

A FEW TIPS FOR WRITERS:

- Know the difference between Science Fiction and Fantasy. “Stargate SG-1” is a science fiction show. There is no magic, no metaphysical activity – no ghosts, no magic spells, no Satan, etc. Good science fiction at least makes an attempt to explain what is happening scientifically or technologically (even if the technology doesn’t yet exist, it should be within the realm of possibility). For example, Goa’ulds do not “zap” people with magic beams from their hands – they use staff weapons or the hand ribbon device that uses an energy beam technology we humans have not developed or do not have the necessary raw materials to develop.
- Good Science Fiction stories have a message, some sort of moral or parable. Or they have a strong ethical dilemma. They don’t have to be obvious, but they do make a story we are more likely to buy.
- A good place to start is with a strong metaphor for something that is wrong here on earth. Just be sure that the metaphor is subtle. For example: A racism metaphor about green people being mistreated by red people is too obvious.
- Another good place to start is with a strong human emotional story that involves our regular characters and tests their beliefs, judgment, and will. A “wild sci-fi” premise without a strong human story at its core is worthless to us. The story should come from our regulars, not from the guest stars.
- There are not many “travelers” through the Stargate other than Goa’ulds, Jaffa, and us. Most other cultures have not figured out how to use it. So please do not pitch stories that have an element like... “and on this planet they capture Stargate travelers and...” Most people on the planets we will visit have never seen a Stargate work. And when they have they have either worshipped or feared those who came through.
- **We don’t receive “distress signals” through the stargate from other planets. Only from other SG teams.**
- There are exceptions to every rule above, so our apologies in advance.