# **STARGATE SG-1**

"AVATAR" EPISODE #804 DIALOGUE CONTINUITY SCRIPT

July 2, 2004

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#### TIMECODE DIALOGUE

#### START TIMECODE 01:00:00:00 AT FIRST FRAME OF PICTURE

#### TEASER

- 01:00:01:21 [ALARMS SOUND]
- 01:00:02:18 TECHNICIAN (V/O): Threat level Foxtrot Alpha Six. All security teams to the Gateroom.
- 01:00:16:07 TEAL'C: Give me your weapon.
- 01:00:18:28 [GUNFIRE O/S]
- 01:00:24:21 [GUNFIRE]
- 01:01:17:15 LEE: Simulation time, 49 seconds. That's not bad, not bad.
- 01:01:22:28 O'NEILL: How was it? Was it fun?
- 01:01:24:24 TEAL'C (O/S): Indeed.
- 01:01:24:28 TEAL'C (CONT'D): You died well in battle, O'Neill.
- 01:01:31:06 O'NEILL: Obviously, there's something defective with this thing.

01:01:34:08	TEAL'C: Agreed. An Anubis drone is a far more
01:01:36:14	TEAL'C (CONT'D): Formidable warrior than this simulation would suggest.
01:01:39:17	LEE: What? No, we've been working on this chair for two years to make it a viable virtual reality training tool for SGC personnel.
01:01:47:05	TEAL'C: You have failed.
01:01:49:29	O'NEILL: He's nothing if not honest.
01:01:53:00	LEE: WellI mean, maybe we couldit could use a little more work, but
01:01:57:25	O'NEILL: Can you make it hardermore difficult?
01:02:01:12	LEE: Well, I mean, we can input, uh, the parameters for different scenarios, but the vast majority of the simulation array comes from the mind of the user.
01:02:10:06	LEE (CONT'D O/S): The programming is
01:02:12:04	LEE (CONT'D): Actually built by interfacing memories from the individual's consciousness with the chair's matrix.
01:02:20:23	O'NEILL: Carter, all I heard was "matrix," and I found those films quite confusing.
01:02:25:20	CARTER: I think what Dr. Lee is trying to explain is that the simulation actually learns its realism from the person using it.

01:02:31:24	O'NEILL: What?
01:02:32:26	LEE (O/S): Yeah
01:02:33:02	LEE (CONT'D): Nowe've built it, we tested the software extensively using a variety of subjectsobviously, no one with Teal'c's field experience.
01:02:41:00	O'NEILL (O/S): Subjects?
01:02:41:17	O'NEILL: To whom do you refer?
01:02:45:01	LEE: Well, um
01:02:54:08	LEE: Hey, if Teal'c would agree to work with us
01:02:57:07	LEE (CONT'D O/S): A little more
01:02:59:05	LEE (CONT'D): Look, all you'd have to do is basically just play the game, let it learn
01:03:02:05	LEE (CONT'D O/S): From you. Oh, come on.
01:03:03:14	LEE (O/S CONT'D): It'd be fun. You'd be
01:03:04:17	LEE (CONT'D): So good.
01:03:07:28	TEAL'C: Very well.

- 01:03:10:23 O'NEILL: There you go.
- 01:03:11:23 O'NEILL (CONT'D O/S): Just make sure...
- 01:03:13:13 O'NEILL (CONT'D): There's a beginners' level for the rest of us.
- 01:03:15:13 LEE: Oh, yeah, we can always make it easier.
- 01:03:17:04 LEE (CONT'D O/S): Not-not that we'd have to for you, certainly.
- 01:03:20:03 LEE (CONT'D): I mean, for others, but you--you would be fine...
- 01:03:26:19 O'NEILL: Carter. Gentlemen.

#### END OF TEASER

### ACT ONE

01:04:54:05	LEE: Now, thanks to Colonel Carter's new code translation program, we can
	actually monitor your progress through a graphic representation of your
	point of view.
01:05:02:11	CARTER: You've played Doom.
01:05:04:24	TEAL'C: I played Def Jam Vendetta.
01:05:06:11	LEE (O/S): You plaexactly, yes. Now
01:05:08:23	LEE: There is a two-second delay between the chair's processor and your
	perceived experience, but, umwell, I mean, you shouldn't notice
	anything.
01:05:17:12	LEE (CONT'D): Anyway, we can store every aspect of your activity in the game,
	and then later choose
01:05:22:11	LEE (CONT'D): What we're going to incorporate into our programming of the
01.05.22.11	
	training scenario. Oh. You understand, as before
01:05:28:21	LEE (CONT'D O/S): Once your mind is interfaced with the chair, we cannot, uh,
	forcibly
01:05:32:23	LEE (CONT'D): Remove the connection or cut power to the chair without
	endangering you.

- 01:05:35:25 TEAL'C: Indeed.
- 01:05:37:20 CARTER (O/S): It's a...

01:05:37:27 CARTER (CONT'D): Function of the new chair design. Since the whole gamekeeper incident, the aliens of P7J-989 built the shutoff command into the internal program, so only someone in the chair can control it.

- 01:05:47:17 TEA'L'C: You have previously given me this information, Colonel Carter.
- 01:05:50:16 LEE (O/S): This a little different this time, because the game will actually be learning from you and then...
- 01:05:54:26 LEE (CONT'D): Incorporating those changes into its programming code.
- 01:05:57:25 CARTER: If you're killed in the game, it will reset, and you'll automatically start again.
- 01:06:01:20 CARTER (CONT'D O/S): The chair will only disconnect and end the game under two conditions.
- 01:06:05:00 CARTER (CONT'D): Once you complete the scenario, or if you engage the internal failsafe, which of course you're free to do at any time.
- 01:06:10:29 TEAL'C: That will be unnecessary.

- 01:06:14:18 CARTER: Don't be so cocky, Teal'c. The chair is intuitive. It's eventually going to learn everything you know.
- 01:06:20:18 CARTER (CONT'D O/S): Now, if you want to stop it before the conclusion of the simulation...
- 01:06:23:17 CARTER (CONT'D): Just get to the base elevator, head for the surface. Ready?
- 01:06:27:22 TEAL'C: Proceed.
- 01:06:36:25 [DEVICE REVVING UP]
- 01:06:43:12 [ALARMS SOUND]
- 01:06:44:23 TECHNICIAN (V/O): Threat level Foxtrot Alpha Six. All security teams to the Gateroom.
- 01:06:57:21 TEAL'C (V/O): Give me your weapon.
- 01:07:07:05 [GUNFIRE]
- 01:07:12:24 [BEEP]
- 01:07:14:19 CARTER: What just happened?
- 01:07:16:00 LEE: It looks like the chair induced a pain response when he was killed.

01:07:20:28	CARTER: It's directly linked to his brain. We knew it was capable of this.
01:07:24:06	LEE: But it's just a simulation. It doesn't have to hurt.
01:07:26:15	CARTER: Yeah, see that's the difference between you and Teal'c. He knows that in a real situation, your tactics would be completely different if you thought you couldn't feel any pain.
01:07:34:16	LEE: Man, that was a heck of a shock.
01:07:37:14	CARTER: He wanted it to be realistic.
01:07:43:00	LEE: Well, fortunately, we limited the chair from being able to deliver any sort of lethal jolt.
01:07:53:17	[ALARMS SOUNDING]
01:07:54:28	TECHNICIAN (V/O): Threat level Foxtrot Alpha Six. All security teams to the Gateroom.
01:08:06:15	[GUN CHAMBER CLICKS]
01:08:24:08	[DOOR LOCK BUZZES OPEN]
01:08:36:15	TEAL'C: O'Neill.
01:08:40:10	O'NEILL: Get out of here, Teal'c.

- 01:08:41:16 [HEAVY FOOTSTEPS APPROACHING]
- 01:08:44:00 [GUARD GROANS]
- 01:08:45:00 [GUNFIRE]
- 01:08:47:21 [TEAL'C MOANS]
- 01:08:50:07 LEE (O/S): That's twice.
- 01:08:51:18 LEE (CONT'D): Looks like the chair is learning quickly.
- 01:08:53:26 CARTER: Don't count Teal'c out yet.
- 01:08:59:23 [ALARMS SOUNDING]
- 01:09:31:10 [GUNFIRE]
- 01:09:40:04 [GUARDS SHOUT]
- 01:09:52:15 [GUNFIRE]
- 01:09:54:14 [GUNFIRE CONT'D]
- 01:09:56:06 [GUNFIRE CONT'D]
- 01:10:04:00 DANIEL: Ooh, that's cold.

01:10:08:24	LEE: Colonel, I'm, uh, I'm pretty concerned about some of these bio-readings.
01:10:12:04	CARTER: Me too.
01:10:18:15	CARTER (INTO PHONE): Dr. Carmichael, this is Colonel Carter. Can you join us in Science Lab Five?
01:10:21:29	TECHNICIAN (V/O): Threat level Foxtrot Alpha Six.
01:10:25:04	[ALARMS SOUNDING]
01:10:26:04	TECHNICIAN (V/O): All security teams to the Gateroom.
01:10:27:05	CARTER: Teal'c!
01:10:31:22	TEAL'C: Colonel Carter, I require your assistance.
01:10:34:11	CARTER: Likewise. SG-3 came in hot. Sounds like our Gateroom people could use a little backup.
01:10:37:03	TEAL'C: They are all dead.
01:10:38:14	CARTER: Excuse me?
01:10:39:15	TEAL'C: The Gateroom has been breached. Our most effective defense will be to seal off the east and south ends of Level 28. If we act now, we may be able to force them

- 01:10:46:25 TEAL'C (CONT'D): Into a crossfire.
- 01:10:48:00 CARTER: Force who?
- 01:10:48:21 TEAL'C: The two Anubis warriors.
- 01:10:50:05 CARTER: How the hell can you know that?
- 01:10:51:29 TEAL'C: Because they have chosen the same route seven of the last 10 times.
- 01:11:13:09 SF (V/O OVER COMM): Colonel...
- 01:11:14:26 SF (V/O OVER COMM CONT'D): We have two hostiles headed your way.
- 01:11:17:09 CARTER (INTO COMM): Roger that. We're in position.
- 01:11:18:10 CARTER: Heads up...
- 01:11:19:00 CARTER (CONT'D O/S): People.
- 01:11:20:15 [HEAVY FOOTSTEPS APPROACHING]
- 01:11:27:18 [GUNFIRE]
- 01:11:31:05 [MOANING]
- 01:11:33:15 [GUNFIRE]

- 01:11:39:20 TEAL'C: Fall back!
- 01:11:41:25 [GUNFIRE]
- 01:12:06:12 CARMICHAEL: Well, you were right to be concerned...
- 01:12:08:18 CARMICHAEL (CONT'D O/S): About these readings. Frequent sympathetic spikes in his natural adrenaline production...

01:12:12:14 CARMICHAEL (CONT'D): Are causing blood pressure and heart rate way too high to be sustained over the long term.

- 01:12:16:12 CARTER: That last ambush should have worked. Why did the energy weapon have no effect?
- 01:12:20:19 LEE: I don't know. Have you ever known a Supersoldier to be resistant to the weapon like that in reality?
- 01:12:25:00 CARTER (O/S): No.
- 01:12:26:00 DANIEL: But it is possible, right? I mean, we've seen situations where the Goa'uld have adapted their technology to defend against something we've thrown at them.

01:12:32:12 LEE (O/S): Well...

01:12:33:24 LEE (CONT'D): Hopefully, the game will also extrapolate possible solutions and offer them to Teal'c.

01:12:40:27 LEE (CONT'D): Well, I mean, it'd just be fair.

- 01:12:44:04 TECHNICIAN (V/O): Threat level Foxtrot Alpha Six.
- 01:12:46:28 [ALARMS SOUNDING]
- 01:12:47:28 TECHNICIAN (V/O CONT'D): All security teams--
- 01:12:48:19 CARTER: Teal'c, SG-3 came in hot.
- 01:12:50:02 CARTER (CONT'D O/S): Sounds like the Gateroom people could use some backup.
- 01:12:54:10 CARTER (CONT'D): We've got to move!

01:12:55:12 TEAL'C: Colonel Carter, listen to me. The SGC has been penetrated by two Anubis drones.

01:12:59:25 TEAL'C (CONT'D O/S): Our weapons are now ineffective against their armor.

- 01:13:01:25 CARTER: How could you--
- 01:13:02:20 TEAL'C (INTERRUPTING): How is this possible?

- 01:13:03:22 CARTER: That's what I want to know.
- 01:13:04:22 TEAL'C: I am speaking of the armor.
- 01:13:06:07 CARTER: It could have been altered to resist the effectiveness of the energy weapon.
- 01:13:09:16 TEAL'C: Can they now be defeated?
- 01:13:10:26 CARTER: I've been working on a frequency modulator chip.
- 01:13:13:14 TEAL'C: Where is it?
- 01:13:14:07 CARTER: In my lab, but I still don't--
- 01:13:15:24 [GUNFIRE APPROACHING]
- 01:13:18:07 TEAL'C: Show me.
- 01:13:26:08 CARTER: It's only a prototype.
- 01:13:28:05 [GUNFIRE]
- 01:13:39:05 TECHNICIAN (V/O): Warning. Base auto-destruct sequence has been activated.
- 01:13:45:06 [GUNFIRE]

- 01:13:55:04 DANIEL: Nice of you to join us.
- 01:13:56:09 CARTER: We've been busy.
- 01:13:58:15 DANIEL (O/S): They've found a way to counteract...
- 01:13:58:29 DANIEL (CONT'D): Our little weapons here.
- 01:14:00:17 [GUNFIRE]
- 01:14:06:20 [GUNFIRE CONT'D]
- 01:14:09:22 TECHNICIAN (V/O): Warning. Base auto-destruct...
- 01:14:12:06 TECHNICIAN (V/O CONT'D): Sequence has been activated. 30 seconds
- 01:14:15:02 TECHNICIAN (V/O CONT'D): To detonation.
- 01:14:24:27 TECHNICIAN (V/O CONT'D): Base auto-destruct has been aborted.
- 01:14:26:20 CARTER: We're clear.
- 01:14:27:21 TEAL'C: Then the threat has been eliminated.
- 01:14:35:14 TEAL'C (CONT'D): The threat has been eliminated.
- 01:14:41:04 CARTER (O/S): Teal'c, you're injured.

01:14:47:05 DANIEL: Teal'c? 01:14:49:20 TEAL'C: I'm fine. 01:14:52:19 LEE: I don't get it. LEE (CONT'D O/S): That should be the end. 01:14:53:19 01:14:55:28 DANIEL: You're saying he should have won? 01:14:56:29 CARTER (O/S): Well, that was the conclusion of the originally... 01:14:58:22 CARTER (CONT'D): Programmed scenario. 01:15:00:19 CARMICHAEL: But the chair is not disconnecting. 01:15:02:04 LEE (O/S): Yeah, and the game's not resetting... 01:15:04:01 LEE (CONT'D): To the beginning either. 01:15:05:10 DANIEL (O/S): Well, that's not... 01:15:05:23 DANIEL (CONT'D): Fair. You can't win a race if someone keeps moving the finish line. 01:15:09:28 LEE: He said he wanted it to be harder, more realistic.

01:15:14:24	DANIEL: In reality, we haven't defeated the Goa'uld.
01:15:16:16	LEE (O/S): Are you saying
01:15:18:24	LEE (CONT'D): The game won't end until he defeats all the Goa'uld?
01:15:20:10	DANIEL (O/S): I don't know.
01:15:20:25	DANIEL (CONT'D): You tell me. You said the game is learning the rules from Teal'c.
01:15:24:07	CARTER: Yeah, but the parameters can't go beyond the base invasion scenario.
01:15:27:18	DANIEL: Can you get him out?
01:15:29:23	CARMICHAEL: Not without risking serious neural damage.
01:15:32:01	CARTER (O/S): The game has a failsafe.
01:15:34:00	CARTER (CONT'D): All Teal'c has to do is quit.
01:15:37:06	DANIEL: Yeah. Teal'c quit.
	END OF ACT ONE

### ACT TWO

01:16:00:12	DANIEL: Anubis' drones must have waited for SG-3 to dial the gate and then
	overwhelmed them at the last minute. Now, what I can't figure out is how
	they knew how to set the base self-destruct.
01:16:07:15	CARTER: I can't believe General O'Neill is really dead.
01:16:09:15	TEAL'C: He is not dead.
01:16:10:15	CARTER: What?
01:16:13:25	TEAL'C: We must focus on the situation. The threat has not been neutralized.
01:16:20:20	DANIEL: What?
01:16:22:00	TEAL'C: We will search the base immediately. More warriors remain.
01:16:27:01	DANIEL: What?
01.10.27.01	DANIEL. What?
01:16:28:11	CARTER: He also knew the Supersoldier's armor was resistant to our energy
01110120111	weapons.
01:16:32:25	DANIEL: Sergeant Harriman reported that there were only two intruders before he
	got killed.

- 01:16:36:10 TEAL'C: They held the control room long enough to keep the iris open and let others through.
- 01:16:39:26 DANIEL: Maybe, but the gate logs would've indicated there was another incoming wormhole.
- 01:16:42:27 TEAL'C: The threat has not been neutralized.
- 01:16:47:07 TEAL'C (CONT'D): There are others. I am certain of it.
- 01:16:49:27 DANIEL: Because...
- 01:16:51:16 TEAL'C: The game has not yet ended.
- 01:16:59:16 DANIEL: Teal'c, I know this isn't your strongest suit, but this is a really...
- 01:17:01:20 DANIEL (CONT'D O/S): Bad time for jokes.
- 01:17:06:04 TEAL'C: You are all part of a simulation designed to test the SGC's preparedness in case of a gate breach. None of you are real.
- 01:17:22:16 TEAL'C: I am fine.
- 01:17:24:27 TECHNICIAN (V/O): Warning. Base...
- 01:17:26:12 TECHNICIAN (V/O CONT'D): Auto-destruct sequence...

01:17:27:14	TECHNICIAN (V/O CONT'D): Has been activated.
01:17:46:14	DANIEL: Sam?
01:17:47:14	CARTER: I don't understand it. Somebody must have re-activated the auto- destruct from a remote location.
01:17:57:10	CARTER (CONT'D): I'm locked out of the system. I can't shut it down.
01:18:01:20	DANIEL: How did you know?
01:18:02:22	[BLAST]
01:18:06:03	CARMICHAEL: His heart rate and blood pressure are too high.
01:18:07:27	CARTER: How long can he do this?
01:18:09:16	CARMICHAEL: I don't know. A day, maybe less.
01:18:12:07	DANIEL: I thought the chair wasn't supposed to be able to kill him.
01:18:14:21	CARTER (O/S): Well, the physiological effects
01:18:15:27	CARTER (CONT'D): It can have at any one time are limited.
01:18:18:14	CARMICHAEL (O/S): Yes, but I'm afraid that while

- 01:18:19:16 CARMICHAEL (CONT'D): Each individual pain stimulus isn't in any way lifethreatening, the cumulative effect is now starting to take its toll.
- 01:18:24:27 CARMICHAEL (CONT'D O/S): If he doesn't have a heart attack, he'll eventually run out of adrenaline.
- 01:18:28:09 CARMICHAEL (CONT'D): His heart will slow down, his blood pressure will drop, his entire organ system is going to fail.
- 01:18:32:20 DANIEL: Death by a thousand cuts.
- 01:18:37:16 TEAL'C: You must disable the auto-destruct command.
- 01:18:40:22 CARTER: What?
- 01:18:42:09 TEAL'C: The SGC will be breached by Anubis' warriors. They will attempt to destroy the base via the auto-destruct command.
- 01:18:47:19 CARTER: What are you talking about?
- 01:18:49:10 TEAL'C: If you disable the command, they will be forced to use other means to achieve their goal. Only then can we hope to defeat them.
- 01:18:55:03 CARTER: Teal'c, how could you--
- 01:18:56:03 [ALARMS SOUNDING]

01:18:57:22	TECHNICIAN (V/O): Threat level Foxtrot Alpha Six. All security teams	to the
	Gateroom.	

- 01:19:02:25 TEAL'C: There is little time.
- 01:19:06:10 LEE (O/S): Colonel?
- 01:19:07:19 LEE (O/S CONT'D): He's at level 28.

01:19:10:11 LEE (CONT'D): He's already got the modulator chip, and he's used it to kill the first two Supersoldiers. He's hunting for the third.

- 01:19:20:08 LEE (CONT'D): Man, he's not in good shape.
- 01:19:28:03 [TEAL'C GROANING]
- 01:19:43:16 DANIEL: This is ridiculous. It's torturing him.
- 01:19:45:17 LEE: Why won't he quit?
- 01:19:49:18 DANIEL: Wait a minute. He's headed for the elevator.
- 01:19:52:07 CARTER: He's going to use the failsafe.
- 01:20:22:07 TECHNICIAN (V/O): Threat level Foxtrot Alpha...
- 01:20:23:22 TECHNICIAN (V/O CONT'D): Six. All security teams to the Gateroom.

01:20:37:28 CARTER: It didn't work. He's back in the game.

END OF ACT TWO

### ACT THREE

01:21:10:21	O'NEILL: You know, I always thought a failsafe system was supposed to be
	somewhat safefrom failure.
01:21:18:29	CARTER: From the beginning, in Teal'c's mind, the goal was to make the
	simulation as real as possible.
01:21:23:15	CARTER (CONT'D): As much as he must now want to quit, we think the game
	evaluated his character and decided that if this were a real situation,
	Teal'c would never give up under any circumstances.
01:21:32:18	O'NEILL: Well, it's right. It's also just a game.
01:21:36:00	CARTER: But the game doesn't know that.
01:21:40:23	O'NEILL: So how do we get him out?
01:21:42:14	CARMICHAEL (O/S): Well, removing the connections while the system
01:21:45:24	CARMICHAEL (CONT'D): Is operating is very dangerous, potentially fatal.
01:21:48:14	CARMICHAEL (CONT'D O/S): On the other hand, the physical stress that the
	chair
01:21:52:04	CARMICHAEL (CONT'D): Is putting him under will eventually kill him anyway.

01:21:55:21	CARTER: Right now, the only way out is for Teal'c to win the game.
01:22:00:04	O'NEILL: Can he?
01:22:01:18	CARTER (O/S): It seems to be getting
01:22:01:23	CARTER (CONT'D): Harder and harder. Every time it appears he's won, the game adds a new twist.
01:22:05:17	O'NEILL: So it's not going to let him win.
01:22:08:10	CARTER: No, the chair doesn't have an ego. It's not trying to beat Teal'c, just provide a challenge that's worthy of his abilities.
01:22:16:06	DANIEL: Ironically, it's Teal'c's ego that created this problem in the first place, not that his self-image isn't entirely accurate.
01:22:22:11	CARMICHAEL (O/S): If this
01:22:23:11	CARMICHAEL (CONT'D): Continues, he's going to require adrenaline to sustain his heart rate, and the thing is, I can't keep him going like this for long.
01:22:30:25	CARTER: There has to be a way for him to win.
01:22:40:15	[ALARMS SOUNDING]
01:22:54:15	[GUNSHOT]

- 01:23:08:20 CARMICHAEL: I think it's helping.
- 01:23:10:01 LEE: Yeah. Yeah.
- 01:23:13:22 [ALARMS SOUNDING]
- 01:23:23:00 [GUNFIRE APPROACHING]
- 01:23:38:12 [GRENADE HISSING]
- 01:23:46:14 [HEAVY FOOTSTEPS APPROACHING]
- 01:23:49:24 [GUNFIRE]
- 01:23:58:15 [GUNFIRE]
- 01:24:06:06 [GUNFIRE]
- 01:24:13:01 CARTER: They've adapted their armor.
- 01:24:14:01 TEAL'C: Cover me.
- 01:24:15:01 [GUNFIRE]
- 01:24:25:03 TEAL'C: Colonel Carter.
- 01:24:26:05 [GUNFIRE]

01:24:35:27 CARTER: Teal'c, what's going on? What are you doing with a thermographic sensor?

- 01:24:44:05 TEAL'C: There is a third drone.
- 01:24:46:02 CARTER: Are you sure? I thought only two came through.
- 01:24:48:13 TEAL'C: I am certain. It is using a cloak of invisibility.
- 01:24:58:01 [HEAVY FOOTSTEPS APPROACHING]
- 01:25:10:22 [GUNFIRE]
- 01:25:21:06 CARTER: Nice one.
- 01:25:22:29 TEAL'C: And it is not yet over.
- 01:25:24:23 CARTER: There are more?
- 01:25:25:27 TECHNICIAN (V/O OVER COMM): Colonel?
- 01:25:27:08 CARTER (INTO COMM): Go ahead.
- 01:25:28:29 SILER (V/O OVER COMM): Ma'am, I've got a problem with a Naquadah generator in Storage Room 2809.

01:25:49:24 SILER: I can't stop it.

- 01:25:52:25 CARTER: Someone's rigged it on a feedback loop.
- 01:26:03:05 CARTER: There's not enough time to stop the overload.
- 01:26:08:08 CARTER: Sergeant, dial the gate, now! P4M-523.
- 01:26:11:25 TECHNICIAN (O/S): Yes, ma'am.
- 01:26:12:08 TECHNICIAN (CONT'D): Starting dialing sequence.
- 01:26:20:13 TECHNICIAN (CONT'D O/S): Chevron One encoded.
- 01:26:29:10 TECHNICIAN (O/S CONT'D): Chevron Two...
- 01:26:29:20 TECHNICIAN (CONT'D): Encoded.
- 01:26:35:20 TECHNICIAN (CONT'D O/S): Chevron Three encoded.
- 01:26:40:03 TECHNICIAN (CONT'D): Chevron Four--
- 01:26:42:20 [SCREAMS]
- 01:26:51:04 CARTER (O/S): Daniel?
- 01:26:52:14 CARTER (CONT'D SHOUTING): What the hell are you doing?

01:27:03:23	TECHNICIAN (V/O): Threat level Foxtrot Alpha Six. All security teams to the Gateroom.
01:27:12:05	[GUNFIRE]
01:27:35:07	TECHNICIAN (V/O): Warning. Base auto-destruct sequence has been activated.
01:27:40:20	[GUNFIRE]
01:28:20:03	CARTER: How's he doing?
01:28:21:29	DANIEL: Not well. His physical exhaustion is translating into the game. It looks like he's having trouble even playing any more. It still won't let him go.
01:28:31:25	CARTER: I spoke to one of the scientists on P7J-989. He says there's nothing they can do under the circumstances.
01:28:38:12	DANIEL: What are you doing?
01:28:38:19	CARTER: They had a neural imprint of Teal'c's mind on file from when we were trapped in the chairs six years ago.
01:28:46:09	DANIEL: Creepy.
01:28:47:09	CARTER: Yeah. I'm trying not to think about it. Anyway, I'm running a simulation on this chair using the same parameters that Teal'c's dealing with now.

01:28:54:18	DANIEL: And?
01:28:56:01	CARTER: Well, the imprint's nowhere near the same as a live, active mind. Plus, a lot has changed in the last six years.
01:29:02:11	DANIEL: Yeah, but not the essence of Teal'c's character.
01:29:05:09	CARTER: See, that's what worries me. I hope it has. I have run hundreds
01:29:09:27	CARTER (CONT'D O/S): Of simulations. No matter what Teal'c does, the programming adapts.
01:29:13:24	CARTER (CONT'D): Every time it looks like he's won, the chair makes it harder. It's almost like the game is reading Teal'c's mind and somehow seeing this one game as a microcosm for our war against the Goa'uld.
01:29:24:12	DANIEL: Well, that's how Teal'c probably treats every battle we fight with them.
01:29:27:06	CARTER: Well, according to these results, six years ago, despite what Teal'c led us to believe, deep down, he didn't really think the Goa'uld could ever be defeated.
01:29:36:06	DANIEL: Well, he doesn't think that now.
01:29:39:26	DANIEL (CONT'D): He can't, not after everything we've accomplished.
01:29:42:07	CARTER (O/S): I hope you're right.

01:29:43:19 CARTER (CONT'D): Otherwise, no matter how long or hard Teal'c plays the game, he won't win.

#### END OF ACT THREE

### ACT FOUR

01:30:18:27	CARMICHAEL: This can't go on for much longer. We're going to have to make a
	decision pretty soon about forcibly removing the connections.
01:30:25:14	O'NEILL: You know, it's too bad we can't hook up a joystick to this thing.
01:30:29:14	O'NEILL (CONT'D O/S): Give him a little help
01:30:30:29	O'NEILL (CONT'D): A little backup, maybe.
01:30:33:05	LEE (O/S): Actually
01:30:33:18	LEE (CONT'D): We could link up another chair and send someone else into the same simulation.
01:30:39:05	LEE (CONT'D): Ohit wouldn't make any difference. The processors would network and the second person would just fall victim to the same altered elements in the simulation that have already trapped Teal'c.
01:30:48:07	CARTER: Unless the new player had an advantage.
01:30:54:18	CARTER (CONT'D): Sir, you may have done it again.
01:30:57:29	O'NEILL: Yes. How did I do it this time?

01:31:01:14 CARTER: These graphics are being generated by a data recorder that's tracking the game. It's actually interfaced into the system between the chair's processor and Teal'c. The chair decides what's going to happen, Teal'c responds.

01:31:13:08 CARTER (CONT'D O/S): Those responses are then incorporated, processed, and we see the results.

01:31:17:11 CARTER (CONT'D): It's a continuous loop of ever-changing data.

01:31:20:14 O'NEILL: Oh. Still waiting on my good idea.

01:31:25:16 CARTER: The recorder causes a two-second delay between the programming in the chair and the experience in Teal'c's mind. He won't know the difference, but we could use it to our advantage.

01:31:34:22 LEE (O/S): If...if we hook up the...

01:31:36:17 LEE (CONT'D): Second chair to the first without using the recorder in the loop...

01:31:39:01 CARTER: The new player would know what was about to happen in the game two seconds before it occurred.

01:31:43:29 DANIEL: Like precognition.

01:31:44:26 CARTER: Exactly. It's not much...

01:31:48:09 CARTER (CONT'D): But it might give us enough of an edge to help both players win.

01:31:51:13 LEE (O/S): That's assuming the chair's programming...

- 01:31:52:28 LEE (CONT'D): Won't become aware of it and adapt.
- 01:31:56:13 CARMICHAEL (O/S): Which would...

01:31:56:17 CARMICHAEL (CONT'D): Mean that there's a good chance that the second player could be trapped along with Teal'c.

- 01:32:01:04 O'NEILL, CARTER AND DANIEL (SIMULTANEOUSLY): I'll do it.
- 01:32:08:23 [ALARMS SOUNDING]

01:32:09:23 TECHNICIAN (V/O): Threat level Foxtrot Alpha Six. All security teams to the Gateroom.

01:32:23:05 TEAL'C: Teal'c!

01:32:28:22 DANIEL: What are you doing? No, don't! Don't!

01:32:32:02 [GUNSHOT]

01:32:31:14 DANIEL: Oh!

01:32:38:29	O'NEILL: Why did he shoot him?
01:32:40:21	CARTER: Because Daniel was a Goa'uld in the last several simulations.
01:32:45:20	O'NEILL: I told you I should have gone.
01:32:47:06	CARTER: The last thing we needed was the game learning from your tactical experience.
01:32:50:09	[GUN COCKING]
01:32:54:11	[ALARMS SOUNDING]
01:32:57:14	DANIEL: I've got to get used to this.
01:32:59:20	TECHNICIAN (V/O): Threat level Foxtrot Alpha Six.
01:33:01:10	TECHNICIAN (V/O): All security teams to the Gateroom.
01:33:29:16	DANIEL: Easy, don't shoot.
01:33:31:08	DANIEL (CONT'D O/S): Just hear me out.
01:33:34:17	DANIEL (CONT'D): Okay, it's me. I'm real, I'm not a Goa'uld, and I'm going to prove that to you, okay?

01:33:39:11 [GUNSHOTS]

01:33:44:11	DANIEL: Crap.
01:33:46:12	TECHNICIAN (V/O): Threat level Foxtrot Alpha Six. All security teams to the Gateroom.
01:34:03:00	[GUNFIRE]
01:34:10:12	DANIEL: I'm sorry, buddy, you're going to have to listen to me.
01:34:20:05	DANIEL (CONT'D): Okay. Now, a minute ago, we were in Sam's lab. I was trying to convince you I was real, and you shot me, remember?
01:34:27:10	DANIEL (CONT'D O/S): What happened next?
01:34:32:02	DANIEL (CONT'D): The game reset.
01:34:36:00	DANIEL (CONT'D O/S): I know, it's probably happened so many times it's just one big blur, but the reason it happened this time is because I'm playing too.
01:34:41:22	DANIEL (CONT'D): I'm in a chair, just like you. If either one of us die, we both lose.
01:35:10:10	TEAL'C: It will not let me out.
01:35:11:29	DANIEL: I know. The game thinks that in a real situation, you'd never quit.
01:35:17:11	TEAL'C: No matter what I do, it is not possible, Daniel Jackson. It is not possible!

- 01:35:25:06 DANIEL (O/S): Yes, it is.
- 01:35:26:09 DANIEL (CONT'D): That's why I'm here.
- 01:35:29:26 DANIEL (CONT'D): Come on, let's do this. Together.
- 01:35:43:26 [GUNFIRE APPROACHING]
- 01:35:46:21 TEAL'C: We must leave this area immediately.
- 01:35:48:18 DANIEL: Yeah, I heard that.
- 01:35:55:15 TEAL'C: You possess the ability to foresee the future?
- 01:35:57:12 DANIEL: Yeah, two seconds in the future. To be honest with you, it's kind of freaking me out. Two seconds is not a lot of time. I mean, you...you just get a chance to see something happen, and all you can say is..."Watch out." No, seriously, watch out!
- 01:36:18:20 [GUNFIRE]
- 01:36:28:03 CARMICHAEL: I'm going to need a crash cart in here.
- 01:36:29:25 LEE: You can't introduce...
- 01:36:30:06 LEE (CONT'D O/S): An electrical impulse to the chair like that.

01:36:33:00 CARTER: He's right.

01:36:34:07 CARMICHAEL: There's a very good chance Teal'c is going to go into cardiac arrest if he suffers one more reset.

01:36:43:24 [GUNFIRE]

01:36:55:11 DANIEL (SHOUTING): Teal'c!

#### END OF ACT FOUR

### ACT FIVE

01:37:19:14	CARMICHAEL: His heart's stopped.
01:37:28:04	CARTER: He's got a pulse.
01:37:32:07	CARMICHAEL: That's not going to work again.
01:37:35:06	O'NEILL: I don't want to see that again! I thought they were going to be able to beat this thing.
01:37:40:02	CARTER (O/S): It may take Daniel
01:37:41:08	CARTER (CONT'D): A while to adjust to the precognitive abilities. Plus, two seconds isn't a lot of time. He'll need the right opportunity to take advantage of it.
01:37:48:10	[ALARMS SOUNDING]
01:38:03:14	TEAL'C: We must possess the modulator chip to compensate for the drone's modified armor.
01:38:06:29	DANIEL: You got any idea where she keeps it?
01:38:08:29	TEAL'C: It changes location each time.
01:38:10:23	DANIEL: Of course it does.

- 01:38:15:16 DANIEL: Found it!
- 0138:19:20 [GUNFIRE]
- 01:38:21:21 DANIEL: Down.
- 01:38:23:20 [GUNFIRE]
- 01:38:33:04 [GUNSHOT]
- 01:38:42:11 DANIEL (O/S): Yeah.
- 01:38:43:20 DANIEL (CONT'D): This could work.
- 01:39:22:22 DANIEL: Why didn't you shoot him?
- 01:39:23:28 TEAL'C: Such an action has always proven fatal. In the previous version of the game, when I've eliminated a drone from this location, it has inevitably attracted the attention of a third, cloaked drone.
- 01:39:36:23 DANIEL: So we shoot him too.
- 01:39:39:05 TEAL'C: It is merely a diversion designed to allow a Goa'uld hidden in our midst time to destroy the base. He will use either our self-destruct mechanism or a Naquadah generator designed to overload.

01:39:48:28 DANIEL: And if you try to stop one, he uses the other.

01:39:50:25	TEAL'C: Indeed.
01:39:53:14	DANIEL: I suppose the identity of the Goa'uld always changes too?
01:39:55:24	TEAL'C: Yes. I believe it to be the final component of the game we must overcome.
01:40:01:20	[GUNFIRE APPROACHING]
01:40:27:17	[GUNFIRE]
01:40:44:21	O'NEILL: You guys all right?
01:40:46:12	DANIEL: Oh, yeah. Thanks.
01:40:52:06	TEAL'C: The Naquadah generator.
01:40:55:04	O'NEILL: You guys all right?
01:41:00:11	CARTER: I've almost got it. Just give me a second.
01:41:01:27	TEAL'C: Step away from the device.
01:41:04:14	CARTER: Teal'c, what are you
01:41:05:21	CARTER (CONT'D O/S): Doing? We've got less than a minute before

- 01:41:07:07 CARTER (CONT'D): This thing goes critical.
- 01:41:13:17 O'NEILL: T?
- 01:41:14:17 TEAL'C: Step away.
- 01:41:18:17 DANIEL: I'd do as he says.
- 01:41:32:26 O'NEILL: What the hell's going on here?
- 01:41:35:21 CARTER: Teal'c, we're all going to die if you don't let me stop that overload.
- 01:41:38:16 TEAL'C: She may be a Goa'uld.
- 01:41:41:21 CARTER: It was Siler.
- 01:41:43:25 O'NEILL: Siler?
- 01:41:45:00 DANIEL: Siler?
- 01:41:46:01 CARTER: He was in here. I found him setting the generator.
- 01:41:51:21 O'NEILL: Teal'c, put the weapon down. That's an order.
- 01:41:56:12 DANIEL: What if it's not her?
- 01:41:57:29 DANIEL (O/S): You said yourself...

01:41:59:15	DANIEL (CONT'D): You could never tell who it was until the last second.
01:42:01:29	TEAL'C: You may be correct, Daniel Jackson.
01:42:06:01	O'NEILL: Hey!
01:42:14:01	O'NEILL: Now what?
01:42:15:14	DANIEL: Well, I know for a fact it's not me or Teal'c.
01:42:26:07	[GENERATOR WHIRS]
01:42:28:18	TEAL'C: Daniel Jackson.
01:42:30:26	DANIEL: I don't know. I can't tell.
01:42:46:24	O'NEILL: Carter.
01:42:52:24	[GENERATOR DIES DOWN]
01:42:57:29	DANIEL (SHOUTING): Teal'c!
01:42:58:29	O'NEILL: Carter!
01:43:01:12	[GUNFIRE]
01:43:06:28	[RAPID GUNFIRE]

- 01:43:35:11 DANIEL: Is it finished?
- 01:43:36:11 CARTER: Yeah, you did it.
- 01:43:44:10 CARTER (O/S): Shutting off power to both chairs.
- 01:43:47:29 TEAL'C: O'Neill.
- 01:43:48:29 O'NEILL: Hey.
- 01:43:52:07 TEAL'C: We have won.
- 01:43:53:18 O'NEILL: Well...it's what we do.

END OF ACT FIVE

#### FADE TO BLACK

**BEGIN END CREDITS**