

STARGATE SG-1
"AVATAR"
EPISODE #804
DIALOGUE CONTINUITY SCRIPT

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01:02:31:24 O'NEILL: What?

01:02:32:26 LEE (O/S): Yeah...

01:02:33:02 LEE (CONT'D): No...we've built it, we tested the software extensively using a variety of subjects--obviously, 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.

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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

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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.

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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.

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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.

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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]

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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.

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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.

01:14:53:19 LEE (CONT'D O/S): That should be the end.

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.

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?

01:16:28:11 CARTER: He also knew the Supersoldier's armor was resistant to our energy weapons.

01:16:32:25 DANIEL: Sergeant Harriman reported that there were only two intruders before he got killed.

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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...

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01:18:19:16 CARMICHAEL (CONT'D): Each individual pain stimulus isn't in any way life-threatening, 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]

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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 safe...from 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.

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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]

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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]

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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.

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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?

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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.

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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): Oh...it 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?

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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...

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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!

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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]

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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!

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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.

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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

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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.

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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...

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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...

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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]

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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