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An episode of Stargate SG-1 features a two-body mind-switching machine which will not work more than once on the same pair of bodies. (This is the same limitation suffered by the mind-switching machine in Futurama's 2010 episode "The Prisoner of Benda".) The plot centers around two disjoint pairs of individuals who swap minds but subsequently wish the process could be reversed. The drama ends with a day-saving sequence of four mind swaps that returns everyone back to normal. We consider the more general situation where an arbitrary number of disjoint pairs swap minds. Using group theory, we present an algorithm for restoring all minds to their original bodies and prove it is optimal. (Received August 15, 2012)