

	<b>Title</b>	<b>Prod #</b>	<b>AirDate</b>	<b>Synopsis</b>
1	Children of the Gods - SEASON 1	101	7/27/1997	The System Lord Apophis launches an attack through the Stargate tucked away by the military after the events of the movie and the SGC program is reactivated and given a new objective - seek out and find the alien invaders and defeat them. Jack O'Neill is called out of retirement and sent to locate Daniel Jackson on Abydos.
2	The Enemy Within	102	8/1/1997	While the U.S. government determines the fate of Teal'c SGC must deal with one of its own that has been taken over by a Goa'uld.
3	Emacipation	103	8/8/1997	SG-1 visits a planet settled by the ancient Mongols where women are treated as second-class citizens.
4	The Broca Divide	104	8/15/1997	SG-1 investigates a planet divided into a light and dark side and ends up bringing back a plague that threatens to decimate SGC.
5	The First Commandment	105	8/22/1997	SG-1 goes in search of the missing SG-9 but discovers that its leader has set himself up as a god on a planet of primitives.
6	Cold Lazarus	106	8/29/1997	During an off-world assignment Jack is struck down by energy from a blue crystal...which creates a duplicate of him that returns to Earth in Jack's place.
7	The Nox	107	9/12/1997	SG-1 travels to a planet with a creature that possesses the power of invisibility but run afoul of Apophis and meet the mysterious Nox.
8	Brief Candle	108	9/19/1997	After being greeted with open arms by the people of Argos SG-1 discovers that not only do the Argosians suffer from rapid aging but O'Neill has been somehow infected and will die in a few short days if they don't find a cure.
9	Thor's Hammer	109	9/26/1997	Traveling to a planet quarantined by the Goa'uld Jack and Teal'c are trapped in an underground labyrinth.
10	The Torment of Tantalus	110	10/3/1997	Daniel discovers that there was a previous Stargate explorer - Dr. Ernest Littlefield who went through the Gate in 1945. But he never returned so SG-1 sets out to recover him.
11	Bloodlines	111	10/10/1997	Teal'c reveals that he has a son who is due to receive a Goa'uld larva and asks the team to help him save his child.
12	Fire and Water	112	10/17/1997	After an expedition to the planet Oannes Jack Teal'c and Sam return...to reveal that Daniel died on the mission.
13	Hathor	113	10/24/1997	The ancient Egyptian goddess and Goa'uld Hathor is awakened and immediately takes over SGC and all of its men.
14	Singularity	114	10/31/1997	SG-1 rescues a little girl Cassandra but it soon turns out she is a pawn in a scheme to destroy Earth's Stargate.
15	Cor-ai	115	1/23/1997	Teal'c is put on trial by the inhabitants of a planet where he and the Goa'uld collected humans from the planet. If he is found guilty he will be executed.
16	Enigma	116	1/30/1998	SG-1 rescues a group of survivors from a dying planet but finds that it must deal with its own people when military intelligence wants access to their advanced technology.
17	Solitudes	117	2/6/1998	During a Stargate malfunction Jack and Sam are redirected to an icy planet where they face a frozen death unless Stargate Command can determine their location.
18	Tin Man	118	2/13/1998	SG-1 arrives on P3X-989 and is knocked unconscious - they wake up and return to Earth only to find that they are robots.
19	There But For the Grace of God	119	2/20/1998	While investigating P3R-233 Daniel stumbles across a device that projects him into a parallel dimension. In this universe Carter and O'Neill are engaged and Teal'c is still First Prime of Apophis. Using the knowledge "our" Daniel has the SGA launches a nuclear attack on Chulak through the Stargate. This results in a counter-attack as the Goa'uld send a horde of Pyramid Ships to destroy the parallel Earth and Teal'c refuses to be swayed by those who wiped out his family. The parallel SGC (known as the SGA) must somehow dial out of their Stargate and get Daniel back to the planet so he can return to "his" universe.
20	Politics (I)	120	2/27/1998	Having escaped marauding Goa'ulds in another Earth reality Daniel Jackson warns that it is only a matter of time before they launch an attack in this one. But the Stargate program faces a more immediate threat - - this from Senator Kinsey powerful Chairman of the Appropriations Committee and the man who oversees Stargate's multi-billion dollar budget. Kinsey sees the program as a wasteful fatcat project with dubious goals and he vows to shut it down. As he reviews the past missions with Hammond O'Neill and the SG-1 team he dismisses the danger presented by the Goa'uld despite warnings from Teal'c of their power. Even Daniel's desperate warning of an imminent attack won't sway the Senator who is determined to bury the gate and put the program out of business.
21	Within the Serpent's Grasp (II)	121	3/6/1998	The Stargate is being shut down by the U.S. government despite Daniel's warning of an imminent Goa'uld attack on Earth. The SG-1 team armed to the teeth defy orders and make an unauthorized trip through the Stargate to what they believe to be the origin of the attack. They find themselves on a Goa'uld Pyramid Ship and discover that Skaara is aboard. Skaara was once the young Abydonian friend to O'Neill but now is the host body to Klorrel son of Apophis. Is Skaara's human spirit still alive under that fierce exterior or has it been consumed by Klorrel? The future of the SG-1 team and of Earth depend on the answer.
22	The Seprent's Lair (III) - SEASON 2	201	6/26/1998	With SG-1 trapped on Klorrel's ship. It seems that Earth is doomed as the Pyramid Ships prepare to destroy Earth.
23	In The Line of Duty	202	7/3/1998	While on an off-world rescue mission Sam becomes possessed by a Goa'uld symbiote.
24	Prisoners	203	7/10/1998	After assisting a man that is a fleeing murderer the team is sent through a Stargate to Hadante a penal world where brute strength and raw power rule.
25	The Gamekeeper	204	7/17/1998	SG-1 travel to P7J-989 where they discover a beautiful garden and a dome full of strange metallic chambers each containing an unconscious person. As the team inspects the chambers they are trapped and knocked unconscious.
26	Need	205	7/24/1998	When Daniel is being manipulated by an alien princess SG-1 is forced to labor in the mines.
27	Thor's Chariot	206	7/31/1998	SG-1 must return to Cimmeria in order to help fight off a Goa'uld invasion while searching for a mysterious hall put there by the Asgard Thor.

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28	Message in a Bottle	207	8/7/1998	While exploring a new planet SG-1 find an orb that sends out electromagnetic signals. Thinking it's a time capsule of some sort they return to Earth to begin their tests however the object begins to heat up among other things.
29	Family	208	8/14/1998	Teal'c's mentor Bra'tac arrives unexpectedly through the Stargate with shocking news: the Goa'uld Apophis survived the destruction of his ship and has now kidnapped Teal'c's son Rya'c. O'Neill and the rest of the SG-1 team agree to join Teal'c as he returns to Chulak to rescue Rya'c but when they arrive they find much has changed. Because Teal'c didn't return from Earth his wife Drey'auc assumed he was dead and married his old friend Fro'tak. To make matters worse Rya'c has been brainwashed by Apophis which causes him to denounce his father as a traitor and foil the team's attempts to rescue him. Fro'tak becomes jealous after seeing Teal'c and Drey'auc rekindling their marital flame. The team is almost captured and Fro'tak attempts to betray them to Apophis forcing O'Neill to take drastic action. But Teal'c sees a glimmer of hope when Rya'c slips a hidden message into his denunciation of his father. Teal'c wants to rescue him and take him back to Earth and although O'Neill agrees he suspects Rya'c - or his controller Apophis - may be setting an elaborate and deadly trap.
30	Secrets	209	8/21/1998	Jackson and Teal'c travel back to Abydos to fulfill a promise he made to Shau're's father Kasuf. When they arrive Daniel learns that his wife whom he hasn't seen since she was taken by the Goa'uld is nine months pregnant. The father is Apophis who plans to use the baby as his new host.
31	Bane	210	9/25/1998	While exploring planet BP6-3Q1 Teal'c is stung by a strange insect which causes him to become ill and almost die.
32	The Tok'ra (I)	211	10/2/1998	Through a dream Captain Carter sees herself as Jolinar of Malkshur running through a maze of blue walls and brightly coloured people. She stops at a DHD to dial an address. This so she claims is the Tok'ra base. So SG-1 goes off the contact the Tok'ra. Meanwhile Captain Carter's father Jacob has cancer and it is getting worse.
33	The Tok'ra (II)	212	10/9/1998	The Tok'ra turns down a request for an alliance against the Goa'uld because Earth doesn't offer enough rewards to justify the security breach. Selmak a Tok'ra whose host is dying requests a human host. Carter suggests her father Jacob Carter who is dying of cancer.
34	Spirits	213	10/23/1998	SG-11 has not returned from its mission to Planet PXY 887 where they recently discovered an element Trinium. After O'Neill becomes injured Carter leads SG-1 through the Stargate to investigate and to negotiate a mining treaty with the inhabitants.
35	Touchstone	214	10/30/1998	SG-1's mission is to return to PX7-941 or Madrona as the inhabitants call it to study the effects of and technology behind the "Touchstone" device. However SG-1 is accused of stealing this artifact by the Madronans. They claim "Touchstone" has been taken by a group of people dressed in SGC uniforms who came and went through the Stargate leaving the inhabitants without any protection from the planet's deteriorating climate. As SG-1 tries to locate the device they uncover a sinister government agenda.
36	The Fifth Race	216	1/22/1999	While on the planet P3R-272 SG-1 comes across an ancient device that downloads a vast amount of knowledge into Jack's brain. Jack has the task of helping Daniel solve ancient mysteries while trying to save himself from braindeath due to the overwhelming stress.
37	A Matter of Time	215	1/29/2003	SG-10 is on a planet when its sun becomes a black hole and the Stargate link back to Earth threatens to destroy first Stargate Command and then the entire planet.
38	Holiday	218	2/5/1999	When the SG-1 team stumbles upon the chamber of former Goa'uld enemy Ma'chello they fall victim to his powerful body-swapping invention. Ma'chello takes on Daniel's body and the young archeologist finds himself trapped in the body of an old and dying man.
39	Serpent's Song	217	2/12/1999	Pursued by Goa'uld Apophis throws himself on the mercy of SG-1. Despite his past evil SG-1 grants him sanctuary. Apophis who shows signs of having been tortured is slowly dying and reveals that he is being pursued by an ancient and powerful Goa'uld named Sokar the original god of death.
40	One False Step	219	2/19/1999	During a routine reconnaissance mission the UAV plane crashes into a cactus-like plant. Sent to recover the plane SG-1 discovers that the inhabitants have begun falling ill and before long a plague of illness sweeps the race.
41	Show and Tell	220	2/26/1999	A young boy gains entry to the SGC and tells the SG-1 team he has come with his mother a member of the invisible Reetou race. The boy announces that the Goa'uld destroyed his planet Reetalia and now Reetou rebels intend to kill all human beings to prevent possible future hosts.
42	1969	221	3/5/1999	SG-1 departs on a mission only to find themselves in the missile silo where SGC Command was built upon 30 years ago. Due to solar flare emissions warping the Stargate wormhole they've traveled back in time. Captured by the U.S. military and unable to tell them anything without altering their own history they must escape with the help of their commander General Hammond (now only a Lieutenant and 30 years younger) and somehow gain access to a Stargate and reverse the procedure so they can return to their own time.
43	Out of Mind (I)	222	3/12/1999	Awakening from cryogenic suspension O'Neill finds himself in a futuristic version of the SGC. Doctors hook O'Neill to a device which turns his memories into holograms and then question him for information about races able to defeat the Goa'uld.
44	Into the Fire (II) - SEASON 3	301	6/25/1999	General Hammond leads a daring rescue attempt with the help of Teal'c to retrieve SG-1. Meanwhile on board the Goa'uld ship one of the members of the team gets a present from Hathor... is it too late to save Colonel O'Neill?
45	Seth	302	7/2/1999	The Tok'ra believe that the ancient Goa'uld System Lord Seth is hiding on Earth posing as a religious leader. SG-1 and the Tok'ra Selmak must find him without falling victim to his brainwashing powers.

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46	Fair Game	303	7/9/1999	During an awards ceremony where Carter is awarded a promotion to Major O'Neill is transported to a space ship orbiting Earth. Here he meets a non-humanoid alien who calls himself Thor. Thor tells O'Neill that the Goa'uld are upset with Earth about the death of Hathor and are now considering retaliation. The Asgard wish to include Earth in the protected planets treaty which will save them from an attack. The negotiations are to take place at the SGC.
47	Legacy	304	7/16/1999	Daniel starts going crazy after SG-1 visits a planet where SG-1 found nine dead Goa'uld. The doctors believe he is suffering from the effects of traveling through the gate.
48	Learning Curve	305	7/23/1999	In the pursuit of knowledge Jack O'Neill Teal'c and Daniel Jackson travel to the planet Orban as part of an exchange program. Daniel and Teal'c remain on the planet -- Daniel to study an ancient mosaic pattern on the floor of their Stargate room that he hopes will explain the origin of the Orbanian people and Teal'c to prepare the Orbanians should they ever encounter the Goa'uld by sharing his knowledge with them. O'Neill travels back to Earth with a young Orbanian girl Merrin and her chaperone Kalan to present the SGC with a valuable Naquadah reactor. All are surprised when it is the young Merrin who volunteers to stay at the SGC and teach Samantha Carter how to build such a complicated technical device. As Carter and O'Neill spend more time with Merrin they become aware that she is not a typical eleven-year-old. She is incredibly knowledgeable but has no understanding of fun or play. O'Neill and the rest of SG-1 uncover the truth behind Merrin's intelligence and how it will affect her and the other children of Orban. He defies orders and sets out to change Merrin's fate by taking her off base to show her the value of what her childhood could be like and what she has been missing.
49	Point of View	306	7/30/1999	Alternate reality versions of Carter and Kawalsky use the quantum mirror to arrive at a secured building in the top secret Area 51 in "our" universe. In their reality Jack was married to Dr. Carter before his death at the hands of the Goa'uld Teal'c is still in the service of Apophis Kawalsky is still alive and Carter is a civilian Doctor. Dr. Carter begins to suffer from temporal distortion caused by travel through the quantum mirror. "Our" Carter determines that her alternate will die unless she is returned to her alternate reality - unfortunately that's also a death sentence since the Goa'uld have swarmed that universe's SGC. SG-1 must use their present day resources and knowledge to return with their new acquaintances and overthrow the Goa'uld.
50	Dead Man's Switch	307	8/6/1999	The team are captured by a bounty hunter who plans to use them to capture a Goa'uld but all is not as it seems.
51	Demons	308	8/13/1999	SG-1 arrives at a medieval village and frees Mary a young woman who has been left outside tied to a stake. Simon friar of the village and Mary's friend explains that Mary is a sacrifice for the demon that plagues their village. The Canon chose her when he mistook her illness for an evil possession. When the demon arrives and finds no sacrifice he promises to destroy the village the next day unless five humans are left for sacrifice. SG-1 recognizes this "demon" and plot to destroy it but the Canon pronounces SG-1 evil and condemns them to be sacrificed. SG-1 must convince Simon to go against everything he believes in order to save themselves and rid the village of its demon forever.
52	Rules of Engagement	309	8/20/1999	Upon exiting the Stargate SG-1 finds itself in the midst of battle. A group of SG soldiers battle a Jaffa army. Believing the soldiers to be the missing-in-action SG-11 team O'Neill and the others provide assistance. Much to their surprise the mystery SG team turns their weapons on SG-1.
53	Forever in a Day	310	10/8/1999	In the middle of a battlefield Daniel and Amonet meet in a tent. Amonet uses her hand device on Daniel and he passes out. When he awakes Amonet (and Sha're) are dead their body's stored in the mortuary. Daniel is really depressed and resigns from the Stargate Project but when he wakes up next morning Sha're is right beside him. All signs in life tell Daniel that Sha're is dead he even went to her funeral. Yet he keeps seeing her everywhere in his bathroom at the SGC even at her own funeral. Is there something keeping her back from finding peace?
54	Past & Present	311	10/15/1999	SG-1 travels to a planet whose inhabitants seem to be suffering from mass retrograde amnesia. They have no memory of their lives before the unknown event they call the "Vorlix" and report that their elders and children are missing. The planet faces complete devastation unless the people's memories can be restored. The inhabitants introduce Ke'ra a brilliant and personable young woman who has come to be the leader of her people. She and Daniel Jackson develop a mutual attraction. Ke'ra returns to Earth with SG-1 in hopes that her existing research on the Vorlix may help them find a cure. But as the investigation progresses SG-1 begins to suspect that Ke'ra may not be who or what she appears.
55	Jolinar's Memories (I)	312	10/22/1999	The Tok'ra come to Earth and tell Sam that her dad has been captured and is being held prisoner by Sokar on a planet Earth people would describe as hell. The team decides to go rescue him and takes a cargo ship to the planet because there is no stargate there. Due to the thick atmosphere Jack Daniel Sam and Martouf take descent pods down to the surface while Teal'c stays in the ship to keep it in orbit around the planet. The team must locate Jacob and find a way to escape the planet. Since Jolinar has escaped from there before it is possible if only Sam could remember how...
56	The Devil You Know (II)	313	10/29/1999	The Tok'ra find out Sokar is going to take his ship in orbit around Netu and come up with a plan to kill him: since they don't have any weapon capable of penetrating Sokar's shields they are going to launch some kind of nuclear device into the core of Netu. There it will build up critical mass and the planet will explode along with Sokar and his ship. The device gets launched but Jack Daniel Sam her dad and Martouf are still on the planet. They now have 12 minutes to get off of the planet but first they have to deal with an old enemy...

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57	Foothold	314	11/5/1999	SG-1 returns from a mission and needs to report to the infirmary to see if they brought back any illnesses. Meanwhile they hear there's been a chemical spill somewhere in the complex. Once in the infirmary every team member needs a precautionary injection but Dr. Fraiser injects them with a sedative rendering them unconscious. Teal'c's symbiote protects him though - he wakes up and sees General Hammond and Fraiser in a conversation with a few unknown aliens. Teal'c escapes and manages to wake up Sam. Sam makes her way out of the complex unseen while Teal'c distracts the enemy. Once outside Sam calls Colonel Maybourne which she meets in a cafeteria. He is accompanied by Jack and Daniel who explain Sam that she has been exposed to the chemical spill's gas and has been hallucinating since. Has she really or are there indeed aliens impersonating everyone in the SGC?
58	Pretense	315	1/21/2000	An unknown user attempts to come through the gate. It is Narim the Tollan who first sends Schrödinger Sam's gift to him to identify himself. He follows using Tollan technology to pass through the iris. He tells SG-1 that Klor'el/Ska'ara has crashed in a death glider. Klor'el was temporarily not in control and Ska'ara has requested that the Tollan restore his body to him. Jack and Daniel have been chosen as archons to represent Skaara in a Triad a Tollan trial to decide whether the body belongs to Klor'el or Ska'ara. Meanwhile Sam and Teal'c find out that the Goa'uld who accompanied Klor'el's archon do strange things in their free time...
59	Urgo	316	1/28/2000	SG-1 travels to a paradisaical-appearing planet... only to step immediately back out of the Stargate with no memory of their trip. They soon find themselves engaging in odd behavior and find out that a computer chip has been planted in their minds during their memory blackout. The program in the chip Urgo can manifest itself as a friendly-looking curious entity that only they can see because it interacts directly with their perceptions. Urgo can influence their actions and doesn't want to be shut down or sent back to his creator. The team has to contact Urgo's creator Togar and convince him to remove the chips or shut down Urgo.
60	A Hundred Days	317	2/4/2000	During an expedition to a civilized planet the stargate of that world is hit by a meteor trapping O'Neil on that world without any apparent hope of rescue. While he slowly gives up his old life and joins in with the relatively primitive civilization of this world the SG team tries to find a way to reactivate the buried but still-intact stargate and rescue him. The only means to do so is to send Teal'c through on a suicidal one-way mission to tunnel out of the stargate before his air runs out.
61	Shades of Grey	318	2/11/2000	When the Tollan refuse to share technology even after SG-1 saved the planet from a Goa'uld attack Jack gets angry and steals a device from them. Jack does not see how that was wrong and can choose between court martial or early retirement. He prefers the retirement and is contacted by Colonel Maybourne. Maybourne tells Jack that there is an offworld base that has a few teams that retrieve alien technology the hard way when the SG teams fail to do so the diplomatic way. Jack requests to be sent to Eudora (from the episode "A Hundred Days") to retire. From there he then dials Maybourne's offworld base to become a team leader there.
62	New Ground	319	2/18/2000	SG-1 discovers a planet on which two locals just discovered the Stargate that had been buried for thousands of years. When the team goes through the gate they meet one of the discoverers Nyan an archeologist that was looking for ancient villages. Nyan tells them that the planet is divided into two religions: one that believes that all life began on their planet and one that believes that the first humans had been brought to the planet using a "gateway." Those two parties have been at war for decades. Unfortunately the Stargate seems to be in territory possessed by the ones that do not believe in the Stargate. Meanwhile the second scientist has warned the authorities and the army comes after the team. Only Teal'c escapes and he is severely injured. The others are questioned by the army who thinks they are enemy spies and don't believe a word of what they say when they explain they came through the Stargate. Now it's up to Teal'c to rescue the rest of SG-1 but while trying to escape he was been shot by a native weapon and loses his eyesight...
63	Maternal Instinct	320	2/25/2000	SG-1 journeys to Kheb to locate the Harcesis child.
64	Crystal Skull	321	3/3/2000	While visiting a new world the team discovers a huge pyramid empty but for a central platform above a vast abyss accessible by a single walkway. Upon the platform is a skull fashioned from pink crystal that Daniel cannot resist looking into - at which point he disappears. Unable to locate Dr Jackson SG-1 return to Earth hoping to find a way to retrieve their lost friend. The only clue appears to be a similar skull found on Earth by Dr Jackson's grandfather many years before...
65	Nemesis (I)	322	3/10/2000	The episode opens with Daniel Jackson confined to the infirmary recovering from an appendectomy. The rest of team is told to take a vacation. O'Neill wants to go fishing and Carter wants to stay on base to work on a project. As O'Neill is leaving he is suddenly transported to Thor's ship where he encounters many mechanical spiders. When he finds Thor he is informed these are replicators an even greater enemy to the Asgard than the Goa'uld. He tells O'Neill that they (Asgard) need his help to defeat them.
66	Small Victories (II) - SEASON 4	401	6/30/2000	While Carter helps the Asgard fight the replicators galaxies away Teal'c Daniel and O'Neill must contain them on Earth.
67	The Other Side	402	7/7/2000	An alien race the Eurondans contact the SGC and ask for help. SG-1 delivers humanitarian aid to the aliens who have been devastated by war by a hostile power but must make a decision when Alar the Eurondan's representative asks for military assistance against their enemy.
68	Upgrades	403	7/14/2000	The Tok'ra ask the SG-1 to test some mysterious alien armbands and they prove to confer vast super strength and speed on its wearers. SG-1 put their new-found "powers" to good use but it soon becomes clear the armbands have a time limit that endanger the team in the midst of a critical mission.

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69	Crossroads	404	7/21/2000	Teal'c's former love Shan'auc travels to Earth to ask for assistance - she has a way to tap into the memories of her symbiote and convince it that the Goa'uld are evil.
70	Divide and Conquer	405	7/28/2000	During a meeting of the Tok'ra High Council one of the SGC soldiers goes berserk and attacks them before taking his own life. It soon becomes clear that the Goa'uld have a new weapon - a mind control technique that can turn anyone into a preprogrammed assassin. SGC soon realizes that Jack and Sam may be the next programmed assassins.
71	Window of Opportunity	406	8/4/2000	When an alien scientist activates an Ancient device that the Ancients created for time alterations Jack and Teal'c get caught in a time loop.
72	Watergate	407	8/11/2000	The Russians ask for assistance when they reveal they have the second Stargate but it has become locked onto an alien water planet not only preventing the SGC's Gate from functioning but endangering the Russian base.
73	The First Ones	408	8/18/2000	An archaeological team makes an amazing discovery - a planet holding primordial Goa'uld symbiotes. But the planet also is home to the Unas the first race that acted as a host to the symbiote and the team and SG-1 are soon in danger from the symbiotes.
74	Scorched Earth	409	8/25/2000	SG-1 helps transfer the residents of a Goa'uld slave planet to a new world but soon find the planet is the target of a terraforming effort that will wipe out its new inhabitants.
75	Beneath the Surface	410	9/1/2000	SG-1 are brainwashed and given memories of new lives and put to work as mining slaves on an alien world. While Hammond tries to find out if they're still alive the SG-1 must struggle with their returning memories and plot their escape.
76	Point of No Return	411	9/8/2000	Martin Lloyd a conspiracy nutjob calls up the SGC but has accurate knowledge of the Stargate. Martin claims to own a spaceship and is dismissed as a crackpot but a series of incidents suggests that there may be more to his claims.
77	Tangent	412	9/15/2000	A test of the X-301 an experimental aircraft adapted from two Goa'uld death gliders goes awry sending O'Neill and Teal'c hurtling out of Earth's orbit. As the X-301 streaks through space at a million miles an hour the SGC struggles to find a way to retrieve it. But after an attempt to alter the aircraft's course fails things look grim. Daniel Jackson seeks the help of off-world allies. He learns that the Tok'ra have a ship capable of reaching O'Neill and Teal'c but it is on a covert mission in Goa'uld-controlled territory. With time ticking down and the lives of their comrades hanging in the balance Carter and Daniel must locate the Tok'ra ship intercept the X-301 and pull off a daring rescue.
78	The Curse	413	9/22/2000	When Daniel Jackson's old archeology professor Dr. Jordan dies in a mysterious lab explosion Daniel pays a return visit to his old academic stomping grounds. But as he reacquaints himself with his former colleagues he begins to suspect that Dr. Jordan's death may not have been an accident. He discovers that one of the items the professor was studying an ancient Egyptian jar contains a perfectly preserved Goa'uld symbiote. Apparently a crack in the vessel compromised the sedative solution within killing the creature. But further investigation reveals a second jar may have existed. With a Goa'uld apparently stalking the campus and the local community abuzz with talk of an ancient curse Daniel must unravel the mystery before it's too late.
79	Serpents Venom	414	9/29/2000	While visiting Chulak to gather support for a Jaffa rebellion Teal'c is captured by the Goa'uld. The rest of SG-1 unaware of his fate are dispatched to thwart a burgeoning alliance between Apophis and Heru-ur. But when they arrive at the neutral location chosen for the meeting - an ancient minefield floating in space - they discover that Heru-ur has brought along a gift to seal the deal: a battered but defiant Teal'c. SG-1 is torn. Do they try to rescue Teal'c? Or as Jacob Carter argues does the success of their mission outweigh the life of their friend?
80	Chain Reaction	415	1/5/2001	When General Hammond announces he is stepping down as head of the SGC O'Neill suspects that there is more to his decision than he is letting on. And as it turns out O'Neill is right as he discovers that the NID was behind the change of command. Fed up with the general's inability to acquire alien technology through whatever means necessary it pressured him into resigning. When Hammond's replacement breaks up SG-1 and assigns Carter the task of building a planet-killing Naquadah bomb O'Neill takes matters into his own hands. He decides to take on the NID but his success will rest in the hands of a most unlikely ally: Colonel Maybourne.
81	2010	416	1/12/2001	Nine years in the future the Goa'uld have been defeated thanks to an alliance with an advanced alien race. Transportation technology and off-world Stargate travel is now commonplace. However Carter finds out that most of the human race has secretly been rendered sterile by Earth's new allies. She and the other SG-1 team members must rig the Stargate for time travel (first done in the episode "1969") and send a message back to their counterparts in 2001 to prevent contact with the alien race.
82	Absolute Power	417	1/19/2001	Daniel recovers Apophis's son the Harsesis. He has the memories of all the Goa'uld which SG Command wants to obtain so that they can defeat their enemies. Daniel is given all the knowledge but soon begins to use it in a tyrannical fashion as he usurps authority to build a ring of killer satellites around Earth capable of repelling the Goa'uld. Soon only Jack can get close enough to stop him before Daniel completely takes over the world in the name of peace.
83	The Light	418	1/26/2001	A member of another SG team returning from an alien planet commits suicide. The rest of his team begins to go into comas and Daniel who also visited the planet attempts suicide. When SG-1 goes to the planet they discover a hypnotic light show that not only induces memory blackouts but alters their physiology so that they cannot leave the planet without becoming terminally depressed and ultimately dying of system shutdown. Trapped on the planet they meet a young boy Loran who is apparently immune to the effects of the light system but who lost his parents. The team must figure a way to overcome the addiction or remain trapped on the planet forever.

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84	Prodigy	419	2/2/2001	During a visit to the Air Force Academy Carter makes the acquaintance of Jennifer Hailey a promising young cadet with a rebellious streak. Carter sees great potential in her but Jennifer seems determined to sabotage her future with the Air Force. She is fiercely independent opinionated and resentful of Carter to whom she is constantly being compared. On the other hand Hailey is brilliant and Carter eventually decides to show her what she can look forward to if she stays the course - by bringing her through the Stargate. The two of them visit an offworld research base where O'Neill and Teal'c are on security detail "babysitting" a group of ungrateful scientists. But the seemingly routine mission takes a deadly turn when they are attacked by alien life forms composed of pure energy. Trapped and cut off from the Stargate SG-1 must make a desperate gamble to reach freedom before it's too late.
85	Entity (Child's Play)	420	2/9/2001	The SGC is infected by an alien probe that downloads itself into the base computers accessing sensitive data on the SGC and its personnel.
86	Double Jeopardy	421	2/16/2001	SG-1 returns to a planet they helped free from Goa'uld enslavement. Once with the assistance of SG-1 the people of this world were able to rebel against the forces of Heru'ur and win their freedom. Now they face a vengeful Cronus determined to make them pay for their insolence. SG-1 is prepared to lead them once again but it turns out their former allies are not so eager to answer the call to arms. After all they were promised that if they buried their gate they would be safe. Instead the Goa'uld returned in ships - and the planet's inhabitants paid a terrible price. O'Neill and his team must win their confidence before they can win the battle against Cronus. Fortunately they have help in the form of their robot duplicates eager to assist them on this doubly-difficult mission.
87	Exodus (I)	422	2/23/2001	The SGC are loaning their Goa'uld Mothership to their good friends and allies the Tok'ra so they will be able to move to a planet that is not on the gate system. However Tanith is caught out and tells Apophis where the Tok'ra are.
88	Enemies (II) - SEASON 5	501	6/29/2001	SG-1 and Jacob Carter are trapped in another galaxy with Apophis while Teal'c is brainwashed into believing that his defection from Apophis was all a ruse.
89	Threshold (III)	502	7/6/2001	Bra'tac must perform a Jaffa ritual bringing Teal'c to the brink of death to restore his true self.
90	Ascension	503	7/13/2001	Carter finds romance from an alien who secretly followed her back from his planet.
91	The Fifth Man	504	7/20/2001	O'Neill is stranded behind enemy lines fighting an unknown Goa'uld army. Teal'c Carter and Daniel return to the SGC but are faced with difficult questions from General Hammond when they report that a mysterious fifth member of SG-1 is trapped on the planet with Jack.
92	Red Sky	505	7/27/2001	After a particularly rough ride through the Stargate SG-1 arrives on a planet with a Norwegian-like society. As they meet the villagers the sky and the sun suddenly change to an orange-red color rendering the whole planet in an orange glow. The villagers immediately think it's Ragnarok the End of Dawn while Samantha discovers that the wormhole they came through must have gone directly through the sun. Some heavy elements must have triggered a reaction inside the sun so that its light pattern changed and the planet's plant life will be destroyed. While the locals start praying to Freyr an Asgard posing as a god SG-1 tries contacting the Asgard in a more effective way. When the Asgard decline to intervene the team needs to try and reverse the reaction in the sun on their own.
93	Rite of Passage	506	8/3/2001	Cassandra develops telekinetic powers which threatens to kill her. While seeking a cure Dr. Fraiser uncovers a dark secret on Cassie's home planet.
94	Beast of Burden	507	8/10/2001	When Daniel's friend Chaka is abducted by slave traders SG-1 goes through the stargate to rescue him. However when the opportunity to free him comes Chaka refuses to leave and Daniel discovers Chaka has become the leader of the other Unas slaves.
95	The Tomb	508	8/17/2001	SG-1 teams up with the Russians to find one of the latter's missing teams which were lost in a burial pyramid on an alien planet.
96	Between Two Fires	509	8/24/2001	SG1 must save the Tollan homeworld from a mysterious disaster.
97	2001	510	8/31/2001	On a agrarian planet SG-1 meets the Ashen Confederacy who propose a trade accord with Earth.
98	Desperate Measures	511	9/7/2001	When Carter goes missing O'Neill teams up with Col. Maybourne again to free her from NID.
99	Wormhole X-Treme!	512	9/8/2001	Martin from "Point of No Return" sells a television script to Hollywood about the SGC and O'Neill tries to stop the filming.
100	Proving Ground	513	3/8/2002	The SGC embarks on a cadet training program.
101	48 Hours	514	3/15/2002	A Stargate mishap leaves Teal'c trapped inside the Stargate network forcing the SGC to turn to the Russians for help.
102	Summit (I)	515	3/22/2002	When the System Lords call a summit to deal with a new threat against them the Tok'ra and Daniel infiltrate the conference and plan to use a poison to wipe them out but matters get complicated when Osiris still in the body of Dr. Sarah Kane arrives.
103	Last Stand (II)	516	3/29/2002	Osiris is actually an emissary of Anubis and she petitions the System Lords to re-admit him. Meanwhile Daniel in the guise of Lord Yu's servant tries to save Sarah while Jacob waits cloaked nearby.
104	Failsafe	517	4/5/2002	Earth finds itself threatened when SG Command learns that an asteroid is on a collision course with the planet.
105	The Warrior	518	4/12/2002	A charismatic new Jaffa leader seeks an alliance with the SGC and Earth.
106	Menace	519	4/26/2002	SG-1 explores a planet and finds an inactive android which when activated thinks it is a normal human girl.
107	The Sentinel	520	5/3/2002	SG-1 finds a world under siege by Lord Svarog's forces because the "Shades of Grey" NID team disabled the planet's defenses. SG-1 must work with the captured team members to restore them.

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108	Meridian	521	5/10/2002	SG1 returns from a planet with Daniel apparently dying from radiation poisoning.
109	Revelations	522	5/17/2002	SG1 attempts to rescue an Asgard scientist from the Goa'uld.
110	Redemption (I) - SEASON 6	601	6/7/2002	The SGC has come under attack from Anubis who has a device that can use one Stargate to destroy another. With a wormhole dialed in to Earth's stargate the SGC can not contact its off-world allies for help. Carter works furiously to find a solution. Meanwhile Teal'c is off-world attending his wife's funeral and his son believes she would not have been killed if Teal'c had not joined the fight against the Goa'uld. Bra'tac and Teal'c search for the planet Anubis is attacking Earth from and prepare to go into battle against him.
111	Redemption (II)	602	6/14/2002	Wanting proof that the Goa'uld are not gods and can be stopped Rya'c insists that Teal'c allow him to join in battle so he can see for himself what the war is all about. Together with Bra'tac they deduce the planet Anubis is attacking Earth from and set out to make a strike at his weapon. Meanwhile on Earth the efforts continue to find a way of preventing the catastrophe an exploding Stargate would bring about.
112	Descent	603	6/21/2002	SG-1 is on a salvage mission for a Goa'uld mothership left behind by Anubis.
113	Frozen	604	6/28/2002	The SGC's study of the Antarctic Gate site reveals a woman buried in the ice.
114	Nightwalkers	605	7/12/2002	Carter Teal'c and Jonas investigate the death of a scientist with connections to the Goa'uld and find a small town whose inhabitants are part of a secret experiment.
115	Abyss	606	7/19/2002	Jack is captured by a Goa'uld named Ba'al after a mission led by his symbiote goes wrong. His only chance of redemption lies in the hands of Daniel.
116	Shadow Play	607	7/26/2002	Jonas Quinn's mentor visits him to tell that their people are about to use a deadly bomb in their nation war.
117	The Other Guys	608	8/2/2002	While escorting physicists off-world SG1 is taken captive by a Goa'uld hoping to curry favor with Anubis. A pair of escaped physicists who revere SG1 must rescue them.
118	Allegiance	609	8/9/2002	There is an assassin at the SGC's Alpha site but is it a Jaffa or a Tok'ra?
119	Cure	610	8/16/2002	SG-1 is offered a deal for a miracle medicine from an alien world.
120	Prometheus (I)	611	8/23/2002	During a tour of the new X-303 (codenamed Prometheus) the ship is taken over by rogue NID agents.
121	Unnatural Selection (II)	612	1/10/2003	Using the Prometheus SG-1 heads to a Replicator-controlled planet where time moves faster due to Asgard technology. They hope to reverse the machine to freeze the Replicators in time.
122	Sight Unseen	613	1/17/2003	After SG-1 returns to Earth with an Ancient device incorporeal bug like creatures begin appearing in the SGC.
123	Smoke and Mirrors	614	1/24/2003	Jack becomes the lead suspect in an assassination attempt on Senator Kinsey and the rest of the team works to clear him.
124	Paradise Lost	615	1/31/2003	Maybourne offers to reveal the location of an offworld weapon but only if he's allowed to go. Once there Maybourne tricks SG-1 and along with Jack is teleported to what he thinks is "utopia." However the civilization that was once utopia is now dead.
125	Metamorphosis	616	2/7/2003	SG-1 discovers that Nirrti has continued her experiments to create a hok'taur (perfect human).
126	Disclosure	617	2/14/2003	The existence of the Stargate is disclosed to other major countries.
127	Forsaken	618	2/21/2003	Offworld SG-1 discovers a crashed prison-transport ship and find themselves caught between the guards and the prisoners.
128	The Changeling	619	2/28/2003	Teal'c begins having dreams in which he and the rest of SG-1 are firemen and he can't decide which reality is real.
129	Memento	620	3/7/2003	During a test flight of the Prometheus the hyperdrive overloads forcing SG-1 to go to a nearby planet to hopefully locate a Stargate. The only problem is that the gate has been buried in an unknown location.
130	Prophecy	621	3/14/2003	On P4S-237 Jonas begins having visions of the future and Lord Mot destroying SG-1.
131	Full Circle	622	3/21/2003	SG-1 must defend Abydos from Anubis who has come to take the Eye of Ra an object of fabled power.
132	Fallen (I) - SEASON 7	701	6/13/2003	SG-1 searches a planet for the City of the Lost only to find Daniel alive but without memory of his former life.
133	Homecoming (II)	702	6/13/2003	Sam and Jack travel to Kelowna to oppose Anubis.
134	Fragile Balance	703	6/20/2003	SG-1 discovers that Jack has apparently regressed to the age of a teenager and there is some mysterious connection to alien abductees and the Asgard.
135	Orpheus	704	6/27/2003	A Jaffa-centric episode and it's not a good day for the ones who like the Tauri. Teal'c's son Rya'c and Bra'tac are prisoners at a Jaffa death camp. SG-1 however will not let their friends meet a lethal end and are determined to rescue them. Along the way Teal'c becomes a prisoner and his fate looks very precarious.
136	Revisions	705	7/11/2003	On a toxic planet SG-1 finds a dome that protects its inhabitants which are all linked to a computer and one by one people begin disappearing without anyone else noticing.
137	Lifeboat	706	7/18/2003	Daniel is possessed by the personalities of dozens of different individuals after boarding a ship holding bodies in suspended animation.
138	Enemy Mine	707	7/25/2003	An abandoned Naquadah mine is found but the Unas on the planet refuse to surrender it because they consider it holy ground.
139	Space Race	708	8/1/2003	Carter joins an alien in a space race but they soon learn that someone is sabotaging the ships.
140	Avenger 2.0	709	8/8/2003	Dr. Felger creates a virus that will disable other gates but after a test run the virus spreads disabling the entire gate network.
141	Birthright	710	8/15/2003	SG-1 meets a group of female Jaffa who have rebelled against their System Lord and due to the Jaffas' short supply of symbiotes SG-1 offers to give them Tretonin.

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142	Evolution (I)	711	8/22/2003	Daniel is taken hostage when he goes to South America in search of an alien device while Carter and Teal'c investigate the appearance of a powerful new enemy.
143	Evolution (II)	712	1/9/2004	Daniel is taken hostage when he goes to South America in search of an alien device reputed to belong to the System Lord Telchak and tied to his grandfather. Jack is sent to rescue him while Carter and Teal'c investigate the appearance of a powerful new enemy intent on wiping out the System Lords one by one.
144	Grace	713	1/16/2004	When Carter goes on a mission to retrieve the Prometheus she awakens to find herself alone on the ship and starts experiencing strange things.
145	Fallout	714	1/23/2004	The SGC team is reunited with Jonas Quinn who asks for their assistance as he's discovered a naquadriah chain reaction threatens to destroy Kalowona.
146	Chimera	715	1/30/2004	Samantha Carter begins a relationship with a detective from whom she must hide her life at Stargate Command. Daniel comes face to face with the Goa'uld who has taken his former girlfriend as a host.
147	Death Knell	716	2/6/2004	When Anubis's Super warriors attack the Alpha site the self destruct is initiated but not everyone is evacuated safely. Teal'c and Jack scour the surrounding area for Major Carter. Meanwhile unrest amongst the allies increases as the possibility of a mole emerges.
148	Heroes (I)	717	2/13/2004	A film crew comes to the SGC to document the normal functions of the SGC.
149	Heroes (II)	718	2/20/2004	SGC is wracked by tragedy when one of their own is killed in a Goa'uld ambush.
150	Resurrection	719	2/27/2004	Sam Teal'c and Daniel head to a warehouse where they hope to find a rogue NID operation. Instead they find a girl held prisoner there and a bigger mystery than they ever expected.
151	Inauguration	720	3/5/2004	The United States has a new President. Vice President (former Senator) Kinsey tries once again to take control of the Stargate Program by persuading the new President that it is unsafe under Hammond's command.
152	Lost City (I)	721	3/12/2004	The SGC learns that Anubis is planning to attack Earth so Jack once again downloads Ancient knowledge hoping to find Ancient weapons capable of stopping the impending attack.
153	Lost City (II)	722	3/19/2004	Using Jack's Ancient knowledge SG-1 goes to a planet in search of Ancient weapons but soon learn that the weapons are actually hidden on Earth. Will SG-1 be able to make it back in time before Anubis' attack begins?
154	New Order (I) - SEASON 8	801	7/9/2004	While Sam and Teal'c go to the planet of the former human-form Replicators to contact the Asgard to cure Jack Daniel and Dr. Weir must deal with Goa'uld System Lords who want the Ancients weapon the Tau'ri used to destroy Anubis.
155	New Order (II)	802	7/9/2004	As the Replicators overwhelm the new Asgard homeworld SG-1 works to revive Jack create an Ancients weapon to stop the invaders and tries to find the missing Sam who is held captive by the humanform Replicator Fifth in a virtual reality.
156	Lockdown	803	7/23/2004	A Russian Air Force Colonel comes to join SGC as an alien creature shows up at the same time. The creature starts taking over members of the SGC. General O'Neill orders SGC to be locked down until the creature can be contained.
157	Zero Hour	804	7/30/2004	Five days in the life of SGC as Jack assumes full command of the base and has to deal with a rapidly growing alien plant the capture of SG-1 by Ba'al arguing alien delegates and a tricky traitorous System Lord.
158	Icon	805	8/6/2004	Daniel attempts to aid a battle-ravaged society when the team's appearance sparks a war.
159	Avatar	806	8/13/2004	The SGC experiment with a virtual reality chair from the Gamekeeper's world (season 2) but Teal'c becomes trapped in a virtual loop against an undefeatable batch of Anubis drones.
160	Affinity	807	8/20/2004	Teal'c moves into an apartment off-base where he becomes involved in a neighbor's problems. Meanwhile Carter's boyfriend Peter Shanahan proposes and Carter tries to decide. Teal'c is then charged for murder and kidnapping and Daniel disappears while trying to prove Teal'c innocent.
161	Covenant	808	8/27/2004	A rich industrialist has evidence to prove that there is alien life on other planets and gives the governments of the world 24 hours to reveal the truth or he's revealing it. The Air Force tries to discredit him. Then Carter is given the job to tell him about the Stargate and the Goa'uld to try to convince him that the world doesn't need to know. The Trust also tries to silence him.
162	Sacrifices	809	9/10/2004	Teal'c is upset when his son Rya'c plans to marry a Jaffa woman of the Haktyl who he sees as not fit for him. Ishta comes to the SGC after she believes Haktyl has been compromised and moves her people into the SGC until Carter finds them a suitable planet. Ishta attends a meeting of Haktyl warriors to discuss rising against the Goa'uld Moloc but he finds out about the meeting and captures her.
163	Endgame	810	9/17/2004	The Trust is behind a plan to steal the Stargate and eliminate the Jaffa and the Goa'uld with the Tok'ra poison.
164	Gemini	811	1/21/2005	The Replicator Carter that Fifth created contacts the SGC and tells them that she wants to be destroyed. She also tells them that Fifth has made all Replicators immune to the disruptor. But does she have an ulterior motive...?
165	Prometheus unbound	812	1/28/2005	General Hammond and Daniel go on an expedition on the Prometheus to Atlantis. They encounter an abandoned Goa'uld Al'kesh and decide to salvage it. A Kull warrior rings aboard the ship and rings everyone else onto the Al'kesh leaving only Daniel onboard the Prometheus. The Kull warrior turns out to be a woman named Vala who wants to use Prometheus to evacuate her people from a Goa'uld occupied world. But is she telling the truth?
166	It's Good To Be King	813	2/4/2005	The planet that Harry Maybourne was relocated to by the Tok'ra is targeted by a System Lord and SG-1 must go to rescue him. They discover that Harry has made himself king using knowledge of the Ancients...knowledge that may give them access to the Ancients' time-travel technology.

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167	Full Alert	814	2/11/2005	Robert Kinsey contacts General O'Neill and tells him that the Trust is trying to bring down the U.S. government and want Kinsey's help. Kinsey and the Trust escape surveillance but when the trail leads to Russia Daniel is captured when it is revealed that Kinsey tried to kill a leading Russian general...and Kinsey is now the host to a Goa'uld symbiote.
168	Citizen Joe	815	2/18/2005	Jack is confronted in his home by an irate barber...who claims to know everything about the Stargate project and SG-1.
169	Reckoning (I)	816	2/25/2005	The Replicators threaten to overwhelm the galaxy taking out the Goa'uld and then Earth. While Sam and Thor work to develop a weapon Teal'c and Bra'tac lead the rebel Jaffa in taking a major temple and Jack and Jacob are forced to make an alliance with Ba'al.
170	Reckoning (II)	817	3/4/2005	Ba'al sends his fleet back to retake the planet Dakara pitting his ships against Teal'c and the Jaffa. The RepliCarter tries to probe Daniel's mind to find all the Ancients' knowledge while Jacob and Carter discover the Ancient weapon on Dakara and try to figure out how to use it to destroy the Replicators. And on Earth the Replicators overrun the SGC as Jack orders a nuclear strike.
171	Threads	818	3/11/2005	While Daniel finds himself in a mysterious diner suspended between death and ascension Jacob's fate takes an unexpected turn Jack and Sam consider their romantic lives and Anubis unleashes his plan for galactic destruction.
172	Moebius (I)	819	3/18/2005	SG-1 and General O'Neill use the time-puddle jumper to go to Ancient Egypt to recover a ZPM. They successfully steal it but they find Jaffa surrounding the cloaked jumper. The future is altered and SG-1 never existed - Daniel teaches English as a second language Carter proofreads astrophysics papers and Jack retired from the Air Force and became a charter boat captain. Archaeologists find the video camera Daniel took with them with instructions to find the stargate find Teal'c and return to the past to correct the future.
173	Moebius (II)	820	3/25/2005	The alternate SG-1 go to Chulak to find Teal'c and Daniel is killed. The alternate Carter O'Neill and Teal'c then go back to ancient Egypt to correct the past. They meet the original timeline Daniel who is the only survivor of a failed rebellion against Ra. Together they must formulate a plan to steal the Stargate so that Ra can not take it with him.
174	Avalon (I) - SEASON 9	901	7/15/2005	Lt. Colonel Cameron Mitchell comes to the SGC to be the newest member of SG-1 but he soon learns from General Hank Landry O'Neill's successor that the team has disbanded. Carter is at Area 51 Daniel is about to go to Atlantis and Teal'c has left the program to be with his people. However after Vala arrives on Earth with a tablet that supposedly tells the location of an Ancient treasure Mitchell decides that finding it would be the perfect way to reunite SG-1.
175	Avalon (II)	902	7/22/2005	Daniel Jackson and Vala are seemingly transported into the bodies of two people in a distant galaxy on a planet populated by worshippers of a strange authority.
176	Origin (III)	903	7/29/2005	Stargate Command encounters missionaries for a race of "gods" known as the Ori who have zero tolerance for disbelievers.
177	The Ties That Bind	904	8/5/2005	In order to free themselves of the bond created by the Jaffa bracelets Daniel and Vala must locate and return the items she stole from the bracelets' previous owner.
178	The Power That Be	905	8/12/2005	SG-1 and Vala go to a planet where she is still worshipped as Qetesh and in order to prove to the people that the Ori aren't truly gods she tells them the truth about herself. However she is then forced to stand trial and possibly be executed.
179	Beachhead	906	8/19/2005	When the Ori create a force field around a free Jaffa planet General Landry orders Carter to use a weapon that she designed against the Ori's forces.
180	Ex Deus Machina	907	8/26/2005	A System Lord is found hiding on Earth and he threatens to activate a naquadah bomb hidden somewhere in the United States if the SGC tries to go after him.
181	Babylon	908	9/9/2005	Offworld SG-1 is attacked by Jaffa of the Sodan and Mitchell is wounded in a fight with one of them. Thinking that the Jaffa was killed the other Jaffa take Mitchell back to their village to be trained for a fight to the death.
182	Prototype	909	9/16/2005	SG-1 finds a Goa'uld-Human hybrid in stasis in an abandoned Goa'uld lab and take it back to Earth to study where they learn it was created using Anubis' DNA.
183	The Fourth Horseman (I)	910	9/16/2005	After an SGC officer returns to Earth after unknowingly being infected with the Ancient Plague the virus quickly spreads throughout the United States. Not wanting the Ori to gain control of the Milky Way Galaxy Orlin yet again descends to help Carter find a cure.
184	The Fourth Horseman (II)	911	1/6/2006	Members of the SGC start to become infected while Mitchell and Daniel try to capture the Prior.
185	Collateral Damage	912	1/13/2006	When SG-1 travels to an Asgard protected planet Colonel Mitchell is accused of a murder he did not commit...but has memories showing he did.
186	Ripple Effect	913	1/20/2006	Alternate realities coming together at Stargate Command create alternate versions of SG-1 and some of their fallen allies.
187	Stronghold	914	1/27/2006	Ba'al kidnaps and brainwashes members of the Jaffa High Council in a bid to seize control of the Jaffa. Meanwhile Mitchell debates whether to reveal the Stargate program to a dying friend who was once in line for his SG-1 position.
188	Ethon	915	2/3/2006	SG-1 and the Prometheus travel to Tegalus to stop the Rand Protectorate from using an Ori-supplied superweapon to destroy their enemies the Caledonians. But things turn grim when Daniel is captured and the Prometheus is caught in a firefight
189	Off the Grid	916	2/10/2006	The SGC learns that the organization of traders and mercenaries known as the Lucian Alliance is distributing a highly-addictive drug and SG-1 goes to investigate. But the situation becomes complicated when the planet's Stargate disappears...and SG-1 is held responsible.
190	The Scourge	917	2/17/2006	While a group of foreign delegates are touring the Gamma Site a swarm of alien bugs linked to the Ori escapes containment...and adapt to become carnivorous.

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191	Arthutr's Mantle	918	2/24/2006	Carter and Mitchell find themselves trapped on another plane out of phase and invisible to everyone else. While Sam attempts to reverse the procedure Mitchell goes after an assassin who is wiping out the Sodan.
192	Crusade	919	3/3/2006	Using an Ancient communication device Vala contacts the SGC through Daniel and informs them of what's been happening in the Ori's galaxy.
193	Camelot	920	3/10/2006	The team learns of an ancient weapons system in the village of Camelot on an alien planet.
194	Flesh and Blood - SEASON 10	1001	7/14/2006	As the Ori gain power with their invasion of Chulak Vala's daughter Adria ages years in a matter of hours and the secret of her conception is revealed.
195	Morpheus	1002	7/21/2006	The team goes off-world seeking a weapon against the Ori and ends up in serious trouble. Meanwhile Landry is faced with having to decide whether or not Vala can be trusted to remain at the SGC.
196	The Pegasus Project	1003	7/28/2006	Daniel and Vala travel to Atlantis in search of Merlin's anti-Ori weapon while Sam and Mitchell join forces with Dr. McKay to lock out the Ori supergate.
197	Insiders	1004	8/4/2006	Stargate Command faces off against their old nemesis Ba'al and his clones as Landry spars with the NID and Agent Barrett.
198	Uninvited	1005	8/11/2006	While assisting SG-3 on an offworld mission Teal'c encounters a savage alien creature that is killing the inhabitants. SG-1 investigates and learns that a parasite is to blame. The team suspects that the Ori are responsible but they are shocked when they find out the real cause.
199	200	1006	8/18/2006	Mitchell eagerly awaits the next off-world mission which will be his 200th trip through the Stargate. However Martin Lloyd returns and seeks help with his movie script. The Pentagon orders the SG-1 team to assist because the decision makers believe a film about intergalactic wormhole travel will provide a good cover story for the Stargate program.
200	Counterstrike	1007	8/25/2006	After Adria's followers on a planet are wiped out she attempts to learn the location of this powerful new weapon.
201	Memento Mori	1008	9/8/2006	Vala finds herself alone in a city with no memory of her identity or past life. Meanwhile Mitchell and Teal'c question a man named Weaver who may have information about Vala's whereabouts.
202	Company of Thieves	1009	9/15/2006	Mitchell attempts to infiltrate the Lucian Alliance in order to rescue members of the SG-1 team from the fallout of an Alliance civil war.
203	The Quest (I)	1010	9/22/2006	The SG-1 team continues their quest for the Holy Grail an Ancient device capable of killing the ascended Ori. They learn that an old nemesis is also looking for the device.
204	The Quest (II)	1011	4/13/2007	SG-1 Adria and Ba'al continue their quest to search for Merlin's weapon. They defeat the dragon then SG-1 and Ba'al are transported to another planet without Adria. The team search the new location and find Merlin but being in stasis for so long has weakened him so Merlin passes all of his knowledge on to Jackson via an Ancient device. Now Jackson must build the weapon before Adria finds them.
205	Line in the Sand	1014	4/20/2007	Mitchell Carter and Teal'c arrive on a planet being threatened by the Ori. They decide that a line needs to be drawn and that the Ori must not be allowed to advance any further. Carter attempts to use the Ancient Merlin's technology to prevent the Ori from taking over the planet.
206	The Road Not Taken	1015	4/27/2007	Carter ends up in an alternate universe and changes the course of things in that universe.
207	The Shroud	1013	5/4/2007	The SG-1 team learns of yet another world that has been visited by a Prior of the Ori. However this Prior hasn't issued any threats. The team waits for the Prior's return only to be shocked by his identity.
208	Bounty	1012	5/11/2007	Col. Mitchell returns to Kansas to attend his high-school reunion with Vala when Stargate Command learns of an attack on SG-1 team members.
209	Bad Guys	1016	5/18/2007	SG-1 finds an alien museum on another planet but are mistaken for a bunch of rebels that have taken hostages.
210	Talion	1017	6/1/2007	After a terrorist attack on a Jaffa summit leaves many dead and Bra'tac seriously injured Teal'c goes on a one-man quest for revenge.
211	Family Ties	1018	6/8/2007	Vala's father Jacek contacts SGC claiming to have vital information that could impact the survival of Earth. Meanwhile Gen. Landry's ex-wife pays a visit.
212	Dominion	1019	6/15/2007	SG-1 gets caught in the middle when Ba'al and Adria compete for domination of the galaxy.
213	Unending	1020	6/22/2007	The SG-1 team extends a small time frame to several years to survive an attack of the Ori and tries to find a solution to solve their problem.
214	The Ark of Truth	movie	3/11/2008	After Tomin defects to Earth he informs the SGC that the Ori are preparing a full-scale assault. With his help Daniel learns of "The Ark of Truth" something that could possibly turn the tides of the war in Earth's favor... but it will involve traveling to the Ori home galaxy.
215	Continuum	movie	7/29/2008	While attending the execution of the last System Lord Ba'al SG-1 are somehow transported back to Earth sans Teal'c and Vala. Soon after they realize their timeline had been altered after a fleet of Goa'uld motherships have closed in on Earth led by none other than Lord Ba'al his Queen Qetesh and First Prime Teal'c.