# **STARGATE SG1**

"CAMELOT"
EPISODE #0920
DIALOGUE CONTINUITY SCRIPT

January 27, 2006

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## TIMECODE DIALOGUE

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

#### **RECAP**

01:00:00:17	TEAL'C (V/O): Previously on Stargate SG-1
01:00:02:22	MERLIN HOLOGRAM: Welcome
01:00:04:06	MERLIN HOLOGRAM (CONT'D O/S): ye Knights of the Round Table.
01:00:06:12	MERLIN HOLOGRAM (CONT'D V/O): Prove ye worthy and all shall be revealed.
01:00:11:12	MITCHELL (V/O): So you're in the Ori galaxy?
01:00:12:28	VALA (V/O): Yes. Me carrying this child right now is a problem, a big problem, but believe me, there is one which is much, much bigger. The ships are planning to leave.
01:00:21:25	VALA (CONT'D): Somewhere out there, the Ori have a working supergate.
01:00:24:12	DANIEL: Merlin was conducting research on some kind of new invention
01:00:27:04	DANIEL (CONT'D O/S): a weapon capable of destroying ascended beings.

01:00:29:28	CARTER (O/S): I don't need to know Ancient to understand what
01:00:31:18	CARTER (CONT'D): that is.
01:00:32:05	DANIEL (O/S): A gate address
01:00:32:20	DANIEL (CONT'D): to where he hid the weapon.
01:00:34:01	DANIEL (V/O): Every ally we have
01:00:34:28	DANIEL (CONT'D): and everyone else on this base has already devoted themselves to finding the supergate.
01:00:38:10	LANDRY: Go.

#### **END OF RECAP**

## **TEASER**

01:00:41:20	MITCHELL (O/S): Hey, has anyone stopped to think how this thing might possibly work? I mean, how do you kill something that's pure energy?
01:00:49:19	DANIEL (O/S): Well, technically, Merlin's research didn't refer to "killing." A better translation would be "neutralizing" or "canceling out."
01:00:56:18	MITCHELL (O/S): Well, that still begs a lot of questions. How do you aim at something you can't see?
01:01:01:13	DANIEL: It clearly can't be a weapon in the conventional sense. Ascended beings transcend ordinary space-time as we know it. This device would have to do the same thing.
01:01:10:09	MITCHELL: In other words, you have no idea what it might be.
01:01:12:01	DANIEL: Yeah, pretty much, that's it.
01:01:14:12	CARTER: Ohthis looks promising.
01:01:43:13	CARTER (CONT'D): Well, it certainly looks like a place where Merlin might have lived.

01:01:47:12	MITCHELL: Well, I wouldn't get too excited just yet. There could be dozens of
	villages in the areajust like this one. No way to know for sure this is the
	right one.

01:01:56:08	DANIEL: Well.	there's	that
01.01.30.00	DAMEL. WEII,	1110103	.uiat.

01:02:13:28 MEURIK: Travelers.

01:02:18:00 MEURIK (CONT'D): I am...Meurik, governor of this village. Welcome to Camelot.

#### **END OF TEASER**

## **ACT ONE**

01:03:47:01	ANTONIUS: These must be the strangers that everyone is speaking of.
01:03:51:20	MEURIK: This is Antonius, our village historian.
01:03:55:18	ANTONIUS: Welcome to Camelot, past and future home of King Arthur and his Round Table.
01:04:00:13	CARTER (O/S): Sorry?
01:04:01:28	CARTER (CONT'D): The future home?
01:04:02:25	MEURIK (O/S): II assume you know the
01:04:04:08	MEURIK (CONT'D): history of the Battle of Camlann.
01:04:06:01	DANIEL: Of course. Where Arthur was mortally wounded by Mordred.
01:04:09:15	MEURIK: Arthur? Mortally wounded?
01:04:13:11	MEURIK (CONT'D): Ridiculous.
01:04:15:00	ANTONIUS: Arthur defeated Mordred
01:04:16:18	ANTONIUS (CONT'D O/S): at the Battle of Camlann

01:04:18:04	ANTONIUS (CONT'D): after which he and his fellow knights set off to find the
	Sangreal.
01:04:22:09	DANIEL (O/S): That's the Holy
04.04.00.40	DANUEL (CONTID), O
01:04:23:10	DANIEL (CONT'D): Grail.
01:04:23:21	ANTONIUS (O/S): That was long ago
01:04:25:16	ANTONIUS (CONT'D): but we know in our hearts that one day he will return to us.
01:04:29:01	DANIEL: Um, what happened to Merlin when he left?
01:04:38:11	MEURIK: I have matters
01:04:39:05	MEURIK (CONT'D O/S): to attend to. It's best I take my
01.04.00.00	WESTAIN (SOLVED STO). IS altered to: It's best I take my
01:04:41:11	MEURIK (CONT'D): leave now. Enjoy your stay with us.
01:04:51:12	DANIEL: Did I offend him?
01:04:54:19	ANTONIUS: Not at all.
04.04.56.44	ANTONIUS (CONTIDIOS) It's just that
01:04:56:11	ANTONIUS (CONT'D O/S) It's just that

01:04:59:12	ANTONIUS (CONT'D): Merlin's name is rarely mentioned in public.
01:05:02:03	DANIEL: And why is that?
01:05:04:05	ANTONIUS: Well, many believe he was a wizard of darkness.
01:05:07:22	ANTONIUS (CONT'D O/S): He may have tried to do good but there was always potential for great mischief in his heart.
01:05:14:15	ANTONIUS (CONT'D): Thankfully, he has neither been seen nor heard of since Arthur's depar
01:05:18:20	ANTONIUS (CONT'D O/S): ture. The library where
01:05:20:19	ANTONIUS (CONT'D): he practiced his strange arts remains sealed to this day.
01:05:25:14	CARTER: Merlin had a library here?
01:05:27:01	ANTONIUS (O/S): Of course.
01:05:28:19	ANTONIUS (CONT'D): It was his private sanctuary here in Camelot.
01:05:33:26	DANIEL: We'd like to see that.
01:05:35:17	ANTONIUS: II'm afraid that's impossible. The library is protected by a powerful curse.

01:05:43:08	ANTONIUS (CONT'D O/S): It is said that all those who enter Merlin's sanctuary
01:05:46:22	ANTONIUS (CONT'D): forfeit their lives to its guardian, the Black Knight.
01:06:02:15	MITCHELL: Okay, so, best case scenario, this "Curse of the Black Knight" is a story Merlin made up to scare off the locals. Worst case scenario, he's got another holographic knight protecting his goods, like he did back in England. Either way, I don't see a big
01:06:04:10	MITCHELL (CONT'D O/S): problem.
01:06:17:20	MITCHELL (CONT'D): What?
01:06:19:27	TEAL'C: Given your narrow victory over the knight in the Avalon cave, it would seem that your overconfidence is ill-advised.
01:06:26:11	MITCHELL (O/S): Did I say anything
01:06:27:00	MITCHELL (CONT'D): about me doing the fighting?
01:06:28:10	DANIEL: The point is, last time was a test
01:06:29:28	DANIEL (CONT'D O/S): designed to measure a challenger's worth. This time it sounds more like a defense mechanism

01:06:34:03	DANIEL (CONT'D): set up to protect Merlin's research, which means it could be a
	lot tougher, and the same rules might not apply.
01:06:39:13	CARTER: I think we should split up and look around.
01:06:41:20	TEAL'C (O/S): Indeed.
01:06:48:15	(PRACTICING SWORDPLAY)
01:06:54:11	VALENCIA: Surrender, Mordred.
01:06:55:25	RAMUS: Never!
01:06:58:15	VALENCIA (OS/): Yield?
01:06:59:24	RAMUS (O/S): I yield
01:07:01:07	RAMUS (CONT'D): but next time, I want to be Arthur.
01:07:04:00	MITCHELL: I don't know if that's going to help if
01:07:05:10	MITCHELL (CONT'D O/S): you keep moving around like Ed Grimley.
01:07:09:09	MITCHELL (CONT'D): Here. Let me show you something.
01:07:14:00	MITCHELL (CONT'D): Do you mind?

01:07:15:20	MITCHELL (CONT'D O/S): Thank you.
01:07:16:21	MITCHELL (CONT'D): Try not to bob around quite so much.
01:07:23:01	(PRACTICING SWORDPLAY)
01:07:25:22	MITCHELL: Nice.
01:07:33:11	VALENCIA: Where did you learn to fight?
01:07:35:25	MITCHELL: Broomstick battles with my kid brother and the Sodan ritual of Kel Shak Lo made me the nimble warrior that I
01:07:42:24	MITCHELL (CONT'D O/S): am today. So
01:07:47:15	MITCHELL (CONT'D): do either one of you know where we can find Merlin's, uh
01:07:51:00	DANIEL (INTERRUPTING): Oh, uh, library.
01:07:52:19	MITCHELL: Merlin's library?
01:08:10:11	VALENCIA (O/S): This is it.
01:08:14:04	VALENCIA (CONT'D): The door is magicked.

01:08:22:09	VALENCIA (CONT'D O/S): There is a key
01:08:24:07	VALENCIA (CONT'D): but no one dare use it.
01:08:25:16	DANIEL (O/S): Uh, where
01:08:26:00	DANIEL (CONT'D): would we find this key?
01:08:27:23	VALENCIA: It is kept in the village archives.
01:08:33:13	ANTONIUS: No. Absolutely not.
01:08:37:02	DANIEL (O/S): Antonius
01:08:39:00	ANTONIUS (O/S): I
01:08:40:09	ANTONIUS (CONT'D): will not be party to your deaths. Your lives would be forfeit the instant you stepped inside.
01:08:51:02	DANIEL: We have faced one of Merlin's knights before.
01:08:53:20	ANTONIUS: What? Impossible. If you had, you would not be here to tell the tale.
01:08:59:10	DANIEL: Well, I am, because we defeated him, and in defeating him, we acquired the treasures he had hidden away on our world. One of those treasures led us here

01:09:07:11	DANIEL (CONT'D O/S): to Camelot. Antonius, you're the village historian.
01:09:11:19	DANIEL (CONT'D): Don't tell me you haven't dreamt about what might be inside there.
01:09:17:11	(THUNDER)
01:09:23:01	ANTONIUS (O/S): No one must know of my participation in this venture.
01:09:26:00	MITCHELL (O/S): Got it.
01:09:26:26	ANTONIUS (O/S): Not Meurik, not my fellow villagers
01:09:29:20	ANTONIUS (CONT'D): and most importantly, not my wife Livia, who believes I am reviewing council minutes with Brother Abelard tonight.
01:09:38:02	MITCHELL: We were never here.
01:09:49:02	(DOOR SHIELD DEACTIVATED)
01:10:08:25	MITCHELL (O/S): Ughspiders.
01:10:35:20	DANIEL: Yep. This could take a while.
01:10:46:22	DANIEL (CONT'D O/S): This is interesting.

01:10:48:12	DANIEL (CONT'D): This is a reference to Merlin's prophetic abilities. There's a similar myth on Earth
01:10:53:21	DANIEL (CONT'D O/S): that Merlin could see the future because he actually aged backwards in time. It's not meant to be taken literally but
01:10:59:00	DANIEL (CONT'D): we have seen that a lot of legends and folklore have a strong basis in fact, Avalon, Atlantis
01:11:04:19	TEAL'C (INTERRUPTING): The Easter Bunny?
01:11:08:28	DANIEL: I guess there's a few exceptions.
01:11:10:28	CARTER (O/S): Are you saying that there's time-travel technology
01:11:13:00	CARTER (CONT'D): here?
01:11:13:10	DANIEL: I'm saying there could be anything around here.
01:11:15:15	MITCHELL (O/S): Well, I hate to break it to you folks, but the only technology I'm seeing is a bunch of dusty old books.
01:11:29:12	MITCHELL (CONT'D): And a secret passage.
01:11:39:10	MITCHELL (CONT'D): All right, there's another chamber.

01:11:41:03	ANTONIUS (O/S): We should not go in there.
01:11:43:15	ANTONIUS (CONT'D): We've tempted fate enough for one night.
01:11:46:10	MITCHELL: Well, you can stay up here if you want.
01:11:48:06	ANTONIUS (O/S): No.
01:11:49:19	ANTONIUS (CONT'D): I shall take my leave.
01:12:29:13	MITCHELL: It's not a puzzle, is it?
01:12:32:12	DANIEL: No, it's an Ancient control device.
01:12:36:15	MITCHELL: What does it control?
01:12:38:29	DANIEL: I have no idea.
01:13:07:00	ANTONIUS: Livia?
01:13:19:01	(THUNDER AND LIGHTNING)
01:13:25:21	DANIEL: We've seen this type of interface before. Activating it is a matter of correctly interpreting these symbols.

01:13:34:02 (WOMAN SCREAMS IN DISTANCE)

01:13:53:14 CARTER: He's dead.

**END OF ACT ONE** 

# **ACT TWO**

01:14:17:21	MEURIK (O/S): How do you explain this?
01:14:25:23	MEURIK (CONT'D): Antonius had it with him when he was killed.
01:14:29:22	CARTER: Meurik, we're very sorry about what happened
01:14:31:22	MEURIK (INTERRUPTING O/S): You went into
01:14:32:10	MEURIK (CONT'D): the wizard's library, didn't you?
01:14:33:23	DANIEL: Yes, we did.
01:14:34:20	MITCHELL (O/S): Look, it wasn't supposed to go down like that.
01:14:36:28	MITCHELL (CONT'D): We figured if the knight was going to appear, it would be in the chamber, and he wouldn't go after anybody but us.
01:14:41:09	MEURIK: You were warned of the danger, and you refused to believe. And you awakened the curse.
01:14:47:03	DANIEL (O/S): The Black Knight is not part of any
01:14:48:12	DANIEL (CONT'D): curse. He isn't magical and he isn't unbeatable.

01:14:51:27	TEAL'C (O/S): Your world, as well as countless others, are in danger
01:14:54:14	TEAL'C (CONT'D): of being overrun by an enemy far more powerful than you could ever imagine. They are called the Ori, and they will destroy anyone
	who does not kneel before them.
01:15:04:09	DANIEL: We learned that a long time ago Merlin was working on a weapon that
	could be used against them, and the key to finding that weapon is inside that library.
01:15:10:10	MEURIK: We have neither seen nor heard of these Ori, but we have witnessed
	the power of the Black Knight.
01:15:20:00	MEURIK (CONT'D O/S): Leave this village.
01:15:23:12	MEURIK (CONT'D): Take the curse with you.
01:15:34:06	DANIEL: Well, we can't just give up.
01:15:37:05	CARTER: Daniel, we're not exactly welcome here anymore.
01:15:39:18	DANIEL (O/S): Don't you see? This is exactly what Merlin wanted. Why do you think he
	umin ng
01:15:42:23	DANIEL (CONT'D): designed the Black Knight to attack in the village and not in the chamber?

01:15:46:01	DANIEL (CONT'D O/S): To incite terror. If it just killed whoever was inside the
	chamber, then there'd be no great public incentive to keep people out.
01:15:51:22	DANIEL (CONT'D): You'd go in at your own risk, and there'd always be someone foolish enough to give it a try.
01:15:55:13	MITCHELL: Yeah. Someone like us.
01:15:57:15	DANIEL (O/S): But the point is
01:15:58:16	DANIEL (CONT'D): that he designed it that way because he was worried that someone might stumble onto the solution, which means there is a
	solution, and it's inside that chamber.
01:16:03:23	CARTER: A shut-off switch.
01:16:05:00	DANIEL (O/S): Exactly.
01:16:05:25	MITCHELL (O/S): Well, that's great
01:16:07:15	MITCHELL (CONT'D): but how does it help us now?
01:16:09:27	DANIEL (O/S): I don't know.

01:16:12:00	DANIEL (CONT'D): Justgive me a little time to talk to these people. Ifif I can get some of them on our side, we might be able to get Meurik to reconsider. :
01:16:34:20	VALENCIA (O/S): Only he who is pure of heart and true of spirit can pull the sword from the stone.
01:16:40:09	VALENCIA (CONT'D): It is said Arthur will not return from his quest until one among us succeeds in removing it.
01:16:45:15	MITCHELL: You ever try it?
01:16:46:20	VALENCIA: Of course not. It is for the young men who are preparing to be knights to test themselves with the sword, as my brother Ramus will do when he comes of age.
01:16:55:16	MITCHELL (O/S): Yeah, but I've seen you spar.
01:16:57:21	MITCHELL (CONT'D): You've got skills.
01:17:00:12	VALENCIA: I only do that to help Ramus train. When Arthur does come back, he will need knights to join him on his next crusade.
01:17:06:13	VALENCIA (CONT'D O/S): The men of this village will be ready to serve him.
01:17:08:26	MITCHELL: And you're not interested in that?

01:17:11:17	MEURIK (O/S): Valencia!
01:17:12:20	MEURIK (CONT'D): Leave us.
01:17:13:27	VALENCIA: Yes, Governor.
01:17:14:25	MEURIK (O/S): You abuse my tolerant
01:17:16:12	MEURIK (CONT'D): nature, Colonel.
01:17:20:08	MITCHELL: I take it, it didn't go so well.
01:17:22:16	DANIEL (O/S): Not really.
01:17:24:03	MEURIK (O/S): These men will escort you
01:17:26:01	MEURIK (CONT'D): to the Great Ring and ensure that you leave, as requested.
01:17:29:12	DANIEL (O/S): Look, you're making a mis
01:17:30:02	DANIEL (CONT'D): take. There is no curse.
01:17:32:20	DANIEL (CONT'D O/S): Now, the Black Knight is a security feature created by Merlin through the

01:17:34:21	DANIEL (CONT'D): use of science and advanced technology. There is no magic
	involv
01:17:41:00	(ASTONISHED MURMURING)
01:17:50:01	EMERSON (O/S): SG-1 welcome
01:17:50:25	EMERSON (CONT'D): aboard the Odyssey.
01:17:52:09	MITCHELL (O/S): Colonel
01:17:53:12	MITCHELL (CONT'D): what's going on?
01:17:54:20	EMERSON: Change of plans.
01:17:57:21	EMERSON (CONT'D O/S): We received a subspace transmission from a Jaffa vessel near P3Y 229. They were
	vessernear FST 229. They were
01:18:02:29	EMERSON (CONT'D): investigating some unusual energy readings. This is what they found.
01:18:08:16	EMERSON (CONT'D O/S): We enhanced the image.
01:18:13:13	CARTER: A fully formed supergate.
01:18:15:26	EMERSON (O/S): Stargate Command tried to dial 229

01:18:18:00	EMERSON (CONT'D): but couldn't get a lock.
01:18:19:08	CARTER (O/S): The planet was probably destroyed in the
01:18:20:17	CARTER (CONT'D): formation of the microsingularity.
01:18:21:28	EMERSON (O/S): My orders were to pick you
01:18:23:15	EMERSON (CONT'D): up and proceed immediately to the supergate.  Unfortunately, the Daedalus is still in the Pegasus galaxy, but the Korolev will be joining us
01:18:29:06	EMERSON (CONT'D O/S): as soon as possible.
01:18:30:03	CARTER: I didn't think it was operational yet.
01:18:31:19	EMERSON: It's been rushed into service.
01:18:33:04	EMERSON (CONT'D O/S): We're to meet up with as many Jaffa and Tok'ra ships
	as we can muster, and destroy that
01:18:37:02	EMERSON (CONT'D): thing by whatever means necessary.
01:18:39:22	EMERSON (CONT'D): Set a course.

01:18:40:19	MARKS (O/S): Yes, sir.
01:18:41:09	DANIEL: Wait a minute. We can't go yet.
01:18:44:12	EMERSON (O/S): We don't have any more time, Doctor.
01:18:46:15	EMERSON (CONT'D): By all indications, that space gate's operational. There's no telling when the Ori are going to start sending ships through.
01:18:51:04	DANIEL: Okay, go, but leave me behind.
01:18:54:20	DANIEL (CONT'D O/S): Colonel, I believe
01:18:55:28	DANIEL (CONT'D): the key to defeating the Ori is on that planet. I know it.
01:18:58:29	CARTER (O/S): Daniel, even if you're right, the villagers
01:19:00:12	CARTER (CONT'D): are never going to let you back in the library.
01:19:02:10	DANIEL O/S): Then
01:19:02:20	DANIEL (CONT'D): beam me in.
01:19:06:22	EMERSON: All right. You get one more chance.
01:19:09:13	MITCHELL (O/S): I'll go with Jackson.

01:19:10:22	MITCHELL (CONT'D): A little quality time. And that Black Knight might show up again.
01:19:15:14	EMERSON (O/S): We'll have the Russians swing
01:19:16:09	EMERSON (CONT'D): by and pick you up on the way through. You have until then.
01:19:18:14	MITCHELL: Thank you, sir.
01:19:32:14	MITCHELL (CONT'D O/S): So, what now?
01:19:34:00	DANIEL (O/S): Well, all indications are the Black Knight was activated the second I stepped onto that platform so
01:19:39:12	DANIEL (CONT'D): my guess is we can shut him down by inputting the correct code sequence on that control panel.
01:19:45:02	MITCHELL: Merlin's P.I.N. number?
01:19:46:13	DANIEL (O/S): Yeah, something like that.
01:19:49:10	MITCHELL: So, how do we find it?
01:19:51:09	DANIEL: Byanalyzing these documents.

01:19:55:19	MITCHELL: You do realize we're on the clock, right?
01:20:01:27	MARKS: Course is plotted, sir.
01:20:03:25	EMERSON: Very well.
01:20:04:15	TEAL'C: Colonel Emerson, I wish to be transferred to the nearest Jaffa-controlled vessel.
01:20:08:26	EMERSON: Can I ask why?
01:20:10:12	TEAL'C: I intend to seek out some much-needed allies.
01:20:23:20	DANIEL: That's it.
01:20:30:11	(DROPS BOOK)
01:20:32:01	DANIEL (O/S): Sorry. Didn't mean to wake you.
01:20:35:08	MITCHELL: No, uh, I wasn't sleeping. I was kelnoreeming. Teal'c taught me the fundamentals.
01:20:42:21	DANIEL: Did he mention you should remain conscious in the process?
01:20:46:17	MITCHELL: Yeah, I'm still working on the basics.

01:20:49:17	MITCHELL: Soyou got something?
01:20:53:04	DANIEL: Yeah, I'veI've cross-referenced half a dozen passages that mention the Black Knight. Now, there's a series of recurring words and phrases that stand out, if you
01:20:59:29	DANIEL (CONT'D O/S): know what you're looking for.
01:21:01:09	MITCHELL: Are we talking access code?
01:21:04:00	DANIEL: I think so.
01:21:18:22	MITCHELL: What's the matter?
01:21:20:09	DANIEL: Well, if I'm wrong about this, then
01:21:23:01	MITCHELL: Nah, I'll take care of the Black Knight.
01:21:25:12	DANIEL: Yeah, how are you going to do that, again?
01:21:27:23	MITCHELL: I will pull the sword from the stone, just like last time.

01:21:30:26	DANIEL: Well, I think we've been over this. This is a completely different scenario.
	You see, in the Avalon cave, it was pulling the sword from the stone that
	caused the knight to appear in the first place. Here, we don't even know
	if they're connected.
01:21:41:10	MITCHELL: We know Merlin put the sword there, right?
01:21:43:08	DANIEL: Probably.
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01:21:44:09	MITCHELL (O/S): Which means it's no ordinary
01:21:45:21	MITCHELL (CONT'D): sword and that's good enough for me. Besides,
01:21:48:24	MITCHELL (CONT'D O/S): do we have a choice?
01:21:49:20	DANIEL: No.
01:22:21:25	DANIEL: Uh-oh.
01:22:22:15	MITCHELL: Wha-oh?
01:22:23:15	DANIEL: Nothing happened.
01:22:25:12	MITCHELL: Is that a good thing or a bad thing?
01:22:26:10	(WOMAN SCREAMING IN A DISTANCE)
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01:22:28:13	DANIEL: Bad.
01:22:28:13	MITCHELL (SIMULTANEOUSLY): Bad.
01:22:30:14	MITCHELL: You stay. I'll go.
01:22:32:15	MITCHELL (CONT'D O/S): Make it work!
01:22:33:19	DANIEL: Okay.
01:22:35:19	(VILLAGERS SCREAMING, HORSES WHINNYING)
01:22:39:20	MITCHELL: Oh, boy.
01:22:47:03	MITCHELL (CONT'D SHOUTING): Everybody down!
01:22:49:23	(MACHINE GUN FIRE)
01:22:55:19	MITCHELL: No. Didn't think so.

# **END OF ACT TWO**

# ACT THREE

01:23:23:11	(SWORD FIGHT)
01:23:32:27	MITCHELL (O/S): Ah!
01:23:37:23	DANIEL (INTO RADIO): Mitchell, how's it going out there?
01:23:39:24	MITCHELL (O/S INTO RADIO) Uh, not so good.
01:23:49:29	MITCHELL: Ugh!
01:23:51:27	VALENCIA: Do something! Help him!
01:23:54:17	MEURIK: He brought this on himself.
01:24:13:19	MEURIK (CONT'D): What do you think you're doing?
01:24:33:10	(SWORD FIGHT)
01:24:58:04	MERLIN HOLOGRAM (O/S): Greetings
01:24:58:29	MERLIN HOLOGRAM (CONT'D): friend. I am Merlin.
01:25:01:24	DANIEL: Yes, you are.

01:25:03:09	MERLIN HOLOGRAM (O/S): The prize you seek
01:25:04:20	MERLIN HOLOGRAM (CONT'D): like the pendulum's swing, marks the passage of all that is before you.
01:25:11:00	DANIEL (INTO RADIO): Mitchell, I did it.
01:25:11:20	MERLIN HOLOGRAM (O/S): Greetings
01:25:12:19	DANIEL (INTO RADIO): Is the Black Knight gone?
01:25:14:07	MITCHELL (INTO RADIO): Not exactly.
01:25:19:28	DANIEL (INTO RADIO):: I don't understand. I've got the treasure, activated the hologram
01:25:27:15	MITCHELL (INTO RADIO): Try a different code!
01:25:28:22	DANIEL (V/O OVER RADIO): I already tried all the combinations I came up with.
01:25:31:17	MERLIN HOLOGRAM:marks the passage of all that is before you.
01:25:33:19	DANIEL (INTO RADIO): Mitchell? Mitchell!
01:25:36:12	MERLIN HOLOGRAM: Greetings, friend.

01:25:38:09	MERLIN HOLOGRAM (CONT'D O/S): I am Merlin.
01:25:46:11	MERLIN HOLOGRAM (CONT'D)all that is before you.
01:25:48:21	MERLIN HOLOGRAM (CONT'D O/S): Greetings, friend. I am Merlin. The prize you seek, like the pendulum's swing, marks the passage of all that is before you. Greetings, friend
01:26:00:02	DANIEL (CONT'D): Oh, screw it.
01:26:02:08	(FIRES GUN)
01:26:08:28	VILLAGER (O/S): Look! Where'd it go?
01:26:11:14	(VILLAGERS APPLAUD)
01:26:54:11	MARKS: Sirwe're receiving a transmission from one of the Jaffa ships.
01:26:57:18	EMERSON (O/S): Put it on screen.
01:27:00:25	CHA'RA (V/O OVER MONITOR): I am Cha'ra of the free Jaffa. It was my ship that discovered the gate.
01:27:05:11	EMERSON: I understand there's been no other signs of activity.

01:27:07:26	CHA'RA (V/O OVER MONITOR): None. You should be aware we've already
	attempted to destroy the gate. Our combined forces had no effect.
01:27:20:25	(FUSE SPARKS)
01:27:22:19	MITCHELL (O/S): So all you had to do was
01:27:23:29	MITCHELL (CONT'D): shoot the control crystals?
01:27:26:02	DANIEL: Pretty much.
01.27.20.02	Dravice. Fromy moon.
01:27:27:27	MITCHELL: Sounds like one of my plans. How come we didn't do that in the first
	place?
01:27:31:20	DANIEL: Well, because I had to find the access code first. If I hadn't, none of this
	would've beamed in, and I wouldn't have seen Merlin's hologram
	message.
01:27:39:25	MITCHELL: Right. What did he say?
01:27:41:10	DANIEL: Well, I think it was a riddle, and I believe I figured it out. You see
VI.21.71.10	27 WILL. Tron, I willik it was a riadio, and I believe I ligared it out. Tou see
01:27:48:20	DANIEL (CONT'D O/S): this pendant? Now, in every depiction of Merlin from his
	library

01:27:52:20	DANIEL (CONT'D): I've seen it, and in fact, in the hologram message, he was
	wearing it as well but, I've never seen it before, not in any reference
	material back on Earth.
01:28:00:00	MITCHELL: And you think that's the device we're looking for?
01:28:02:18	DANIEL: The riddle mentions a pendulum. Now, at first I thought that was a
	reference to a passage of time, like a pendulum clock, then I realized it
	was more literalsomething that hangs. It also said it was right before my
	eyes.
01:28:16:12	MITCHELL (O/S): I don't know.
01:28:17:22	MITCHELL (CONT'D): Doesn't that seem a little small?
01:28:19:19	DANIEL: Just remember, we're talking about things that transcend ordinary
	space-time here. Relative size has no meaning.
01:28:27:17	MITCHELL: Fine. Let's start looking.
01:28:31:13	MARKS: Sir, another ship just dropped out of hyperspace. It's an Asgard vessel.
01:28:35:19	EMERSON: Open a channelThis is Colonel Emerson of the Earth vessel
	Odyssey.
01:28:42:18	KVASIR: Yes. I know who you are.

01:28:45:12	CARTER: Hello, Kvasir.
01:28:46:21	KVASIR (O/S): Colonel Carter.
01:28:47:22	KVASIR (CONT'D): There is much work to be done. Where is the rest of your team?
01:28:52:02	CARTER: Daniel and Colonel Mitchell are still looking for the Ancient device I was telling you about in our communiqué
01:28:56:20	CARTER (CONT'D O/S): and Teal'c
01:29:00:20	CARTER (CONT'D): Well, we're not exactly sure where Teal'c is.
01:29:26:12	NETAN: Flying into our territory in an unmarked cargo ship. I didn't think you were that stupid.
01:29:34:29	TEAL'C: I have allowed myself to be captured knowing that I would be brought before you.
01:29:40:12	NETAN: Really?
01:29:42:01	TEAL'C: I have come to seek the assistance of the Lucian Alliance.
01:29:45:21	NETAN: I take it back. You're not stupid. You're insane.

01:29:52:10	NETAN (TO HIS MEN): Kill him.
01:30:05:27	TEAL'C: I should kill you where you stand
01:30:09:22	TEAL'C (CONT'D): but as I have said, I have come seeking your assistance. The
	fate of the galaxy is at stake.

#### **END OF ACT THREE**

## ACT FOUR

01:30:41:15	KVASIR (O/S): We
01:30:41:29	KVASIR (CONT'D): have been analyzing the information that Daniel Jackson was able to retrieve from Merlin's phase-shifting device.
01:30:48:05	CARTER: Unfortunately, he didn't get very far before it permanently ran out of power.
01:30:51:22	KVASIR (O/S): There was enough
01:30:52:15	KVASIR (CONT'D): data for us to surmise what this so-called anti-Ori weapon might be.
01:30:56:26	CARTER: Really? I wasn't able to make heads
01:30:59:09	CARTER (CONT'D O/S): or tails of it.
01:31:00:11	KVASIR: Really?
01:31:02:22	CARTER: Just tell me what you've got.
01:31:04:20	KVASIR (O/S): It is an energy transfer device

01:31:06:11	KVASIR (CONT'D): similar to a zero-point module, except that the energy is
	channeled not from subspace into ordinary space-time
01:31:13:11	KVASIR (CONT'D O/S): but rather, into the dimension occu
01:31:15:08	KVASIR (CONT'D): pied by ascended beings.
01:31:17:00	CARTER (O/S): And this energy
01:31:17:29	CARTER (CONT'D): is harmful to them in some way?
01:31:19:15	KVASIR (O/S): It is a form of interference.
01:31:21:11	KVASIR (CONT'D): A simple analogy would be two standing waves canceling each other out.
01:31:26:06	KVASIR (CONT'D O/S): If the weapon indeed works the way Merlin's writings imply we
01:31:29:11	KVASIR (CONT'D): would simply need to activate it, and send it to the Ori galaxy, and they would be eliminated.
01:31:35:01	CARTER: Yeah, but how do we do that? I mean we don't even know where the Ori galaxy is, let alone have the ability to send something there.
01:31:40:23	KVASIR: That is where you're mistaken.

01:31:45:02	CARTER: You're talking about the supergate. We dial out before they can dial in.
01:31:49:28	KVASIR: Precisely.
01:31:52:03	CARTER: That might actually work.
01:31:53:12	KVASIR (O/S): Of course, we will need
01:31:54:18	KVASIR (CONT'D): Merlin's weapon. If Colonel Mitchell and Dr. Jackson
01:31:57:11	KVASIR (CONT'D O/S): don't find it
01:31:58:10	CARTER (INTERRUPTING): Don't worry, they'll find it.
01:32:00:12	(BEEP)
01:32:04:16	MITCHELL: What do you mean, it's not here?
01:32:07:07	DANIEL: Well, we've been through this stuff twice. It's not here.
01:32:09:20	MITCHELL (O/S): It's got
01:32:10:10	MITCHELL (CONT'D): to be here! Look, I once lost my car keys in my apartment

01:32:14:21	MITCHELL (CONT'D O/S): for three days
01:32:15:22	MEURIK (O/S INTERRUPTING): Colonel Mitchell?
01:32:19:14	MITCHELL (O/S): Hi.
01:32:20:05	MITCHELL (CONT'D): Um, come on in.
01:32:23:09	MITCHELL (CONT'D O/S): Don't be afraid. The Black Knight's not coming back.
01:32:32:10	MEURIK: It's incredible.
01:32:33:21	MITCHELL: Yeah. It's all yours.
01:32:37:25	MEURIK: You do not wish to claim a prize for
01:32:39:29	MEURIK (CONT'D O/S): defeating Merlin's champion?
01:32:41:18	MITCHELL: Well, there was one thing we were looking for, but we can't find it.
01:32:45:11	DANIEL (O/S): Actually, maybe you can help
01:32:46:18	DANIEL (CONT'D): us.
01:32:56:22	DANIEL (CONT'D): Do you recognize this?

01:33:02:11	MEURIK: It is the Sangreal.
01:33:05:00	DANIEL (O/S): This
01:33:05:13	DANIEL (CONT'D): is the Sangreal?
01:33:07:09	MEURIK (O/S): It is also
01:33:07:23	MEURIK (CONT'D): known as the bloodstone.
01:33:10:05	DANIEL: Of course. "Sang," blood. Blood-red, for the color of the jewel.
01:33:14:09	MITCHELL: Whoa, whoa, whoa, wait a minute. We're talking about the Holy Grail, right? Every movie I've seen, that's a cup.
01:33:19:04	DANIEL: Uh, no. The notion that the Grail was a cup or chalice, particularly the one used by Christ at the Last Supper was a late addition
01:33:25:03	DANIEL (CONT'D O/S): to the myth. You see, in earlier accounts, it's described variously as a dish, or platter
01:33:28:20	DANIEL (CONT'D): or, in the case of Von Eschenbach and other Middle Eastern influenced chroniclers, as a stone that fell from the heavens.
01:33:35:07	MEURIK (O/S): If this is what you seek

01:33:37:08	MEURIK (CONT'D): you will not find it among these trinkets.
01:33:39:25	MEURIK (CONT'D O/S): Arthur and his knights
01:33:41:12	MEURIK (CONT'D): left to quest to the Sangreal long ago.
01:33:45:16	MITCHELL: Do you know where they went?
01:33:47:08	MEURIK: Of course. It is said that they journeyed to three distant lands
01:33:52:26	MEURIK (CONT'D O/S): mentioned in Merlin's prophecy
01:33:55:01	MEURIK (CONT'D): Castiana, Sahal, and Vagonbrei.
01:34:00:02	MITCHELL: Any of those spots ring a bell?
01:34:01:12	DANIEL: No, but if they were part of one of Merlin's prophecies, then any one of those books could hold the key to what we're looking for.
01:34:06:15	MITCHELL: The books upstairs? Jackson, that's days, weeks, to find the proper reference, and then there's no guarantee that we're going to be able to track him down.
01:34:13:14	MEURIK (O/S): Search
01:34:13:25	MEURIK (CONT'D): ing for Arthur's whereabouts in this library

01:34:16:21	MEURIK (CONT'D O/S): is not necessary.
01:34:18:02	MEURIK (CONT'D): Nowthanks to Valencia, we've been given a sign that Arthur will return soon, and you are welcome to stay with us and wait. As the men that conquered Merlin's curse
01:34:32:02	MEURIK (CONT'D O/S): you will be given a place of honor.
01:34:34:10	DANIEL: Look, once and for all, there was no curse, okay? Thisthis is a device, it's a machine, it's like
01:34:41:27	DANIEL (CONT'D O/S): a flour mill or a catapult. It's just a lot more complicated.
01:34:46:18	DANIEL (CONT'D): There is no magic.
01:34:57:16	DANIEL: Boy, my timing is off today.
01:34:59:07	CHEKOV: Colonel Mitchell, Dr. Jackson, welcome aboard the Korolev.
01:35:09:17	CARTER (O/S): There it is.
01:35:13:16	EMERSON: Colonel Carter.
01:35:14:23	CARTER (O/S): Sir, we've managed to locate the dialing control

01:35:17:20	CARTER (CONT'D): crystals on one particular section of the gate. Now, Kvasir's
	already programmed a replacement crystal, so it's just a matter of
	somebody getting out there and installing it.
01:35:25:07	EMERSON: And I suppose you'd like to volunteer.
01:35:27:15	CARTER: Yes, sir.
01:35:28:11	KVASIR (O/S): I would go
01:35:29:20	KVASIR (CONT'D): but you do not have a space suit that would fit me.
01:35:35:20	EMERSON: No one's going.
01:35:36:22	EMERSON (CONT'D O/S): We just got word from the Korolev. Mitchell and
	Jackson didn't find the device.
01:35:40:10	CARTER (O/S): Sir, even without Merlin's device, dialing out
01:35:42:29	CARTER (CONT'D): is still our best bet, because, in the very least, it will prevent
	them from dialing in.
01:35:47:14	CARTER (CONT'D O/S): Well, it's possible that with the power
01:35:49:00	CARTER (CONT'D): generated by the singularity, we can maintain this connection
	indefinitely.
	•

01:36:13:21	KVASIR: The coordinates are set. Are you ready, Colonel Carter?
01:36:18:22	CARTER: Ready as I'll ever be.
01:36:24:26	KVASIR: Initiating transport.
01:36:41:03	CARTER (O/S): Engaging magnetic
01:36:42:08	CARTER (CONT'D): lock.
01:36:42:15	(BEEP)
01:36:59:01	CARTER: I'm removing the panel now.
01:37:15:14	CARTER (V/O OVER RADIO): I'm putting in our control crystal.
01:37:32:10	CARTER: It'll just take a few minutes to
01:37:33:18	CARTER (CONT'D O/S): initialize.
01:37:38:12	MARKS: Sir, we're picking up increased energy output coming from the gate.
01:37:43:18	(ELECTRIC ARCING ON GATE)
01:37:46:16	CARTER (INTO RADIO): Something's happening.

01:37:51:11	CARTER (CONT'D O/S INTO RADIO): I've lost my magnetic lock!
01:37:55:00	MARKS (O/S): It's an incoming wormhole.
01:37:57:25	EMERSON: Get her out of there, now.
01:37:59:29	MARKS: It's not working. There's too much interference.
01:38:03:23	EMERSON: Sam, report.
01:38:04:12	(STATIC)
01:38:06:22	EMERSON: Sam!
01:38:07:13	(STATIC)
01:38:12:20	(KAWOOSH)
01:38:24:00	CARTER: Oh, my God.

## **END OF ACT FOUR**

## **ACT FIVE**

01:38:44:13	EMERSON: Can you reacquire Colonel Carter's signal?
01:38:46:23	MARKS: Negative. She's too close to the event horizon.
01:38:59:12	MARKS (CONT'D): Sir, the Korolev just dropped out of hyperspace.
01:39:01:20	CHEKOV (V/O OVER RADIO): This is Colonel Chekov.
01:39:03:02	CHEKOV (CONT'D): What is the situation?
01:38:04:11	EMERSON (V/O OVER RADIO): We've got an incoming wormhole. I'd suggest you prepare for battle.
01:38:07:25	CHEKOV (SPEAKING RUSSIAN)
01:38:09:08	CREWMEMBER (O/S SPEAKING RUSSIAN)
01:39:12:15	MITCHELL: Here they come.
01:39:43:04	MITCHELL (CONT'D): I only count four ships.
01:39:44:11	DANIEL: It's probably their first wave.
01:39:46:25	MITCHELL: We should see what we can do about discouraging a second one.

01:39:49:11	CHEKOV (O/S SPEAKING IN RUSSIAN)
01:39:51:21	CREW (SPEAKING RUSSIAN)
01:39:55:21	MARKS: Sir, we're receiving a message from one of the Ori ships. Text only.
01:40:00:23	EMERSON: What does it say?
01:40:02:14	MARKS: "And those who are prideful and refuse to bow down shall be laid low and made unto dust."
01:40:11:12	CHEKOV: Is that all it says?
01:40:12:29	MITCHELL: Yeah, that's it.
01:40:13:25	DANIEL: Open a channel?
01:40:14:27	CHEKOV (O/S SPEAKING IN RUSSIAN)
01:40:20:18	DANIEL: "Then did Tyolus say "to the people of the low plains, "seek not wickedness amongst your neighbors, lest it find purchase in your own house."
01:40:30:25	MITCHELL: What was that?

01:40:31:20	DANIEL: Book of Origin.
01:40:33:15	MITCHELL: Think it'll help?
01:40:39:20	MARKS: They're powering up their weapons.
01:40:42:00	EMERSON: Here we go. All batteries, open fire.
01:40:44:23	(SHIPS FIRE)
01:41:07:01	(EXPLOSION)
01:41:17:18	MARKS: Shields down to 50%.
01:41:25:22	MARKS (CONT'D): Sir, we just lost sublight engines.
01:41:35:18	EMERSON: Redirect power to the engines! Begin evasive maneuvers!
01:41:41:09	CHEKOV: We've lost
01:41:41:25	CHEKOV (CONT'D O/S): power!
01:41:43:10	MITCHELL (O/S): We have to scramble the 302s!
01:41:44:25	CHEKOV: No, they'll have no effect against that.

01:41:47:02	MITCHELL: Hey, we're getting our asses kicked! It's time to go all-in.
01:41:50:05	MITCHELL (CONT'D O/S): I'll draw their
01:41:50:24	MITCHELL (CONT'D): fire while you get the ship back online.
01:41:51:25	CHEKOV: Go! Go!
01:41:56:05	MARKS: It's no good, sir. We're dead in the water.
01:41:59:24	MARKS (CONT'D): Sir, picking up approaching ships.
01:42:04:23	(SHIPS FIRING)
01:42:09:19	TEAL'C (V/O OVER MONITOR): Apologies for my late arrival.
01:42:11:13	EMERSON: Better late than never.
01:42:12:02	(EXPLOSION)
01:42:13:17	TEAL'C (V/O OVER MONITOR): Indeed.
01:42:14:15	(EXPLOSION)
01:42:15:18	EMERSON: Forget the engines. Give 'em everything we got!

01:42:18:12 (SHIPS FIRING)

01:42:24:21 (EXPLOSION)

**END OF ACT FIVE** 

**FADE TO BLACK** 

**END OF EPISODE**