SG-1 in dribs and drabs, the Pick channel allowed fans to see the whole thing right from the start on weekdays from Monday to Friday, and at the time of this edition's publication, Pick was showing everything for a second time.

As well as living on in digital TV heaven, the world of the Stargate is also available on DVD. And there are two complete fan-fiction novels in the RLC collection currently, and another is in preparation.

Clyde E. Wydey, May 2018

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The main characters include:

Colonel/Brigadier Jack O'Neill (Richard Dean Anderson);

Captain/Major/ Lt. Colonel Samantha Carter (Amanda Tapping);

Dr. Daniel Jackson (Michael Shanks);

Teal'c (Christopher Judge);

Major General George S. Hammond (Don S. Davis);

Dr. Janet Fraiser (Teryl Rothery)

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Apophis, a Gao'uld System Lord (Peter Williams)

Senator Robert Kinsey (Ronny Cox)

Colonel Harry Maybourne (Tom McBeath)

Bra'tac, a Jaffa master (Tony Amendola)

Jacob Carter/Sel'mac, Sam's father (Carmen Argenziano)

Jonas Quinn (Corin Nemec) in Season 6 (while Daniel is dead!)

+++ Season 1 (1997/98) +++

101 Children of the Gods (1)

Aliens come through the stargate, take a prisoner and leave their dead when they gate out again. Colonel Jack O'Neill is called out of retirement, and he admits that he did not destroy the stargate on Abydos, and Dr. Daniel Jackson is still alive and living there.

O'Neill takes a team, which includes astrophysicist Captain Samantha Carter, to Abydos. They find Daniel, his wife Sha're, and Skaa'ra, the lad who reminds O'Neill of his dead son. Daniel's latest discovery is what seems to be a map of a stargate system covering the galaxy.

The aliens, led Apophis, arrive on Abydos and kidnap Sha're and Skaa'ra. O'Neill and Daniel go after them to save the prisoners.

102. Children of the Gods (2)

Colonel O'Neill's team tracks Apophis to Chulak, where Sha're is now Apophis' queen. She has become the host of a parasitic snake creature. The Goa'uld use life forms from around the galaxy as their hosts.

The team has to abandon Sha're, and Skaa'ra also becomes a Goa'uld host. Apophis orders the prisoners to be killed but his First Prime, the Jaffa Teal'c, responds to O'Neill's plea for help and changes sides.

As the team is escaping back to Earth, Major Kawalsky is invaded by a Goa'uld, which was hosted by a now dead Jaffa.

103 The Enemy Within

The stargate has been fitted with a protective iris, which prevents bombs sent by the Goa'uld from getting through. Colonel O'Neill wants to add Teal'c to his team but General Hammond says no and Colonel Kennedy of military intelligence gets to torment Teal'c.

Kawalsky has terrible headaches as the larval Goa'uld tries to take him over. The symbiote's body is removed but it has already transferred its consciousness to Kawalsky. He tries to escape through the stargate, after activating the autodestruct mechanism at the SGC, but Teal'c pushes his head into the event horizon as the gate shuts down and kills him. Having proven his loyalty, Teal'c is allowed to join SG-1.

104 Emancipation

SG-1 visits Simarka and meets the Shavadai, who resemble the Mongols of Earth. Capt. Carter, being a woman, has a really tough time and she is kidnapped by a pushy kid, who wants swap her for the daughter of a tribal leader, Turghan.

The leader decides to take Carter as his wife, and when he catches his daughter trying to elope, he orders her stoned to death. Carter gets to save the girl by whupping Turghan's ass in single combat.

105 The Broca Divide

SG-1 finds a world with dark and light sides, homes of the Touched and the Untouched respectively. The Untouched resemble the Minoans on Earth. The Touched are primitives with animal instincts.

On returning to Earth, SG-1 become primitives; apart from Daniel and Teal'c. And what they have brought back is contagious, forcing General Hammond to order a lockdown of the SGC.

Dr. Fraiser is also immune and she realizes that both she and Daniel are taking anti-histamines; which can be used to cure both the people at the SGC and the aliens who host the virus.

106 The First Commandment

SG-1 finds that Capt. Hanson of SG-9 has gone mad and set himself up as a god on an alien planet where the UV radiation is so strong that no one can survive outdoors in the daytime. But he is forcing the inhabitants to rebuild Goa'uld temples and condemning dissenters to death by radiation exposure.

Hanson is a discarded boyfriend of Sam's but she can't influence him. But Daniel discover two shield generators left by the Goa'uld, which will give the valley where everyone lives protection from the sun. Switching them on proves that Hanson's powers are due to technology, not divinity.

107 Cold Lazarus

The team visits a planet with a bright blue sky, yellow sand and deposits of what look like huge copper sulphate crystals; which are alive. They were blasted by Goa'uld weapons and one of them creates another O'Neill out of energy when he touches it.

Fearing that the Earthers will destroy them, the crystals think restoring O'Neill's son will save them. Only the kid is dead; he shot himself with O'Neill's gun; and the Colonel has to come to terms with his son's death and

his ex-wife's unhappiness about the way he treated her. And, of course, the crystals have nothing to fear from the Earthers.

108 The Nox

Pressed by the government to acquire new technologies, SG-1 is led to a world inhabited by a seemingly primitive race. Teal'c says there is a flying creature which can make itself invisible on the planet.

When Apophis arrives, SG-1 ambush him with disastrous consequences. Everyone is killed but the Nox, a bunch of straw-haired forest dwellers led by Quark of *Deep Space 9/Buffy the Vampire Slayer's* headmaster, bring them back to life. And they turn out to have more technology than the Goa'uld and the Earthers combined!

109 Brief Candle

SG-1 visits a world where the life span is 100 days and Daniel delivers a baby. O'Neill gets friendly with Kynthia and starts ageing at a terrific rate! Capt. Carter learns that he is carrying nanocyte robots in his blood stream.

They were inflicted on the people of Argos as an experiment by Pelops, their Goa'uld god. Carter has to work out how to turn the nanocytes off before O'Neill is history!

110 Thor's Hammer

Teal'c and O'Neill are transported to an labyrinth designed by the Asgard to protect an alien world from the Goa'uld. Teal'c cannot leave the trap while his larval Goa'uld lives. O'Neill ended up in the trap through trying to help Teal'c, and they meet a Unas hosting a Goa'uld.

There is a woman on the planet who used to be the host of a symbiote; until it was removed by Thor's Hammer. Daniel gets his hopes up about removing the symbiote from Sha're but the Hammer has to be destroyed to extract Teal'c from the trap.

111 The Torment of Tantalus

Looking at film from 1945, Daniel sees the stargate activated and Catherine Langford's fiancé go through the gate. SG-1 and Catherine follow him and find themselves in a crumbling building on the edge of a cliff.

The fiancé is still alive after 50 years and the DHD is broken. The castle contains an Ancients' meeting hall which may hold the secrets of the universe itself. But it is lost forever when the building crumbles after Captain Carter

feeds lighting into the stargate as a power source to get everyone home.

112 Bloodlines

A drug created by Dr. Fraiser doesn't work as a replacement for Teal'c's symbiote. He returned to Chulak to stop his son from being implanted with a larval Goa'uld. But his son was sick and his wife had arranged for the boy to get a symbiote to cure him.

The symbiote is killed so Teal'c gives the boy his own symbiote. Captain Carter has acquired one for study, which she gives to Teal'c.

113 Fire and Water

SG-1, in shock, report Daniel's death and he gets a no-body funeral. Only he was captured by an aquatic alien. SG-1 keep having flashbacks, and O'Neill attacks General Hammond's car with a hockey stick!

The alien wants to know what had happened to its mate in Babylon in 2000 BC. Amaroka came to Earth to fight the Goa'uld and the alien won't believe Daniel when he says Earth is free of the Goa'uld. After Carter is hypnotized, SG-1 goes back to the planet, where the alien uses a gadget to search Daniel's memories and finds that the Goa'uld killed his mate. So he lets Daniel go.

114 Hathor

The banished Goa'uld Hathor is found in an ancient sarcophagus Earth. She takes over the SGC by breathing purple fog at all the men. She plans to breed Goa'uld, put them in the Earthers and raise an army to fight the System Lords.

But Captain Carter, Dr. Fraiser and Teal'c, who are all immune to her purple fog, shoot the men with dart guns and set fire to the tank of larvae. The sarcophagus is destroyed and Hathor escapes through the stargate to Chulak.

115 Singularity

SG-1 hopes to observe a black hole during an eclipse but they find SG-7 and everyone on the planet dead but a young girl; Cassandra. The area is contaminated with deadly bacteria.

Dr. Fraiser finds naquadah in the girl then a mysterious gadget. O'Neill sees a Goa'uld ship during the eclipse and Teal'c thinks the device in the girl was planted by Nirti to destroy Earth's stargate. The device is counting down to an explosion so Capt. Carter takes the girl to an abandoned nuclear bunker and refused to leave her on her own. The device doesn't go off now that she is a long way from the gate and Dr. Fraiser adopts the girl.

116 Cor-Ai

One of the men on a new world recognizes Teal'c as the first prime of Apophis and his father's killer. He insists on a trial. Teal'c is guilty until proved innocent. He thinks he has done such evil things in the past that he deserves punishment. O'Neill heads back to the SGC for a rescue force but gets nowhere with General Hammond. When O'Neill and Carter return, they find Jaffa attacking the planet. Teal'c does his bit in the battle and he is pardoned and allowed to go home a bit shot-up.

117 Enigma

SG-1 rescues 10 Tollans from their planet; a volcanic hell. They have a superiority complex and they know of the Goa'uld but don't interact with them. One of them fancies Sam Carter and tells her that his people helped another primitive civilization; and destroyed their own homeworld by doing so. The Tollans' new home is off the gate system and they were waiting for a ship to collect them. So when Colonel Maybourne of NID turns up to claim them, Daniel walks through walls with them and helps the Tollans to contact the Nox, who extract them while Maybourne watches and fumes.

118 Solitudes

Daniel and Teal'c are chucked out of the stargate before it blows a fuse. Carter and O'Neill find themselves stuck down a crevasse and freezing to death. O'Neill has a broken leg and a punctured lung.

Carter finds a DHD in a huge block of ice but she can't make it work. SG-1 came home under fire and Carter decides the gate was hit and the wormhole jumped to another gate closer to Earth. A search fails to find them and General Hammond gives up on the missing duo. But Daniel extends Carter's theory and asks if there could be another stargate on Earth. And O'Neill and Carter are found at last in Antarctica!

119 Tin Man

SG-1 visits a world where a vast complex is dropping to bits from old age, all the people are long gone and just Harlan, an android, is left to keep things going for no good reason. Needing help, he copies SG-1 into android bodies.

The process fails with Teal'c as he has two consciousnesses; his own and his Goa'uld symbiote's. When O'Neill is damaged, the plan unravels. SG-1 goes home but their counterparts are stuck in the ruins because their power source is there.

120 There But For The Grace of God

SG-1 reaches a repository of artefacts collected by aliens, who were wiped out by the Goa'uld. Daniel messes with them and finds himself on his own. And no one knows him when he gates back to Earth!

Catherine Langford is in charge of the SGC, Hammond is a colonel, O'Neill is a general and Sam Carter has long hair and she isn't in the air force. And the Goa'uld, with Teal'c in charge, are destroying Earth.

Daniel provides the gate address of Chulak, the Jaffa homeworld, which is nuked. Carter works out he's in an alternate reality. Daniel gets back to the archive, slightly shot up by Teal'c, just before the SGC self-destructs. And he brings the gate address of a Goa'uld homeworld.

121 Politics

Daniel is having trouble convincing the others that he really went to an alternate reality. Senator Kinsey arrives at the SGC to investigate the stargate program. The President has tried to get Kinsey on-side but he wants to shut the project down and save \$7 billion per year, aided by Colonel Samuels.

SG-1 has to justify its existence via clips from earlier episodes. Kinsey remains unimpressed by the threat from the Goa'uld and at the end, Daniel warns him about the coming attack from the Goa'uld homeworld, which he located whilst in an alternate reality.

122 Within the Serpent's Grasp

As General Hammond closes down the SGC, SG-1 sneaks off to Daniel's gate address; which proves to belong to a stargate on a Goa'uld attack ship, which heads for Earth in hyperspace. And as the gate has a moving point of origin, it can't be used. SG-1 discovers zat weapons and finds Klorel/Skaa'ra in charge.

Carter and Daniel plant explosives while O'Neill and Teal'c try to capture Klorel but end up caught themselves. The ship drops out of hyperspace near Saturn and Earth prepares for a fight.

Carter and Daniel rescue the rest of SG-1 and O'Neill shoots Klorel/ Skaa'ra as the attack ship approaches Earth. (Part 1 of 2)

+++ End of Season 1 +++

+++ Season 2 (1998/99) +++

201 The Serpent's Lair

Apophis arrives as SG-1 is preparing to blow up Klorel's attack ship. SG-1 is captured and Klorel is revived. Colonel Sammuels is assigned to the SGC. Weapons developed at Area 51 fail to dent the Goa'uld ships. Bra'tac tells SG-1 he might have been able to save Earth if they hadn't interfered!

He wanted to get Apophis and Klorel scrapping. General Hammond starts an evacuation to the Alpha Site and Samuels doesn't get to go!

Daniel is shot when Klorel is captured again. He makes it to the sarcophagus then uses the stargate to travel to the Alpha Site before Klorel's ship blows up, taking Apophis' ship with it as O'Neill blew up the shield generators.

The rest of SG-1 leave Apophis' ship on death gliders and are picked up by a space shuttle in orbit. We assume that Apophis and Klorel also got away. (Part 2 of 2)

202 In the Line of Duty

SG-1 saves the people of Nassya from a Goa'uld attack and Captain Carter becomes the unknowing host of a Goa'uld. Cassandra, Dr. Fraiser's alien daughter, senses what has happened and Carter ends up in the cells. The Goa'uld wants to go through the stargate to find another host then release Sam.

He is Jolinar of the Tok'ra; rebel Goa'uld who oppose the System Lords. Teal'c has heard of the Tok'ra.

Jolinar says he is being hunted by an assassin sent by the System Lords and he tells Daniel that the Goa'uld can be removed from his wife. The assassin penetrates the SGC, tortures Jolinar and Carter ends up in the ER.

Teal'c kills the assassin after he takes Daniel prisoner in the gate room. There is little to choose between the Tok'ra, and regular Goa'ulds as far as arrogance goes, but Jolinar chooses to do the right thing at the end. He dies but Carter survives, feeling very miserable.

203 Prisoners

SG-1 helps someone who looks like he's in trouble on a new world and end up with life sentences on a prison planet; a bedlam where a woman called Linea is in charge. With no DHD, Carter says they need power to dial the stargate manually. SG-3 gets SG-1's equipment and the bum's rush from the Taldor and so does General Hammond.

Linea says she killed a lot of people trying to cure a plague. She has a control device, which she uses to stop a big lug from killing Daniel. SG-1 uses her cold-fusion system to power up the gate and escape to SG-3's next destination.

Another prisoner, whose blindness Linea has cured, tags along. He says she started the plague and tried to kill the survivors; she's the Destroyer of Worlds. Meanwhile, Carter shows Linea the SGC's computer system; she takes it over and escapes through the stargate.

204 The Gamekeeper

SG-1 are trapped by machines which add them to a virtual reality system and make O'Neill (with Teal'c) relive the death of friends on a bad mission in 1982 and Daniel (with Carter) relive the deaths of his parents at the New York Museum of Art.

SG-1 go on strike when they spot black-clad spectators and the system's Keeper (Howlin' Mad Murdoch of the A Team) tells them to get on with it.

The Keeper tells them that the world was destroyed 1,020 years ago, the people retreated into the VR and the need new experiences to share. But he hasn't told them that the planet has regenerated. If the residents leave the VR system, the Keeper will lose control of them.

SG-1 find themselves back at the SGC but they realize it's still an illusion and, inevitably, the residents finally get out of VR and start 'ruining' the world by picking the flowers.

205 Need

SG-1 finds a Goa'uld naquadah mine, Daniel saves the life of a princess and the rest of SG-1 is put to work in the mine. Carter senses that there are no Goa'uld symbiotes around and the Jaffa are fake. O'Neill stages a gaol break, Daniel is injured by a rock fall and the princess puts him in a sarcophagus as she thinks he's her destiny.

Her 700-year-old father killed the planet's Goa'uld overlord and he keeps on sending ouy naquadah shipments, hoping the Goa'uld will leave him alone.

Daniel become addicted to using the sarcophagus, even though Carter warns that repeated use of it will 'take his soul'.

SG-1 is allowed to go home before the wedding, Daniel goes 'cold turkey' and becomes the 'Hulk' for a while. Then he goes back to free the people on the planet from slavery.

Now that her father is dead, the princess blasts the sarcophagus with a staff weapon.

206 Thor's Chariot

SG-1 found the Goa'uld attacking Cimmeria, the planet where they destroyed Thor's Hammer to release Teal'c from imprisonment. Sam Carter finds that she can use Goa'uld devices.

Ra's son is attacking the planet. Carter and Daniel go looking for the Hall of Thor's Might with one of the locals.

After they pass his tests, Thor shows himself as his true self; Roswell grey not Viking warrior; to tell them that there are no weapons on the planet. But an Asgard mother ship; Thor's Chariot; shows up to zap the Goa'uld and everything is okay with one bound.

207 Message in A Bottle

SG-1 finds a bowling ball-size orb, which is sending out electromagnetic signals. Thinking it is a time capsule, they take it back to the SGC, where it sprouts javelin-like spikes, one of which skewers O'Neill, and proves resistant to Teal'c's staff weapon.

Carter thinks depriving it of power and oxygen will slow the device down. It starts trying to communicate via the computer system and the SGC's self-destruct is activated. Carter suggests the thing needs to grow to a critical mass before it can communicate and it is given oxygen and more staff blasts.

The device communicates through O'Neill and says that it is an ark containing a civilization from a destroyed world. So Carter has it sent through the stargate to a primordial world.

208 Family

Apophis is still alive, having gated off his ship before it exploded (Episode 201: The Serpent's Lair), he is vulnerable and he has taken Teal'c's son, Rya'c, prisoner. A rescue mission arrives on Chulak to find that Mrs. Teal'c has married someone else.

The rescue flops because Rya'c has been brainwashed. Then the new husband tries to turns SG-1 in for a reward. The boy seems to overcome the brainwashing and SG-1 gets home way too easily. Dr. Fraiser finds the components of a planet-killing virus in two false teeth. Teal'c gets to shoot the stroppy kid with a zat weapon as a way of applying ECT, which unbrainwashes him, and Mrs. Teal'c and the boy are relocated off Earth.

209 Secrets

Daniel finds Sha're is back on Abydos and about to have a son by Apophis. Her Goa'uld is dormant as the child would be stillborn if she were awake. Apophis wants the kid as his new host.

O'Neill & Carter go to Washington to get medals, General Jacob Carter, Sam's dad, has pulled strings to get her into the space program and he is hurt when she won't go. He has terminal cancer. A journalist who knows about the SGC is pursuing O'Neill.

Teal'c suggests taking Sha're to Earth as she has access to her Goa'uld's memories. But the arrival of an enemy of Apophis, then the baby, foils that plan. The journalist is run down by a car; a genuine accident Hammond says, and he presents the medals.

The boy is given to a foster mother and Apophis is made to think that his enemy has the child.

210 Bane

Teal'c is stung by a giant, DNA-converting bug, which reproduces by turning other creatures into an appropriate number of replicas of itself according to the victim's body mass. Maybourne is interested in the bug as a source of weaponry but he finishes the episode unbashed and unshot by Colonel O'Neill; but out of luck.

Teal'c, meanwhile, escapes from the SGC, meets a street-wise young girl in an abandoned building and makes a complete recovery when the SGC scientists sort out a cure. Then he zooms off to play shoot-'em-up with giant water pistols with a new friend.

211 The Tok'ra (1)

SG-1 are reduced to checking out visions in their search for allies against the Goa'uld. The Tok'ra rebels turned out to be a bunch with no dress sense, who have the weird voice effects and luminous eyes of the Goa'uld System Lords.

When SG-3 arrive to take Captain Carter home to see her father, who is dying of cancer in hospital, the Tok'ra decide that no one is getting out of their base until they are ready to move on to a new one.

Friends? Allies? Who knows.

212 The Tok'ra (2)

The imprisoned SG-1 solve their problem by offering Jacob Carter as a host for Sel'mac, a Tok'ra whose host is dying. The first problem is to get the US

military to agree. The next is that the Tok'ra are having to do a M*A*S*H-style bug-out as the Goa'uld have located their current base.

But the two spies in their ranks are located and dealt with, the migration of Sel'mac to a new host goes off okay and Earth gains a new ally. And Sam now has the approval of her father.

213 Spirits

Colonel O'Neill gets himself shot with a North American Indian-style arrow made of a wonder metal which is vital for the Earth's defence against the Goa'uld. The colonel is ruled out of a contact mission requiring diplomacy. [Which is just as well, really!]

Captain Carter takes the team to look for SG-11, who are overdue on the planet of the wonder metal. They come up against a tribe of Indians who have a bunch of shape-shifting aliens watching over them. And the aliens are more than capable of putting a stop to the Pentagon's attempts to pull off a swindle.

214 Touchstone

SG-1 visit a planet where the natives can control their own climate thanks to technology left by a more advanced civilization, which terraformed the planet. Returning, the team finds that the Touchstone control device has been stolen by people dressed just like them.

Area 51 comes under suspicion, and Colonel Maybourne is found to be holding just a plastic replica of Earth's second stargate (found in Episode 118) there. When O'Neill and his team track down the rogues in charge of Gate #2, they dive into it and disappear to parts unknown.

The weather-control device is recovered but there are still bad guys out there to give the SGC more problems in the future.

215 The Fifth Race

A probe sent to a new gate address finds a chamber full of inscriptions, which Daniel thinks will contain useful data. At the chamber, O'Neill is about to take everyone home when he activates a device, which grabs his head.

Dr. Fraiser says he seems okay but he keeps using strange words and he reads an inscription which has puzzled Daniel. Dr. Fraiser finds that his brain is operating at 90+% of capacity instead of the normal 5%. (bad science warning!) Daniel thinks the chamber is a meeting place for four races opposed to the Goa'uld, including the Asgard, and a language was downloaded into O'Neill's mind.

O'Neill types a list of new stargate addresses into the computer. Daniel thinks he has all the knowledge of the four alien races and he is speaking the language of the gate-builders; the Ancients. Dr. Fraiser thinks O'Neill's mind might shut down under the strain.

Carter and Teal'c are stuck off-world when the DHD on their planet fails and they face a sunrise which will raise the local temperature to 200 deg.F. O'Neill comes up with plans to fix the DHD. Then he attaches a gadget to the power supply and dials an 8-digit gate address to reach the Asgard.

They remove his knowledge overload and tell him that his species has taken the first steps to becoming the Fifth Race.

216 A Matter of Time

SG-10 arrives on a planet with a binary star system as one of the stars collapses, creating a black hole which begins to eat the planet. When the SGC tries to find out what is going on, they find that the stargate on Earth can't be shut down and Earth is going to get sucked though it into the black hole!

The SGC is also suffering the effects of the time-distorting gravity field from the black hole. The solution? Feed the wormhole a bomb to make it jump somewhere else and dump the black-hole problem off on someone else.

217 Holiday

SG-1 meets Ma'chello, an ancient Goa'uld-fighter, who wants a holiday. He believes that he is 'owed' for all his good works so he swaps out of his dying body and into Daniel's; then goes on a spending spree with the colonel's credit cards.

Worse, O'Neill and Teal'c swap bodies accidentally when they retrieved the transfer machine and Teal'c wants to shave his new host body's head! Even worse, transfers cannot be reversed.

After a bit of ER-style electric shock treatment to keep Daniel's host body going, Captain Carter comes up with the solution – keep moving everyone around to a different body until everyone is back where he belongs.

218 Serpent's Song

SG-1 capture their old enemy Apophis, who is out of favour with his fellow Goa'uld and dying after being tortured by Sokar; but he's still alive enough to ask for political asylum and another host. Daniel fails to get Apophis to tell him where to find Sha're.

The Tok'ra visit the SGC to tell the humans to give Apophis back if they

know what's good for them. But while they are thinking about it, Sokar attacks their stargate with sub-atomic particles and threatens to fry the control room.

Apophis croaks just before his ancient Egyptian host, and the host's body is surrrendered so that Sokar can revive Apophis in a sarcophagus and continue his torture.

The Tok'ra give the Earthers a Tollan communicator and they get a GDO with an iris code.

219 One False Step

SG-1 go to PJ2445 to find a lost remote-controlled plane. They find weird aliens, who wear flesh-coloured garments, daub one another with streaks of white paint and fall over when Daniel sneezes on them. In fact, the aliens start dropping like flies and O'Neill and Daniel also go down with something.

It turns out that the aliens have a symbiotic relationship with fast-growing and fast-contracting, virtual-reality plants, which needed certain frequencies of ultrasound to survive. The Earthers changed the output of the plants when they introduced the complication of a remote-controlled drone, which crashed into one of the plants and damaged it. All very complicated, really.

220 Show and Tell

The iris mechanism is taken over and a bald boy comes through the gate with a warning. He has an invisible mom and he will speak only to Colonel O'Neill. The kid agitates Teal'c's symbiote. He says the Goa'uld attacked his planet (Reetalia) and now, Reetou rebels plan to kill all human beings to deprive the Goa'uld of hosts. The boy has a wreck of a body with failing organs as his alien Mom genetically engineered him as an intermediary because the Reetou are invisible to Earthers.

Carter consults her dad, who provides a weapon which makes Reetou reveal themselves (they look a bit like Shadows). O'Neill goes on a recon mission to the rebels' planet and sees hundreds of them.

A suicide squad of five rebels infiltrates the SGC; cue a lot of hunting. Mom is zapped by a rebel before they are all wiped out. And the Tok'ra take the kid away as a host as his best hope of survival.

221 1969

SG-1 make a routine off-world trip and find themselves in what looks like a Titan missile silo with the missile about to be launched. Teal'c uses a zat gun on the missile, which is only a mock-up for training. They're back in 1969 and

taken prisoner. The officer packing their gear finds a note, which General Hammond gave to Captain Carter just before SG-1 left the SGC.

A tyre blows on the truck taking SG-1 to New Mexico. Lt. Hammond arranged it to get a chance to talk to Carter about the note, which contains dates and times. O'Neill destroys their gear with the zat gun then zats Hammond so he won't be court martialled.

O'Neill's plan is to find the stargate. Some hippies on their way to Woodstock give them a lift to New York state. Carter realizes that the dates are of solar flares, which will deflect an outgoing wormhole and get them home. Daniel puts on a terrible German accent to ask a young Catherine Langford where to find the stargate.

Everyone heads for Washington, DC. SG-1 manages to power up the gate and dial out manually. But security guards arrive and they hit the wormhole too early. But an old version of Cassandra, Dr. Fraiser's daughter, is standing by to send them to where they belong.

At the end, General Hammond tells SG-1 he's been waiting all his life for that day. And by the way, the cash that he lent to O'Neill in 1969 comes to \$539.50 with interest!

222 Out of Mind (1/2)

O'Neill, Carter and Daniel wake from cryogenic suspension to find themselves in what is supposed to be the SGC 80 years in the future (2077). A doctor links them to a device to recover memories from their last mission to find out why they were put into stasis.

Back at the real SGC, Teal'c wakes up after being unconscious for 3 weeks He resigns when General Hammond says he has called off the search for the rest of SG-1, and returns to Chulak.

O'Neill hears the doctor and an orderly speaking Goa'uld. He zaps the orderly, steals his uniform and rounds up Carter and Daniel. They are on what looks like a Goa'uld pyramid spaceship and it is still 1999.

Hathor traps them in a gate room mock-up. She has limited information on the state of the empire, which she wants to take over, and she is more than ready to turn a member of SG-1 into a Goa'uld to get that information . . .

+++ End of Season 2 +++

+++ Season 3 (1999-2000) +++

301 Into the Fire (2/2)

The Tok'ra tell General Hammond that SG-1 are prisoners of Hathor and where to find them. O'Neill is chosen for implantation with a Goa'uld but he is zatted and has to recover. Teal'c finds Bra'tac left for dead by Apophis' guard and Klorel is taking over from his dad. And the Jaffa aren't up for a rebellion.

Hammond sends four SG teams to rescue SG-1 and they arrive as O'Neill gets his Goa'uld. So a Tok'ra spy puts him in stasis before being zapped by Hathor. There's a force field around the stargate; the survivors of the rescue mission take to some Tok'ra tunnels.

On Earth, the president says no to more reinforcements so General Hammond goes to Chulak. The battered spy tells Carter that the cryogenic process will have destroyed the Goa'uld when O'Neill is retrieved and he throws Hathor into the coolant!

Carter and O'Neill find the power source for the force field as the other Earthers are captured. O'Neill distracts the Jaffa at the gate by pretending to be a Goa'uld as Teal'c flies through it in a 100-year-old death glider with General Hammond as his gunner. And the day is saved.

302 Seth

Jacob Carter arrives at the SGC on a hunt for Seth, a Goa'uld System Lord who tried to overthrow Ra and who never left Earth. Sel'mac has the secondary purpose of getting Jacob reconciled with his son, Mark. Daniel tracks Seth from Egypt to a place near Seattle, where a cult is holed up and a man is hanging around, looking for his son.

On a recce, SG-1 finds that the cult has Goa'uld weapons. General Carter has to get the President to warn off an AFT raid and give SG-1 jurisdiction. O'Neill, Carter and Daniel let themselves by captured while wearing a Tok'ra device which 'deprogrammes' them.

When they start getting disciples out ahead of a big bang, Seth starts zapping people. Carter uses a Tok'ra hand device on him and Seth is killed. The bloke who was hanging around is reunited with his son and Jacob Carter makes things up with his own estranged son.

303 Fair Game

Captain Carter is promoted to major and Colonel O'Neill is beamed up by a grey alien called Thor; one of the Asgard. Thor want to get Earth included in a non-aggression treaty to ward off an attack by the Goa'uld, and there is to be a meeting on Earth involving three Goa'uld, Thor and O'Neill.

Teal'c gets into a slanging match with a Goa'uld called Cronus right away and the first meeting lasts about two seconds.

The Goa'uld want both of Earth's stargates as part of the deal. Earth is about to accept when Teal'c and Cronus, who killed Teal'c's father, seem to get into a scrap which leaves the Goa'uld dying. Carter succeeds in reviving him when the female-hosted Goa'uld fails, and she (the Goa'uld) turns out to be the one who attacked Cronus.

Colonel O'Neill bluffs his way to a change in the treaty terms to let Earth keep its stargates and the Goa'uld leave with the female-hosted one under arrest.

304 Legacy

SG-1 find some more aliens; all dead. They were lesser rivals of the Goa'uld. Daniel returns with a feeling that he is seeing and feeling the presence of things which are not there. The medics suggest that stargate travel could make humans schizophrenic and the gate is closed pending investigation.

It turns out that Daniel is carrying a biological weapon created by Ma'chello (see Episode 217: Holiday); a Goa'uld-killer; and it is transferred to Teal'c.

O'Neill, Carter and Dr. Fraiser become infected when they are examining a land mine-like carrier for the Goa'uld killers. But Carter is able to extract a protein from her blood to zap the little monsters.

305 Learning Curve

SG-1 contacts a species whose children are experts who don't know what fun is, having never experienced a Earth-style childhood. Daniel works out that they are descended from a pre-Aztec, South American civilization.

An 11-year-old goes to Earth to show Major Carter how to build a miniature reactor, Dr. Fraiser find nanytes in her blood and the team learns that the kids are dosed with nanytes, they acquire specialized knowledge, and they become vegetables when the nanocytes are extracted at age 12 and shared with the rest of the population.

Colonel O'Neill takes the kid to a school to show her what fun and human learning are all about and then she has to go home to have her nanytes

extracted. But the knowledge that she gives to the rest of the population encourages them to set up an education and play programme for the extracted kids. So cultural sensibilities are satisfied and the kids are reclaimed.

306 Point of View

A Dr. Carter and a Major Kawalsky from an alternate reality arrive just after the Goa'uld have taken over their world with another Teal'c at the head of the invasion force. Dr. Carter starts to come apart at the seams due to Entropic Cascade Failure due to her presence in the same reality as Major Carter. So she has to go back.

The plan is to contact the Asgard in her reality and get them to see off the Goa'uld. Teal'c kills his other self and takes his place but the Goa'uld capture the whole team. Only for the Asgard to turn up in the nick of time.

307 Deadman Switch

Strolling through a forest, SG-1 find a shot-down spy plane. Then they are trapped by bounty hunter Aris Boch's force field. He has been injured, he wants to catch a Goa'uld called Kel'tar and needs help. He has disabled the stargate, and he lets SG-1 find out that he can't be stopped with a zat gun and they can't take over his alkesh spaceship.

Boch's race cannot become Goa'uld hosts, which is why the Goa'uld killed most of them, enslaved the rest and made them dependent on a drug called roshna – they croak if they don't keep taking it. Carter thinks finding out why they can't become hosts could be helpful. Boch is not the helpful type, however.

O'Neill and Teal'c catch the Goa'uld but he says he's a Tok'ra called Korra and he was spying on Sokar. Teal'c offers to take Korra's place and Boch flies off with him. But he destroys the alkesh after contacting Sokar and he and Teal'c use escape pods to get away, leaving Sokar thinking they're dead (for the moment). And Boch gives Carter some roshna at the end for her to experiment on.

308 Demons

SG-1 come across a world based on a pre-Chaucer Christian society, which believes that demons come through the stargate. A suitably demonic Unas working for the Sokar is taking villagers as hosts.

Unfortunately, the religious nut in charge of the village has alien technology which lets him zap SG-1. Teal'c has to be tested by various mediaeval tortures and he is chucked in a lake in the end. He sinks, proving his innocence, and

seems to drown. SG-1 stops villagers drilling a hole in the head of a woman with chicken pox to let the demons out! Teal'c's larval Goa'uld saves him from drowning, and the villagers assume he is a demon when he comes back to life.

SG-1 is handed over to the Unas but one of the villagers shoots it with Teal'c's staff and makes it leak green goo. O'Neill confiscates the religious nutter's device and then shoots him when the Goa'uld in the Unas infests his body. On leaving, the team tells the villagers to bury their stargate to prevent further unwelcome visits from demons.

309 Rules of Engagement

SG-1 find themselves on the edges of a battle apparently involving SG-11, who are missing in action. In fact, they have stumbled on a training ground for cannon fodder in the service of the Goa'uld Apophis; they don't know that he's dead.

Teal'c takes charge as he knows the training rules. The bogus troops have stun weapons but some of them are issued with SG-1's live weapons by mistake. They refuse to believe that Apophis, a god, can be dead. But when their captain is shot with Teal's staff, SG-1 takes him back to earth and shows him a video of Apophis croaking.

Then Major Carter patches the video in to a piece of Goa'uld technology to bring the message to the others and stop them from killing one another in a final battle fought with real weapons.

310 Forever in A Day

Daniel meet his wife again during a battle with the bad guys on her home planet. Teal'c kills her and her Goa'uld as she is zapping Daniel and he ends up in hospital. But when he wakes up, he finds that his wife is alive and Goa'uld-free. Then she is gone again. So he resigns from the Stargate program because he joined to find Shaa're. Having found her and that's it for him.

Daniel find himself having visions, in which his wife tells him to forgive Teal'c and find their son, who is the offspring of two Goa'uld-infested hosts and a genetic repository for all of their secrets. So he rejoins SG-1, to the relief of O'Neill, who can't stand his replacement. And then we are back at the start of the episode again. Forever in a day.

311 Past and Present

SG-1 arrives on an Earth where the people remembered nothing beyond an event called the 'Vorlix' which occurred one year before. The planet's elders

and the children are missing, as well as their memories. Linea, a major league criminal whom the team has helped to break out of gaol, is the prime suspect.

Dr. Frazier gets busy on a cure and Daniel gets friendly with Kira, one of the other Earth's leaders. Major Carter decides that Linea has unleashed a planetwide 'fountain of youth' and the present crop of inhabitants are the elders after rejuvenation treatment.

DNA testing proves that Kira is a rejuvenated Linea (Episode 203: Prisoners) but Daniel insists that she is no longer the same person.

Even so, everyone else keeps thinking 'Destroyer of Worlds'. The cure works and Kira is all set to kill herself. But she is persuaded that it would be okay if she has her memory wiped and goes back to her home-world.

312 Jolinar's Memories

The Tok'ra have bad news for Major Carter; Jacob Carter, her father and host of Sel'mac, has been captured and he has information on a planned attack on the System Lords by the Goa'uld Sokar, who impersonates the Devil.

The Tok'ra want to access Jolinar's residual memories in Carter to find out how she escaped from Sokar's prison moon, which has no stargate and has to be reached via a worm-hole-traversing spacecraft and descent pods. The memories prove elusive but the team goes in anyway.

Beinar, boss of the prison moon, has the team chucked into the pit and rushes off to tell Sokar about them. He orders them killed but a rebellion starts on the moon and Beinar is killed.

The team planned to use a ring device to transport themselves to Teal'c's spaceship only Teal'c is under attack and the team is grabbed by Beinar's deputy, who turns out to be the Goa'uld Apophis, who is supposed to be dead! (Part 1 of 2)

313 The Devil You Know

Apophis sends the team back to the pit on the hell-moon Martouf. He gets nothing from interrogations and just a convincing lie out of the Tok'ra.

Meanwhile, Sokar is preparing to launch his assault on the System Lords. Teal'c and another Tok'ra arrive with a weapon, which leaves O'Neill and Co. with 12 minutes to stage a gaol break.

The moon blows up, taking out Sokar's spacecraft, just after the team beams aboard Teal'c's ship. Only Apophis is still alive somehow at the end of the episode. (Part 2 of 2)

314 Foothold

SG-1 returns soaking wet from a trip and are knocked out with injections in the infirmary; but the injections don't work on Teal'c and Major Carter, and they can see aliens wandering around.

Major Carter escapes and contacts Colonel Maybourne to report the incursion. Being Maybourne, he won't believe her.

Colonel O'Neill and Daniel turn up at the meeting in Washington and everyone heads back to the SGC by plane. Only Carter sees O'Neill as an alien and shoots him. Daniel too. And she finds a cloaking device which makes the wearer look like Daniel.

She returns to the SGC pretending to be Daniel while Maybourne organizes an assault from outside. Carter disrupts the alien cloaking devices and the aliens who are unable to escape through the stargate self-destruct.

315 Pretense

An unknown traveller tries to use the gate and something peculiar happens to the iris. Then a cat appears on the ramp! Carter realizes that it's Schrödinger, the cat she gave to the Narim of the Tollans. Then Narim walks through the iris to announce that Skaa'ra, host of Apophis' son Klorel, survived a battle in which the Tollans took out two Goa'uld mother ships.

Skaa'ra gained control of the body for a while and he asked for Klorel to be removed. SG-1, the Goa'uld and the Nox are needed for a Triad, a form of trial to decide who the shared body belongs to. Carter and Teal'c notice Jaffa messing about near Tollan weapons but they are told to let the matter drop or the Triad will be compromised.

The Goa'uld lose the argument but they have been using the Triad as a cover for an attempt to cripple the Tollans' planetary defences. Fortunately, Teal'c disobeys O'Neill's orders to lay off and the Nox lady makes one of the cannons invisible. It survives and takes out the attacking Goa'uld ship. SG-1 saves the day but the Tollans still are not grateful enough to share any weapons with the Earthers.

316 Urgo

SG-1 step through the stargate, heading for a beach which a probe has seen, and find themselves right back home; except that 15 hours have elapsed. First medical checks show nothing wrong with them but Teal'c can down piping hot coffee by the jugful and the team become serial desert-scoffers.

Dr. Fraiser find micro devices in their brains, which are conjuring up a fat

slob, Urgo, who wants to experience Earth. The devices can't be removed without causing brain damage. "Me or death," says Urgo.

Major Carter decides that an EM pulse will cure the problem; but it offers only a temporary fix. So the team goes back to the source of the devices, where they persuaded Togar, an Urgo-lookalike and his creator, that Urgo is now a life-form of sorts, even if he's an 'error'. And Daniel suggests that Togar becomes Ugo's host to improve his quality of life.

317 A Hundred Days

SG-1 arrive on a planet which passes through an asteroid belt every year and suffers a devastating bombardment every 150 years. Some of the inhabitants leave, some don't, and O'Neill is left behind when he goes after a couple of teenagers, who went AWOL.

A meteor hits the stargate and buries it. O'Neill has to face up to the prospect of going native but Major Carter comes up with a plan for putting the buried stargate back into service, which involves Teal'c going to the other planet, into the space eaten out of the ground by the wormhole, and having to dig his way to the surface before his air gives out. The plan works and O'Neill doesn't have to stay in native mode, which wasn't all together a good thing, he admits.

318 Shades of Grey

The Tollans refuse to trade technology so Colonel O'Neill helps himself and ends up with a choice between early retirement and a court martial. Colonel Maybourne turns up with an offer and O'Neill joins his illegal snatch and grab team. A Colonel Makepiece replaces O'Neill as leader SG-1. But it is all a trap to put Maybourne's NID team out of action and identify an SGC mole; who turns out to be Colonel Makepiece.

319 New Ground

The computer at the SGC cold-dials P2X416 soon after one of the locals has dug the stargate out of an old lava flow. SG-1 finds that the locals are hostile because they refuse to believe that they were brought to the planet by aliens.

Their people's religion says they evolved on the planet and they are at war with rivals who claim they were brought to the planet through the stargate.

SG-1, apart from Teal'c, end up prisoners of an advanced civilization and they are tortured with all the zeal of true religious nut cases. Teal'c is blinded by a weapon blast for a while, but a local called Nain helps him out and repairs his eyes as Teal'c's symbiote is damaged and not up to the job.

Eventually, Teal'c and Nain are able to free the rest of SG-1 and get back to Earth, where Nain becomes a political refugee and Daniel's assistant.

320 Maternal Instinct

On the planet Kheb, SG-1 runs into a monk who talks Zen-bollocks and gets right up Colonel O'Neill's nose! They are looking for the Harcesis child of Apophis and Sha're, Daniel's wife's, who holds all the Goa'uld's secrets in his DNA, and the monk gets Daniel to believe that he can make fire and become a telekinetic. But it's all a hollow sham by aliens, who want to look after the kid. But they prove that they are good guys by giving a bunch of Jaffa the bum's rush.

321 Crystal Skull

SG-1 find a huge Mayan-style pyramid containing a vast cavern and a crystal skull. Daniel activates the skull, Teal'c shoots it and Daniel becomes invisible to everyone else. The skull is just like one which Nick, Daniel's grandfather, found in Belize. The team liberates Nick from the psychiatric hospital, which had been his home for 28 years, and take him to the SGC.

Luckily, the crazy old man is able to see and hear Daniel. And back on the planet, SG-1 is able to restore out-of-phase Daniel and Nick gets to stay with some giant aliens, who are enemies of the Goa'uld.

322 Nemesis

Daniel is in hospital after having his appendix out and everyone else is supposed to be going on leave when Colonel O'Neill is beamed out of the SGC. The Asgard Thor, dying in an orbiting spacecraft infested with Replicator spider-likes, needs some help. Knowing that he can't get off the ship, O'Neill asked for explosives. Teal'c and Carter beam aboard with the munitions and an escape plan.

Teal'c almost gets kilt doing a space walk then the team beams the SGC's stargate aboard, intending to dial out to another planet before Thor's ship burns up in Earth's atmosphere. General Hammond order the spare stargate to be brought out of storage and the ship crashes with no news of O'Neill and Co. And the bad news for the Earthers is that at least one Replicator bug survived the crash into the Pacific. (Part 1 of 2)

+++ End of Season 3 +++

+++ Season 4 (2000-2001) +++

401 Small Victories

The surviving construction-kit robot Replicator on Earth infests a Russian submarine and starts eating it to reproduce after killing the crew. Meanwhile, Thor needs a dumb Earther to think about weapons and help save an Asgard planet; and Major Carter is elected. The new Replicators on the submarine are made of inferior materials and rusting away. So all Colonel O'Neill and Teal'c have to do is go aboard and destroy the original one.

In space, Major Carter comes up with the idea of destroying the new Asgard super-spaceship; called *O'Neill*; to take out the Replicator spaceships in hyperspace. And Thor gets her back to Earth in time to beam O'Neill and Teal'c off the submarine as they are about to be chomped by the Replicator clones.

And Teal'c now has a blond micro-beard! (Part 2 of 2)

402 The Other Side

The SGC is contacted by Alar (Odo of Deep Space 9), a representative of the planet Euronda, whose people were splatting against the iris until Major Carter sorted out a communication system. They want help in a war. Daniel points out this is the first time people originally from Earth have called home and the SGC can't just let them die.

SG-1 is sent on a humanitarian mission with food and medical supplies. Alar and his people are being bombed to bits deep underground and they have some great weapons technology on offer. They can't just go somewhere else through the stargate because they have thousands of people in stasis.

O'Neill gets to shoot down an enemy plane. Daniel doesn't approve of giving them heavy water for their fusion reactor and helping their war effort and he wants to know about the enemy. O'Neill wants Eurondan technology but he lets SG-1 snoop around. They find that the Eurondans are clones and they made the first strike against 'breeders' to start the war. So O'Neill crashes a fighter plane on their fusion reactor to make sure the clones lose the war.

403 Upgrades

A Tok'ra archaeologist turns up with gadgets; armbands which enhance the wearer as long as he/she doesn't have a Goa'uld symbiote. Carter, O'Neill and

Daniel each get one and the initial results are amazing; strength, speed, coordination but a lack of good judgement. The armbands came from an (ominously) extinct species. They won't come off and they kill the wearer.

Then the Tok'ra announce that they need the enhanced Earthers to destroy a new Goa'uld battleship. SG-1 does the job but their armbands come off when they develop immunity to the virus released by the armbands, leaving them stranded. Teal'c to the rescue!

404 Crossroads

A temple priestess called Shan'auc, an old girlfriend of Teal'c, arrives at the SGC using Bra'tac's ID signal. She says she can communicate with her symbiote, sharing feelings and memories, and she has convinced it that the Goa'uld are evil.

Her plan is to get the Tok'ra to give the symbiote a host. Shan'auc also needs a new symbiote as hers is ready to take a host. The Tok'ra see a possible way to increase their numbers. Teal'c tries to share memories with his symbiote and it shows him Chronos killing his father.

The symbiote gets a host then kills Shan'auc as step one of a plan to destroy the Tok'ra. The memories from his symbiote let Teal'c deduce that Shan'auc's new symbiote was crushed inside her body and its toxic blood killed her. When SG-1 reveal all to the Tok'ra, they say they were suspicious from the start and they plan to use the Goa'uld, then extract as much info as they can from him.

405 Divide and Conquer

SG-1 is at the Tok'ra base fixing up a meeting between the Tok'ra High Councillor and the US President when Major Graham, a member of an SG team, starts shooting and then commits suicide. He is a victim of Goa'uld mind control.

When the other SG teams are scanned by the Tok'ra, another member of Graham's SG team is exposed. She starts shooting and kills herself. Then Colonel O'Neill and Major Carter fail the test.

Anis, the host of the female Tok'ra Freya, gets personal with O'Neill and he volunteers to take a dodgy treatment first to see if it will help Carter. Only she works out that the machine is giving false readings because of the suppressed feelings which she and O'Neill have for each other. Martuf, the host of Jolinar's mate, turns out to be 'possessed' and Carter shoots him as he is trying to shoot what turns out to be a stand-in for Mr. President.

406 Window of Opportunity

SG-1 meets scientist called Malakai, who is trying to use abandoned technology on a planet whose sun is ejecting coronal mass furiously. When the device malfunctions, only O'Neill and Teal'c are aware that everyone on Earth, and on 14 other planets connected to the stargate on Malakai's world, are being forced to relive the same 10-hour period over and over again.

After some Groundhog Day stuff, O'Neill and Teal'c learn Latin and the Ancients' language to translate the text on the ruins around the stargate.

P4X-369 was once a colony of the Ancients. After living there for thousands of years, they were struck down by some sort of catastrophe. So they built a time machine to avoid their own destruction. But instead of sending a team of scientists to the key moment of their history, the device caused a short-term continuous time-loop.

The Ancients experienced the same day over and over as they tried to get the machine to work, but in the end they gave up, shut it down and let the end come. Malakai is trying to use the machine to reunite himself with his dead wife. O'Neill tells him watching her die again is not something he'll want to go through and he manages to convince Malakai to shut the device down using the knowledge they've gained.

Back on Earth, SG-1 learn that the Tok'ra have been unable to contact the SGC for at least three months.

407 Watergate

The staff at the SGC find they can't dial out. The Russians have a stargate and it is stuck open. SG-1 go to Siberia with Dr. Markova; alias Troi from Star Trek TNG. The Russians recovered the stargate aboard the Asgard ship which was being eaten by Replicators after crashing into the sea (Episode 401: Small Victories). The Russians also looted a DHD, found in Egypt by the Germans, during the war.

SG-1 has to parachute in to the Russian base and find that everyone there is dead; shot or nerve-gassed. The gate is still open and connected to another stargate, which is underwater on its planet. Carter, Daniel and Markova go through the gate in a minisub. O'Neill and Teal'c find Colonel Maybourne frozen in a fridge.

He thaws out and coughs up green smoke and a water sample taken from the planet; only it's not water, it's a life form, which wants to get home. And when the 'water' has passed through the stargate, Carter and Co. are ejected back to Earth without their minisub.

408 The First Ones

Daniel Jackson finds the remains of a Goa'uld symbiote; an ancient, predatory version of Earth's enemies; on P3X-888. A Unas attacks the team and it drags Daniel away. O'Neill leads a rescue mission to the planet. SG-1 find that SG-11 has been wiped out apart from one survivor and the planet's water supply is full of Goa'uld symbiotes.

O'Neill and Teal'c confront the possibility that one or more of their men could have been invaded by a Goa'uld. Daniel tries to learn some of his captor's language as he is dragged off into the wilderness by his captor. The Unas is a juvenile called Chaka and it catches a symbiote which goes for Daniel after he takes to a lake to evade his captor. Chaka seems to think that Daniel has a Goa'uld inside him.

O'Neill gets Teal'c to tie everyone up as a scheme for finding out if anyone has been taken over. The plan almost backfires when two of the rescue squad turn out to be Goa'ulds. Daniel introduces Chaka to his Earth rations and admires his cave paintings. The Alpha-male of the pack attacks when SG-1 catches up with Daniel and Chaka, so Chaka kills the previous leader and takes over the tribe. And Daniel gets to go home.

409 Scorched Earth

SG-1 have helped to relocate the Enkarans from a planet under Goa'uld control to a world with an ozone layer thick enough to prevent blindness due to radiation. But a huge spaceship appears and starts sterilizing the planet and converting it for a sulphur-based lifeform.

SG-1 are beamed up to the ship where they meet Lotan, a biomechanical interface built to look like an Enkaran. Lotan explains that the ship contains just enough materials for transforming one planet and if the process is stopped, the Gadmeer civilization will become extinct.

General Hammond refuses to get involved so O'Neill orders Carter to turn a naquadah generator into a bomb. Meanwhile, Daniel looks for an alternative solution. He shows Lotan the planet and finds that the ship came across the Enkaran homeworld on its travels but rejected it because it was already inhabited.

Lotan beams the bomb into the air, where it explodes harmlessly, and suspends the transformation process. The deal struck is that Lotan takes the Enkarans back to the world from which their ancestors were kidnapped by the Goa'uld and the ship returns, without Lotan, to continue making a new homeworld for the Gadmeer.

410 Beneath the Surface

SG-1 are stuck in an underground power plant; they have been captured and brain-wiped by a civilization which is surviving an Ice Age by using slave workers, who don't know that the city exists, to generate power with clapped out equipment. O'Neill, Carter, Daniel and Teal'c are now Jona, Therra, Carlin and Tor but the Earthers feel they are connected somehow.

Administrator Calder doesn't want Carter to improve the power generation system because there is nowhere for the workers to go, and the city above is free of crime and unemployment. He has told General Hammond that SG-1 died while exploring a glacier. An SGC rescue team concludes there's nothing to see in the ice fields and O'Neill would never have let the team go there.

Daniel starts to wonder about his origins but a stroppy female friend discourages him. SG-1 prevents an explosion, they get back together and Daniel realizes they have to question everything.

Teal'c is ailing after a second memory wipe but he goes into Kel'nori to let his symbiote heal him.

O'Neill recalls telling Administrator Calder he won't recommend trade with his civilization. Branna, one of the locals who is in charge of the workers, has a change of heart about keeping SG-1 prisoner as they recover their memories. Calder decides to do away with SG-1.

He shoots Branna in the arm but Teal'c grabs him. And finally, O'Neill shows the city to the workers and offers them relocation on a planet where the beaches go on forever.

411 Point of No Return

Colonel O'Neill goes to meet a guy called Martin, who seems to be just a routine conspiracy nut; but knows about the stargate. Martin isn't just interested in outer space, he is from outer space!

He has cupboards full of psychiatric drugs, but they have been tampered with. And he also finds a small spacecraft, which the others members of his party blow up.

Martin remembers his own stargate co-ordinates and SG-1 find that he and his buddies are deserters from a war with the Goa'uld and their planet has been destroyed.

412 Tangent

Teal'c and O'Neill test the X-301; a hybrid interceptor based on a Goa'uld death glider; and the ship shoots off into space. Apophis's voice tells them that

the glider will return to his homeworld because he has installed an automatic recall device in them since Teal's defection. And the trip will take hundreds of years.

Carter suggests a sling-shot around Jupiter to get the X-301 heading back to Earth but the controls are frozen, the missiles attached to the ship don't have enough power for the job of acting as rocket engines and one of them strikes the ship and damages it.

Carter and Daniel crash into a Tok'ra mission and get Jacob Carter to flog a captured Goa'uld cargo ship to death to mount a timely rescue mission. At the end, Teal'c and O'Neill have to eject into free space so that they can be ringed aboard the cargo ship and returned to Earth.

413 The Curse

Dr. Jordan, Daniel's old professor of archaeology, is killed in a laboratory explosion. At the funeral, he meets two old colleagues, friendly Sarah and hostile Stephen. The rest of SG-1 are on holiday. Carter is messing with her motorbike and Teal'c has to go fishing with O'Neill.

Daniel comes across an artefact with hieroglyphs and Goa'uld markings. A MRI scan shows that there is a Goa'uld, Isis, in the canopic jar, and Dr. Fraiser cuts it up and pronounces it fresh.

The unscrupulous Stephen is Daniel's prime suspect for writing off the professor and nicking artefacts said to have been lost in the explosion; including another jar containing another Goa'uld.

Everyone heads for Egypt and the other Goa'uld, Osiris, turned out to be infesting Sarah, [well, she's British so she has to be the bad guy on American TV]. And she escapes in a Goa'uld mini-pyramid spacecraft.

414 The Serpent's Venom

On Chulak, looking for support for a Jaffa rebellion, Teal'c is captured by the Goa'uld Heru'ur and tortured. The rest of SG-1, and Jacob Carter, get the job of preventing Apophis from forming an alliance with Heru'ur. When they arrive at the neutral territory chosen for the meeting, they find an ancient minefield around the planet.

Jacob Carter rings one of the mines aboard his cargo ship and Sam and Daniel figure out how to re-program it to attack Apophis' ship. Jacob mentions that the last time a Tok'ra tried to do this, he was never heard from again.

Apophis arrives and SG-1, listening in on the negotiations, hear that Heru'ur is offering Teal'c as a gift to Apophis. SG-1 want to rescue him.. Jacob Carter

says Teal'c is expendable and the success of the mission outweigh his life. Even so, they try, and fail, to intercept someone being ringed to Apophis's ship.

The mine blasts Apophis's ship but he has a cloaked fleet; the Tok'ra didn't know the Goa'uld could cloak something as big as a mothership. Teal'c has made a convert to his cause, who helps his to escape and rings a dead minor Goa'uld to Apophis's ship instead of Teal'c.

Apophis wipes out Heru'ur, Teal'c is rescued and Sel'mac decides that they have achieved the worst possible outcome: Apophis adding the remains of Heru'ur's army to his own.

415 Chain Reaction

When SG-1 return home under fire, General Hammond tells them he's tired of sending people into danger and he's quitting. His replacement, General Bauer, wants to see immediate benefits from the stargate programme.

SG-1 is disbanded. Major Carter is put to work on a naquadah-enhanced nuclear weapon, Daniel is reduced to a occasional consultant, Teal'c is moved to SG-3 and Colonel O'Neill has to put bullet points into his reports.

NID took Hammond's grand-daughters for a ride to persuade him to quit. O'Neill gets Colonel Maybourne out of gaol and learns that NID thinks Hammond wasn't trying hard enough to win alien technology and the Russians were made to close down their stargate as the price of co-operation, leaving the one at the SGC the only operational stargate on Earth and a target for an NID takeover.

SG-3 is almost wiped out getting more naquadah from a Goa'uld stronghold. General Bauer is determined to test Carter's bomb on a planet abandoned by the Goa'uld despite her warnings.

The explosion leaves the SGC connected to a source of strong gamma rays. Carter orders an evacuation when General Bauer freezes. Luckily, the stargate shuts down soon after the 38 minute limit.

Meanwhile, O'Neill and Maybourne dodge NID goon squads and invade the home of Senator Kinsey. Maybourne raids his computer for blackmail dirt and ensures that everything returns to normal at the SGC. Then Maybourne blags his way to freedom with a personal copy of the blackmail data.

416 2010

Nine years in the future, Carter is married to a diplomat and they have failed to produced any kids after three years together. Kinsey is president; he made an alliance with the Ashen, who saved Earth from the Goa'uld; and the stargate

is in public use. Colonel O'Neill doesn't attend a ceremony to award SG-1 with medals and General Hammond is dead.

Dr. Fraiser, feeling redundant as the Ashen have provided anti-ageing and anti-cancer vaccines, finds Carter can't have children even though an Ashen doctor says there's nothing wrong with her. Carter uses the Ashen computer to find that the human birth rate is down 91% in two years.

The Ashen are conquering Earth by waiting until the human race dies out after sterilizing everyone. Dr. Fraiser now thinks General Hammond was murdered.

Carter realizes they have to send a message back to 2001 using the time-travel technique of Episode 221: 1969.

O'Neill doesn't want to know at first because he said the Ashen were up to no good but no one listened to him. SG-1 gets back together. Sam's husband, who knew Earth's population was being 'stabilized' but didn't suspect the Ashen had genocide on the menu, retrieves the last working GDO from the Oval Office.

Everyone is killed sending the message back in time but General Hammond takes the Ashen homeworld off the dialling computer at once when the message arrives.

417 Absolute Power

Daniel's father-in-law had been hearing mysterious voices on Abydos and out of a dust devil steps the Harcesis child, who speaks Zen-bollocks fluently. Dr. Fraiser finds deactivated nanocytes in his blood to explain his rapid growth. Ascended Oma buried his Goa'uld memories. The Tok'ra reckon they can retrieve them.

The kid zaps Daniel, who goes off on a long dream sequence, in which he develops a satellite defence system for Earth, which can fight off the Goa'uld. He becomes the equivalent of a Goa'uld himself and he zaps Moscow when the Russians get uppity. The Tok'ra run their truth gadget over the kid and decide he's not a Goa'uld plant. The kid tells them he's not going to let them unlock his memories as the only way to avoid being contaminated by Goa'uld evil is not to mess with it.

Then Daniel wakes up and the kid exits through the stargate as a glowing energy creature.

418 The Light

A member of SG-5 returns from an alien planet and commits suicide. The rest

of the team go into terminal comas and Daniel, who also visited the planet, tries to kill himself. The rest of SG-1 take Daniel back to the planet as he is about to croak.

They find a room containing an addictive light show, which has a hypnotic effect. Worse, they learn that if they leave the planet, they will suffer strong withdrawal symptoms, which will make them terminally depressed and cause them to die of a system shut-down.

O'Neill finds a young boy called Loran, who seems to be immune to the effects of the device in what is the equivalent of a Goa'uld opium den. Loran reveals the controls for the system. After SG-1 find two skeletons outside the building, Loran says he killed his parents.

He refused to bring them food until they left the chamber, realized what was going on and killed themselves.

Carter eventually works out that she can shut the device down slowly over about three weeks and bring them out of their addiction without pain. So SG-1 get a 3-week holiday.

419 Prodigy

SG-1 are on separate assignments. Carter gives a lecture at the Air Force Academy, where she meets Jennifer Hailey, a stroppy kid who thinks the rules don't apply to her. She is on course to be chucked out of the Academy but Carter thinks she's worth saving as the SGC needs kids like her, and she thinks Hailey will stop acting up if she sees part of the big picture.

Off-world, O'Neill is being harassed by scientists, who are eager to set up a permanent base and unwilling to wait for the military to check the place over.

There are small, flying glow-balls on the moon, which is a satellite of a gas giant. The scientists want to investigate them but O'Neill says he needs to know the threat level first.

Carter takes Hailey to the SGC then the moon, where the glowbugs have killed one of the scientists. Everyone ends up stuck in a metal building, protected by an improvised electric field and not knowing how long the fuel in the distant generator will last.

Carter and Hailey come up with mutually exclusive motives for the glowbugs' stroppiness. O'Neill confounds the annoying kid by taking a command decision which makes who's right and who's wrong irrelevant.

O'Neill has to be shot with a zat gun to boost his body's electric field. He manages to open the stargate, with some help from Teal'c, and the survivors abandon the moon.

420 Entity

A MALP sent to a planet in the Ancients' catalogue starts flying then sparks shoot everywhere in the control room. O'Neill hits the power cut-off but some form of energy has come through the stargate and found its way into the base computer. Daniel thinks it's a reciprocal probe, and it's learning about the SGC.

General Hammond puts the base into quarantine, the power is shut off. Major Carter does a low-level format on the hard drives. But the entity has taken refuge in the MALP room on level 24 and built itself an electronic 'nest'.

Carter thinks the electronic entity is intelligent and trying to survive. O'Neill wants to blow it to hell. Carter and Daniel want to chat to it.

The alien entity sets a trap and downloads itself into Carter. Then, speaking through its new host, it says that radio waves from the MALP were damaging its world and it came to the SGC on a mission of destruction; but the stargate was closed too soon.

O'Neill tells it to get the hell out of Carter or he'll send dozens of MALPs to its world. The entity tries to move to the mainframe again. O'Neill zats Carter twice, which is normally fatal. But the entity has moved Carter's mind to its 'nest' and Dr. Fraiser is able to restore her to her body.

421 Double Jeopardy

This episode is based on two previous ones. SG-1 are grabbed at the start of a mission and accused of letting the locals down. They told them to bury their stargate after revolting against the Goa'uld but Cronus arrived in a spaceship to take over their planet.

The only problem for SG-1 is that they have never been to the planet before. And when Daniel is executed by beheading, he turns out to be a machine!

This version of SG-1 turns out to be the mechanicals created earlier by Harlan to repair his crumbling complex (Episode 119: Tin Man). When Harlan arrives on Earth to report that his version of SG-1 has gone off exploring, all becomes clear.

The Colonels O'Neill argue a lot and the teams combine forces to fight Cronus. The Teal'cs zap him to avenge the death of the real Teal'c's father, the mechanical Carter and O'Neill die appropriately heroic deaths and we are left with the planet free again and only one SG-1.

Unless Harlan makes another, of course.

422 Exodus

After zapping Cronus, SG-1 lend his mothership to the Tok'ra so that they

can move their stargate and their base to somewhere off the Goa'uld map. The spy in the Tok'ra camp is arrested but, of course, he escapes.

The Tok'ra decide to blow up their star by connecting it via their stargate to the planet which was being eaten by a black hole (Episode 216: A Matter of Time). The idea is to blow up Apophis and his fleet when they arrive.

A Goa'uld ship sent to pick up the spy zaps the mothership and O'Neill and Teal'c go after it in a rover and shoot it down, but they crash on the planet. Teal'c is shot and his body taken to Apophis. O'Neill is lifted onto the mothership with the ring system and the sun goes nova.

The mothership ends up 125 years from home in a matter of seconds [someone's been watching Star Trek Voyager!] and another ship arrives beside it as those aboard are wondering what to do next. (Part 1 of 2)

+++ End of Season 4 +++

+++ Season 5 (2001-2002) +++

501 Enemies

The ship which appears next to the Goa'uld mothership carrying Colonel O'Neill belongs to Apophis; but a third ship appears and starts shooting at it when Apophis attacks. O'Neill, his team and General Carter hide in the atmosphere of a blue giant star. When they come out again, there is no sign of life on board Apophis's ship but it is infested with Replicators.

A shuttle bearing Teal'c arrives. He was revived in a sarcophagus by Apophis – and he is working for his God again. There are Replicators aboard the shuttle and they infest SG-1's mothership, too. The Replicators get the mothership moving at super-duper speed and head for Apophis's planet.

SG-1 zaps the sub-light engines so that it can't slow down, capture Teal'c and watch the mothership crash onto the planet, destroying Apophis and the Replicators. Only Teal'c stays thoroughly brainwashed and he won't believe that the Goa'uld System Lord; his God; is dead. (2/2)

502 Threshold

Teal'c is still brainwashed and Bra'tak, to whom he was apprenticed, is called in to kill or cure him with a dangerous ritual. We get a history of Teal'c from Apophis' cannon fodder, via a man who began to doubt that the Goa'uld are gods, to the man who helped the original SG-1 to escape from the false god in Episode 102.

And in the end, Teal'c is okay again.

503 Ascension

SG-1 finds what looks like a weapon in ruins. Something zaps Major Carter while she is examining it. Everyone else thinks she is suffering from stress. Daniel learns that the device is relatively recent compared to the age of the civilization and concludes that the Goa'uld destroyed the planet when it became dangerous.

SG-16 get to study the site, SG-1 gets time off. An alien appears to Carter and a Code 3 team fits her home with cameras. The alien, Orlen, tells Sam he was on the planet alone for hundreds of years and, by the way, he's in love with her.

Orlen, who used to be ascended, says he gave the people of the planet the

secret of the weapon which they used to drive off the Goa'uld but the ascended community destroyed the people and marooned him on the planet. And the Earth will suffer the same fate if they try to use the weapon.

Colonel Simmons from the Pentagon (alias Q from Star Trek TNG) has been spying on Carter. Orlen has been ordering stuff over the internet, so Simmons decides to have him arrested. But he has bought enough bits to build a one-shot stargate in Carter's basement to get back to the planet to stop a test of the weapon. Which he does, at the cost of his own life, and he destroys the weapon as his last act.

504 The Fifth Man

Carter, Daniel and Teal'c return from P7S441, leaving Colonel O'Neill and Lt. Tyler behind under attack by Jaffa. Carter asked for reinforcements; only General Hammond had never heard of a Lt. Tyler! Stuck in the medical centre, Carter finds that there is no Lt. Tyler and a mystery hacker outside the SGC has been looking at the team's records.

Then Colonel Simmons turns up again. Dr. Fraiser starts to remember Tyler. She finds traces of a chemical which creates false memories and she has to admit that she has been contaminated.

While Simmons is giving the team a hard time, Tyler tells O'Neill that he is an alien who has the power to manipulate minds and get himself accepted, and the Goa'uld are hunting his species to learn their secrets.

Carter identifies Colonel Simmons as the mystery hacker. General Hammond gives him the bum's rush and the team goes back to the planet to rescue O'Neill. 'Tyler' zaps Daniel and tries to lead the bad guys away from the gate, but O'Neill proves that he doesn't leave his people behind.

505 Red Sky

Having ridden roughshod over dialling protocols, SG-1 are chucked out of the stargate after a rough ride. Daniel thinks they're on an Asgard protected planet, so cue a bunch of villagers in Scandinavian fancy dress.

Suddenly, the sky goes red, the villagers think it's Ragnarok, the end of the world, and Carter deduces that the wormhole transported plutonium into their star and changed its light-production pattern.

There's the obligatory stroppy villager, who tells SG-1 to get lost. The team find another Asgard-Viking hologram but Carter contacts Freyr, who is posing as the local god. The Asgard High Council say they can't help as it would violate the treaty with the Goa'uld and leave them free to attack all of the

protected planets, including Earth.

So SG-1 are on their own; nothing unusual.

Carter comes up with a plan which is pure gobbledegook. She wants to launch a rocket containing a super-heavy element into the star. Of course, the stroppy local sabotages the rocket and kills two SGC personnel. Then Carter comes up with the idea of sending the element through the stargate and disconnecting at the moment it reaches the star. The plan fails but the star suddenly turns the right colour, suggesting that the Asgard offered a little stealthy help.

506 Rite of Passage

Cassandra, Dr. Fraiser's alien adopted daughter, falls ill and SG-1 travel to her home planet in search of clues. Cassandra develops a high fever and acquires telekinetic abilities. She finds that making a chess piece rotate in mid air helps to take her mind off things!

Dr. Fraiser is at a loss, Cassandra becomes resigned to her fate and everyone keeps telling her to fight. Her condition is caused by a retrovirus, which Nirti developed in her attempts to breed a better host animal for the Goa'uld.

Then Nirti is discovered lurking, invisibly, at the SGC, having travelled there when SG-1 returned from Cassandra's home world. She is captured and General Hammond is persuaded to do a deal with her. She wants her freedom and a blood sample. After curing Cassandra, she gets just her freedom; much to her surprise.

507 Beast of Burden

Daniel has been studying the Unas and a video shows Chaka being kidnapped by men with Goa'uld weapons. SG-1 goes to their planet and finds that lots of Unas are enslaved there. The humans were once enslaved by Unas hosting Goa'uld but they'd rebelled and made the Unas their slaves.

As a result of inbreeding, the native Unas are untrainable but, luckily, the humans know the gate address of Chaka's world. Daniel is all for liberating the slaves. O'Neill and Daniel try to 'extract' Chaka by night. But he wants to take the rest of the prisoners with him and the plan flops.

Carter and Teal'c provide a fire as a distraction from a mass break-out from the prison. They fight their way through an ambush at the gate and then Chaka decides to stay behind as leader of the Unas. They all know what freedom is, they all want it and Chaka plans to lead a guerilla war until they get it.

508 The Tomb

SG-1 finds an empty Russian cigarette packet at a ziggurat on a desert planet. A Russian expedition, still missing, used their stargate without authorization and they went to find Eye of Tiamut. The Russian government insists that one of their teams accompanies SG-1 on a rescue mission.

Daniel deciphers the entrance mechanism and the teams enter the ziggurat. SG-1 finds a skeleton in a Russian uniform. It's 10 months old and the flesh has been stripped from the skeleton by tiny teeth.

Colonel Chekov finds the Eye and a sarcophagus. One of the Russians springs a trap and the seals the entrance, and one of the Russians is crushed in the door. The sarcophagus contains a chewed body. Major Carter concludes that the creature was kept alive by the sarcophagus, it ate the host of a Goa'uld over a long period of time and the Goa'uld is now in the creature.

Carter shoots the creature after it attacks the woman on the Russian squad. The Goa'uld is no longer inside the creature; it's inside a Russian. Chekov kills himself trying to take out the Goa'uld but Daniel has found a ring system.

SG-1 escapes in the nick of time and they blow up the chamber and the Goa'uld. The Eye is left behind with Chekov but luckily, the female Russian is still alive to corroberate O'Neill's report.

509 Between Two Fires

SG-1 attend the funeral of the Tollan leader Omoc, Marin warns them that Earth is in grave danger and the Curia , the Tollan governing body, wants to talk to them. The Tollans say they need trinium and they are prepared to trade ion cannons for it.

Earth needs at least 38 of them for minimum global coverage; and they can have them now that Omoc, an opponent of technology sharing, is out of the way.

The Tollans have personal health monitors and the slow response to Omoc's heart attack makes Narim think he was murdered. Then he finds that Curia records have been altered, which is a major crime.

A Goa'uld mothership visited the planet with shields which the ion cannons could not penetrate. Travell, the Chancellor, is now working for the Goa'uld Tanith [see Episodes 404: Crossroads and 422: Exodus], who won't say who his master is (it's Anubis).

The Tollans are building Weapons of Mass Destruction incorporating their gadget which lets things pass through solid objects; such as the iris in the SGC. Tanith orders the Chancellor to demonstrate the weapons by sending one to

Earth, which the Goa'uld can't attack directly as it's a protected planet.

Narim turns an ion cannon on the weapon store and blows them up. SG-1 makes it to the stargate. And later, a message arrives at the SGC to tell them that the Tollans have been wiped out by the Goa'uld.

510 2001

SG-1 are introduced to the Ashen Confederacy by the locals on a farm planet (Episode 416: 2010). The Ashen are an advanced race but they don't have a DHD and they can't dial more than a few local gates because of drift.

Joe Faxon, Earth's ambassador takes a shine to Major Carter, who has calculated the position of the Ashen homeworld and narrowed it down to four planets; one of which is P4C970, which was removed from the dialling computer after O'Neill's bloodstained note was received in Episode 416.

Daniel and Teal'c are told to poke around and they find their way down to the buried remains of a city, where Daniel finds newspapers and accounts of a disaster. The Pentagon stops Hammond when he tries to send SG-15 to the possible candidates for the Ashen homeworld. Senator Kinsey, in particular, is eager to trade with them.

The Ashen have bioweapons, they can end disease and there's much more on offer. But they gave the people of the farm planet a vaccine 200 years before and their population has dropped from millions to a few thousand. The president won't listen to objections.

O'Neill goes to Washington but Kinsey intercepts him. Major Carter delivers some gate addresses then gets the Ashen to confirm that the vaccine given to the Voleans causes sterility.

The Ashen turn nasty and try to drop a bioweapon into the stargate. Carter gets away but Ambassador Faxon is left behind. Kinsey goes back to Washington in a furious condition. And the gate addresses the Ashen got start at the black hole planet (Episode 216: A Matter of Time) and get nastier!

511 Desperate Measures

Major Carter is kidnapped and taken to a medical facility. SG-1 try to locate her and Colonel O'Neill contacts Colonel Maybourne to see if he can help. Maybourne says NID and Colonel Simmons of the Pentagon are involved. Simmons blames Maybourne.

Adrian Wright, a rich businessman, is dying because his immune system has packed up. The Russians captured a Jaffa when they had a stargate programme and Maybourne tells O'Neill he knows the name of the doctor who got the

symbiote. Carter escapes briefly. Wright tells her the plan is to put the symbiote into him just for long enough to cure him. What he doesn't mention is that his doctors know that Carter once hosted the Tok'ra Jolinar and they need to kill her to examine her brain to find out how to remove the symbiote when Wright has been cured.

Mrs. Wright tells the doctors to go ahead and kill Carter. She ends up dead, killed by the Goa'uld. O'Neill rescues Carter in the nick of time. Then Simmons shoots O'Neill in the back (in his flak jacket) and decamps with the Goa'uld, planning to extract information. Maybourne also gets away and he is blamed for shooting O'Neill.

512 Wormhole X-treme!

SG-1 revisits an earlier story (Episode 411: Point of No Return). Martin Lloyd, the guy really from outer space, with his memory suppressed again, is working on a TV series based on the SG teams. His ship is approaching Earth (he and his mates abandoned it to come to Earth in an escape pod) and General Hammond & Co. want to talk to him.

Colonel O'Neill is appointed air force liaison officer to the production unit and he learns that Martin has erased his own memory because he didn't want to know that his planet had been destroyed by the Goa'uld.

Martin's fellow aliens steer Carter and Daniel into NID agents while they work on Martin, who has a gadget which they need to be able to talk to the ship. Only the gadget is being used as a prop for the TV series. O'Neill gives it to the aliens to allow them to leave before the NID mob arrive. And Martin chooses to remain behind on Earth when his mates beam out. A somewhat silly episode.

513 Proving Ground

O'Neill is training some potential recruits and giving them a hard time. Then a phone call warns him of a foothold situation at the SGC. The recruits volunteer to help him zap the invaders and they end up zapping the Colonel, having deduced that he has been taken over by nano-invaders from a Goa'uld device. Of course, it all turns out to be a training exercise and the team does very well.

Then Major Carter finds that she is unable to close the iris on the stargate and gamma radiation floods through. With one team member dead from radiation exposure, the lieutenant in charge of the recruits chooses to enter the radiation zone and close the iris manually.

But it turns out to be another exercise to find out if he has the determination to go 'above and beyond' the requirements of duty. And his reward is an immediate posting to a Stargate team.

514 48 Hours

SG-1 returned under fire, Teal'c lagged behind to shoot down an alkesh piloted by Tanith, which crashed in front of the gate just after he entered the wormhole. The gate disconnected before Teal'c reached the SGC and Carter concluded that his energy signature was stored in the gate's buffer, which would be cleared if the gate were used again.

The gate is blocked off with the iris and off-world SG teams are retried with the Russian stargate. Daniel is sent there as liaison. Colonel Simmons arrives to tell Hammond that the gate has to be operational in 48 hours.

Dr. McKay is with him, he's full of scorn for Major Carter's dialling computer (and keeps bugging Carter) and he has already told the US government that Teal'c is as good as dead.

The Russians turn stroppy and O'Neill hooks up with Maybourne, who swears he didn't shoot him in Episode 511 and warns him that Simmons has a secret agenda. The Tok'ra say the gate needs a DHD, although having one might not retrieve Teal'c, and the Russians won't hand over theirs. Simmons offers to save Teal'c at a price. The Russians want their own SGC team and full access to all SGC reports and alien technology.

O'Neill and Maybourne raid an NID safe house where the escaped Goa'uld is being held. The President orders General Hammond to resume operations. But O'Neill finds a surveillance tape showing the Goa'uld telling Simmons how to save Teal'c.

Simmons is arrested, McKay is sent on a posting to Russia as a naquadah generator expert and Carter blows up the Russian DHD while retrieving Teal'c.

515 Summit

The Goa'uld System Lords, after fighting among themselves, are planning to hold a summit meeting to thrash out a new order in the galaxy. The Tok'ra plan to zap the lot of them and they need Daniel to go under cover as a human slave and release a poison, which will kill the Goa'uld symbionts. He has a ring which can inject a bamboozling drug into a Goa'uld.

Meanwhile, the Goa'uld attack the Tok'ra base planet in an attempt to wipe them out. Osiris, hosted by Sarah, Daniel's British ex-girlfriend, arrives at the summit and Daniel, like a dope, doesn't release the poison. Osiris, of course, recognizes him. O'Neill, Teal'c and Carter end up trapped in Tok'ra tunnels under bombardment by the Goa'uld, and there they'll have to stay until the next episode. (Part 1 of 2)

516 Last Stand

Daniel jabs Osiris [who's hosted by his friend Sarah] with his ring to make him/her believe that he is a servant. Osiris is working for Anubis, who is supposed to have been dead for 1,000 years and who is absent from the summit, which gives Daniel another excuse for not releasing his Goa'uld-killing poison because killing the other System Lords will give Anubis a clear run at the galaxy.

Anubis wants to join the System Lords but first, he can destroy Earth while he isn't one of them without violating the Protected Planets treaty with the Asgard. And the Goa'uld System Lords eat their young as snacks at the summit, which explained why they have zero population growth.

Daniel comes up with a hare-brained scheme to kidnap Osiris and get the Goa'uld symbiote removed from Sarah, the host. The plan flops but General Carter/Sel'mac rescues him and they head for the Tok'ra planet, where everyone is being wiped out in the tunnels.

Jacob Carter crashes on the planet and the dying Lt. Elliot and his Tok'ra symbiote Martuf agreed to let themselves be captured and release the poison to take as many Goa'uld and Jaffa as possible with them. (Part 2 of 2)

517 Fail Safe

An asteroid is heading for Earth and none of Earth's allies can help. SG-1 goes off to deflect it with a bomb with a yield of 1 billion tons of TNT in an ancient spacecraft while Earth begins a selective evacuation. The team has a tough time landing and the people back on Earth assume they have crashed.

While dodging Leonid meteors, Major Carter discovers that the 'asteroid' is a Goa'uld set-up and using the bomb to deflect it will zap Earth good and proper. Of course, Carter learns this after O'Neill has started the count-down and he has to disarm the bomb by cutting the red wire; only there are five wires and they are all yellow!

Then Carter comes up with the idea of surrounding the asteroid with the spacecraft's hyperdrive when it reaches Earth. Cue Colonel O'Neill telling her he can see his house whilst she's working.

The asteroid clears the Earth in hyperspace and finally, the Tok'ra turn up in a rescue ship to take SG-1 home.

518 The Warrior

K'tano, a Jaffa rabble-rouser, is going round saying the Goa'uld are not gods. He is offering an alliance to Earth in exchange for supplies and weapons. He has killed Imhotep, a very minor Goa'uld, and he has created his own army from the armies of other dead System Lords.

Teal'c and Bra'tac both buy what K'tano is selling. Colonel O'Neill is not impressed by the way K'tano encourages his troops to fight to the death pointlessly in a hopeless situation, allegedly to achieve freedom.

O'Neill proves Earth weapons are superior to staff weapons ('proper weapons' to the Jaffa). He calls off the alliance when he sees K'tano sending out suicide bombers.

Teal'c effectively resigns from SG-1 and goes off to kill Lord Yu, who captures him and sends him back with the news that K'tano is, in fact, hosting the Goa'uld sybiote Imhotep, which explains why he has no regard for the lives of Jaffa.

Teal'c fights a leadership battle with K'tano and kills him; his glowing eyes give K'tano away as he is croaking, and everyone rushes for the stargate under bombardment by Lord Yu's forces.

519 Menace

SG-1 finds a female android on a destroyed planet and Major Carter reactivates it. The android doesn't know it's a machine and there are Replicator bits all over the planet.

Carter can't understand why they haven't eaten the android too; but it turns out that Reese, the android, made the Replicators as toys and they got out of control and killed her 'father' (who made her) and everyone else on the planet.

Of course, Reese makes some more Replicators in the SGC. General Hammond fails to make contact with the Asgard and orders SG-1 to shut Reese down. She floods the SGC with Replicators and heads for the stargate. Hammond and Carter activate the self-destruct system.

Daniel tries to talk the android round but Colonel O'Neill takes the more direct route of shooting her and removing her power source with less than 2 minutes left before the big bang.

Reese deactivates the Replicators before she croaks.

520 The Sentinel

SG-9 has disappeared whilst trying to contact a race which was visited by Colonel Maybourne's technology-gathering NID bad guys. The planet is under

attack by Jaffa (Lord Svarog's forces) but it is supposed to have a defence machine called The Sentinel.

SG-1 and SG-3 are sent to the planet with two NID bad guys from Death Row to fix the machine; assuming that the NID agents disabled it when they took it apart to examine it.

What they actually did was kill the Caretaker, a vital human component of the defence system. So the NID bloke takes his place, clears the planet of Jaffa and zaps a Goa'uld mothership. And the NID woman dies of her wounds.

(Henry Gibson of *Laugh In* fame guests as the rather dotty old leader of the locals.)

521 Meridian

Daniel returns home from the planet Kalowna after being exposed to a lethal dose of radiation and the story is told in flash-back.

Scientists there have found a substance which is more energetic than naquadah – naquadria – and they put together a super-critical mass of it out of sheer ignorance. Daniel saved their asses by shooting out a safety glass panel to enter the radiation-filled laboratory and separate the naquadria samples.

The Kalownan scientists then accuse Daniel of sabotaging their weapons programme to cover up their own negligence.

Eventually, Jonas Quinn, a Kalownan ethical advisor, does the right thing and smuggles some naquadria to Earth; where it will to be used to power planetary shields against the Goa'uld; with any luck.

Quinn becomes an outcast after telling his government what really happened, and that Daniel saved their planet from being blown up.

Jacob Carter tries to use a Goa'uld healing device to save Daniel, who is listening to Oma Desala talk Zen bollocks when she is not trying to persuade him to ascend.

Daniel decides that he has had enough of this life. He leaves the SGC as a brilliant ascending flare of white light.

522 Revelations

Osiris, hosted by Sarah, has a confrontation in space with Thor and blasts the Asgard ship. The Goa'uld suddenly have shields proof against Asgard weapons. Daniel is missing, presumed dead, and Major Carter is broken up about it while O'Neill is resigned to losing people.

The Asgard need SG-1 to use their Goa'uld cargo ship to rescue Heimdall, a scientist, from an underground base on a planet which is under siege by the

Goa'uld. The Asgard are dying out; they reproduce by cloning and their genetic matrix is decaying. But Heimdall has the body of an ancestor which, he hopes, will revive their gene pool.

Of course, O'Neill and Teal'c get themselves captured trying to rescue Thor from the Goa'uld mothership. Then Carter is zatted in the undeground base by the Goa'uld but Heimdall beams her out in the nick of time when O'Neill blasts the shield power source of the Goa'uld mothership.

Heimdall also retrieves O'Neill, Teal'c and Thor. Then Freya shows up with a fleet of battle cruisers to chase the Goa'uld away. Thor is left in a coma and everyone is left wondering what Anubis has in the way of new technology.

And a mysterious breeze blows past Carter and O'Neill in the SGC – dead Daniel?

+++ End of Season 5 +++

+++ Season 6 (2002-2003) +++

601 Redemption, Part 1

SG-1 returns from a mission under fire and sacks their 9th replacement for Daniel. Jonas Quinn gets his first trip off-base in three months to Area 51, where X-302 is ready for testing.

Colonel Chekov wants a Russian in SG-1. "Over my rotting corpse," is Colonel O'Neill's response.

Jonas wants to join SG-1 but O'Neill is against it. Teal's goes to Chulak for his wife's funeral; she refused to take another symbiote and Rya'c, their son, blames Teal'c for her death because he started the rebellion against the Goa'uld.

The gate is activated but Carter can't detect anything coming through it, which makes no sense. But when the gate stays open for longer than 38 minutes, she finds that energy is building up in it and it will go off bang in a couple of days and destroy all life on Earth! And the SGC can't use the gate to get help while their enemy is dialled in to it.

Dr. McKay returns from Russia to wind her up. Carter thinks using X-302 with its experimental hyperdrive to contact the Asgard will be a good plan. McKay and Jonas both say it won't work and the space plane fails to enter a hyperspace window.

Meanwhile, the Jaffa have discovered that Anubis has a weapon which can be used to attack one stargate via another gate. Bra'tac starts dialling gate addresses, looking for another one which is unobtainable, like Earth's.

Major Carter doesn't think she can find an answer in time and she thinks going to have some cake with O'Neill is better than struggling in vain for answers.

Anubis sends a holographic projection through the gate with threats and provides proof that he has access to Asgard technology won from Thor's mind when Thor was his prisoner. (Part 1 of 2)

602 Redemption, Part 2

Earth's stargate will explode in 54 hours. Dr. McKay wants to send an EM pulse through the gate to take out Anubis' weapon. Carter thinks it won't work and opening the iris is a bad idea. Bra'tac locates the right planet, Rya'c wants to fight, the Jaffa find the planet heavily guarded but they ring down anyway

and Teal'c and Bra'tac are caught.

The pulse generator idea flops and the time to detonation is cut in half to 25 hours. Teal'c reckons the weapon is Ancients' technology and Anubis won't be able to repair it if they can damage it. Jonas wonders how the stargate reached the SGC in the heart of a mountain, which gives Carter the idea of taking the gate into space with X-302.

The Russians offer to rent their gate to the USA but Hammond says there's no point as Anubis could destroy their gate, too. A plan to hurl the gate into space fails but O'Neill drops it into a hyperspace window and it blows up 3 million miles away.

Rya'c steals a death glider, frees Teal'c and Bra'tac and attacks the weapon. The stargate programme is being shut down when Teal'c & Co. arrive in a cargo ship to announce that the weapon has been destroyed. So the SGC reopens for business with the Russian gate and O'Neill has to let Jonas Quinn join SG-1 as an alternative to accepting a Russian. (Part 2 of 2)

603 Descent

SG-1 find Anubis's mothership abandoned in Earth orbit with the self-destruct sequence stalled. Jacob Carter takes SG-1 to the ship in an alkesh. Carter thinks it's the ship Anubis used to kidnap Thor and that downloading Thor's consciousness into the computer had the effect of putting a virus in it.

Some Jaffa left aboard kill an expendable boffin, shoot Jacob and destroy the ring system controls on the alkesh before Teal'c takes them out. The ship plunges into the ocean, and Teal'c and Jonas go aboard from a DSRV.

The ship starts flooding, O'Neill and Carter nearly drown but they are able to recover that part of the memory core containing Thor's consciousness, which can be fed to a new clone body.

Taking Thor out of the computer starts the self-destruct sequence running again. Jonas risks his life to give the team access to a glider bay, and they all escape just before the ship blows up.

Jonas has now proved his worth as a member of the team.

604 Frozen

SG-1 is in Antarctica near where the other stargate was dug up. They find a human body which is millions of years old in the ice. And when they thaw the lady out, she wakes up. The bad news is that she is carrying a virus, which attacks everyone.

Iana, the frozen one, can cure those affected by the virus but only by draining

herself to the point where she croaks. So O'Neill has to accept a Tok'ra symbiote as his only means of survival.

605 Nightwalkers

Major Carter gets a nocturnal phone call from a Dr. Flemming and SG-1, minus Colonel O'Neill, heads for a small town. Fleming is missing from a car crash and his lab at ImmunoTech has burned down.

The firm used to be owned by Adrian Wright (Episode 511: Desperate Measures), who is called Adrian Conrad (Episode 514: 48 Hours) since he had his Goa'uld implanted to repair his defective body.

The townsfolk are behaving weirdly at night because they have been implanted with clones of Conrad's symbiote. The clones don't contain any naquadah, which means that Carter and Teal'c are unable to detect them.

Flemming posted a symbiote antidote to himself and it arrives while SG-1 are searching his home.

SG-1 find a spaceship under construction. The townsfolk have to work at night because their immature symbiotes can control them only when they're asleep. NID are monitoring the situation but their team has been taken over, too, and the Goa'uld plan is to take over NID.

Carter is implanted with a symbiote; but after she has injected herself with Flemming's antidote. And there is enough left over for everyone in town when she has saved the day.

606 Abyss

Colonel O'Neill's Tok'ra symbiote takes him to a secret base run by the Goa'uld System Lord Baal. O'Neill is captured, his symbiote commits suicide and Baal keeps killing and reviving O'Neill, using a sarcophagus, in an attempt to make him talk.

General Hammond forces the Tok'ra to help. Dead Daniel appears and he is eager to help O'Neill 'ascend'. O'Neill's symbiote had been affected by his sense of values and it wanted to rescue a slave girl who had helped it on a previous mission to the base.

Teal'c comes up with the idea of leaking the location of the base to other System Lords and they attack it. And with one bound, O'Neill is back home.

607 Shadow Play

The other two national power groups are ganging up on Kelowna, the home nation of Jonas Quinn [Daniel's replacement] and the Kelownans want to swap

weapons-grade naquadria for help. Earth doesn't want to get involved but the Kelownans have built a bomb.

Quinn's old professor says there's a resistance movement planning a coup. But radiation from the naquadria has turned him schizophrenic and the resistance group is all in his mind. SG-1 does get hold of some naquadria but suddenly, Quinn's planet goes silent. War? Probably.

608 The Other Guys

SG-1 and two boffins, Felger and Coombs (the doctor from Cap'n B. Acula's Enterprise), become tangled up in a mission, during which SG-1 is captured by the Goa'uld, but by intent, and then things go horribly wrong.

Colonel O'Neill, in particular, parodies himself mercilessly during the episode. But all become clear at the end. It's all just a daydream by Felger, who wants to be a hero. And he fancies Major Carter something rotten!

609 Allegiance

Earthers, Tok'ra and Jaffa end up on SGC's off-world base after the Tok'ra have their collective asses kicked by Anubis. Lots of tension, someone tries to sabotage the naquadah power generator and a stroppy Tok'ra is done to death after getting up the nose of one of the Jaffa.

The Jaffa is killed in a prison cell by an assassin with a cloaking device, who came through the gate with the injured Tok'ra, and the assassin grabs Bra'tac.

Major Carter works out how to make the infiltrator visible and he is duly zapped by Master Bra'tac, whom everyone thought had been killed by the assassin. Thus the allies achieve unity against a common enemy. Hooray!

610 Cure

SG-1 meets the leaders of Pangera and they offer a cure for all diseases in return for the gate address of a Goa'uld homeworld. It turns out that the Pangerans are breeding Goa'uld symbiotes and making their drug out of them: tritonin.

One of the security men falls into a vat of symbiotes and SG-1 calls in the Tok'ra to remove one which infests him.

The Pangerans have a Goa'uld queen – only she turns out to be the mother of all Tok'ra and they want her freed at once. The problem for the Pangerans is that if they stopped taking the drug, they'll die. But the Tok'ra Queen tells them how to reverse the drug's effects before she expires free.

611 Prometheus

A reporter who knows too much gets a tour of Project *Prometheus* as part of a strategy to cover up her source material. But the secret spaceship X-303 is taken over by the camera crew, who demand the release of Colonel Frank Simmons of NID (alias Q from Star Trek TNG) and the Goa'uld-infested Adrian Conrad, who is going to make the hyperdrive work.

Major Carter is able to get in a spot of sabotage and Colonel O'Neill and Teal'c join her and Jonas, using their Goa'uld death glider, just before X-303 zooms off into hyperspace.

The Goa'uld symbiote transfers itself to Simmons but O'Neill spaces both of them. Then, as SG-1 are realizing that they have no idea where they are, Thor turns up; with the news that his planet has been over-run by Replicators! (Part 1 of 2)

612 Unnatural Selection

Thor tells SG-1 (who are still on *Prometheus*) that that one of the Asgard planets has been overrun by Replicators, which were lured there using the android Replicator creator from Episode 519: Menace. The Asgard need their help to defeat the invaders.

The Asgard created a slow-down time distortion field around the planet and the Replicators have had thousands of years to evolve into humanoid forms. They grab SG-1 so they can scan the team's memories to learn all they can about other worlds which SG-1 has visited.

A humanoid Replicators called Fifth offers to help SG-1 to lock the planet in a temporal stasis. Not trusting Fifth, O'Neill gets Carter to set the timer on the stasis generator to do a quick count-down.

SG-1 leaves all of the humanoid Replicators stuck in time and escape in *Prometheus*. (Part2 of 2)

613 Sight Unseen

SG-1 returns to the SGC with a piece of alien technology which is emitting energy. Jonas suddenly sees a huge, red flying bug. A search of the SGC turns up nothing. Hammond gives SG-1 some down-time. Jonas is grounded when he sees another bug. Then Teal'c and Jonas both see a bug and O'Neill starts shooting at one while he's on his way to do some fishing.

Jonas translates the writing on the device. The Ancients were using it to make harmless creatures in a parallel dimension visible for study. Seeing the creatures could become a major distraction on Earth, General Hammond realizes, and the ability to see them is contagious!

Switching the device off, and taking it back where it came from, doesn't stop people seeing the bugs. Hammond tries to set up a quarantine at the SGC and Colorado Springs, where O'Neill is. Carter shuffles the control crystals in the device and reverses its effect.

Then O'Neill has to catch Vernon, a Gulf War veteran (motor pool) and garage owner, who escapes from the quarantine zone. And he persuades Vernon to do the decent thing for his government and keep the episode secret.

614 Smoke and Mirrors

Colonel O'Neill shoots Senator Kinsey, the SGC's enemy, and he is captured doing it on CCTV in Washington while he is on holiday in the wilds of Minnesota. Major Carter works out that someone used a duplicator, and lo! the 12 stored in Area 51 are all fakes.

Kinsey was being blackmailed into exposing a secret group within NID. Carter teams up with Agent Barrett of NID and nearly gets herself blown up. The good news is that the bad guys are rolled up in the end. The bad news is that Kinsey, who was only wounded, reckons he'll be the next president.

615 Paradise Lost

Colonel Maybourne gets out of gaol by offering the SGC a gadget found in Egypt 80 years before. He says it's the key to a weapon on the planet once occupied by the Furlings. But he uses it with a portal on the alien world to escape – with O'Neill in hot pursuit.

Carter assumes that they are elsewhere on the planet but she can't get the transporter device to work. After a scan, the Tok'ra say O'Neill and Maybourne are nowhere on the planet. Eventually, Carter works out that they were transported to a huge moon.

O'Neill and Maybourne start hallucinating and trying to kill each other after O'Neill finds some dead Furlings, one of whom contains a dead Goa'uld. The Goa'uld brought the local equivalent of locoweed to the moon, and everyone who eats it goes crazy.

When rescued, O'Neill tells Maybourne he can be dropped off on another planet, instead of going to gaol, as O'Neill had the pleasure of shooting him.

616 Metamorphosis

Russia's SG team returns with an alien, who says Nirrti is experimenting on his people. She is trying to create a perfect host, a hok'tar, by altering their

DNA with a device built by the Ancients. Colonel Ivanov sees an opportunity to kill or capture Nirrti. And the alien suddenly turns into a puddle!

SG-1 and the Russians go to the planet and find disfigured natives, who claim Nirrti is helping them. One is telepathic and another is telekinetic. They use their powers to capture Jonas and Teal'c.

Nirrti, using her invisibility gadget, zaps Carter and the TK stops a bullet from O'Neill's P-90 in mid-air. Ivanov is also captured and he ends up liquefied. Nirrti takes a fancy to Jonas and offers to rule the galaxy with him.

O'Neill gets the natives to revolt and the TK kills Nirrti after the TP reads her mind and recovers the information needed repair them with the Ancients' machine. And the aliens decide to destroy the machine when it has done its job; to Carter's dismay.

617 Disclosure

The United States and Russia decide to tell the UK, China and France about the existence of the stargate. As Major Davis of the White House is briefing ambassadors at the Pentagon, Senator Kinsey crashes the party. Kinsey has been moved from Appropriations to Intelligence Oversight, which puts him in control of NID.

The other nations are not happy with the United States retaining sole control of the stargate. Kinsey proposes that NID should take charge of it. Cue lots of clips from past episodes and the Russians tell the Chinese, who are all for going public, that it would be a good idea to let the Americans spend billions on developing spaceships then get the plans for free.

General Hammond persuades Thor to beam down to the meeting room and freaks everyone out with an genuine grey alien. Thor says the Asgard are happy to see the existing SGC staff stay in control of the stargate and Kinsey is thwarted.

618 Forsaken

SG-1 find a crashed spaceship, three survivors and hostile non-humanoid aliens on a new planet. O'Neill and Teal'c hunt hostiles while Major Carter fixes the ship and flirts with the captain, and an injured female flings herself at Jonas Quinn.

Big surprise! The hostiles turns out to be the crew of the ship and the humanoids are escaped prisoners. But Jonas and General Hammond sucker them in the end.

619 The Changeling

In this somewhat weird episode, Teal'c is having weird dreams, alternating between being a fireman who is about to donate a kidney to his adoptive father and a member of SG-1. Daniel Jackson is in the fireman dream even though he's 'ascended' in this series.

It turns out that Teal'c and Bra'tak have been ambushed and Teal'c has kept both of them alive for three days by sharing his symbiote, which is now knackered. Enter Jacob Carter with Tok'ra refined tritonin, which will act as a temporary substitute for a Goa'uld symbiote for the Jaffa.

620 Memento

SG-1 set off in the spaceship X-303, *Prometheus*, and the drive breaks down, leaving them stranded far from home. They have to ditch the naquadah drive core off a planet, which assumes it is under attack and starts shooting.

The only hope of getting home for the Earthers is to find the stargate on Tagrea, which is inactive and which the locals think is just a myth. Jonas and Teal'c find that the Goa'uld Horus used to control the planet and the stargate has been buried.

After the stargate has been found, the stroppy head of the local military turns up in his personal tank to arrest everyone. Luckily, the planetary president is there to deflect him. The president is willing to let the crew from Earth use the stargate to get parts for *Prometheus* and he opens diplomatic relations with Earth.

621 Prophecy

Jonas Quinn starts seeing flashes of the future and he suspects it's due to Nirrti's experiments on him (Episode 616: Metamorphosis). A planet abandoned by Baal is still being visited by Lord Mot and the locals believe SG-1 will fulfill a 1,000-year-old prophecy and free them.

Dr. Fraiser finds that Jonas has a brain tumour. He and Major Carter sit out a mission when Jonas sees her being injured, but Carter is injured at the SGC. O'Neill & Co. are captured after a local betrays them and Jonas sees the SGC destroyed and SG-1 and SG-15 wiped out in an ambush!

Lord Mot plans to let them go and grab them again when they have used the iris code for the SGC. Jonas has an operation to remove the tumour. He gets a warning to Carter, who warns the rest of SG-1 and the revolution against Mot is successful.

622 Full Circle

Dead Daniel appears to O'Neill in an SGC lift and tells him to head for Abydos (where the whole Stargate story began with the initial film) to retrieve the Eye of Ra before Anubis can get hold of it and complete a set of eyes.

Skaa'ra shows SG-1 where to look for the eye but they end up trapped in the pyramid by the forces of Anubis, who does a deal with Daniel as Lord Yu's forces arrive; if he gets the Eye, he won't destroy Abydos.

Anubis destroys Lord Yu's fleet and Daniel finds he can't fight him. Anubis is an ascended Goa'uld, who was chucked out by the Ancients and who is now stuck somewhere between ascended and not-ascended. Which makes him pretty unzappable.

SG-1 heads for Earth as Anubis destroys the pyramid on Abydos. But Major Carter is able to redial the planet eventually. On their last trip there, SG-1 find that Oma Desala has saved Skaa'ra and the other locals.

+++ End of Season 6 +++

+++ Season 7 (2003-2004) +++

701 Fallen

Jonas Quinn works on the location of the City of the Lost and gets a fix on a planet. When they go there, SG-1 find that the locals have taken in an amnesiac Daniel Jackson, who was found naked and unascended. They bring him back to SGC and get reports that Anubis is triumphing with the Eye that Jack turned over to him (in Episode 622: Full Circle).

Daniel determines that the planet is not the location of the Lost City which pre-amnesiac Daniel said they needed to find; much to the team's dismay. They finally come up with a plan: Jonas and Daniel create a fake tablet to lure in Anubis while Jack and Sam fly the X-302 through Anubis' shields via hyperdrive and destroy his crystal power core via a power shaft, then call in Lord Yu.

Jonas and Daniel sneak on board Anubis' ship via teleport-rings to access the computers and get the shaft's location.

Things go awry when Yu backs out (taking Teal'c prisoner) and Anubis figures out it's a trap and targets the planet's stargate. Jack and Sam get the info and destroy the power core in the nick of time but Jonas is captured. Anubis uses the mind-probe to find out about Quinn's home planet, Kelowna, and goes there to obtain its naquadria. (Part 1 of 2)

702 Homecoming

Anubis heads for Jonas' homeworld in search of naquadria. Lord Yu is dying and Teal'c brokers a takeover of his army by Lord Baal. Earth wants the three powers on Jonas' homeworld to co-operate as the price of aid.

Anubis also wants a data crystal in a Colonan museum. Carter finds it and Daniel and Jonas ring down to the museum just in time to save her from Jaffa. But only briefly, as the Colonan leader has sold out to Anubis.

Baal's fleet arrives, Anubis legs it in a small craft without the crystal and Jonas bows out of SG-1. (Part 2 of 2)

703 Fragile Balance

Colonel O'Neill arrives at the SGC as a punk kid! And the kid playing the part does an excellent job with the O'Neill mannerisms. The last thing he

remembers is going to bed, then he woke up 'like this'. Daniel and Teal'c research similar abductions while O'Neill gives a bemused class of pilots a tutorial on flying the X-302.

The Tok'ra want to put him in stasis when Dr. Fraiser discovers that his DNA is unstable. Then Sel'mac discovers that the kid is a defective clone, which hasn't grown properly.

An Asgard called Loki has been doing unauthorized cloning experiments with humans and creating grey alien abduction stories. SG-1 neutralizes him and summons Thor, who saves the day for the kid by repairing his defects. In the end, the kid chooses to be his age and go to high school, something which the original O'Neill didn't finish.

704 Orpheus

Teal'c is shot returning to Earth's stargate and he gets all moody about having to rehab his injuries as he no longer has a symbiote. He feels that he has shamed himself by not being able to keep up with the rest of SG-1, even though O'Neill says he was serving as a rearguard.

Daniel keeps hearing snatches of voices and he finds himself trying to remember something. Then he has a vision of Bra'tac, who is running out of tritonin, and Teal'c's son on a prison world. Another Jaffa identifies the prison planet from Daniel's description. Jaffa prisoners are sent there to be worked to death in a naquadah mine.

Teal'c is not convinced that he is fit for duty and he is captured when the rescue begins. But Carter rings aboard a Goa'uld spaceship, which is under construction and hovering near the mine. The prisoners are liberated and recruited to the Jaffa rebellion. Teal'c feels okay with himself again. And Daniel begins to feel like he is part of something important.

705 Revisions

A MALP shows a 2.2 km wide force-field dome on a planet with a toxic atmosphere. It then drives through the dome into what looks like a park. A local kid shows SG-1 to a town where the people all have a gadget on their temple to link them to a central computer. No one has left the dome for 400 years.

SG-1 is told, 'you must be mistaken' a lot; such as after a female member of the council disappears and everyone insists she never existed. Carter pals up with a technician, Pallan, and finds that the dome's power source is failing and its computer is shrinking the force field to fit available resources, sending

surplus people out into the toxic wasteland; Pallan's wife among them; and revising everyone's memory via the link.

The people in the town refuse to believe Carter and refuse relocation because the computer tells them that removing their links will kill them. Daniel finds written evidence that the dome used to contain 100,000 people, of whom just 2,000 are left.

Carter removes Pallan's link and when he doesn't die, he helps her to reprogram the computer. Meanwhile, the computer turns the people against O'Neill and Teal'c, but before they have to start shooting to defend themselves, Pallan is able to erase all memories of SG-1. Then everyone is relocated to another planet.

Version 2

SG-1 visits a planet with a toxic atmosphere where there is a force-field shielding a town. The people are all linked to a central computer via gadgets (links) on their heads. SG-1 meets the local council then a female member just vanishes and the locals deny she ever existed.

Carter palls up with a technician, Pallan, and finds that the town's power source is failing and its computer is shrinking the force field to fit available resources. The people in the town refuse to believe her and refuse relocation because the computer tells them that removing their links will kill them.

The computer is also sending surplus residents out into the toxic fog outside and editing the memories of those left so that they have no idea what is happening. Daniel finds that 98,000 people out of 100,000 have gone. The computer programs the people to attack SG-1 but Sam and Pallan are able to stop it and the people are relocated to another planet.

706 Lifeboat

SG-1 find 'a shipload of frozen people' crashed. Then everyone is knocked out and Daniel is taken over by multiple personalities. The ship was running out of power and a member of the crew took on a dozen personalities of people whose bodies were dying. He passed some others on to Daniel because he couldn't handle any more.

Lots of acting from Daniel until Major Carter offers the alien caretaker a power source to revive the others and relocation in exchange for clearing the other personalities out of Daniel's head.

707 Enemy Mine

SG-1 is sent to a planet where a team of miners from Earth is prospecting for

naquadah. Daniel decides there are Unas on the planet and he wants to negotiate with them. The Pentagon wants naquadah no matter what. Chaka, a Unas from earlier in the series, helps out.

O'Neill is injured and the colonel in charge of the mining project is spoiling for a fight; until he finds himself up against a whole planetful of Unas! But Daniel is able to fix up a satisfactory trade agreement with the locals.

708 Space Race

A Setakin alien, Warrik, offers Earth a look at an ion drive in exchange for help winning a race. The first prize is a contract with the planet's biggest company. A cheesy TV service is following the race, and advertising everything under the sun.

Major Carter and the alien soon find that there is dirty work going on. Teal'c and the alien's brother burgled the offices of TechCon, the race's sponsor. A human manager there wants to fix the race because he thinks the Setakin are holding humans back.

Warrik and Carter manage only second place in the race but he gets a job and Carter gets an ion drive to study.

709 Avenger 2.0

Dr. Felger, the SGC's mad scientist, comes up with a virus to stop selected stargates working as a means of stopping the Goa'uld use the stargate system. Only the program shuts down the whole gate system, stranding O'Neill, Daniel and 13 other SG teams off-world.

Carter and Felger end up stranded on a Goa'uld occupied planet when Felger finds that Baal adapted and modified his virus. Which means that Felger has to rewrite his anti virus program before he gets himself and Carter killed!

710 Birthright

SG-1 meets a band of Jaffa women led by Ishta (T'Pol from Cap'n B. Acula's *Enterprise* but with blonde hair), and she fancies Teal'c. The women are killing male Jaffa to steal their symbiotes so the Earthers offered them tritonin.

Five volunteers try it and one dies. An extra stroppy lady, who challenges the leader, is brought into line when her much younger sister insists on having tritonin instead of a snake.

711 Evolution, Part 1

Teal'c and Bra'tac came up against a super soldier; a bad Goa'uld genetic

engineering job which suffered a heart attack. Daniel & Dr. Lee headed for Honduras. A dodgy local guide took them to an ancient temple, where they hoped to find Ancients' device which might be used as a weapon.

Major Carter tried to paralyse another warrior with dart guns; but everyone ended up captured. Daniel and Dr. Lee were nearly drowned in tunnels under the temple and bandits captured them when the reached ground level again. The warrior killed the Goa'uld Remius. His Jaffa released O'Neill & Co. and they ringed the warrior aboard a flying pyramid. (Part 1 of 2)

712 Evolution, Part 2

O'Neill goes to Honduras to rescue Daniel with a CIA agent with whom he has history, and who turns out to be less useless than O'Neill expected. Major Carter, her dad/Sel'mac and Teal'c go to do something about the super soldiers.

The head of the South American bandits/kidnappers in Honduras starts messing with gadget which Daniel found in an underground chamber and goes berserk.

Carter and Co. blow up a Goa'uld queen, who is about to produce more symbiotes for super soldiers, after they find that Anubis has thousands of the super soldiers. And the Tok'ra get Daniel's device after he and Dr. Lee have been rescued. (Part 2 of 2)

713 Grace

Prometheus heads into a nebula to hide after being shot at by aliens. Major Carter is knocked out and wakes up alone with *Prometheus* dropping to bits. She is visited by the rest of the SG-1 team (in spirit) and a little girl called Grace.

Carter eventually works out that both ships are stuck in the nebula and she activates a hyperspace bubble to get both ships out of the nebula after the aliens have returned her crew.

And at the end, the aliens conveniently bugger off.

714 Fall-Out

The Kelownans find that a naquadah deposit on their planet is changing into unstable naquadria, which could blow the planet to bits. Jonas Quinn goes to Earth for help. The planet is in danger of blowing up but representatives of the three nations into which it is divided, now at peace, just keep on arguing.

Major Carter realizes that the change was triggered by the naquadria bomb test made by Jonas's country. But luckily, the Kelownans have developed a drilling machine.

Carter then discovers that Keana, a Goa'uld working for Lord Baal, helped to develop the machine and she has to go along to work some of the controls. The Goa'uld has become Jonas's girlfriend and she wants the naquadria as a means of obtaining power.

Carter, Teal'c, Jonas and the Goa'uld have to drive a drilling machine a mile down to the naquadah seam to plant explosives.

Meanwhile, back on Earth, O'Neill gives up on diplomacy after telling Daniel that he is on his own. And General Hammond eventually tells the Kelownans that Earth has decided it's not worth relocating some of them on a friendly planet because the Kelownans are not fit to be inflicted on Earth's friends.

Surprisingly, in the end, the Goa'ulded woman does the decent thing and sacrifices herself to save everyone else. The symbiote dies but the host survives.

715 Chimera

This episode is unusual in that it lets us know that some of the team have homes to go to when they are away from the SGC. Major Carter is romancing a detective but hasn't told him what she does for a living. Daniel is being visited at night by the Goa'uld Osiris, who is hosted by his former girlfriend Dr. Sarah Kane (Episode 413: The Curse).

Daniel keeps on turning up for work tired and he reports having strange dreams, in which Sarah wants him to translate a tablet. His colleagues work out that he's getting no sleep because Osiris is using a memory scanning gadget on him at night, looking for the location of the Ancients' lost city.

Pete, the detective, learns that Samantha works for some top-secret government outfit and spies on her. He sees SG-1 set up a trap for Osiris, who goes down shooting. The Tok'ra removed the symbiote, setting Sarah free, and Pete ends up in the hospital at the SGC, where Sam Carter tells him what she really does for a living.

716 Death Knell

The Goa'uld attack the Alpha Site with super soldiers. Carter and her dad are developing a new weapon which can stop Anubis' new soldiers at the supposedly secret off-world base. Jacob Carter is found with the weapon after the attack but Samantha is missing with a power pack for the weapon.

General Hammond tries to find out who leaked the location of the base, and the Jaffa and the Tok'ra there end up at each other's throats. O'Neill leads a rescue mission and gets the weapon to Carter. She adds the power pack and the weapon takes out a super soldier.

Even so, the Alliance of Jaffa and Tok'ra has reached its sell-by date and they agree to go their separate ways in future.

717 Heroes, Part 1

A Mr. Bregman (the smarmy git out of The Equalizer) and a film unit arrive to document the work of the SGC; and get very little co-operation. Meanwhile, SG-13 finds the ruins of an Ancients' city. They are attacked and they have to destroy a Goa'uld flying robot. Major Carter finds out eventually that it sent a report to the Goa'uld.

Senator Kinsey tries to ingratiate himself with the film unit and Colonel O'Neill as a presidential election is up-coming. Jaffa arrived in a ship in response to the signal from the robot and attack the team at the city. So O'Neill leads a rescue mission. (Part 1 of 2)

718 Heroes, Part 2

While Bregman is cutting together boring interviews at the SGC, someone (Colonel O'Neill?) is killed during the off-planet rescue mission. Bregman has a good rant when the survivors won't talk to him.

Senator Kinsey sends Mr. Woolsey of NID (the holographic doctor from Startrek Voyager) to investigate General Hammond's command decisions. Woolsey carries a strong whiff of corruption; thus he gets about as much cooperation as the film unit. General Hammond is able to slow him down by quoting from Woolsey's own reports on how much the lives of SGC personnel are worth in terms of training costs; dollars are more important than people in Woolsey's world.

Daniel has film of someone being killed during the rescue mission. General Hammond decides that Bregman might make a useful record of what goes on at the SGC to counterbalance Woolsey's secret report. So Bregman gets Daniel's tape of Dr. Fraiser being killed.

Major Carter reads a list of people whose lives Dr. Fraiser saved at her memorial service. Bregman wavers but Daniel insists that he has to show Dr. Fraiser's death in his film. General Hammond decides he did a good job with the film and Bregman gets his interview with Colonel O'Neill as a bonus.

719 Resurrection

SG-1 (minus Colonel O'Neill) find 32 bodies at the HQ of a rogue NID cell in downtown L.A. CCTV shows everyone was killed by a young woman in a glass cage (Anna), but she pleaded innocence. The sole survivor is Dr. Keffler, an

NID mad scientist with Nazi roots.

He is unco-operative but Major Carter works out that he has created a human-Goa'uld clone using rapid-growth nanocytes, hoping to gain access to Goa'uld genetic knowledge.

Daniel uses a sketch made by Anna to open an ark; only to find that it contains an activated Goa'uld bomb, which will take out Orange County. Carter realizes that Anna has a dual personality and Sekmet, her Goa'uld half, is gaining more and more control.

Dr. Lee manages to turn off the bomb. Anna kills Keffler when she escapes from her box but he implanted a poison capsule in her brain, so she croaks too.

720 Inauguration

On his first day in office, a new president finds himself in a war between the military and Senator Kinsey (now vice-president), who wants to take over the SGC. This is a sort of 'greatest hits' episode with each side presenting their case via clips from previous episodes.

The head of the Joint Chiefs of Staff warns the President that Anubis will come at Earth with his super-soldiers when he has finished with the System Lords but Hammond and SG-1 are close to finding the Ancient's lost city.

The NID auditor Mr. Woolsey (alias Cap'n Quack's holographic doctor) choses to do the right thing when Kinsey says that if the President fails to see things his way, 'things happen', and he goes to General Hammond. His reward is a copy of the dirt on Kinsey recovered by O'Neill and Colonel Maybourne (Episode 415: Chain Reaction), which he passes on to Mr. President.

721 The Lost City, Part 1

The President wants Dr. Elizabeth Weir, a UN negotiator, to head the SGC and give it a friendly, human face, and Vice-President Kinsey wants her under his thumb. Meanwhile, Colonel O'Neill downloads another copy of the Library of the Ancients into his brain off-world, just ahead of a Goa'uld attack.

The SGC is shut down for three3 months then Bra'tac arrives to warn the Tau'ri that Anubis will reach Earth in three days! Anubis wants the location of the Lost City of the Ancients, which is somewhere in O'Neill's head, and Earth's only hope of survival is to get there first.

O'Neill starts to use the Ancients' knowledge, knowing that he will be dead in a week without help from the Asgard. Teal'c and Bra'tac go to Chulak in search of rebel warriors and ships to defend Earth in case SG-1 doesn't find any weapons at the Lost City. (Part 1 of 2)

722 The Lost City, Part 2

In a ship crewed by Bra'tac and another Jaffa, SG-1 head for what they think is the planet of the lost city after O'Neill locates it while doing a crossword! Meanwhile, Anubis turns up and Vice-President Kinsey makes trouble.

SG-1 reaches a planet circling a red giant and covered with lava. They ring down to a bubble in the lava and discover it isn't the real Lost City. But they are able to get hold of a power source and the info that the Lost City is near where the Antarctic stargate was situated.

SG-1 return to their spaceship in time for O'Neill to heal Bra'tac after the other Jaffa, who is loyal to Anubis, stabs him.

Back on Earth, a power failure at the SGC prevents Kinsey from escaping off-world through the stargate. General Hammond takes charge of *Prometheus* and attacks the Goa'uld forces while SG-1 melt their way through a mile of ice. Then O'Neill unleashs what look like ghosts (Ancient drones) to zap the bad guys.

On his last legs, O'Neill ends up in stasis. And it isn't the Lost City under the Antarctic ice, just an Ancients' outpost. So the Lost City is still lost and it may contain something to unfreeze O'Neill. (Part 2 of 2)

+++ End of Season 7 +++

+++ Season 8 (2005) +++

801 New Order, Part 1

Dr. Weir is still in charge of the SGC, Anubis' attack on Earth is being covered up, Colonel O'Neill is still in stasis and Teal'c has hair! Major Carter and Teal'c go to where the humanoid Replicators (HRs) were frozen in time. Their aim is to contact the Asgard (to get O'Neill unfrozen) but they end up parked next to a black hole created by Thor to destroy the HRs.

The Goa'uld System Lords want a treaty with Earth and to use the Ancients' fantastic weapon against Baal, who has taken over Anubis' army of Super Soldiers. Some System Lords arrive at the SGC to negotiate. Thor saves Major Carter and Teal'c but the HRs escape from the event horizon, head for the Asgard's new planet and beam Carter off Thor's ship so that the HR (Fifth), who was betrayed by SG-1, can stick his fingers in her head!

The Replicator ship is zapped by the Asgard but we all know Carter had to be somewhere else at the time; presumably with the HRs. And at the end, the Goa'uld sent a ship to attack Earth to find out if the weapon in Antarctica can be used again.

802 New Order, Part 2

Dr. Weir throws the Goa'uld System Lords in the brig until she discovers that Baal has zapped their attack ship en route to Earth. Then one of them (Camulus) asks for asylum! Thor defrosts Colonel O'Neill, who uses the ancient knowledge in his mind to build a gadget for zapping Replicators.

Major Carter is being wooed by the humanoid Relicator Fifth, who got away from the general destruction on the new Asgard homeworld. O'Neill is promoted to Brigadier and put in charge of the SGC, Carter becomes a Lt.-Colonel and the humanoid Replicator builds his own, personal Sam Carter!

803 Lockdown

The ISS is having serious problems and a Colonel Vasilov arrives at the SGC wanting to take over the SG-1 team. Vasilov collapses and Daniel starts shooting people. Brigadier O'Neill orders a lockdown of the facility, suspecting an infection is being transmitted around the place.

Anubis, drifting in Earth orbit with wreckage from his ship, has hitched a

ride with a cosmonaut on the ISS and he arrived at the SGC inside Vasilov, intending to use the stargate to get away.

Daniel wants to force the Ancients to deal with Anubis but he gets into O'Neill and dials out. But Vasilov, now dying, persuades Anubis to use him as a host instead of O'Neill and they disappear through the stargate. Only Colonel Carter redialled it to a frozen planet!

804 Zero hour

Brigadier O'Neill is having a stressful time. He has a new civilian aide, who is spying on him, and it's decisions, decisions all day long. SG-1 goes to a world containing a secret base, which Baal isn't supposed to know about.

They disappear and an alien plant spreads over the whole SGC, causing multiple power failures. Baal offers to swap SG-1 for Camulus, the Goa'uld who'd asked for asylum in Episode 802.

Camulus gives up the location of a Zero Point Module, which can be used to power the Ancients' weapon in Antarctica. Only he's booby trapped it. SG-1 return at last; they were trapped in the secret base not kidnapped; O'Neill sends Camulus to sort out Baal with a ZPM, not telling him it is the dead one used up in repelling Anubis.

The civilian aide has been auditing O'Neill ahead of a visit by the president, and in the end, O'Neill decides not to send his resignation to General Hammond.

805 Icon

The arrival of SG-1 on a new planet proves to religious nutters that their gods (the Goa'uld) are real and the visit destabilizes one of the two powers in a Cold War-style stand-off.

Missiles are launched and the major cities are wiped out in an episode of Mutually Assured Destruction. General O'Neill ends up having to rescue Daniel from the fanatics.

806 Avatar

Teal'c becomes trapped in a virtual reality training machine, fighting an incursion of Super Soldiers into the SGC in a programme that will end only if Teal'c wins or quits. Only Teal'c doesn't believe he can win and the computer knows he will never quit.

As the machine is killing Teal'c, O'Neill suggests putting in another player, so Daniel joins in the 'game' and saves the day.

807 Affinity

Teal'c is living off-base, sorting out the local yobs and parking next door to Krista, who has a violent boyfriend. He teaches her the Jaffa brand of kung feng shoowy. Pete, her cop boyfriend, proposes to Colonel Carter.

Krista defends herself and offs the boyfriend when he attacks her. Pete decides that someone has rearranged the crime scene to make Teal'c look like a good the prime suspect. Then a bunch of NID agents kidnap Krista to get Daniel to translate something for them.

Sam said 'yes' to Pete and Teal'c ends up back in quarters at the SGC.

808 Covenant

Coulson, a tycoon who has received alien technology from the SGC, gives the world's governments 24 hours to admit that aliens are visiting Earth. He shows Carter and Daniel satellite pictures of the battle with Anubis and produces a brainless clone made from Asgard DNA.

Thor takes charge of the clone to use as a host for another Asgard and Colonel Carter goes on TV to say it was all done with holographic imaging. When Coulson's plane crashes (no casualties), Carter suggests recruiting him.

The Trust, the businessmen in touch with rogue NID agents, have persuaded Vogler, Coulson's partner, to ruin the company and make Coulson the fall guy.

Then Vogler hangs himself. Coulson is offered refuge at the Alpha Site, as a safe haven, instead of in gaol.

809 Sacrifices

Teal'c thinks his son should concentrate on fighting the Goa'uld instead of getting married to one of the lady warriors led by Ishta (T'Pol from Cap'n B. Acula's *Enterprise*, last seen in episode 710).

Expecting an attack by the Goa'uld Moloch, Ishtar's gang (the Hak'tyl) ends up at the SGC, waiting to be relocated and the wedding blows up at a rehearsal.

A meeting of rebel Jaffa is ambushed while Teal'c is telling them that overthrowing the Goa'uld Moloch would be a waste of time. Ishtar is captured but an uprising starts and Moloch collects an Earther laser-guided missile in the chest!

The wedding goes off with Teal'c happier about it, Ishtar's gang is relocated and Baal takes over Moloch's fief, proving Teal'c right.

810 Endgame

"The gate's gone!" is this episode's dramatic opening announcement!

Baal, aided by Asgard technology, is the prime suspect but an SGC technician has disappeared and the Trust (former associates of NID) becomes the main suspect.

Teal'c, trapped off-world, finds a planetful of Jaffa killed by the Tok'ra symbiote poison. The Trust is taking the war to the Goa'uld; and killing Jaffa and any Tok'ra spies who get in the way.

Sam Carter ends up on a cloaked ship left behind by Anubis, which the Trust took over. Daniel zaps the ship's cloak and the SGC gets the stargate and SG-1 back. But the Trust keeps the Goa'uld starship.

811 Prometheus Unbound

This episode contains a brief outing for General Hammond. He takes Daniel and a female boffin with hiccups aboard *Prometheus* for a trip to the Pegasus galaxy. But he responds to a distress call from Vala Mal Doran (Erin from *Farscape*), who is totally crooked.

Wearing a super-soldier outfit, she rings everyone but Daniel to a Goa'uld alkesh (flying pyramid) and spins Daniel a yarn about how the Tok'ra removed a Goa'uld symbiote from her and she needs *Prometheus* to rescue some of her people.

General Hammond risks his life to get some crystals from a wrecked cargo ship to power the alkesh and he catches up with *Prometheus* in time to rescue it from attacking Goa'uld craft. Vala's story is pure tripe and she escapes in the alkesh, leaving *Prometheus* too beat up to go to anywhere but Earth.

812 Gemini

The Replicator version of Sam Carter contacts the SGC. The other humanoid Replicators are on their way to our galaxy and Sam 2 says she wants to be destroyed. The Replicators are immune to the Asgard disruptor but Sam 2 offers to help build one that works.

In fact, she is secretly working with her creator, the Replicator Fifth; but her plan is to zap him, take over as Replicator boss and rule this galaxy. And in the end, she gets away leaving behind an armful of deactivated Replicator cells for Sam 1 to study.

813 It's Good To Be King

SG-1 goes out to save Maybourne from the Goa'uld; only to find he's now King Arkhan the First! He is also a prophet, reading material left by the Ancients on some buildings which goes beyond the present.

Even after he tells his people he is a pretender, not a seer, they still want him to be their king. So Carter and O'Neill get an Ancients' spacecraft working and find it has just enough weaponry left to zap the Goa'uld Aires when he showed up. Then SG-1 leaves the king to his collection of wives.

814 Full Alert

Senator Kinsey offers to give up the Trust to General O'Neill because they're trying to turn the Russians against the US. He goes to a meeting bugged but the Trust turn him into a Goa'uld, beam out to the alkash left behind by Anubis then send him to Russia.

Daniel tries to talk to the Russians while the world goes to Def Con 3 then 2 then 1. The Russians are sure the American leadership has been compromised and their defence minister starts organizing a first strike. Only he's a Goa'uld, too!

Colonel Carter works out that Kinsey is a decoy and O'Neill persuades the Russian president to take out his defence minister. Meanwhile, Daniel beams Kinsey to *Prometheus*, he escapes to the alkesh and *Prometheus* blasts it (but Kinsey probably got away).

815 reckoning, Part 1

Baal's messenger confronts the System Lords with the Replicator Sam Carter, which kills Lord Yu. The Jaffa rebellion crumbles as Replicators attack Baal. Jacob Carter arrives at the SGC to tell O'Neill he expects the Goa'uld to be wiped out in weeks.

The Replicators think Daniel has Ancients' knowledge in his mind so he is kidnapped. Teal'c and Bra'tac decide the only hope for their rebellion is to take the temple on Dakara and prove that the Goa'uld are not gods. Thor and Carter test a new weapon on the Replicators but it works just the once.

Baal turns up at the SGC looking for help and Anubis, who switched to a new body, is pulling Baal's strings. The Sam Replicator learns that there is a weapon on Dakara which could destroy the Replicators, and that's where the Goa'uld are heading to put down the rebellion.

Baal tells O'Neill he thinks that the weapon could wipe out both the Replicators and all life in the galaxy!

816 Reckoning, Part 2

Colonel Carter thinks Anubis might be planning to repopulate the universe after destroying all life using the Ancient's weapon. She and Jacob Carter/

Sel'mak head for Dakara to destroy the weapon. The Jaffa prepare for their last battle with the Goa'uld.

Meanwhile, Sam the Replicator is trying to unlock secrets of the Ancients buried in Daniel's mind because she thinks there's a way to kill Anubis in there. Baal attacks Dakara.

Colonel Carter works out how to find the weapon and Jacob Carter thinks it could be modified to destroy only Replicators. To do this, they will have to dial every gate in the galaxy at once; and Baal helps out with this job, being a Goa'uld boffin.

Replicators invade the SGC and disable the self-destruct. General O'Neill finds himself trapped and trying to stop them reaching the surface before the place can be nuked. Replicators attack Baal's fleet and land on Dakara. The Jaffa attack the Replicators.

Daniel manages to stop all the Replicator (including Replicator Sam) briefly. Then the weapon sweeps the galaxy free of all Replicators. Baal beams out to evade capture, the Jaffa rebellion spreads and Daniel may be dead again, stabbed by Replicator Sam.

817 Threads

This 90-minute episode is devoted to tidying up problems and people. Anubis wants to retake Dakara and use the weapon to destroy every living thing in the galaxy. O'Neill won't have a memorial service for Daniel because he doesn't believe he's dead and he's shacked with a female CIA agent.

Daniel is in a diner, a stop-off on the road to either ascension again or being dead. He keeps arguing with Oma, who helped him to ascend last time, and a fat bloke, protesting fruitlessly about the Ascended taking no notice of Anubis' plans to destroy the galaxy.

Pete meets Jacob Carter at the SGC and Sam can't keep her mind on getting married. O'Neill wants the weapon destroyed, the Jaffa want to keep it until Anubis has been destroyed. Sel'mac is dying and she can't keep Jacob alive when she goes.

The fat man tells Daniel that Oma was tricked into helping Anubis to ascend. Anubis can't be killed by Oma or Daniel and watching him rampage is punishment for Oma from the Ascended. Daniel realizes that the fat man is Anubis.

Agent Johnson of the CIA dumps O'Neill and tells him he should retire and get together with Carter. Carter dumps Pete and she and O'Neill get close when Sel'mac and her father both die.

Anubis activates the weapon and starts dialling up all the gates in the galaxy. O'Neill activates the self-destruct in the SGC. Oma realizes she can fight Anubis, even if she can't kill him, and everyone is saved.

The Jaffa retake Dakara and agree to destroy the weapon. Daniel is delivered to the SGC, alive again and naked. And at the end, everyone goes fishing in O'Neill's fishless pond.

818 Citizen Joe

In another episode in which the series pokes fun at itself, Joe Spencer, a barber from Indiana, confronts General O'Neill with claims that he has been seeing visions of SG-1's missions for 7 years and they have ruined his life.

His obsession with his stories about SG-1 has cost him his business, his marriage and his home. He tried writing out the stories when no one in the barber shop wanted to hear them any more, and he has received 326 rejections from publishers.

Joe Spencer has the same Ancient gene as O'Neill and O'Neill calmly announces that he has been seeing flashes of Joe's life for seven years but he didn't bother to mention it.

Joe bought an Egyptian artefact in a garage sale just before the visions started. Daniel has a matching one and he decides the pair form a communication device. And in the end, Joe gets to introduce his wife to O'Neill to prove that O'Neill is a genuine air force officer and he isn't nuts.

819 Moebius, Part 1

Daniel goes to Catherine Langford's funeral. Her niece sends him a whole collection of stuff; including a possible lead to a ZPM, the *Heart of Light*. All SG-1 has to do is go back to 3,000 BC and retrieve it from Ra, who had no idea what a ZPM is for.

O'Neill pilots an Ancient's Jumper back in time, SG-1 retrieves the ZPM from Ra's treasury but they find their cloaked Jumper covered in sand from a storm, made visible and surrounded by Jaffa. Carter thinks they should wait for the rebellion and Ra's departure to preserve the time-line.

Jump forward to an alternate universe at the start of the TV series. The US Air Force recruits nerdy Daniel2 and Sam2 but O'Neill2 refuses to come out of retirement. Brigadier Hammond2 shows them a tape made 5,000 years ago. Daniel1 wants them to repair the time-line if anything has gone wrong. The battery runs out as he is about to explain what a ZPM does.

Ra took the stargate with him when he left Earth. The Jumper has been

found, Dr. McKay is in charge of it and he makes a move on Sam2, who wears specs to prove that she's a nerd. She locates the second stargate in Antarctica. Then she and Daniel2 get the bum's rush from the SGC.

820 Moebius, Part 2

O'Neill2 rejoins the air force because Kawalsky is going to Chulak, where Sam2 says they will be outmanned and outgunned. "Do we have a choice?" O'Neill replies.

Sam2 reminds him that he can fly the Ancients' jumper through the stargate, using his mind, and Brigadier Hammond gives them a go but orders: **No Time**Travel!

The group is captured right away but Teal'c2 is persuaded to rebel when he sees Daniel1's tape of himself declaring that the Jaffa can be free. As the group escapes, Teal'c2 shoots Daniel2 as he is now a Goa'uld and everyone but SG-1 is killed. Attacked by death gliders, O'Neill2 jumps back in time 5,000 years. Then Sam2 tells him about the cloak.

The time travellers meet Daniel1, who tells them everyone else was executed by Ra five years before and he's still working on the rebellion. Sam2 tells Daniel1 he'll have to adjust his plans so that Ra leaves Earth without the stargate.

O'Neill2 and Sam2 are surrounded by Jaffa at the jumper as Sam2 is working on the cloak but local rebels save them while they're getting inappropriate. The time-line is repaired and with one bound, everyone ends up at O'Neill's fishless pond, as at the end of Episode 817: *Threads*.

+++ End of Season 8 +++

The new characters, and those getting more prominence, include:



General Henry "Hank" Landry (Beau Bridges);

Lieutenant Colonel Cameron Mitchell (Ben Browder);

Vala Mal Doran, former host of the Goa'uld Ketesh (Claudia Black);

Chief Master Sgt Walter Harriman (Gary Jones)

Dr. Carolyn Lam (Lexa Doig);

Dr. Lee (Bill Dow)

Gerak, sometime leader of the Free Jaffa (Louis Gossett, Jr.)

Lord Haikon, leader of the Sodan (Tony Todd)

Khalek, a Goa'uld-Human hybrid (Neil Jackson)

Ori Prior (Larry Cedar)

Orlen, a descended Ancient (Cameron Bright)

+++ Season 9 (2005) +++

901 Avalon, Part 1

Colonel Cameron Mitchell (formerly astronaut John Crichton in *Farscape*) is now leader of a non-existent SG-1, as everyone else has retired or been reassigned, and he has to pick a new team.

Colonel Carter is working at Area 51, Daniel Jackson is about to go to Atlantis and Teal'c is in an Iraq-type situation, trying to turn the Jaffa into a nation now the Goa'uld are in retreat. Lots of flashbacks to Mitchell's part in the battle with Anubis' forces over Antarctica.

Vala [alias Erin of Farscape, first seen in Episode 811: Prometheus Unbound] turns up with a tablet which, she reckons, describes a treasure on Earth. She stole it from someone who bought one of the artefacts which the retreating Goa'uld are selling to maintain their lifestyle. Vala puts a high-tech handcuff on Daniel. Then Teal'c announces that it's one of Chronos's devices, it was used to transport prisoners, and Vala and Daniel will now die if they are ever separated.

The tablet was created by Merlin; an Ancient who returned to Earth from Atlantis; so we were off into the King Arthur mythos. *Prometheus* scans Glastonbury and finds tunnels under the Tor. Mitchell, Teal'c, Daniel and Vala ring down there and find a sword stuck in a stone.

A Merlin hologram appears to greet them. Soon, Mitchell & Teal'c are trapped in one chamber while Daniel & Vala are trapped in another. Both teams have to solve a puzzle; and as an added complication, the ceiling starts to descend . . .

901 Avalon, Part 2

Daniel and Mitchell both solve their puzzles, Mitchell draws the sword from the stone and finds himself fighting a holographic knight in armour, which can still hurt him.

After another flashback, Mitchell zaps the knight. Daniel suggests leaving Mitchell alone in the tunnel system and a fabulous treasure appears. Daniel finds a book which suggests that the Ancients came from another galaxy, so he wants to go and look for them.

There is also a communication device among the treasure, which is activated

by the stones which linked O'Neill and Joe Spencer in Episode 818: Citizen Joe.

Daniel and Vala are transported to other bodies in a mediaeval setting while their earthly bodies end up in the medical centre. Daniel tells a 'heretic', who knows his host, what has happened.

Meanwhile, Teal'c isn't happy with the newly elected Jaffa leader, who took power on the basis of having the largest available fighting force.

The other society is oppressed by a religious cult and Vala ends up on the wrong end of an ordeal by fire. She goes up in flames and her body on Earth flat-lines beyond the reach of the electric shock machine. But a weird bloke, looking like something out of a Holman Hunt painting, uses a staff carrying an Ancients' crystal to repair Vala.

903 Origin (3)

Daniel and Vala are ringed to The City of the Gods, where some Ori live. At the SGC, General Landry wants to shut down the Ancient gadget which has moved Daniel and Vala out of the bodies, and he wants to meet the new head of the Jaffa.

He is also worried about the Ori Priors, who are working miracles to bamboozle people freed from the Goa'uld.

Daniel learns that the Priors intend to get a jihad going and kill everyone who won't submit. When Daniel talks to an Ori, he finds they're Ascended beings who are as fanatical as they're crazy and powerful. The Ancients have been protecting humans from them but they won't protect anyone from the followers of the Ori.

Colonel Mitchell brings a Prior back to the SGC and he ends up in the briefing room with General Landry, the head Jaffa & Co. Meanwhile, a heretic shows Daniel and Vala another Ancient communicator. Then a Prior arrives to kill the heretic and put Daniel and Vala in the ordeal by fire system. The Prior on Earth is taken prisoner briefly but he goes up in flames.

Daniel and Vala go 'code blue' in the medical centre so Mitchell and Teal'c take the communicator to the gate room and chuck it into the initial vortex as the gate establishes a wormhole. Daniel and Vala wake up in their own bodies. Right at the end, General O'Neill shows up to take Mitchell for a stooge around in an X-302 fighter.

904 The Ties That Bind

Vala leaves the SGC and Daniel collapses an hour later. Dr. Lee thinks the combination of the bracelets and the Ancients' communicator has created a

permanent bond between them.

The guy Vala stole the bracelets from agrees to help them separate if Vala returns his Mom's necklace, which she also stole. Daniel, Vala & Mitchell have to undo a string of trades. Vala is also in trouble with the Smugglers' League for naquadah theft and she irritates Daniel by hanging around while he's trying to work.

Meanwhile, the US government wants to run down the SGC and concentrate on Atlantis. The chairman of a Senate committee doubts the threat from the Ori. He wants to build lots of big spaceships like *Daedalus* and cut the SGC's budget by 70%. So Vala tells him wanting to build spaceships is a sign that he has a midget dick, which doesn't help any.

General Landry sends Daniel, Vala, Mitchell & Teal'c off to undo the trades, which involves recovering an alkesh from a couple of aliens, who try a double-cross and find themselves swindled. But once the deals have been undone and Mom's necklace is back with the rightful owner, he admits he can't break the bond between Daniel and Vala but adds that it will probably wear off in time.

At the end, General Landry learns that the only way to keep the SGC's funding coming it to accept a civilian oversight committee, so lots of scope for new characters to staff the Senate's watchdog.

905 The Powers That Be

Vala takes SG-1 to a planet where the people think she's a god – mainly because she used to be the host for the Goa'uld Ketesh. She hasn't told the people she has had the symbiote removed, and she still has them slaving in the naquadah mines. Vala hopes to prevent the Priors taking over the planet, and she also hopes to steal the planet's treasure and run before a Prior, who made a visit there, returns.

Meanwhile, back at the SGC, General Landry is trying, and failing, to be friends with Dr. Lam, who's his daughter.

Daniel gets Vala to admit she's an imposter and she ends up in gaol sentenced to death. Mitchell persuades the locals to give her a trial and Daniel asks for only offences committed in the last 4 years, after the symbiote was removed, to be considered.

The Prior crashes the trial and gets into an argument with Daniel, who realizes he hasn't worked out why the Ori need to be worshipped. Vala gets imprisonment for life.

A man falls ill and Vala cures him with a Goa'uld device, which Mitchell tells the locals is only technology, not a sign of godhood. The people start dropping

like flies and Dr. Lam arrives with a team. Mitchell gets the bug and the people Vala healed go down with it again. Dr. Lam admits defeat as people start dying but the Prior returns and brings everyone back to health, including the ones who died.

The team from Earth has to retreat and leave the planet to the Priors, having no answer to enemies who are prepared to kill everyone on a planet if they won't worship the Ori.

906 Beachhead

The Jaffa on Kalana defy a Prior so he blasts them off into the distance and sets up a forcefield around the stargate. A Goa'uld called Nerus arrives at the SGC claiming to be Baal's chief scientist and an inventor, and offering his services.

He's big and fat, he's greedy and he enjoys Earth food, and he can talk without doing the Goa'uld voice. He says he can crack the forcefield on Kalana, which he can monitor via his satellite.

Nerus says the Ori are keeping the stargate open permanently; it's not subject to the 38 minute activation limit; and he advocates an all-out attack right away. Colonel Carter arrives at the SCG and SG-1 join *Prometheus* for a trip to Kalana.

They beam down with a Mk 9 naquadah-enchanced nuke when the forcefield is in an expansion phase. Jaffa motherships arrive and start bombarding the forcefield and SG-1 is beamed out. The weapon doesn't destroy the forcefield and Carter works out that it is drawing power from the bombardment.

Object start shooting into orbit from the planet and *Prometheus* and the other ships retreat. At the SGC, Nerus predicts that the forcefield will eventually envelope the planet, making the Ori unstoppable, and he announces that he is working for the Ori.

Kalana starts shrinking and Carter realizes the Ori are assembling a supergate in orbit; 300 metres in diameter; and the planet will form one of the black holes needed at either end of an always-open stargate.

Vala rings to a cargo ship left behind by the Jaffa and uses it to disrupt the construction of the supergate. She tries and fails to ring back to *Prometheus* as the Ori beachhead is destroyed. General Landry tells Nerus that his next stop is a black hole somewhere in Area 51.

At the end, Carter decides that Vala could have been beamed to the Ori home galaxy, to which Daniel adds the comment, "Wow! We wanted to send them a message!"

907 Ex Deus Machina

Previously: Colonel Carter suggested that the entire Trust could have been taken over by the Goa'uld and its members could have returned to Earth, now controlled by symbiotes.

A Jaffa was found dead near the site of a closed down defence plant on Earth. Teal'c decided the Jaffa was now working for Gerak, the Jaffa leader, so Teal'c and Mitchel went to Dakara to question Gerak, who was sounding off against having anything to do with the Tok'ra.

Teal'c decided Gerak lied to him. And Gerak was questioning a captive Goa'uld under torture.

Alex Jamieson, a general manager of the defence plant's parent firm, was missing and Daniel questioned his wife. She said she'd hired a private eye, who had been frightened off after two days. Colonel Carter got the bum's rush at the defence company's HQ when she asked why people have been going to the closed down plant recently.

Daniel warned General Landry that the Goa'uld are still on Earth and they've been making high-powered businessmen disappear.

A female member of the Jaffa High Council told Teal'c that Baal has been on Earth for the last 9 months and a race to capture him developed between the Earthers and Gerak.

Using information from his prisoner, Gerak tried; but failed; to capture Baal, who offered General Landry a deal involving permission to live on Earth. And by the way, he's planted a naquadah bomb in a US city.

Carter suggested using the Tok'ra symbiote poison to kill Baal. *Prometheus* found a Jaffa mothership behind the Moon. Baal went on TV to announce his purchase of Hammel Technologies, making his arrest impossible as it would cause a media circus. Baal warned the SGC against using the Tok'ra poison and said the bomb is in Seattle.

Gerak's Jaffa closed in on Baal again and General Landry launched a missile loaded with the poison. Carter found that the bomb was built into the structure of a building, so Mitchell got *Prometheus* to beam it into space before it exploded. Gerak killed Baal for the High Council, Teal'c saw no point in telling the Council that it was probably a clone that was killed and the Council fell under Gerak's spell.

908 Babylon

SG-1 walks into an ambush, Colonel Mitchell is wounded and captured, and SG-1 returns home with a wounded prisoner. The planet is the home of the

Sodan, who broke away from the Goa'uld 5,000 years ago. They have the secret of an Ancients' transporter device, which they use to take Mitchell to their very Japanese village, and 'cloaks of invisibility'. Dr. Lam saves Volnek, the Jaffa wounded by Mitchell, and puts him on tritonin when his symbiote croaks.

Prometheus joins the hunt for Mitchell but Lord Haikon, the Sodan leader, tells Mitchell that the Eye of the Gods took him thousands of miles from where he was captured. Mitchell finds that he will be trained to fight another Sodan warrior; and die.

Lord Haikon is not impressed when Mitchell tells him the other Jaffa need decent leadership and the Sodan. The reason why becomes clear when a Prior arrives. Haikon thinks the Ori will show him the path to enlightenment.

Teal'c gets nothing out of Volnek after 2 weeks and he won't believe the Ori will destroy worlds which decline their domination. General Landry starts making noises about having to call off the search on cost grounds and declaring Mitchell M.I.A.

Surprise! Volnek's brother has been training Mitchell and he gets to fight him. But it's all a sham. Mitchell is drugged, declared dead and sent home. Some of the Sodan don't believe the Ori, Volnek's brother among them, and Volnek himself is sent back to his planet.

909 Prototype

SG-1 went through the Stargate and found themselves on a different planet from the one which a MALP had reached. Colonel Carter decided that the stargate on P3584 needed a security authorization code, and if it didn't get it, the gate would store the incoming travellers in a buffer and send them on to a random destination. Carter cracked the problem then she found a new gadget in the DHD on 584.

Daniel found a ring system, which went to a science lab like Nirrti's. Colonel Mitchell, messing about, revived a man in a stasis tube. Kalek said he'd been experimented on and he wanted to go home. But Daniel found that the lab belonged to Anubis, Khalek was grown there and he was a hybrid containing Goa'uld DNA from Anubis.

In fact, Khalek was very like a pre-ascension Ancient.

Daniel thought that Khalek was planning to ascend, when he found out how, and become another Anubis, and he was too dangerous to keep alive. Mr. Woolsey, the SGC's paymaster, wanted to keep Khalek alive to see if studing him could help to fight the Priors.

He said if Khalek was put back in stasis, the leadership and the role of the

SGC would have to be re-evaluated.

Mitchell shot Khalek when he woke up during tests but he healed with amazing speed. He had telekinetic and other super-human powers, and he was evolving and getting closer to ascending. Carter decided to find out where Kalek's changes would go and General Landry decided to defy Woolsey and have Khalek put back into stasis.

Daniel said taking him back to 584 was a bad idea as he would be able to get the further treatments from the machine there, which Kalek needed to ascend. Kalek broke out of the medical centre and dialled the gate using his telekinetic powers. Only moments after he left the SGC, he was back and he ended up shot to bits.

910 The Fourth Horseman (1)

Gerak is eager to become a follower of the Ori but he thinks many Jaffa will take a lot of convincing. Colonel Carter is working on an ultrasound device to disrupt a Prior's special powers. It's based on her research on Kalek in the previous episode and she wants Dr. Lee to work round the clock to help her throw something together 'in a couple of days'.

Bra'tac doesn't think much of making the Ori religion compulsory for all Jaffa. Gerak says the Ori are the true gods which the Jaffa have sought for many generations.

Colonel Barnes ends up in the infirmary. SG-6 has brought a Prior plague back to Earth and Lieutenant Fisher nearly gives it to General Hammond! Dr. Lam decides Fisher is a carrier, who's not affected by the plague. The plague starts to spread and the official cover story is that it's a new strain of influenza. Dr. Lam thinks the virus may be airborne and persistent.

Teal'c reports that a Jaffa civil war may be on the way if Gerak sways the Council. Carter is under observation, by someone. It turns out to be Orlen [see episode 503: *Ascension*]. He's now in the body of a teenage boy. He tells Carter that the Ori don't help their followers to Ascend. What they really do is tap their life force, which means that the more worlds the Ori take over, the more powerful they become.

The Priors don't know this.

Orlen starts to work on a cure for the Prior plague, which has spread all over the USA. He's stuck in the kid's body, he can't Ascend again and he's not happy because he's apparently too young to chase after Carter.

He needs a blood sample from the Prior who created the plague by modifying his DNA and infecting Lt. Fisher. The Prior neutralization device is needed for this job and Daniel thinks it would be a good idea to try to enlighten a Prior about the true nature of the Ori.

Gerak threatens to bombard Chulak from orbit to make Bra'tac, Teal'c and their allies give in. Orlen's break starts to break down physically under the strain of holding too much knowledge.

Gerak's mind gets to meet one of the Ori when he hesitates over attacking Chulak. SG-1 are captured when they go after their Prior. The USA closes its borders and goes into quarantine. And at the end, Gerak has become a Prior!

911 The Fourth Horseman (2)

Teal'c tells the Jaffa Council that the Ori are vampires and no better than the Goa'uld, then he and Bra'tac head for Chulak, where they hope that presenting Gerak, who is now a Prior and has the power to levitate things, with the prospect of a Jaffa civil war will make him think again about ordering the death of everyone who opposes the Ori.

The Prior plague is spreading all over Earth, Orlen's brain is degenerating relentlessly and he's killing himself through trying to hold on to his Ancients' knowledge in an attempt to find a cure for the virus.

Colonel Mitchell & Daniel take the Prior-neutralizing device to the homeworld of the Sodan, who have decided not to side with the Ori. Mitchell is stranded in mid-air until Daniel finds the right frequency.

Teal'c tells Bra'tac he should be the next Jaffa leader. A blood sample from the Prior is no help in creating a cure for the plague. General Landry takes Orlen to see the Prior, who reveals that the Ori are coming to this galaxy to destroy the Ancients before he gives General Landry the plague and Mitchell shoots him.

General Hammond gives the new SG-1 his seal of approval at the SCG. Dr. Lam begins to understand her dad, General Landry, as he's lying helpless in the isolation room. Deus ex machina – Teal'c brings Gerak to Earth, he cures the plague victims in the SGC and then he goes up in flames.

But, as he says before initiating the cure, he dies free. Dr. Lam uses Orlen's work and the plague survivors' blood to build a vaccine. And at the end, Orlen is on the way out.

912 Collateral Damage

Colonel Mitchell is arrested at a murder scene. Jump back 24 hours to find out how he got there. Mitchell was involved in a memory transplant demonstration on an Asgard-protected planet. The technology was adapted

from a Goa'uld device, and as the Asgard are no longer around much, the Galerans are looking for allies.

The US government is interested in the device as a way of training fighter pilots, etc., by supplying them with implanted memories. Dr. Verrek, the Galeran civilian head of the project, saw a military takeover coming. Mitchell offered to help her, he got friendly with her, he was framed for murder and he confessed to the crime.

The Emissary, the head Galeran, tried to boot Mitchell back to Earth but Mitchell insisted on a proper investigation. The rest of SG-1 joined in. Dr. Verrek's colleagues checked Mitchell's memories but found no evidence that his memories of the murder had been grafted. But a sample of Mitchell's blood taken when he was arrested suggested that he had been zatted.

Mitchell had to remember bombing some refugees on the basis of faulty intelligence as an aid to proving his innocence. Then he insisted on finding the real killer; who turned out to be Dr. Verrek's ex-husband, who had erased his own memory of the murder.

Mitchell had his own memory of the murder erased. Then he was horrified to find that the Galeran military had edited the killer's memories to remove his guilt and put him back to work on the memory project.

913 Ripple Effect

There's an unusual energy spike before SG-1 returns early from a mission; but they're not the right SG-1. Then the right SG-1 arrives on time. Dr. Lam concludes that neither SG-1 is an imposter.

Colonel Carter suggests the first team are from an alternate universe, so the men interrogate one another while the Carters put their heads together and try to figure out what happened. They conclude that the black hole created when the Ori beachhead was destroyed has caused a space/time rupture.

Another SG-1 arrives under fire. Carter's next theory is that a ripple effect, with this Earth as the focus, is affecting several parallel universes. More SG teams arrive, not all of them SG-1, and one team includes the dead Dr. Fraiser, who reports that her Earth is being devastated by the Ori plague. Then Martouf of the Tok'ra arrives, to Carter's delight.

One of the Carters suggests zapping the troublesome black hole. The Asgard are called in to help. As a consequence of the plan, all of the SG teams will be stuck where they are and Dr. Fraiser challenges General Landry's right to give his Earth priority over all of the parallels.

He refuses to postpone the operation until a return solution has been found.

Prometheus plus the home SG-1 and a set of counterparts heads off to deliver a time dilation bomb to the black hole. But the other SG-1 team has a plan. They want to go to Atlantis to steal the ZPM to power up their Ancients' weapon in Antarctica to defend their Earth. The home SG-1 spend some time locked up but outwit their counterparts.

By then, Carter has worked out how to solve the black hole problem and also let everyone return to where they belong. Colonel Mitchell says, "Hey, Mitchell, cut the green one!" before he gates off to his parallel universe. And Dr. Fraiser can go home with the cure for the Ori plague.

914 Stronghold

Teal'c and Bra'tac's faction of the Jaffa High Council want to go for democracy and a referendum on abolishing the Council. But they suddenly find that Kal'el, a former ally, wants to hold things up until Jaffa women have rights. She zats another member of the council, who proposed the referendum, and he turns against it.

Meanwhile, Colonel Mitchell visits his buddy Ferguson in hospital. Ferguson is going to die as a result of injuries received in the battle over Antarctica and Mitchell blames himself for putting him in danger.

Teal'c disappears from Dakara and Bra'tac goes to Earth for help. While Teal'c is being 'taught' under duress, Bra'tac forced his former ally to admit he helped with the kidnapping of Teal'c.

Bra'tac realizes someone is brainwashing members of the Council and Teal'c is the latest candidate. Baal is behind the scheme but his man has to admit that the method isn't working on Teal'c.

Half of the High Council could have been brainwashed and Daniel suggests using the ritual, which was used to release Teal'c from Apophis's brainwashing [Episode 502: *Threshold*], on Council member Masrai to get information on who's behind the brainwashing.

Meanwhile, Baal tells Teal'c that the Jaffa need him as a leader in the battle against the Ori, not as a god but more as a chief executive.

Masrai cannot remember what happened two nights earlier, which suggests he was brainwashed then. He removes his own symbiote as part of the near-death ritual and croaks; but he leaves behind a gate address. Mitchell gets a device from Carter, which lets Ferguson share some of his memories and find out what he's been doing that's so important and so top secret. Then he joins the expedition to save Teal'c.

Michell does a lot of 'Kamikaze Kid' moves in a fire-fight with the Jaffa

guarding the stargate near where Baal's ship is parked. Bra'tac is shot down and captured. Baal tells Teal'c to kill him but the brainwashing didn't take and Teal'c kills Baal instead. The Jaffa are saddled with democracy and a general election and at the end, Teal'c offers Mitchell a few words of wisdom about knowing himself.

915 Ethon

Jared Kane from Tegalus [Episode 805: *Icon*] arrives at the SGC looking for help. His side in a planetary war has received a satellite weapon from the Ori and they've given the Caledonian Federation a five-day ultimatum. Kane wants the war to end and, when he's been clued up about the Ori, he concludes that his people would have been better off letting themselves be wiped out rather than embracing the Doctrine of Origin.

Daniel says the war is Earth's fault and they have to help. Kane tells him that a Prior unleashed the plague on the Rand Federation to make them accept Origin. Daniel tries to speak to the Rand leaders and ends up in gaol. *Prometheus* goes to Tegalus and tries to beam Daniel aboard – but gets only his locator beacon.

The ship waits too long before taking a shot at the satellite and finds that it has shields which protect it from Earth missiles. Worse, the weapon can fire shots through Asgard shields.

The captain of *Prometheus* tries to surrender but the ship is destroyed and only 76 of 115 crew, including Colonel Carter, are beamed down to Caledonian territory. Carter suggests delivering an EM pulse to the Rand control centre for the satellite will give Mitchell a chance to fly up to the satellite and destroy it.

Daniel persuaded Mitchell not to fire his missiles as the Rand are offering the Caledonians the stargate and a chance to relocate to another world.

Mitchell stands down and the Rand president aims the satellite at the Caledonian capital. The head of the Rand military objects and he is shot, along with the president. Both croak.

The satellite is shut down and everyone from Earth returns to the SGC. But at the end, they learn that the Caledonians couldn't resist firing off some missiles before they left Tegalus and the stargate on that planet is now presumed to be buried in the rubble of a nuclear war.

916. Off the Grid

SG-1 arrived at a stargate under fire; only to have the gate and the DHD beamed up before they could use them! Eight hours earlier, the team had been

investigating casa, a type of sweet corn containing an addictive compound, possibly created by the Ori.

The Jaffa reported erratic behaviour on several planets and the Lucian Alliance was buying up casa crops. Mitchell approached a farmer, posing as a drug dealer, and he fell into the clutches of Worrel. But, with one bound, he was free and at the stargate with SG-1; only to be captured when the gate was beamed up.

At the SGC, Dr. Lee decided that the drug in casa was engineered. The SGC couldn't dial the gate on P6G452, where SG-1 went. On that planet, Worrel blamed SG-1 for nicking the stargate, he wanted it back and he was happy to beat up SG-1 until they co-operated.

General Landry sent the new hyper-drive ship *Odyssey* out to rescue SG-1, who now have implanted locator chips for easy beaming-up.

The Tok'ra reported that someone was stealing stargates using Asgard technology. General Landry headed for Area 51 for a chat with the Goa'uld Nerus [Episode 906: *Beachhead*]. The Alliance told Worrel to terminate SG-1.

While feeding his face, Nerus told General Landry that Baal was stealing the stargates (so he must have survived being blasted by Teal'c last week). *Odyssey* beamed SG-1 up in the nick of time.

Nerus said that Baal was rebuilding his empire. He could move stargates to new planets and prevent them from reporting the new position to the network. Nerus exchanged a gate address for his freedom and returned to Baal, not knowing (1) that General Landry had decided that the address would be useless and (2) that he had scoffed a cupcake containing a tracking device.

When Nerus attached his gadgets to the computer system on Baal's ship, he gave it a virus, which attacked the power system, including the power supply to the shields, and let SG-1 beam aboard and attach locators to the stolen stargates.

The Lutian Alliance arrived and started shooting, Baal was fixing to shoot Nerus before an ad break, *Odyssey* beamed aboard all but one of the stargates before Baal's ship was destroyed and SG-1 used the remaining stargate to return to the SGC.

917 The Scourge

The Priors are talking about a big fight on the way and SG-1 is diverted from a mission to escort a gang from the International Oversight Committee, including Mr. Woolsey, to the Gamma Site. There, Dr. Myers was studying destructive insects found only on planets visited by the Priors. The Chinese

delegate pals up with Daniel and suggests that the US Military might not stay in charge of the stargate.

The bugs multiply explosively after Dr. Myers gives them some meatloaf, showing that they are omnivorous. They breach containment and have to be exterminated en mass, but one of them bites Dr. Myers before being squashed. He is checked by the infirmary and seems okay but he collapses. He is in the gateroom, about to be sent back to the SGC, when bugs start pouring out of his body.

The Gamma Site is put on lockdown, the bugs escape from the gateroom and Woolsey insists SG-1 takes the IOA group to safety. They head for a research station 10 km away on foot. The bugs eat one of the airmen escorting the party and the rest end up in a cave. Shooting drives the highly sound-sensitive bugs away for as long as the bullets last.

Back at the SGC, Dr. Lee reveals that Dr. Myers was trying to find out if the bugs could be used to eat up the Lutian Alliance's highly addictive casa. *Odyssey* is sent to deliver a neurotoxin to the Gamma Site planet to wipe out the bugs; and any humans left there.

Communications with the surface are difficult and it's doubtful whether the ship will be able to find anyone to beam them aboard.

The Gamma Site main base self-destructs, Woolsey starts threatening SG-1 and the French delegate goes to pieces. Daniel reminds Carter that the other research station has communications gear that she can use, but vibrations from the beefed-up system attract the bugs. So there's a last ditch defence until *Odyssey* can beam everyone aboard.

Back at the SGC, Woolsey goes off the record to say that the IOA thinks the SGC is doing a good job. Two more planets are hit by the bugs. And Mitchell picks *Starship Troopers* [see Mr. Wydey's Film Guide] as that night's movie for SG-1.

918 Arthur's Mantle

While messing about with a gadget found at Glastonbury [Episode 901: *Avalon* parts 1&2], Carter sends herself and Colonel Mitchell to an alternate dimension. They can see and hear what's happening at the SGC but no one can see them.

The same happened to Daniel earlier [Episode 321: *Crystal Skull*] but he can't see Carter and Mitchell either. Luckily, surveillance tapes prove they didn't leave the base and they disappeared while using the Glastonbury device.

Meanwhile, General Landry tells Teal'c that the doomsday, about which the

Priors keep talking, may be just days away. The Sodan send a message to the SGC saying they're under attack. Teal'c takes a team to investigate and finds just Lord Haikon left alive in a wrecked village.

He says a single Sodan killed everyone else and he has a cloaking device. Teal'c finds that the killer took the crystal from the transporter which links the camp with the stargate, so he puts on a cloak himself and goes hunting.

At the SGC, Dr. Lee considers miniaturization as a reason why Carter & Mitchell disappeared. He mentions lepton radiation, which sets Daniel thinking. He establishes communication with Carter & Mitchell via an interdimensional keyboard and starts to translate some of Merlin's records one letter at a time. Then Dr. Lee makes him invisible, too. Which makes the translation process easier.

Teal'c shoots the rogue full of lead but he comes back to life. Lord Haikon says Volnek met a Prior on another world and he turned into a raging beast of a killer several days later. SG-3 and SG-22 arrive as backup; along with the invisible Colonel Mitchell.

Lord Haikon says Volnek's body has to be smashed to bits to kill him. The leader of the backup team suggests an ambush with two Claymore mines and Teal'c takes on the job of bait.

Daniel works out that Merlin created the device to conceal his research from his fellow Ascended beings. He created a weapon capable of killing them! Merlin completed the weapon on Earth and moved it. There is a gate address in his notes.

Teal'c sees Mitchell when he's cloaked. Dr. Lee screws up again at the SCG but Daniel returns himself and Carter to the right dimension. The same happens to Mitchell, so staff blasts no longer go right through him!

Teal'c lends a hand with the Claymore trap, Volnek is blown to bits, and Mitchell took the crystal for the 'Eye of the Gods' while grappling with him. So everything is okay and the SGC is on the trail of a weapon to use against the Ori.

919 Crusade

Vala Mal Doran returned to the SGC but inhabiting Daniel's body. She was sending an update from the Ori galaxy, where she was hurled in Episode 906: *Beachhead*. She ended up at a village like the one which she and Daniel visited, and married to a bloke with a limp. She's also pregnant, but not via the usual method, which means she has been impregnated.

A Prior blessed her husband and removed his limp, and he was conscripted

for the coming Ori crusade against their enemies.

As an added complication, General Landry found that the Russians wanted their stargate back and they were apparently planning to set up their own SGC funded by the Chinese. Vala was chained up for 3 days without food and drink by Serus, the jobsworth headman of the village. Her husband then rescued her and suffered no consequences. General Landry worked out that the Russians were looking for a better deal.

Vala found out that Serus was the head of the anti-Ori resistance and he'd been testing her. He was planning to blow up a fleet of ships built for the crusaders. He also had the communication device and the stones, which he had saved from destruction.

A Prior told Vala's husband that the baby wasn't his but it was 'the will of the Ori'. Vala warned the SGC that the crusade was about to begin and the Ori had a working supergate somewhere.

The sabotage plan failed. The gang at the SGC were asking for information on the ships when Daniel became himself again and the link failed. Her husband started shooting at Vala's end, Serus was killed but Vala talked her way out of trouble. General Landry found that the Russians wanted X-304, the new hyperdrive spaceship.

As the Tok'ra and the Asgard began scanning for the Ori supergate, SG-1 decided they had to find Merlin's weapon as it would be easier to convince their followers that the Ori are false gods if they weren't around any more.

920 Camelot

SG-1 arrives in a mediaeval village with a sword in a stone – Camelot, but not as we know it. Here, Arthur defeated Mordred and went in search of the Holy Grail, and no one talks about Merlin because he was a wizard of darkness.

No one has seen either Arthur or Merlin for many years. Merlin's library is in the village but it is protected by the Black Knight. There's a key in the village archive so Daniel recruits the village historian to open the door.

Note: If Merlin were such a great wizard, would he have let spiders and dust run riot in his library?

Mitchell finds a secret passage leading to a chamber containing a control device. When Daniel approaches it, it switches on, the Black Knight appears in the village and slays the historian. So the village headman tells SG-1 to beat it. Daniel deduces there's an off-switch for the Black Knight but SG-1 is beamed aboard *Odyssey* while arguing with the head man.

The Jaffa have found the supergate so everyone is going there. Daniel &

Mitchell stay behind to crack the secret of the library. Daniel activates the Black Knight again and Mitchell tries to fight it. Valencia, a girl whom Mitchell befriended, pulls the sword from the stone and throws it to Mitchell, who is still struggling when Daniel finds the power source for the control device and shoots it to bits.

Then Daniel realizes Merlin's device for neutralizing Ascended beings is the pendant shown in pictures of him.

Teal'c lets himself be captured by the Lutian Alliance to get them to join the battle against the Ori. The Asgard think activating the weapon and sending it to the Ori galaxy will eliminate the Ori. Except, they don't know where the Ori galaxy is.

The pendant isn't in the secret chamber. The headman recognizes it as the Blood Stone, a.k.a. the Holy Grail, for which Arthur and his knights are searching. And Valencia's drawing the sword from the stone means Arthur will be back soon.

At this point, Daniel & Mitchell are beamed aboard *Korolyev*, the Russian starship. Carter decides that dialling out with the supergate will stop the Ori using it and she volunteers to do a space-walk to install a replacement dialling device.

She has just done the job when the gate activates and four Ori ships come through it. *Korolyev* and Teal'c and the Lutian Alliance arrive for a battle. And as the season ends, Colonel Carter (on the supergate) and Vala (on one of the Ori ships) are left watching the forces from this galaxy getting the crap kicked out of them.

+++ End of Season 9 +++

+++ Season 10 (2006) +++

1001 Flesh And Blood

Vala gives birth to her daughter as four Ori ships arrive through the super gate and destroy the fleet waiting for them. The Ori remove the child, Adria, which is an Ori in human form, their Messiah/Führer, and a device for getting round their non-interference pact with the Ancients.

Colonel Carter is drifting in space near the gate with her air running out. Colonel Mitchell escaped in a fighter from *Korolyev* before it exploded. Colonel Emerson of *Odyssey* retrieves him.

Daniel Jackson is missing and Teal'c is captured by the Lutians, who try to bluff *Odyssey* into surrendering. The next time Vala sees Adria, a few hours later, the child looks about four and she is able to heal her mother's birth trauma.

Bra'tac reports to the SGC what happened at the super gate. Colonel Mitchell pilots *Odyssey* to pick up Colonel Carter in a docking bay.

Daniel ringed off *Korolyev* onto Vala's Ori ship. At the SGC, General Landry tells Mr. Wolsey that the IOA is wasting its breath again with its plans to bring a ZPM from Atlantis to power the Ancients' weapon in Antarctica.

Her child is about ten when Vala sees her again, and throughly brainwashed by the Ori. Daniel finds Vala.

Bra'tac arrives to chase the Lutians away from *Odyssey* and Carter manages to beam Teal'c aboard, saving him from further revenge torture. The Ori arrive at Chulak, so Carter, Mitchel, Teal'c & Bra'tac head there.

Vala plans to kidnap her daughter. Carter contacts Daniel, who is in an Ori ship on the ground, at an inconvenient moment. An attempt to ring a bomb aboard an Ori ship fails.

Daniel is captured and Bra'tac sets a ramming course with the Ori ship in orbit but everyone is beamed aboard *Odyssey* in the nick of time. Daniel doesn't get to shoot the child. And at the end, Colonel Mitchell decides they need a new plan to tackle the Ori. A damn good one!

1002 Morpheus

Teal'c reports to the SGC that six more worlds have fallen to the Ori, who are led by a young woman of extraordinary powers. Daniel finds the gate address

of a planet involved in the search for the Holy Grail, a.k.a. Merlin's weapon. He persuades General Landry to let Vala join the SGC, but she has to pass a psychological evaluation first.

On the planet, SG-1 finds a village full of ancient skeletons. After a good dose of the King Arthur legend for the audience, Teal'c notices there are no animals or birds. Then Ackerman goes missing and he is found fast asleep. The doctor with the expedition concludes that everyone has been infected with something deadly, and if they fall asleep, they may never wake up again.

On Earth, Vala makes a mockery of the inkblot tests and Mr. Woolsey of the International Oversight Advisors offers to help her pass the test in return for being an IOA spy. Then she has fun with a lie detector.

On the planet, Daniel finds that the villagers blamed Morgan le Fey for the sleeping sickness. Carter finds a doorway in a cave, which Daniel thinks is important. A soil sample contains dormant parasites, which come back to life in contact with human tissue.

Ackerman dies. An autopsy finds a parasite, now 1,000 times bigger, in his head. Vala accepts Woolsey's offer. Mitchell and Teal'c chase a live creature, hoping that it will provide a means of destroying the parasites.

The doctor dies next. A rescue squad eventually puts everyone in isolation pods and with one bound, they are all okay at the end of the episode.

Vala is storming out of the SGC in disgust when General Landry tells her she passed the evaluation but she needs to go through the training programme before she can go off-world.

1003 The Pegasus Project

Odyssey arrived at Atlantis with SG-1 and Vala aboard. The Priors had promised to send reinforcements and Colonel Carter had a plan to make a wormhole jump to the Ori supergate to keep it permanently open. SG-1 borrowed Dr. McKay for this project and Daniel got to play with the library on Atlantis and, with Vala's help over the questions, found out the locations of the two planets, which are Merlin's weapon could be.

Carter's plan involved sending a stargate towards a black hole while Teal'c deployed another gate near the supergate, and letting off nuclear weapons near Carter's gate.

Daniel became suspicious of the 'hologram', which was the library's interface, which told him that Merlin visited Atlantis, and discovered that it was an Ascended being pretending to be a hologram.

A Wraith ship headed for the black hole after the first nuclear explosion

wasn't powerful enough. Dr. Weir had to relay a warning via the SGC and Teal'c's ship, which detected an approaching Ori ship. Daniel decided the 'hologram' was really Morgan le Fey, who said she no longer opposed Merlin. Teal'c had to go radio silent and cloak his ship and his stargate from the Ori.

Vala kept asking Morgan awkward questions. Daniel told her that the Ascended are the Ori's next target, which meant that helping the humans and their allies to stop the Ori would be sensible. *Odyssey* came under attack from the Wraith ship. Carter's next move was to lure it closer to the black hole. Morgan was retrieved by the other Ascended. Carter's next nuclear explosion took out the Wraith ship, and also the Ori ship when the supergate became active.

Daniel ended up with the gate addresses of two places to look for Merlin's weapon, and the knowledge that the Ascended aren't going to help with stopping the Ori.

1004 Insiders

Both planets which Daniel identified last time have been searched, but no clues were found to the location of Merlin's weapon. So Daniel is having a trawl in Merlin's library instead of appearing in this episode. An alkesh is shot down as it heads for Cheyenne Mountain.

The pilot is Baal, who says his clones want him dead. As he planned to wipe out all life in the galaxy (apart from himself and his staff) using the weapon on Dakara so that the Ori would lose interest in the galaxy, nobody is pleased to see Baal. But he says he can help to find Merlin's weapon.

Agent Bennett of NID turns up to claim Baal but General Landry stalls him. Baal says the information is in the material which was overloaded into O'Neill's mind on P3R2782. Every Baal clone knows about the weapon, and that its location is in the SGC computer. Although there is a locator in his body, this Baal says he's the real deal and he offers help with rounding up the clones.

The SGC starts to fill up with Baals as the others are captured. Then Agent Bennett lets them loose. Three levels are sealed off and Dr. Lee says using the symbiote poison gas will kill some of the clones, but the results will be patchy as the gas won't be distributed evenly. There is a risk that the Baals will kill their prisoners, including Colonel Carter.

Baal tells Carter he aims to kill the Ancients as well as the Ori. Then he blackmails Carter into giving him a download of the O'Neill data. A fire-fight starts, the gas is released but enough Baals congregate to allow their locator chips to be used to by-pass the Asgard shielding, as Baal planned, and they are

beamed out. Barrett was brainwashed, Carter decides, and he is led off under guard.

1005 Uninvited

Colonel Mitchell got to spend some time in the woods with General Landry at General O'Neill's retreat as a break from the pressues of the SGC. Everyone else had other things to do. Teal'c, for instance, was looking for missing villagers off-world.

They turned up torn apart and Colonel Carter thought it was an Ori boogeyman sending a message to Earth. Vala thought the SGC should just track down the killer creature.

Colonel Carter, in charge of the SGC in General Landry's absense, sent Vala and Teal'c to find out if the killings were Prior related. Vala wanted to catch and sell the predator.

SG-25 was attacked as Mitchell was playing chess with the general and Teal'c fed the creature a grenade.

A storm blacked out the cabin, which was under observation, and washed out the access road. During disection, the dead creature was found to have a slug-like bug in it, which Teal'c had to zat as it made for the pathologist. In the woods, a hunter was ripped to bits near the cabin and a whole bunch of guys came out to hunt the 'killer bear'.

The black bug was mutating the DNA of native creatures. Colonel Carter noticed it was turning up only on planets visited by SG teams on covert surveillance missions. And it turned out that the Sodan cloaks which the SG teams were using were bringing the bugs through from another dimension – the cloaks having been modified to reduce their radiation, which the Goa'uld symbiote-containing Sodan could tolerate.

Colonel Carter found that a cloaking device was missing from Area 51 – a agent of the Trust was using it to spy on General Landry and Colonel Mitchell. Another guy was grabbed under the noses of Landry & Mitchell. Colonel Carter arrived mob handed and the creature was blasted. And a second one got the same treatment, thanks to Vala.

1006 200

SG-1 meet Wormhole Xtreme and Martin the alien again. The gang have been detailed to advise on a TV movie about their alter egos. Vala isn't in it and Martin is in charge of the production. After some titles, the SGC is invaded by zombies. Some memories of the invisible O'Neill. SG-1 gets ready for a recon

mission; it's Mitchell's 200th trip through a stargate. But the gate breaks down and it's back to the movie.

Vala offers Martin story lines allegedly based on her life, but which are remarkably like the *Wizard of Oz* and *Farscape*. Martin proposes blowing up the SGC to end Act II, followed by a *Star Trek* rip-off. Then he loses his budget. So cue the *Thunderbirds* puppet version. Teal'c suggests he could star in a Private Eye series.

O'Neill suggests everyone goes fishing at the end. Martin wants something with more impact. Like a wedding. The stargate starts working again so exit SG-1 at the run. The movie is cancelled but the studio decides to revive the TV series. So jump 10 years to Episode 200 and reminiscences from the cast. And guess what!! The movie is back on!!!

1007 Counterstrike

Vala saw her daughter, Adria, on another conquered world then she and SG-1 were beamed aboard *Odyssey* before an energy pulse from the stargate wiped out all life on the planet. Bra'tac arrived at the SCG to report that the Jaffa Council had decided to use the weapon on Dakara; they saw it as their only means of fighting back against the Ori.

SG-1 went back to the planet to inspect the Ori ship, which brought Adria. Colonel Mitchell put a bomb in the engine room. Colonel Carter found the control room, which contained a chair like the ones used by the Ancients. Carter accidentally switched the shields on. Jaffa arrived to claim the Ori ship, and they captured Teal'c and Mitchell.

Odyssey left as three Jaffa warships arrived. General Landry confronted the Jaffa leader, who was hoping to capture enough Ori ships to be able to fight back. He is not bothered about preserving the alliance with the Tau'ri.

Daniel and Vala were captured next. Vala's daughter, who wasn't killed by the weapon, zaped the Jaffa. Carter, messing about, switched the lights off.

Adria took control of the Ori ship and zapped the Jaffa ships. *Odyssey*'s captain assumed that the Ori ship was heading for Dakara and followed to rescue SG-1. Bra'tac and General Landry were taken prisoner.

Adria announced that enough Ori ships were coming to convert the galaxy within a year. Mitchell's bombs failed to go off. The Jaffa tried to use their weapon on the ships in orbit. *Odyssey* beamed SG-1 off just in time and left.

Adria zapped the weapon. Bra'tac and General Landry escaped through the stargate. Everyone on Dakara was wiped out. Five more planets fell to the Ori. The only hope left, the Earthers decided, was Merlin's weapon.

1008 Memento Mori

Vala is a waitress, who surprises herself by taking out two thieves when they try to rob her diner. Three weeks earlier, she was kidnapped while having dinner with Daniel. She was taken prisoner by Athena, a rival of Ketesh, the Goa'uld who used to inhabit her body.

Athena is a member of the Trust and she is after Qewtesh's Ancient treasure map. As a Trust agent searches through Vala's memories, Agent Barrett gives SG-1 a list of their safe houses. Lots of raids, then one which meets armed existence.

The memory machine is zatted and Weaver, the Trust agent doing the interrogation, shoots the soldier who frees Vala. She escapes just ahead of a huge explosion. SG-1 are told that Vala escaped and they wonder why she failed to contacted them.

Vala wanders to a diner. Daniel tries to interrogate Weaver then he turns him over Teal'c, who is much more persuasive. Vala tells the owner of the diner that she has no cash and her memory is out to lunch, so he offers her a job.

SG-1 work out who Athena is and Daniel concludes that she is looking for the *Clava Thessara Infinatis*, an Ancient treasure trove, which Ketesh made Athena believe that she had. Meanwhile, the ruins of the Trust base are searched for signs of Vala, and Athena orders that her Trust agents to find her.

Back to the present day. Vala starts to recover memories. After zapping the thieves, she tries to get away when Ryan, a nosy copper, asks questions which she can't answer. Ryan puts out a missing person report on her, which reaches both General Landry and Athena.

Colonel Carter is sent to pick up Vala. She tells Officer Ryan that she has amnesia but he believe her. A fake Colonel Carter strolls off with Vala. Colonel Mitchell grabs a motorcycle and sets off in pursuit.

Vala causes a car crash, Mitchell is shot in the shoulder. He says Vala's name and she takes him with her in handcuffs. Vala questions Mitchell in a hotel room.

She doesn't believe anything he tells her, such that she's an alien. Mitchell tells her about the Trust device, which was exploring her memories, scrambled them. Vala doesn't believe that either.

SG-1 find Mitchell at the hotel. They eventually catch up with Vala. Daniel talks to her, Vala has more memories and she recognizes him and returns to the SGC. After Vala gets a clean bill of health, General Landry makes her an official member of SG-1. The gang goes out for a celebration and Daniel has to explain that he and Vala are not an item.

1009 Company Of Thieves

Odyssey goes looking for a second supergate and falls into a trap. A faction of the Lutian Alliance led by Anateo attacks with three Goa'uld ships, traps Odyssey against a minefield and takes everyone prisoner. Anateo tells Colonel Carter to shut down the subspace beacon, and he shoots Odyssey's Captain to make her the ranking officer.

At the SGC, Vala says she can get hold of a ship to look for *Odyssey*, and she comes up with an ancient alkesh which is a piece of junk. Vala takes Daniel along to a chop-shop for spaceships, where they find *Odyssey's* subspace beacon and fall into a trap. General Landry tries to contact Natan, the leader of the Lutian Alliance to negotiate.

Colonel Mitchell suggests infiltrating the Alliance HQ. He plans to impersonate the reclusive Keflin and bamboozle Natan with the drug that Daniel used to infiltrate a Goa'uld System Lord conference [Episode 515: *Summit*]. Anateo thinks that capturing *Odyssey* and SG-1 will persuade the others to make him the leader of the Alliance.

Teal'c is captured when the alkesh's shield fails and interrogated with violence. Vala & Daniel escape from custody and Vala beams Anateo into space. With one bound, the crew is back in control of *Odyssey*, which has no shields, weapons, communications & hyperdrive. The Alliance finds *Odyssey* as Natan is about to shoot Teal'c.

An alien who knew him as a bounty hunter blackmails Mitchell. Natan reveals that he knew all along that Mitchell isn't Keflin! When Natan arrives, Daniels surrenders *Odyssey* to give Carter some time to make repairs. Mitchell bamboozles the aliens into shooting at each other, and he and Teal'c are beamed back to *Odyssey*.

Vala gets the hyperdrive working by random insertion of crystals into a control matrix and everyone heads for home. And Earth is now at war with the Lutian Alliance as well as the Ori.

1010 The Quest, (Part 1)

SG-1 were out looking for the 'Sangral' as part of the search for Merlin's weapon. They found themselves trailing three days behind Baal. They were in a library looking at documents when the Ori hit town for a spot of bookburning, which included the details of where to find the Sangral. But the old librarian said he had the map in his head.

SG-1 had to shoot some Ori troops to escape. They found some people stuck in a time distortion field. Colonel Carter reckoned the field was a maze, which

she could crack using one of her gadgets. The gadget failed, Teal'c & Daniel decided that there had to be a simple solution so Sam started tossing rocks to find the safe path.

SG-1 caught up with Baal, who was in a trap. Daniel found a way out of it and SG-1 took Baal along with them. The Librarian was exposed as an Ori infiltrator – Vala's daughter, Adria! The group had to go through a series of challenges to find the weapon; solving riddles in caves in a peculiar mountain.

Daniel realized that Adria's powers didn't work inside the mountain; but her shield did. The Sangral turned out to be a hologram then the group found themselves shut in and at the mercy of a dragon!

1011 The Quest, (Part 2)

Adria was able to protect everyone from the Dragon with her shield but it followed the group out of the mountain. Bullets bounced off it and Teal'c had no luck with C4. But Daniel was able to make it disappear. The group went back into the mountain. Suddenly, everyone but Adria was transported to another chamber in a cave on another planet via the stargate. Merlin was in stasis there.

Daniel thought Morgan le Fey had destroyed the Sangral but preserved its creator. Colonel Carter found that the DHD on the stargate wouldn't work.

Adria wiped out the village on the first planet and prepared to follow SG-1 and Baal. Carter decided that Morgan had isolated a group of gates from the system and they were being shuttled around these planets.

Merlin started work on another Sangral but croaked. Baal & Carter tried to gain control of the DHD. Daniel found that Merlin had set up his interface so that it would download the Sangral info into him and he started building it.

Everyone but dead Merlin was moved to another planet. Adria was sure she could catch the fugitives. Daniel was telekinetic and Carter got to punch Baal on the nose for being arrogant.

Baal & Carter came up with a command override for the DHD just before Adria's troops arrived; so lots of shooting. Adria found Daniel, who zapped her troops and then held her off for long enough to let the others escape through the stargate. He ended up Adria's prisoner.

1012 Line In The Sand

SG-1 get to test a new cloaking system, which Colonel Carter has developed from Merlin's device. A village threatened by the Ori has asked for help.

The people were slaves of the Goa'uld and they don't want to lose their

freedom. The plan is to make it disappear by shifting it into another set of dimensions just before the Ori Prior arrives. But the device has an unstable power supply, which makes it unreliable.

Ori troops arrive while Carter is working on the device. Cue a fire-fight and Carter is shot. Mitchell makes just one building disappear with himself, Carter and the cloak. Vala's former boyfriend is leading the Ori troops. He takes her prisoner and has the villagers who resisted killed. Mitchell sews up Carter's wounds.

The ex-boyfriend tries to re-educate Vala, and he clobbers Vala when she tries to re-educate him. Teal'c is betrayed to the Ori troops.

Unable to neutralize Carter's cloak, the Ori Prior orders the destruction of the village. Vala's ex-boyfriend objects, realizing that he's twisting the meaning of a story in the Book of Origin.

Carter comes up with an alternative power source for the cloak. Her ex-sets Vala free and rings her down to the planet after the village area has been blasted. The village duly reappears after the Ori have gone, and Carter gets to spend some time in hospital at the SGC.

1013 The Road Not Taken

Colonel Carter was extending the range of Merlin's device when she disappeared and materialized in an alternate universe, where she was only a major and General Hammond was still in charge of the SGC. Major Carter had been trying to extract power from other universes [see Stargate Atlantis, 3/08: McKay And Mrs. Miller] and Colonel Carter concluded that she had been dragged from her universe to this one by simultaneous experiments.

The other Earth had just fought off an attack by the Ori but the ZPM in the chair from Antarctica was seriously depleted, which was why Major Carter had been looking for other power sources; and killed herself.

The rest of the world had found out about the stargate after the attack by Anubis, the United States was under martial law and at odds with Russia and the other major powers, and this Earth had isolated itself from the rest of the universe and there was no Atlantis base.

Colonel Carter was told that another Ori attack was expected in five days, so she needed to come up with something PDQ. Carter said her gadget could put the entire Earth out of phase with the rest of the universe and make it invisible to the Ori.

President Landry, who was living at the SGC, told her that there was a system in place for blacking out the entire country and feeding the power to the

chair, which was in Area 51, so Carter took her device there.

The Ori were frustrated when they couldn't find Earth. Carter became a hero. She found that *Prometheus* had become *Air Force One* when she and the president were beamed out of a reception when a demonstrator busted in.

She learned that the US Air Force bombed IRA terrorists in Ireland and she disapproved of the suspension of elections and the permanent martial law.

The DotCom billionaire Rodney McKay, who used to be married to Major Carter, told her that the president wouldn't let her go. She met a wheelchair-bound and bitter Mitchell, and when she tried to tell the truth on TV, the president had the plug pulled on her.

Then the Secret Service kidnapped her and McKay got her job as presidential advisor. But McKay was able to use the resources of Area 51 to create an interuniverse bridge, and Colonel Carter got back to her own universe after an uncomfortable two weeks away.

1014 The Shroud

SG-1 goes to a planet where an Ori Prior is recruiting without making threats. Surprise! It's Daniel! Even though they suspect it might be a trap set by Adria, SG-1 beams Daniel aboard *Odyssey*. He says becoming a Prior is part of his plan to use Merlin's weapon to wipe out the Ori.

Adria seemed to know everything about him after his capture so Daniel let her believe she had converted him to her cause. But he still had Merlin's consciousness inside him, and he relied on it for protection. Adria saw converting Daniel into a Prior as her best hope of gaining control of Earth.

Daniel's plan is to fly into the Ori galaxy through the supergate and destroy the Ori. He has to be a Prior to operate the ship. But first, Earth has to shut down the wormhole which is keeping the supergate permanently dialed out.

General O'Neill is sceptical, thinking this may just be a plan to let more Ori ships through to this galaxy.

Daniel tells Teal'c that Adria took him off finishing Merlin's weapon as the Ori want to recruit more followers, and gain more power, before they try to use the weapon to destroy all Ascended beings. Teal'c believes him but Mr. Woolsey of the IOA arrives to say the IOA wants Daniel to have killed.

General Landry decides that if Daniel reverts to himself after Merlin's consciousness leaves him, that will prove he's telling the truth.

Colonel Mitchell suggests going after the Ori ship, on which the weapon is being built. Daniel supplies the information needed to let SG-1 get aboard the ship.

Mr. Woolsey tells Daniel that he is to be put in stasis in Antarctica. "Not part of my plan," he returns and dashes off in *Odyssey* with just General O'Neill for company.

Vala completes the weapon on the Ori ship but Adria arrives to retake the ship. Then Daniel arrives and zaps Adria. The wormhole is disconnected from the supergate, Daniel takes the Ori shipo through the supergate; but wakes up in hospital on Earth.

Merlin's consciousness is gone and no one knows if the weapon worked and destroyed the Ori.

Meanwhile, the Priors and their armies already in Earth's galaxy still have to be dealt with, and at the end of the episode, four more Ori ships arrive through the supergate to make that job even harder.

1015 Bounty

SG-1 boards a Lutian Alliance cargo ship carrying kasa beans and destroys it. The Lutian warlord, whose supply is running dangerously low, puts a bounty on the heads of SG-1.

Vala, who has nothing to do, decides that she will let Colonel Mitchell take her to his high school reunion. She gets to meet his parents but fails to shock Mrs. Mitchell, who is a child of the Sixties.

Aliens trying to catch SG-1 are bumped off in Earth orbit by a rival bounty hunter. Teal'c is shot and slightly wounded in an ambush. Daniel acquires a female stalker in a library, but she is wiped out by a bus!

An assassin takes a shot at a projection of Colonel Carter at a conference. Luckily, she is able to make work, the weapon which Dr. Lee was trying to showing off.

Teal'c zats another bounty hunter. Then the one on Earth disguises itself as one of Michell's schoolmates in the class of '87. Meanwhile, he is trying to catch up with the girl he never dated at school while Vala messes him about.

Carter realizes that SG-1 have been tagged with low-level radiation, which lets them be tracked but which will wear off in a few days.

The bounty hunter lets Mitchell dance with his ladyfriend then Vala recognizes the bounty hunter. He takes the class prisoner so the rest of SG-1 beam into the hall and surrender.

The bounty hunter rings everyone out but finds that Carter, Daniel and Teal'c were only projections and he's their prisoner on his alkesh. But they release him to go after the bounty which the Lutian Alliance places on the warlord who put the bounty on SG-1.

1016 Bad Guys

On the trail of more Ancients' technology and knowledge, SG-1 (minus Colonel Carter) find themselves in a place that looks like a museum; with a party going on next door. Mitchell decides they have to return home right away.

Problem; the DHD is only a non-working model. A female guest starts screaming the place down when she and her boyfriend find the visitors and SG-1 find themselves in a hostage situation when the locals assume they're rebels (who are religious nutters) and start shooting the museum to bits.

The museum is locked down and the locals don't believe Daniel's story about the stargate. They tell him they have sent for a hostage negotiator. Mitchell decided that all they have to do is stall the locals until the SGC dials them up to ask them what's happening; in 6 hours' time.

A man called Quartus takes over the negotiating. A museum researcher tells SG-1 that the real DHD is in bits and he provides some rebel-type demands to keep the stall job going. Then Quartus is contacted by a security guard, who is still loose in the museum and available for causing trouble.

Cicero, the researcher, has a history of telling the authorities his theories about the stargate and being dismissed as demented; just like Daniel was on Earth. He shows Mitchell and Vala to a security area, where Vala tries to liberate a naquadah bomb so that they can use its power source to dial the stargate manually.

The security guard interrupts them so Vala activates the bomb to make him unlock the security gate. Then she finds that she can't switch the timer off.

Cicero sneaks out of the museum and tells Quartus that the visitors aren't rebels, they came through the 'pyramid ring'. Quartus ignores him and as the Viceroy has rejected the rebels' demands, he sends the troops in.

SG-1 retreat to the gate room, where they are captured after the stargate has been activated.

Mitchell tells Quartus that if he lets SG-1 go, the next contact will be on his terms. But if he doesn't release the team, Earth will come looking for them. SG-1 are allowed to leave and Cicero is outraged when Quartus starts putting a cover-up in place. And the next time the SGC dials up the gate on his planet, they find that Quartus has buried it.

1017 Talion

Teal'c and Bra'tac end up in the SCG medical centre after an agent of Arkad, a former pupil of Bra'tac's and Teal'c's long-term rival, blows up an attempt to

set up a new Jaffa leadership.

Teal'c tells General Landry that Arkad wants to be their new leader, and he plans to hand the Jaffa nation over to the Ori. Then he goes off looking for revenge. Bra'tac reveals that Arkad is the prime suspect for the murder of Teal'c's mother.

Arkad is building weapons on an Ori planet and the SGC learns that he is planning to attack Earth for the Ori. Teal'c takes Arkan's assassin prisoner, he lets him know that the Ori don't Ascend their minions, then he blows him up. Arkad calls the SGC, saying he can stop the attack on Earth. The IOA wants to hear his story.

At the SCG, the Cockney Arkad says he had nothing to do with blowing up Teal'c and Bra'tac, and he can step on the people responsible. He wants the Tau'ri to stay out of his way, and he'll stay out of theirs.

Meanwhile, Teal'c catches and questions Arkad's weapons supplier.

General Landry wants to know Arkad's real strategy and he sends SG-1 and SG-3 to stop Teal'c 'at all costs' on the orders of the IOA.

Their trap fails. Teal'c has a scrap with Arkad's guards then he ends up in a duel with the man himself, who reveals that Teal'c killed his family and killing Teal'c's mother was his revenge. Being stabbed with a big sword doesn't stop Teal'c and he takes out Arkad.

Teal'c ends up back in the SGC medical centre, Colonel Mitchell cooks up a report saying that Arkad was behind the planned attack on Earth, and Bra'tac tells Teal'c he is the son he never had.

1018 Family Ties

Carter & Vala arrive back from a shopping trip in time for a call from a guy called Jasek, who has information which could impact on Earth's survival. He's Vala's father, and she refuses to vouch for him because he was never there when she was a child.

He says Arkad's plan is still in motion so SG-1 goes to meet him. Jasek wants sanctuary on Earth. He knows where Arkad put several naquadah-loaded cargo ships. Meanwhile, General Landry tells his daughter, Dr. Lam, that he wants to get back in touch with her mother.

SG-1 takes out the cargo ships. Vala tells General Landry he should stick her old man in gaol but he is let out into the community, where he starts running various scams, including taking cash off old ladies in rigged bingo games and selling 'genuine stardust' on the internet.

Mitchell tells him no more scams, so Jasek sheds his tag and does a runner.

But he can be tracked via a second, subcutaneous tag.

There's another naquadah ship on Earth and Jasek is hoping to sell the naquadah and split the take with the Jaffa in charge of the cargo ship, which is parked just 30 miles from Cheyenne Mountain.

The Jaffa decide to cut Jasek out of the deal but they don't survive a fire-fight with SG-1. Then Jasek strolls off with the alkesh. But it's one planted by SG-1 and they get the alkesh loaded with naquadah.

At the end, General Landry manages to get to a dinner with his ex-wife and Dr. Lam; Vala adds a trinket from her dad to a box of others, which she claimed she had thrown away, proving she's not as estranged from her old man as she makes out.

Jasek carries on scamming and Teal'c goes to a show where there's a female audience and some woman going on about vaginas on stage.

Sky service to Virgin Media ended at the end of February 2007 after Sky asked for twice the money despite a falling audience.

The final episodes were eventually to be seen on Sky Two in 2011 when Sky jumped from reshowing Season 8 to reshowing some episodes from Season 10 with no reason given for omitting such a big chunk of the story.

1019 Dominion

Vala was busy scamming in an inn when her daughter strolled in. Earlier, Vala had come up with a gate address, via a dream, for the planet where the Ancients' weapons were stashed, but SG-3 lost two men in an ambush on the planet.

When Vala had another dream, the SGC decided that Adria was manipulating her and Vala was locked up. So Vala used an invisibility cloak to escape from Earth.

SG-1 set a trap for Adria at the 2nd gate address, and they brought an anti-Prior device to block her powers. But they walked into an ambush and Baal got Adria. Back at the SGC, Vala was shown a recording, which told her that she, herself, had come up with the idea of having her memories altered to lure Adria into a trap.

SG-1 went to meet an undercover agent but found lots of dead Jaffa and Baal clones killed by symbiote poison. A survivor, on tritonin, gave them the location of Baal's mothership. SG-1 sneaked up on it and grabbed Adria, only to find that Baal had transferred his Goa'uld self to Adria and make her his new host!

Baal poisoned Adria when the Tokra tried to replace him with one of their own so the armies of the Ori could be ordered to leave the galaxy. Adria took back her body; she was stronger than ever but dying. With the Ori all dead, she intended to Ascend and take over all their powers.

And worse, there may be more Baal clones around.

1020. Unending

Thor beamed aboard *Odyssey* to announce that the Asgard were about to go extinct but the ship would be fitted with their knowledge and technology. Their next step was mass suicide. 3 Ori motherships arrived just before their planet exploded.

Odyssey took one out with an Asgard weapon then zipped off into hyperspace, but the Ori could track their Asgard drive and they were there every time Odyssey dropped back into normal space.

Colonel Carter had to take the new Asgard drive off-line. General Landry wanted to dash to the nearest planet with a gate, destroy *Odyssey* and gate home to keep their new technology out of the hands of the Priors. The ship took a pounding and Carter put it in a time bubble after the shields failed and an Ori energy beam was heading for the ship.

The bubble would give Carter time to figure out a solution. Everyone was expecting to be in it for months, but they found that they could replicate food and other supplies, Vala & Daniel got friendly, and 20 years went by before Carter gave up. But the dying general persuaded her to continue.

Carter worked out how to reverse time after the ZPM was too depleted to power the process. But they could use the power of the approaching Ori energy beam, which was all set to destroy *Odyssey*.

But someone had to be excluded from the 'reset' of time to make it work. Teal'c got the job as Jaffa age more slowly than humans. And when SG-1 got back to Earth and resumed saving the galaxy, he upset Vala by not sharing his memories of what had not happened during the lost years.

+++ End of Season 10 +++



The Stargate Films

Stargate (1994) This is one of the most original SF films of the 20th century, and it spawned the hugely successful Stargate SG-1 TV series.



A strange artefact is found in Egypt in 1928. In the present day, everyone's laughing at Dr. Daniel Jackson's theory that the pharaohs did not build the pyramids in Egypt. The US Air Force offers him a job and a chance to prove himself right.

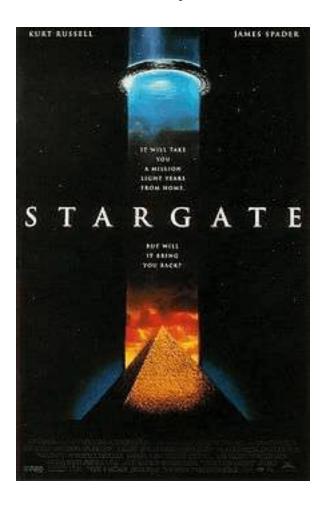
Colonel Jack O'Neill, feeling suicidal after his son killed himself with a gun left lying around the house, is put in charge of the project at Creek Mountain, Colorado, ousting Dr. Catherine Langford, whose father found the artefact.

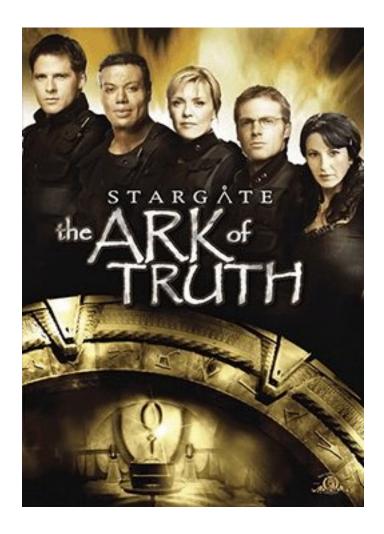
Dr. Jackson corrects a translation and gives the object its name: *stargate*. He cracks the dialling system and the gate is connected to a planet on the other side of the galaxy (Abydos). Daniel is sure he can work out how to dial home at the other end but to everyone's dismay, the information is not at the other gate.

The visitors interact with the natives, who are mining something for an overlord. They are from Earth, which was ruled by an alien called Ra until a rebellion. A spaceship lands onto the pyramid and the troops there are captured. Daniel finds 6 of 7 symbols of the gate address for Earth. O'Neill brought a nuke with him but Ra grabs it.

The natives are shot up a bit and the rest of the visitors are grabbed. Daniel has to be repaired in a sarcophagus. Ra plans to blow up the Earth. The prisoners escape and one of the local kids draws the Point of Origin symbol for Earth. A rebellion starts.

Colonel O'Neill triggers the nuke then finds he can't stop the timer. But Ra takes off in his spaceship and the nuke is ringed up to him. Daniel stays behind on the planet when O'Neill takes his troops home.





Stargate: Ark of Truth (2008) Millions of years ago in a distant galaxy, scientists created the ultimate brain-washing device but they didn't use it to destroy the Ori. SG-1 found something in ruins on Dakara. Daniel wouldn't open it, Vala wanted to.

A gang of BGs arrived, led by Vala's husband, Tomin. A prior arrived and Tomin blasted the box (not the real Ark) and Mitchell blasted the prior to prove that Earth had technology to counter them.

The SGC was lumbered with a new IOA stooge: Merrick, ex-CIA, replacing Woolsey. No one knew if the weapon sent to their galaxy had destroyed the Ori but there were still lots of Priors around with Ori technology, and Earth was still under threat of destruction.

Finding the Ark offered hope of stopping the priors. Major Carter had a plan to destroy the Ori supergate but Daniel Jackson thought the Ark was still in their galaxy.

An expedition went through the supergate in *Odyssey*. Teal'c told Tomin he would never forgive himself for what he had done in the service of the Ori. The expedition was looking for a Shangri La in the other galaxy.

Merrick had his own agenda: to put replicators on Ori ships. All he did was release one on *Odyssey*. Daniel's searchers were stuck on the planet as the crew battled replicators on their ship and also Ori ships. General Landry offered just defiance to a visiting prior.

Daniel found the Ark. Everyone but Teal'c was captured by a prior. The replicators turned Merrick into a cyborg and Mitchell had to battle it. Carter had to write her own shut-down program for the replicators.

Vala's daughter turned up. Adria had Ascended, like the Ori, and she was getting all of the energy from their supporters. Daniel had a chat with Morgan le Fey, who messed him about a bit more.

Morgan said Adrea was too powerful for her to tackle. Daniel managed to activate the Ark and zapped all of the Priors. Morgan took out Adrea in a battle reminiscent of the Battle of the Koshes in *Babylon 5*, and the Ark ended up in Area 51, which Daniel thought was a bad idea. Then it was back to work for SG-1 after their injuries had healed.

Version 2

The Ark of Truth (to DVD movie, 2008) In a galaxy far, far away and long, long ago, Ancients under threat from the Ori hid some technology. In the present day, SG-1 was looking for the legendary Ark as a way of defusing the Ori's Priors. Daniel and Val found something in ruins on Dakara then Tomin, Vala's husband and Adria's father, and his gang of Ori arrived. Then a Prior.

Daniel told him not to open the box, so the Prior got Tomin to open it; but there was just a scroll inside, not a weapon which could be used against the Ori's troops. The Prior told Tomin to kill SG-1, he refused, Colonel Carter used a neutralizer on the Prior and Colonel Mitchell killed him; confronting Tomin with the fact that he was serving a false god.

Tomin revealed that the Ori were planning a new assault through the Supergate. He was told that the Tau'ri had sent a weapon through the gate to destroy the Ori but they needed the Ark to tackle the Ori troops in this galaxy.

Mr. Merrick, Mr. Woolsey's replacement on the Oversight Committee,

authorized a trip by *Odyssey* into the Ori galaxy in search of the Ark. SG-1 found that the Ori were all dead, thanks to Merlin's weapons, but the Priors were still alive and kicking.

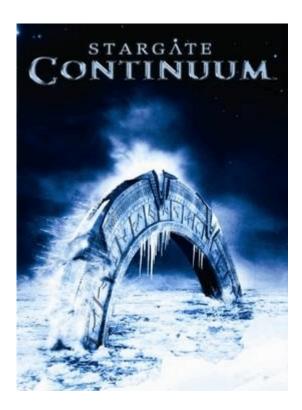
Merrick, a total nutter, was planning to let loose Replicators on the Ori. Back on Earth, a Prior tried, and failed, to persuade General Landry to surrender. Replicators took over on *Odyssey* and Merrick's shut-down program didn't work. Daniel found the Ark but he couldn't get it to work. Ori troops attacked and Teal'c woke up to find himself alone and unable to contact *Odyssey*.

Mitchell went after the Replicator queen, and found himself up against a Merrick Replicator. Carter began writing a new shutdown code.

Adria told Vala that the Ori were all dead but she was an Ascended being, who could feed off their supporters. Ori motherships launched attacks on *Odyssey* and seven of them arrived at Earth.

Carter zapped the Replicators but *Odyssey* was still being pounded by the Ori. But SG-1 managed to activate the Ark under Adria's nose and that neutralized all of the Priors and also Adria.

Tomin decided that he still believed in the teachings of Origin; but he planned to revise them. The Ark ended up at Area 51.



Stargate Continuum (2008) SG-1, General O'Neill and Vala went to the Tok'ra homeworld to witness the extraction of the Goa'uld Baal from its host. The prisoner claimed that he was not the real Baal.

In 1939, the stargate was being transported from Egypt to Boston on an ancient tramp steamer called *Achilles* under the command of one of Colonel Mitchell's ancestors. The stargate suddenly dialled. Enter Baal and a small gang of Jaffa. He used the gate to go somewhere else.

People started disappearing at the extraction, including Vala and Teal'c. Baal killed O'Neill before he was shot. Mitchell, Carter and Dr. Jackson tried to get back to Earth but they ended up on the *Achilles*, stranded somewhere in the Arctic. Mitchell let off some C4 to blow them free, Daniel got his left leg soaked and ended up losing it.

When they were rescued, the trio found themselves in an alternate time line where the stargate programme had never happened because Baal had changed history, Carter was dead and Mitchell had never joined the Air Force. Daniel freaked out O'Neill, who son wasn't dead.

The trio made noises about repairing the time line but General Landry told

them that everyone else was quite happy with the one they had, thank you very much. The three inconvenient arrivals were given new identities, separated and forbidden to communicate with one another.

One year later, a Goa'uld fleet arrived at Earth to take the planet over. Teal'c delivered Apophis to Baal for execution and became Baal's first prime on a promise that the Jaffa would be freed.

The US president hoped to use the other stargate in the Antarctic, which was being made operational, and also the Ancients' chair, if a ZPM could be found to power it. But Baal's forces blasted them to bitz. He was now the boss of the System Lords.

Ketesh, Vala's Goa'uld, surprised Baal and killed him. Teal'c ringed off Baal's ship. Ketesh headed for Praxis as the Goa'uld fleet started to bombard Earth to get rid of excess population. Teal'c decided to use the other stargate on Earth to get there ahead of Ketesh.

He joined forces with SG-1 at the Russian base where the stargate recovered from the *Achilles* had been set up, and they found Baal's time machine on Praxis.

Carter fired it up while the others had a shooting match with Ketesh's forces. Only Colonel Mitchell got out alive, back to 1929, and Teal'c blew up the time machine, himself and Ketesh. Mitchell shot Baal and his troops to pieces when they arrived by stargate in 1939 in order to make sure that the gate reached Boston.

Baal's host was finally unGoa'ulded after 2,000 years of occupation and SG-1 went for lunch on General O'Neill.

Version 2

Stargate Continuum (to DVD movie, 2008) SG-1, General O'Neill and Vala went watch the Goa'uld Baal being extracted from his host. Only back in 1939, Baal took over the ship bringing the stargate from Egypt to Boston, people started disappearing, including Teal'c, at the extraction, O'Neill was killed and Mitchell, Carter and Daniel Jackson ended up on the freighter carrying the stargate, stranded somewhere in the Arctic.

When they were rescued, they found themselves in an alternate time line where the stargate programme had not happened. No one there wanted them to restore their time line.

A year later, a Goa'uld fleet arrived at Earth to take over. Baal had become leader of the System Lords and he ordered Teal'c, his first prime, to destroy the

stargate in the Antarctic.

Ketesh, Vala's Goa'uld, killed Baal and headed for Praxion and Baal's time machine. Teal'c joined forces with SG-1 to get there ahead of her via the other stargate, which the Russians had found. Carter fired it up while the others had a shooting match.

Only Colonel Mitchell got out alive. He went back to 1929, and foiled Baal in 1939 to make sure that the stargate got to Boston, and the extraction of the Baal Goa'uld from his host went ahead.

+++ and that's all, folks! +++



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