

STARGATE SG-1

“Solitudes”

Written by
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Production #3966

BLUE DRAFT

FINAL DRAFT
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“Solitudes”

Cast List

| | | |
|---------------------------|-------|-----------------------|
| COLONEL JACK O’NIELL..... | | RICHARD DEAN ANDERSON |
| DANIEL JACKSON..... | | MICHAEL SHANKS |
| SAMANTHA CARTER..... | | AMANDA TAPPING |
| TEAL’C..... | | CHRISTOPHER JUDGE |
| GENERAL HAMMOND..... | | DON S. DAVIS |
| TECHNICIAN..... | | GARY JONES |
| SILER..... | | DAN SHEA |

Set List

Exteriors

Cheyenne Mountain
Crevasse

Interiors

Mountain Facility
 \Control Room
 \Gate Room
 \Infirmary
 \Briefing Room
 \Hammond’s Office

Crevasse

"Solitudes"

TEASER

1 OMITTED 1

2 INT. GATE ROOM - DAY 2

CLOSE -- on a chevron, as it suddenly ENGAGES. *

PULL BACK -- as the gate spins up. An ALARM sounds. AIRMEN rush to their defense *
positions as we PAN to the CONTROL ROOM WINDOW. *

The Technician goes over to the microphone: *

TECHNICIAN *

Incoming traveler! Incoming traveler! *

ANGLE -- THE GATE *

As the IRIS CLOSES shut. *

2A INT. CONTROL ROOM - DAY 2

GENERAL HAMMOND -- comes over, concerned and surprised. *

GENERAL HAMMOND *

There's no one scheduled to come back for twenty four *
hours -- who is it? *

TECHNICIAN *

(reading the monitor) *

It's SG-1's remote access code. *

We SEE the SG-1 code appear on his monitor. *

GENERAL HAMMOND *

(worried) *

What? They just went through. *

TECHNICIAN *

(into mic) *

Opening the Iris. Stand by! *

HAMMOND -- walks out of the control room: *

2B INT. GATE ROOM - DAY

2

As the Iris OPENS (STOCK) revealing the shimmering puddle.

HAMMOND -- enters the gate room and waits at the base of the ramp.

And waits...

ANGLE -- THE PUDDLE

Seems to be wavering... almost flickering.

(CONTINUED)

2B CONTINUED:

HAMMOND -- looks concerned, calling up to the control room:

GENERAL HAMMOND

What's happening?

TECHNICIAN

(over speaker)

Sir, the gate is drawing twice the power as normal --
and it's increasing!

GENERAL HAMMOND

Where the hell is -- ?

DANIEL -- comes flying through, as if out of a cannon. He tumbles hard, landing short of Hammond, unconscious.

In a moment, TEAL'C comes shooting out of the puddle, landing almost on top of Daniel. There is a black scorch mark on Teal'c's shoulder, indicating he'd been hit by staff weapon fire.

SPARKS -- fly from the cables leading to the stargate, as something vital overloads, arcing electricity -- the red steam clamps blow with a BOOM! One of them falls Then: *

THE PUDDLE -- disappears.

TECHNICIAN

System overload! Wormhole has disengaged!

Hammond turns Daniel over.

GENERAL HAMMOND

Get a medical in here, now!

TEAL'C -- looks back to the disengaged gate, expecting to see the rest of the team, but:

GENERAL HAMMOND (CONT'D)

Teal'c, are you all right?

TEAL'C

I am.

GENERAL HAMMOND

Where are Colonel O'Neill and Captain Carter?

TEAL'C

(with growing concern)

They could not have been more than two meters
behind...

(beat)

I do not know.

(CONTINUED)

2B CONTINUED: (2)

2

Hammond turns to Teal'c, then back to the gate, as a Medical team rushes to Daniel's side...
And on his concerned look we

CUT TO:

3 INT. CREVASSE - NIGHT

3

We SEE only faint blue light from somewhere high above. The texture of ice... Cold.

WE PAN past a stargate, embedded in ice, tilted on an angle, suspended.

We FIND the unconscious O'NEILL, and CARTER splayed out on a cold icy floor of a deep crevasse.

CARTER stirs, rolling onto her back. She sits up with a start, looking around in horror.

WIDER -- to reveal they're in a dark, icy crevasse... and very much alone.

And on that image we:

END OF TEASER

ACT ONE

4 EXT. CHEYENNE MOUNTAIN - NIGHT 4

To establish.

GENERAL HAMMOND (O.S.)

Doctor Jackson is still unconscious...but Dr Warner thinks he'll be all right.

5 INT. INFIRMARY - NIGHT 5

A DOCTOR is attending to Teal'c's arm... It's badly sprained from the hard landing, and he has to wear a sling. In the background DANIEL lies on a bed, unconscious. He's in mid * conversation with Hammond.

GENERAL HAMMOND

I need to know what went on back there, Teal'c.

TEAL'C

We were under fire -- distant -- energy weapons of some kind... Possibly goa'uld technology.

GENERAL HAMMOND

The probe we sent through first would have warned that you were coming.

(beat)

So it's possible they were struck by enemy fire?

TEAL'C

No. I do not believe so. They were but a few meters behind me as I passed through the stargate.

(then)

But...it is possible.

GENERAL HAMMOND

How many hostiles were there?

TEAL'C

We could not see, they were some distance away... But we appeared to be surrounded. We were there only moments. Colonel O'Neill ordered us to lay down cover fire while doctor Jackson dialed home...

(then)

General Hammond, I believe they *should* have made it through. I do not understand why they did not.

The TECHNICIAN -- comes into the infirmary with a clipboard report for Hammond. He gives it a quick look.

(CONTINUED)

5 CONTINUED:

5

TECHNICIAN

Preliminary report on the Stargate repairs, sir.

TEAL'C

Repairs?

GENERAL HAMMOND

There was some kind of *overload* during transit. We don't know why.

TEAL'C

I must go back immediately.

Teal'c gets off the exam table, ready to go right this minute. Hammond puts out a straight arm.

GENERAL HAMMOND

Not with an army waiting for you on the other side. Sorry.

TEAL'C

(after a beat)

Then I suggest a second probe be sent through.

GENERAL HAMMOND

(nodding)

As soon as the stargate is working again, we'll do just that.

(then)

In the meantime, let's let the doctor do his job.

Teal'c nods, and allows the medic to examine him further as Hammond leaves.

6 INT. CREVASSE - NIGHT

6

CLOSE ON O'NEILL -- as he comes to. Pain stabs him as he tries to sit up in his legs and across his chest. He holds his head, discovering there's already a bandage there. He looks up to find the source of the dim blue light filtering from above. Where the hell is this?

O'NEILL

Would somebody...

(pain stabs him)

OW..! Damn! Please turn the damn lights on?

CARTER (O.S.)

Colonel? Thank god...

CARTER -- comes out from behind the stargate, her field flashlight shining in O'Neill's direction.

(CONTINUED)

6 CONTINUED:

6

O'NEILL

Carter?

CARTER

Try to stay put, sir, I think your leg's broken.

O'NEILL

(stab of pain)

What's the bad news, captain? Because, unless they've redecorated the gate room --

CARTER

Daniel must've misdialed.

O'NEILL

Misdialed? What're you saying... This place is a *wrong number?*

(then, calling)

For cryin' out loud... Daniel!

CARTER

He's not here, sir. Neither is Teal'c.

O'NEILL

They have to be...

(keying his mic)

Daniel, Teal'c...

CARTER

I tried that. You've been unconscious for two hours. *

O'NEILL

They went through the stargate before we did --

CARTER

I know that. I also know we're alone here. Wherever *here* is.

POV -- O'NEILL

Of the crevasse walls, extending up perhaps a hundred feet. Dim blue light filters down from somewhere far above.

O'NEILL -- touches a smooth, ice surface.

O'NEILL

Ice?

(she nods)

Nice.

(CONTINUED)

6 CONTINUED: (2)

6

CARTER

I think we're inside a deep crevasse of a glacier. If their stargate's been overrun by ice...possibly on a planet in the middle of an ice age.

(gesturing)

There's daylight filtering through the ice from up that way. There are some fissures in the ice but all of 'em are too narrow to follow very far.

(worried)

We're in trouble, sir.

O'NEILL

All right, let's dial home and maybe...we...can...

(looking around)

Where's the DHD?

WIDER -- as O'Neill looks around the small cavern at the base of the crevasse shining his light around. No Dial home device.

CARTER

Can't find that either.

O'NEILL

Oh. So... We're in trouble.

CARTER

We're in trouble.

7 EXT. CHEYENNE MOUNTAIN - DAY

7

To establish.

8 INT. GATE ROOM - DAY

8

Teal'c stands on the ramp staring at the gate, where Technicians are replacing coolant and electrical cables to the Gate itself. Hammond enters to get an update. Arc welding sends sparks flying into the air and on the floor.

Our familiar TECHNICIAN who's lending a hand, sees Hammond, and reports:

TECHNICIAN

They've almost replaced all the superconductive interface elements, sir -- the old ones were all melted -- but it'll take some time to load test them.

GENERAL HAMMOND

Just tell me the minute we can send a probe through.

Sergeant SILER, tall, thirties, not afraid to speak his mind, overhears, and pipes in:

SILER

That'll be twenty four hours, General, on the inside.

(CONTINUED)

8 CONTINUED:

8

TEAL'C

Captain Carter and Colonel O'Neill cannot wait that long --

GENERAL HAMMOND

I'll give you half that.

SILER

No sir, doesn't work that way. Twenty four hours is the best I can do.

GENERAL HAMMOND

Two of our best people are stranded, Sergeant --

SILER

And if we burn out the only spare elements we've got then it'll be two full months at least before they can manufacture replacements.

(gesturing)

This stuff isn't off the shelf, sir. *

GENERAL HAMMOND

(nodding)

Then you'd better get back to it.

SILER

Yessir.

(to his team)

C'mon, let's go. *

The Technician goes back to work. Hammond turns to go, then realizes:

TEAL'C -- staring at the stargate, wondering where his friends are. Hammond walks up to him, realizing he's hurting. (Even though he's not really showing it)

GENERAL HAMMOND

Teal'c... When your commander gives you the order to pull out of a fire-fight, you pull out. It's as simple as that. *

TEAL'C

I am *Jaffa*. To have left my comrades behind in the midst of a battle dishonors me greatly.

(beat)

I should have remained at their side.

GENERAL HAMMOND

Go get some rest.

(CONTINUED)

8 CONTINUED: (2)

8

TEAL'C

A Jaffa can go many days without sleep.

GENERAL HAMMOND

I don't doubt that for one minute.

Hammond pats Teal'c on the arm, and walks out, leaving Teal'c to resume his vigil.

9 INT. CREVASSE - NIGHT

9

We hear the echo of a SCREAM of pain from O'NEILL, moving up the icy walls of the crevasse as we PAN TO

CARTER -- sets O'Neill's broken leg, holding his leg by the angle, straight out. They're very near the stargate, which looms over them.

CARTER

Okay...I think its set.

O'NEILL

You *think* its set?

CLOSE -- on O'Neill's bloodied leg... It's as painful as it looks.

Carter goes for other medical stuff in her first aid.

CARTER

I'm positive. All we have to do now is put on a splint, and you'll be good as new --

O'NEILL

Just... take it easy, doctor... You wouldn't think jagged bone digging into raw nerves would hurt, but it does.

CARTER

Wrong kinda doctor, I'm afraid. I've never done this before in my life. This your first broken bone?

O'NEILL

(laughs)

I *wish*. This is number eight, I think. Nine if you count the skull fracture.

Carter begins to splint O'Neill's leg.

CARTER

How'd you manage that?

(CONTINUED)

9 CONTINUED:

9

O'NEILL

Parachuting on the border between *Iran* and *Iraq*...
Back in eighty...something. Just a few light years ago.

CARTER

(preparing)
This is going to hurt, sir.

O'NEILL

Yeah, I know.

CARTER

What happened?

Carter starts winding tape around O'Neill's leg as they talk. O'Neill has to grit his teeth as he talks through the pain.

O'NEILL

I hit the ground. Go figure.
(stab of pain)
Ever do a HALO drop at night?

CARTER

No, sir. Afraid of heights.

O'NEILL

So you joined the Air Force.

CARTER

(smiling at that, then)
High altitude low opening.
(beat)
You jump out of the plane at twenty five thousand...
Your chute opens automatically at a few hundred feet.

O'NEILL

But at night you can't see the ground --
(stab of pain)
So you don't know when you're gonna hit...
(stab of pain)
My chute opened a little late...

Carter lifts his leg higher to run the tape underneath it, causing O'Neill even more pain.

O'NEILL (CONT'D)

Ahhhh, God! And it hurt just like *that*.

CARTER

I'm sorry, Colonel, I'm doing the best I can.

(CONTINUED)

9 CONTINUED: (2)

9

O'NEILL

I know you are, Captain, can you be *done* now?

CARTER

(trying to keep him talking)

So... You hit the ground, and:

O'NEILL

(can't take it anymore)

And they all lived happily ever after --

CARTER

Almost there --

O'NEILL

That's a good splint, captain, stop, stop.

CARTER -- lets his leg down gently.

CARTER

How long before you were rescued?

O'Neill sighs out immense relief, having agonized through this. Carter starts packing back up the first aid.

O'NEILL

No rescue... had to make it out on my own.

(off her look)

Wasn't exactly an "official" mission, if you know what I mean. The other in my team had the satellite link-up...he didn't make it, so...

(beat)

Nine days. To be honest, I don't remember most of it.

CARTER

What got you through it? *

O'NEILL

Sara.

CARTER

Your wife.

O'NEILL

At the time...

(beat)

I just...had to see her face again.

(then)

You tallied our supplies yet?

(CONTINUED)

9 CONTINUED: (3)

9

Carter gestures to a pile of supplies she's carefully inventoried closer to the gate. Water, food, everything they would carry with them for survival.

CARTER

Rations for three days; we can stretch that. We only have a little water but --

O'NEILL

Ice melts.

CARTER

And we've got our field cooking gear to melt it...

(beat)

Flashlight batteries are gonna be a problem --

O'NEILL

Is it my imagination, or is it getting colder?

CARTER

You're right. The temperature must've been driven up by the energy release of the gate when it opened...

(beat)

It won't last.

O'NEILL

Break out the thermal blankets...

(off her look)

By the way, we *are* going to get out of here, captain. That's an order.

CARTER

How does the splint feel?

O'NEILL

Captain. You need to believe me.

CARTER

I want to, sir...

(beat)

I just don't see how.

O'NEILL

Then we'd better start looking.

(with some vehemence)

Because I do not intend to die on some godforsaken block of ice a million light years from home, is that clear?

Carter furrows her brow at O'Neill's sudden aggressiveness.

(CONTINUED)

9 CONTINUED: (4)

CARTER

Yessir.

O'NEILL

Good.

(extending his hand)
Now help me up.

CARTER

You shouldn't move --

O'NEILL

Prob'ly not...but I think my back is freezing to the
ground.

CARTER -- gets to her feet, and extends her arm.

With some effort, and a lot of help from Carter, O'Neill gets to his feet, hopping on his one good leg, leaning on Carter for support.

He looks around, getting the view from his feet for the first time.

WIDER -- as we see them standing together.

O'NEILL (CONT'D)

There.

PULL BACK to reveal them looking small in the expanse of the crevasse, the stargate looming over them.

O'NEILL (CONT'D)

A little paint, a few windows, maybe a fireplace... Be
just like home.

And on that image we:

END OF ACT ONE

ACT TWO

10 EXT. CHEYENNE MOUNTAIN - DAY

To establish.

11 INT. INFIRMARY - DAY

CLOSE -- on Daniel as his eyes open. The first sight he sees is:

TEAL'C -- hovering over him. Daniel is groggy, half conscious.

DANIEL

Teal'c?

TEAL'C

The Stargate has malfunctioned. We came back through the stargate at too great a velocity.

DANIEL

Jack and Sam?

TEAL'C

They did not follow.

DANIEL

(trying to recall)

I think they did. I *know* they did, they were right behind us, it doesn't make sense --

Daniel tries to move, and it makes his head explode in pain.

TEAL'C

I do not believe so either. Within a few hours, a probe will be sent back in an attempt to determine their fate.

And as they consider their friends fate...

12 INT. CREVASSE - NIGHT

A flashlight beam shines up a steep slope of the crevasse, looking toward the dim blue light on the other side of a snow plug.

O'NEILL -- is a third of the way up the slope. It looks like the only way out.

O'NEILL

We might be able to climb out. *You* might, anyway..

(MORE)

(CONTINUED)

12 CONTINUED:

O'NEILL (CONT'D)

If there's light coming through the snow, I don't think
it'd be too hard to dig out... We're getting fresh air from
somewhere...

(beat)

If this planet has some sort of civilization nearby, maybe
we could --

Carter calls him, excitedly:

CARTER (O.S.)

Colonel!

ANOTHER ANGLE

As O'Neill slides down part of the way, hurting his leg as he lands, then uses his M-16 as a
crutch to hobble over to an area across from the stargate where,

CARTER -- shines her light into the ice, on a "ledge" of sorts, a few feet above the "ground"
level of the crevasse.

CARTER (CONT'D)

I found it!

O'NEILL

We're saved!

(then)

Found what?

CARTER

The DHD! I thought the glacial flow had probably
separated the gate from its dial home device but --

She digs her knife into the ice, it chips away.

CARTER (CONT'D)

It looks intact!

O'NEILL -- begins the arduous task of climbing up the stepped ledge to where she's shining
her light into the ice. He coughs, holding his chest.

O'NEILL

Think we can dig it out?

CARTER

Even if it doesn't work we could use the chopped ice to
melt drinking water...

(noticing his pain)

What's wrong with your chest?

(CONTINUED)

12 CONTINUED: (2)

1

O'NEILL

I think I cracked a rib too.

CARTER

Why didn't you say something?

O'NEILL

I was afraid you might try to put a *splint* on it.
(assuring her)
I'll be fine.

O'NEILL -- comes over on his makeshift crutch, taking out his knife to work alongside Carter, who is already digging, sending ice chunks into the air.

ANOTHER ANGLE

As O'Neill digs into the ice, working hard alongside her. This is hard work, and its going to take a while. They dig like this for a beat, then Carter starts talking as she stops to take a breath:

CARTER

I've been thinking about where Daniel and Teal'c could be.

(digging)

So far, I count three possible explanations. One, Daniel misdiald and they're *here*...somewhere we haven't found yet.

O'NEILL

(looking around)

I don't see 'em.

CARTER

Two, Daniel *didn't* misdial, but for some reason the stargate malfunctioned during transit -- don't ask me how, I haven't figured that out yet.

(beat)

They *made it* back through to earth, but, for some reason, *we* got sent here.

O'NEILL

Okay...one and two *suck*. What's three?

CARTER

Three, the stargate malfunctioned, we got sent to this planet; Teal'c and Daniel got sent to another.

O'NEILL

(he stops digging)

Tell me there's a four.

(CONTINUED)

12 CONTINUED: (3)

1

CARTER

There's no four.

O'NEILL

It comes after three.

CARTER

Not this time, Colonel.

O'NEILL

We'll *assume* Teal'c and Daniel made it back to earth.
They'll start sending out search parties.

CARTER

To where?

O'NEILL

I'm hoping... *Here*.

CARTER

But where would they begin? There's no way for them
to know where we are. With all the possible Stargates
a random search could take...ten years.

O'NEILL

Not if they look here *first*.

CARTER

Sir, the odds of that --

O'NEILL

I know, I know --

CARTER

Even if *all* eight teams started looking right now, the
mathematical probability --

O'NEILL

(please)

Captain...

She realizes that O'Neill is just maintaining hope, and sighs.

CARTER

I think too much.

O'NEILL

Hey, you know the old cliché: Ignorance is bliss.

(MORE)

(CONTINUED)

12 CONTINUED: (4)

12

O'NEILL (CONT'D)

(beat)

I don't even know what that means, but for some reason makes me feel good all over.

Carter smiles. O'Neill's ability to joke in these dire circumstances makes *her* feel good. Together, they resume digging into the ice.

13 INT. CONTROL ROOM - DAY

13

Through the glass of the control room we see the Gate Technician is making a few last minute checks as:

HAMMOND-- along with a bandaged Daniel, and Teal'c, in full fighting gear, wait to see what images the probe will send back.

14 INT. GATE ROOM - INTERCUT

14

The SG-3 marines stand by. The MALP is on the ramp, ready to roll.

DANIEL -- paces in the control room, looking at the wall clock, impatiently.

DANIEL

Didn't they say twenty four hours?

Hammond nods and keys the mic.

GENERAL HAMMOND

How much longer, people?

*

The Stargate Technician shouts back across the expanse of the control room to the General. He's been working for thirty six straight hours, and is even more impatient than he was before:

SILER

Almost there!

*

*

TECHNICIAN

Sir, they're confirming the integrity of the last superconductor element now.

*

*

SILER

(to one of his team)

Charge up circuit MX-43 at twenty percent.

*

One of the ORANGE CHEVRONS begins to glow.

SILER (CONT'D)

Good! Bring it up to fifty...

(beat)

One hundred!

Now the chevron glows fully, and the relieved Siler turns back to the control room:

(CONTINUED)

14 CONTINUED:

SILER (CONT'D)

The circuit is holding! Reset and stand by!
(with some pride)
She's all yours, General...

HAMMOND -- keys the mic again:

GENERAL HAMMOND

Well done, Sergeant!
(then to Technician)
You heard the man.

TECHNICIAN

Yessir!

The Technician begins to enter the coordinates to the planet.

DANIEL AND TEAL'C -- exchange a worried look. This is the moment of truth. Teal'c goes over to Hammond.

TECHNICIAN (CONT'D)

Chevron one, encoded...

TEAL'C

SG-3 and I are ready and awaiting your order, General.

GENERAL HAMMOND

I won't authorize this rescue mission unless the probe
sends us back the right pictures, Teal'c --

TECHNICIAN

Chevron two encoded!

GENERAL HAMMOND

(then, into mic)
All defense teams, stay alert! These hostiles may have
both our address and our transmitter code!

IN THE GATE ROOM

Armed airmen take aim with their weapons as the Gate continues to spin up:

TECHNICIAN

(over loudspeaker)
Chevron three encoded!

IN THE CONTROL ROOM -- DANIEL

Doesn't like Hammond's insinuation:

(CONTINUED)

14 CONTINUED: (2)

DANIEL

You don't *actually* think Jack would ever give up his transmitter code to the enemy...

GENERAL HAMMOND

Not willingly, no.

TECHNICIAN

Chevron four encoded!

TEAL'C

I do not believe they would even under the duress of torture.

TECHNICIAN

Chevron five encoded.

GENERAL HAMMOND

Teal'c, in the event we find no enemy activity on the other side -- Major Castleman is in charge of this rescue mission.

TECHNICIAN

Chevron six encoded.

TEAL'C

I understand.

Daniel, Teal'c and Hammond watch in silence as the last chevron is locked in:

TECHNICIAN

Chevron seven, LOCKED!

15 INT. THE GATE ROOM -- THE STARGATE KAWOOSHES -- (STOCK) 15

ANOTHER ANGLE -- THE MALP -- (STOCK)

From inside the control room, we see the MALP probe move toward the shimmering stargate puddle as AIRMEN stand by with weapons.

16 INT. CONTROL ROOM - DAY 16

HAMMOND, TEAL'C AND DANIEL

Walk over to a monitor that display's the probe's CAMERA VIEW as it pushes into the puddle.

ON THE STARMAP -- the probe's progress is tracked across the galaxy.

(CONTINUED)

16 CONTINUED:

TECHNICIAN

The Probe should reach the stargate of P4C 771 in five seconds... four...three...two...Now!

ON THE MONITOR -- We SEE a RED SKY, an ALIEN LANDSCAPE not unlike the pictures we've seen from the Mars lander... The first Probe is still on the plinth, untouched.

Daniel observes hopefully:

DANIEL

No sign of them... No evidence of a fire fight either.

Then as the probe camera PANS, we SEE

ON THE MONITOR

A sudden furious BARRAGE of energy beams shooting toward us! From several different directions, missing all around us at first, then finally obliterating the probe, the camera moves violently to one side, then...

The monitor goes black, and the words: TRANSMISSION INTERRUPT.

Disappointment washes across their expressions as the reality sinks in.

GENERAL HAMMOND

They were waiting for us... .

(ordering)

Close the iris! Disengage the stargate!

17 INT. GATE ROOM - DAY

As the Iris closes over the puddle. (STOCK)

TECHNICIAN (O.S.)

Wormhole disengaged!

18 INT. CONTROL ROOM - DAY

Hammond turns to Teal'c, then goes to the microphone.

GENERAL HAMMOND

SG-3, stand down. The rescue mission is scrubbed.

Teal'c and Daniel exchange a look.

DANIEL

General...

But there's nothing to say. He knows Hammond is right. And their crestfallen looks we:

END OF ACT TWO

ACT THREE

19 INT. CREVASSE - NIGHT 19

Carter's upper body is half gone into the hole they've dug in the ice around the DHD. There's a flickering light nearby, as we discover:

O'NEILL -- cooking over a sterno flame, melting ice in a steel pan as he prepares an MRE for both of them. Both of them show in their every move... It's COLD in here.

O'NEILL

Soup's on!

CARTER

Just a little more, I'm almost through...

O'NEILL

C'mon now, you don't want it to get cold.

CARTER -- pulls herself out, and looks down to where O'Neill has laid out a thermal blanket.

CARTER

I didn't know you could cook.

O'NEILL

Are you kidding? My melted ice is *to die for*.

Carter jumps down, turning off her puck light to conserve battery power. She sits alongside O'Neill, who holds one arm across his chest, in obvious pain that he's trying to conceal.

CARTER

Let me have another look at you.

O'NEILL

I'm fine, doctor.

(beat)

Eat.

O'Neill hands her an MRE of beef stew (or something like it) on a tin plate. Carter digs in.

CARTER

Nice'n warm.

Beat. They're both freezing and Carter visibly shivers.

CARTER (CONT'D)

I've been thinking about how the stargate might've malfunctioned...

(CONTINUED)

19 CONTINUED:

O'NEILL

Yeah?

CARTER

Well, we don't totally understand how it works, but the *theory* we have so far is that the gate creates an artificial wormhole that somehow transfers an energized matter stream in one direction along an extra-dimensional conduit.

O'Neill sips melted water from his drinking cup. Not bad.

O'NEILL

Tastes like water...

CARTER

I think that the matter stream between Stargates got redirected... like a lightning bolt jumping from one point to another in mid-strike.

(beat)

It had to have been the attack on P4A 771. The gate itself was probably struck by enough energy during the firefight to influence the direction of the matter stream before we reached the other side.

She looks expectantly at O'Neill, who has just finished the last of his supper, and looks like a kid caught with his hand in the cookie jar.

O'NEILL

(after a beat)

I'm sorry, I wasn't listening.

CARTER

(frustrated)

Colonel...

O'NEILL

I'm right there with you now.

CARTER

What I'm saying is, we must have emerged through a stargate *relatively* close to earth in the gate network. Probably somewhere between P4A 771 and Earth. If the SG rescue teams reach the same conclusion, it could significantly narrow their search.

O'NEILL

Well. That's good news.

(long beat)

Have you tried the water?

(CONTINUED)

19 CONTINUED: (2)

1

CARTER
(she sips)
Not bad.

O'NEILL
I just followed the recipe.

He gets up and heads to the DHD, holding his ribs with a grimace.

20 EXT. CHEYENNE MOUNTAIN - DAY

20

To establish.

21 INT. CONTROL ROOM - DAY

2

Daniel studies the star map... As he stares, we PAN to Teal'c on the other side, staring back.

DANIEL
Teal'c... I keep coming to the same conclusion...
(off Teal'c look)
They went through, right after we did. They had to! I mean, Sam couldn't have been more than two steps behind us.

TEAL'C
I agree.

DANIEL
(pointing to map)
So... if they're not *there*, and they're not *here*...

TEAL'C
They may have perished within the wormhole --

DANIEL
(with a sigh)
In which case they're...gone, I know, I thought of that,
but:

*
*

(beat)
If they're *alive* -- if there's at least remote possibility the malfunction sent them to a..a different stargate --

TEAL'C
Was it not Captain Carter who deduced that the possible combinations of Stargate symbols numbered in the millions?

DANIEL
Yes... We have to narrow it down.

22 INT. CREVASSE - NIGHT 2.

O'Neill and Carter dig hard into the ice... O'Neill is digging so hard he's grunting with every effort...

Carter SEES something in the ice.

CARTER

Stop, stop! Look at this...

O'Neill stops digging and looks closer at the ice as Carter shines her puck light into it.

A HAND -- outstretched, frozen in time. Looks like it belonged to a serpent guard.

The image impacts on Carter.

CARTER (CONT'D)

Serpent guard..?

(O'Neill nods)

Who ever it is, he didn't make it...

O'NEILL

I guess he gave up.

And with that, they resume digging in silence.

23 INT. CONTROL ROOM - DAY 2.

Hammond studies the starmap, showing several marked planetary locations, as Daniel tells him his theory. Siler looks on as well. Teal'c is back in "uniform". *

DANIEL

Now. Everyone knows the shortest distance between two points is...?

He waits for one of them to say it. Siler offers: *

SILER *

A straight line. *

He reaches for a roll of tape used to mark up the star map, and stretches it across. *

DANIEL

A...straight...line.

ON THE STAR MAP -- Daniel indicates a line between P4A 771 and a large blue dot representing Earth. Several worlds, marked with a planetary designation, are along or near the line. *

(CONTINUED)

23 CONTINUED:

2

DANIEL (CONT'D)

This is Earth; this is P4A 771. Now... The stargate shut itself down just after Teal'c and I came through.

GENERAL HAMMOND

There was an energy surge --

DANIEL

(to Siler)

But what would that have done to the wormhole itself?

SILER

I have no idea.

DANIEL

Could it just disappear?

SILER

(thinking out loud)

No... I don't think so, sir. It would have to discharge somewhere...

DANIEL

Like another stargate?

SILER

(to Hammond, realizing)

Yeah, maybe.

(explaining)

Sir, it's all theoretical but we *think* Stargates are basically giant superconductors. Charged matter streams along lines of force between them --

DANIEL

Positive to negative -- like electricity, right?

SILER

Except for the fact that the whole trip happens outside our dimension...yeah, more or less.

Daniel takes an eraser from the starmap, and wipes away the line he just drew in the vicinity of earth. Then, taking the marker, he extends the line to the nearest planet to earth.

DANIEL

Okay, so: what if..it *jumped*. Redirected itself here?
(circling planets along the line)

Or, here? Or anywhere along here!

(CONTINUED)

23 CONTINUED: (2)

2

GENERAL HAMMOND

You're suggesting we search *all* of these worlds?

DANIEL

At least we've narrowed an entire *galaxy* of Stargates to a...a handful of possibilities.

(beat)

General... Colonel O'Neill and Captain Carter *did* make it through the stargate; both Teal'c and I feel certain of that. They must be *somewhere*.

GENERAL HAMMOND

Assuming you're right... Why haven't they used *that* stargate to come back on their own?

DANIEL

Teal'c and I were flung out of the gate at this end so fast, I...I don't even remember hitting the ramp! They could be badly hurt, in which case we won't have to search far from the Stargates themselves.

(beat)

Don't we owe it to them to try?

Hammond considers this, reluctant to pursue a false hope. Teal'c steps forward.

TEAL'C

Request permission to begin searching, immediately.

GENERAL HAMMOND

(after a beat)

Granted. Teal'c, you can join SG-3 under Major Castleman. Probes can be sent as soon as they're ready.

Teal'c and Siler take their orders and get to it.

GENERAL HAMMOND (CONT'D)

We should be able to commit groups five, six and eight to the search within twelve hours.

DANIEL

What about me?

GENERAL HAMMOND

You'll stay here and help coordinate the search.

(before Daniel can speak up)

No argument...

(Daniel doesn't argue)

Let's just hope you're right.

With that, Daniel nods and they go off to their respective tasks.

24 INT. CREVASSE - NIGHT

Carter and O'Neill have almost completely exposed the surface of the phone home device. It's even colder than it was before, and they're looking pretty frosty. O'Neill looks worse than before, weaker... He's bleeding internally, but if he feels it he's not admitting it.

O'NEILL

Have you I.D'd the seventh symbol?

CARTER

Yes...

(pointing)

This one has to be point of origin. I've never seen it before.

ON THE SYMBOL -- a circle over a straight line. (Like a sun low on the horizon)

CARTER -- notices her puck light dim... She looks up at O'Neill, tired from hard work.

CARTER (CONT'D)

Batteries... I guess its now or never.

O'NEILL

I've always preferred now to never...

O'Neill coughs into his hand, and takes it away spotted with blood. Carter notices his declining condition.

CARTER

We've gotta get you to a doctor.

(with a deep breath)

Here goes:

She presses the six earth coordinates, one by one.

THE STARGATE -- illuminates with each chevron, bathing the room with faintly orange light as each symbol is pressed.

O'NEILL

Lucky seven.

She presses the last symbol.

Nothing. The failure washes across Carter's face. O'Neill just lowers his eyes. He had enough strength to get this far... From now on, he's running on fumes.

CARTER

Dammit.

(CONTINUED)

24 CONTINUED:

24

O'NEILL

You're sure you dialed the right address?

CARTER

Yes.

(with new vigor)

It might be as simple as a control interface. If we can dig down as far as the panel on the DHD, I can fix it.

O'Neill seems to have completely expended his energy... on the verge of passing out.

O'NEILL

Negative.

CARTER

We've got to keep trying.

O'NEILL

Yes we do. But we've been awake for...

(looking at his watch)

Comin' up on thirty one hours, and it'll be there in the morning.

CARTER

What about you?

O'NEILL

We are getting off this ride, Captain. It's just gonna take a little longer than we thought...

Carter feels doomed, and averts her eyes.

CARTER

Yessir.

O'NEILL

No crying.

(weakly)

That's...an order...

And in mid sentence, O'Neill falls forward into Carter, collapsing.

CARTER

Oh, my God... Colonel? *

She lays him out on the thermal blanket laid open nearby, her hands supporting his back...

WIDE -- as Carter kneels over O'Neill... The now glowing Stargate looming over them, we:

END ACT THREE

ACT FOUR

25 EXT. CHEYENNE MOUNTAIN - DAY

To establish.

26 INT. BRIEFING ROOM - DAY

Daniel is going over a starmap, trying to guess at which world they should gate to next.

HAMMOND -- comes out of his office.

DANIEL

We just received probe telemetry from both P5C 11 and 12... Neither of them have a breathable atmosphere anymore... If they ever did...

GENERAL HAMMOND

I've formally reported Colonel O'Neill and Captain Carter as missing in action.

DANIEL

(taken aback a bit)

Why?

GENERAL HAMMOND

Because they are exactly that.

DANIEL

Well, that may be so, but...I...

He trails off. There is a silence for a moment.

GENERAL HAMMOND

It doesn't mean we stop looking, son.

DANIEL

I can't help but think I'm, I'm *missing* something.

GENERAL HAMMOND

This isn't really your line of expertise is it. Theoretical astrophysics --

DANIEL

No. I guess not.

(beat)

When we find Sam, I'll have to ask her to teach me all about it.

Hammond nods and goes back to his office.

27 INT. CREVASSE - NIGHT

2

PAN from the stargate, still glowing an orange cast over the interior of the crevasse, past the supplies laid out, then to a bundle of thermal blankets.

CARTER -- lies directly atop O'Neill, both wrapped up in the blankets. Her head rests on his chest. She's trying to sleep.

O'Neill coughs, and comes to.

O'NEILL

Captain?

She raises her head, and they become face to face. They speak in soft voices, half asleep, through pain and exhaustion...

O'NEILL (CONT'D)

(weakly, sotto)

I, um... As much as I might otherwise think this is...*nice*.

CARTER

(sotto)

Shhh, try to sleep...

O'NEILL

(weakly)

Is that what we're doing?

CARTER

You're exhausted, you passed out. I just thought we had to combine body heat or we wouldn't make it through the night.

O'NEILL

That's fine, it's just... very hard...to sleep with broken ribs...when there's somebody *lying* on you.

Carter shifts her weight slightly, trying to put less weight on his chest. Even the slightest move hurts.

O'NEILL (CONT'D)

Ow, ow, ow...ow...

(relieved)

That's better.

CARTER

We'll sleep for a few hours, then I'll fix the DHD...

(CONTINUED)

27 CONTINUED:

2

O'NEILL

'Kay... G'night.

Long beat. They both close their eyes. After a moment, they both open their eyes again.

CARTER

Um... Colonel -- ?

O'NEILL

It's my sidearm, I swear to God.

She gives him a look, and shifts again. But moving exposed her to the cold. She shivers. *

O'NEILL (CONT'D)

No shivering...that's an order.

CARTER

I didn't even know how cold I was until I started warming up under the blanket. I don't think I've ever been this cold before...

(beat)

What if we don't wake up?

O'NEILL

We will...

CARTER

D'you realize that even if we don't make it --

O'NEILL

Knock it off...

CARTER

I'm just saying... *if*. We will still have seen more of the universe than almost every human being that ever lived. That's something.

O'NEILL

(almost asleep)

Not good enough. *More*.

CARTER

But *if* we don't make it... I won't have any regrets.

(beat)

You?

O'NEILL

I think I'd regret...

(beat)

Dying.

(CONTINUED)

27 CONTINUED: (2) 27

Carter actually laughs at that. A sort of giddy end of the slumber party laugh just before she passes out.

O'NEILL (CONT'D)

No laughing, that's an order.

And as they close their eyes...

CARTER

(smiling at that)

Yessir.

O'NEILL

And don't hog all the blankets.

And they're asleep.

28 EXT. CHEYENNE MOUNTAIN - NIGHT 28

Another day...

29 INT. CONTROL ROOM - NIGHT 29

Daniel is at the Star map, crossing off worlds with his marker, growing more and more despondent. There are only a few remaining along the line he'd drawn left to explore.

30 INT. BRIEFING ROOM - NIGHT 30

As Hammond looks down from the briefing room window into the stargate room, thinking of his lost team.

31 INT. GATE ROOM -- NIGHT 31

As an SG team comes down the ramp from a search mission, they look up to

THE TECHNICIAN -- in the window of the control room.

The SG team leader just shakes his head, "no" and leads his team out.

A discouraged Technician nods and goes back to work.

32 INT. CREVASSE - NIGHT 32

CLOSE ON O'NEILL -- sleeping fitfully. He coughs, and a trickle of blood comes out of his mouth.

CARTER (O.S.)

(a burst of anger)

Why won't you work!

(CONTINUED)

32 CONTINUED:

He opens his eyes, trying to orient himself. He's fading, and no amount of bravado is going to hide it now.

O'NEILL

(sotto)

Carter?

ON CARTER -- who emerges from the fairly deep hole she's dug behind the DHD to the control panel on its side. (We don't see, it's too dark)

CARTER

Colonel? *

Carter stops what she's doing, and climbs down to where O'Neill is lying, wrapped in thermal blankets. His voice is even weaker now than before.

O'NEILL

I'm usually the first one up.

CARTER

That's all right...I wasn't sure if you were going to wake up at all.

O'NEILL

What's the bad news?

CARTER

I'm pretty sure you're bleeding internally...I don't know how badly.

(beat)

Your broken leg may already be frostbitten, I can't tell. I've been trying to warm it with the last of our cooking sterno but that's about had it...

O'NEILL

Help me up...

CARTER

No sir... You need to heal.

(beat)

That's an order.

O'NEILL

Hey, hey hey...I give the orders around here.

CARTER

Not doctor's orders.

He coughs, painfully. She goes over to the pan of water she's kept by the sterno flame, and heats it a bit.

(CONTINUED)

32 CONTINUED: (2)

3

CARTER (CONT'D)

Here. Take as much as you can. When that sterno is gone, we won't be able to thaw anymore.

(beat)

You should be in the infirmary. I should have gotten you out of here by now, I'm sorry.

O'Neill sips, and coughs immediately afterward. It hurts.

O'NEILL

You will.

CARTER

I've been working on the control panel for the last twelve hours or so... I just...

(frustrated)

I just don't know why it won't work, it should work!

(beat)

I'm missing something.

O'NEILL

Listen... captain. Maybe its time to go to plan "b".

CARTER

What would plan "b" be?

O'NEILL

You take the rest of the supplies...what little there is...climb outta here. Head toward the daylight.

He points to the blocked opening where the light is coming from.

O'NEILL (CONT'D)

Take your chances up on the planet. Hopefully there's a nice alien ski resort or something nearby...

CARTER

If I can't get this stargate to work... We'll both go.

O'NEILL

Right... I'll race ya.

CARTER -- looks at the flickering flame of the sterno can as it dies. She offers O'Neill one more sip of water, holding his head up. He drinks, painfully.

O'NEILL (CONT'D)

Okay, captain. Go. Make it work.

Carter nods, lets his head down gently, and goes back to work.

33 INT. GATE ROOM - DAY 3.

The gate KAWOOSHES open, (STOCK) and SG- 3 emerges through the stargate. Teal'c is carrying an injured MARINE over his shoulder...

HAMMOND and DANIEL -- rush into the gate room to meet them. Teal'c shouts into the control room with urgency:

TEAL'C

Major Castleman requires medical attention.

The Technician's voice booms through the loudspeakers.

TECHNICIAN

Medical team to the embarkation room!

GENERAL HAMMOND

What happened?

TEAL'C

We were exploring a cave not far from the Stargate. He fell several meters from a rock ledge... But there was no sign of Colonel O'Neill or Captain Carter.

Teal'c places the injured officer into the care of medic who rush onto the ramp. He's exhausted.

GENERAL HAMMOND

Are you all right?

TEAL'C

I am...ready to embark again.

GENERAL HAMMOND

I'm calling the search off.

DANIEL

What?

GENERAL HAMMOND

This was the last of the worlds that fit your theory, doctor.

DANIEL

Then we widen the search --

GENERAL HAMMOND

It's not my choice --

(CONTINUED)

33 CONTINUED:

3

DANIEL

It's been what? A few days! What if we stopped just short of finding them!

GENERAL HAMMOND

I cannot devote the resources of this command -- risking more lives in the process -- searching an entire galaxy.

(beat)

I'm sorry.

And with that, Hammond goes to see the condition of his injured man, leaving Daniel and Teal'c on the ramp...

And on that image we:

END ACT FOUR

ACT FIVE

34 INT. CREVASSE - NIGHT 3

Carter's working on the DHD, talking to herself as she works.

CARTER

Okay... the energy converters are intact...
(a realization)

Reset...reset...god, why didn't I think...! That's what I
have to do.

(calling to O'Neill)

Colonel! I'm gonna try to interrupt the power... Shut
the whole thing off...and then on again.

She emerges from the ice hole beside the DHD, then looks to O'Neill, who is unconscious, then resumes talking to herself.

CARTER (CONT'D)

Okay, this could work, this could work.

She reaches down into the darkness with her field knife -- using it as a tool -- and touches something...

THE STARGATE -- dims, as the glowing chevrons go out.

WIDE -- as the crevasse is left in darkness, lit only by the dim blue light from somewhere far above, just as they began.

CARTER -- turns on her puck light, which gives off only a faint glow, then begins dialing home. The DHD makes the familiar SOUND she touches each symbol with frosty hand.

THE STARGATE -- lights up, chevron by chevron... this time, the crevasse itself SHAKES, causing snow to fall from above...

35 INT. CONTROL ROOM - NIGHT 35

Daniel is staring at the Starmap, looking for something he hadn't thought of, when he is suddenly distracted by a vibration that turns his attention to the gate room.

A GLASS OF WATER-- sitting by one of the monitors is shaking, ever so slightly...

DANIEL -- studies it, then looks out to the stargate...

36 INT. CREVASSE - NIGHT 36

Carter touches the orange globe in the center of the DHD, looking hopefully toward the gate... but nothing happens. The shaking stops. All she has achieved is casting the room in the dim orange light once more.

(CONTINUED)

36 CONTINUED:

She pounds it with her fist, taking out all of her anger.

CARTER
WORK! WORK!

But, if anything, the orange glow dims, ever so slightly.

37 INT. CONTROL ROOM - NIGHT

The glass of water stops shaking, the surface smoothing... RACK to Daniel, who has been observing this, wondering what connection, if any, there may be with this event and his missing comrades.

TEAL'C -- appears behind him.

TEAL'C
Daniel?

DANIEL
Did you see that?

Teal'c looks at the glass, unsure of what he could possibly be referring to.

TEAL'C
What has brought you here?

DANIEL
I couldn't sleep. I was thinking I must be missing something, and just now I realized...

He goes back to the star map, where every one of the planets has been crossed off, staring at it with renewed enthusiasm.

DANIEL (CONT'D)
We ruled out a world we shouldn't have.

Off Teal'c's curious expression.

38 INT. CREVASSE - NIGHT

Carter is slumped over the DHD -- utterly defeated. O'Neill's voice brings her out of her self:

O'NEILL (O.S.)
I guess it didn't work.

CARTER -- climbs down from the ledge where she has been working, to where O'Neill has been wrapped up and propped up with every single thing she could find....

(CONTINUED)

38 CONTINUED:

3

CARTER

(guilt ridden)

I'm sorry, sir.

O'NEILL

Not your fault.

CARTER

I just don't understand why it won't --

O'NEILL

Captain... Plan "B".

(beat)

Go.

CARTER

No, sir.

O'NEILL

Maybe you'll find people on this planet. You can bring them back... Maybe there are trees within a few miles you can start a fire... God knows there've been trees on every other planet we've been to.

She looks up the steep, icy slope at the other end of the crevasse... the only way out.

CARTER

I'm afraid of heights.

O'NEILL

Captain...

(angry)

For crying out loud, I'm dying here! Follow one of my damn orders for a change and *go!*

After a long look, she nods, and follows her orders.

CARTER

Yessir.

O'NEILL

I said you'd make it out. Don't make me a liar.

(beat)

I'll just...wait for you here.

CARTER

Yessir.

With that, she picks a few supplies by him, and turns to go.

(CONTINUED)

38 CONTINUED: (2)

3

O'NEILL

Sam...

(she turns)

The trick is to not look down.

She nods, trying to be strong, and heads for the slope, climbing up the first few feet.

39 INT. HAMMOND'S OFFICE - NIGHT

3

General Hammond is seated at his desk, while Daniel desperately pitches a new theory. Teal'c is there.

DANIEL

How many earth base cultures have we encountered on other worlds from periods both before and *after* we think the gate was buried?

GENERAL HAMMOND

Several, I take it.

DANIEL

And we've only scratched the surface. So far we've tried to account for these discrepancies with various theories of parallel or accelerated development...

GENERAL HAMMOND

What's your point, doctor --

DANIEL

What if there's a second gate. *Here.*

(beat)

What if the energy surge *did* cause the wormhole to jump from our stargate to another one...here.

GENERAL HAMMOND

On earth.

DANIEL

Yes.

GENERAL HAMMOND

Teal'c, would the goa'uld have put more than one stargate on a planet?

TEAL'C

If the first became lost to them. It is possible.

(CONTINUED)

39 CONTINUED:

DANIEL

The one that Ra put here might not have even been the first! Remember, the goa'uld didn't build the stargate system.

GENERAL HAMMOND

Then where is it?

Unfortunately, this is as far as Daniel's thought it out.

40 INT. CREVASSE - DAY

Carter is digging at the snow block in the crevasse with her hands and her knife. After digging for a few beats, she's through!

Light pours through the small opening, that she quickly turns into a larger one, as she reports:

CARTER

Colonel, I'm through!

O'NEILL -- calls out as loudly as he can muster. It's brighter now, as light streams in.

O'NEILL

Good...!

CARTER -- climbs up the steep, icy slope, and we see behind her into the crevasse. She pauses to look back, at the stargate, and O'Neill, then she moves on.

ANOTHER ANGLE

as Carter climbs higher and higher, leaving the crevasse behind. It's steep and slippery, and she's getting scared. She pauses to key her mic.

CARTER

Colonel...I can't see the surface yet, it looks like it just keeps going up...

O'NEILL (O.S.)

Sam.

CARTER

Yessir.

O'NEILL (O.S.)

It was an honor serving with you.

CARTER

(keying her mic)

Yessir.

(CONTINUED)

40 CONTINUED: 4

Silence... And she keeps going up...

41 INT. CONTROL ROOM - DAY 4

The stargate Technician is at a computer console. Hammond, Daniel and Teal'c huddle around him.

DANIEL

(thinking out loud)

It would have to be in a remote location, otherwise it would have been discovered by now.

(beat)

It could have even been buried until recently, or the goa'uld would have continued to use it.

TEAL'C

Let us hope it is not still buried.

Hammond advises one of his officers nearby.

GENERAL HAMMOND

We're looking for radio transmissions -- on SG-1's emergency frequency. Coordinate with our military listening posts around the entire globe.

DANIEL

General, when we first opened our stargate, it used to shake -- a lot.

(beat)

I mean...the ground, this whole facility, everything...

He almost vibrates himself in demonstration.

GENERAL HAMMOND

Since then we've installed frequency dampeners that have limited that to only a slight vibration.

DANIEL

Right, of course... But what if the second gate doesn't have...*those*. Would it shake enough to indicate its location on a seismometer?

GENERAL HAMMOND

You're damn right it would.

(to Technician)

Run a search for all recent seismic activity, worldwide... See if any coincide with the time of our Stargate malfunction.

(CONTINUED)

41 CONTINUED:

4

DANIEL

And check within the last few hours too. I was here, I thought someone was trying an offworld activation but nothing happened...

(picking up the water glass)

Except for a slight *vibration*.

TEAL'C

O'Neill and Carter?

DANIEL

(to Teal'c)

What happens when you dial your own phone number?

(off his look)

Wrong person to ask.

(quickly to Hammond)

What happens when you dial your own number?

GENERAL HAMMOND

You get a busy signal.

DANIEL

They were trying to dial home, but they couldn't get through.

(beat)

Even if their seventh symbol *looked* different -- the coordinates of the two gates would be still be exactly *the same!*

42 INT. CREVASSE - DAY

42

Carter is almost at the top of the crevasse... She can SEE gray sky above... She feels the cold wind howling above her...

CARTER

Colonel, I'm almost there... I'll try to bring back help, sir, I want you to hold that thought.

Nothing... She goes up the last few feet...

O'NEILL -- tries to answer her, reaching to key his radio, but he doesn't have the strength. His arm falls with a thud to his side.

43 EXT. CREVASSE - DAY

43

CLOSE ON CARTER, as she sticks her head above the ice ledge at top of the vast crevasse,* flopping supplies onto the snow... and in her expression the last of her hope evaporates.*

PULL BACK (VFX)

(CONTINUED)

43 CONTINUED:

To reveal that she's emerged in the middle of a vast glacier, that extends for miles in every direction... a virtual frozen wasteland.

44 INT. CREVASSE - DAY

Carter emerges from up above, having gone back down into the crevasse, leaving her supplies behind.. She leans back against the ice, searching her brain for another option... She keys her mic.

CARTER

Colonel, it's an ice planet... That's all there is as far as the eye can see, there's no chance..

(beat)

Colonel?

(deciding)

I'm coming back.

She gets no argument.

ANOTHER ANGLE

As Carter tries to make her way back down into the crevasse...

ANOTHER ANGLE

As she grows more and more tired from the long climb...then: She slips! Suddenly, Carter finds herself sliding down the slippery ice headlong, like a giant slide, emerging:

AT THE BOTTOM

With a thud, she cries out in pain... Now she's sprained her own leg.

CARTER (CONT'D)

Colonel...?

She rolls onto her knees, realizing she probably can't walk. Making her way on her hands and knees, she slides up to

O'NEILL -- who's looking at her when she reaches him. They share a long look. He's delirious. She's exhausted, hurt... They're both at the end of a heroically long journey.

CLOSE

As O'Neill reaches out with his hand to her:

O'NEILL

Sara?

CARTER -- knows he's delirious, there's no point in ruining a dying man's fantasy.

(CONTINUED)

44 CONTINUED:

CARTER

(sotto)
I'm here, *Jack*...

O'NEILL

It's cold.

CARTER

I know... It's all right. You can sleep now.

Carter lies down alongside O'Neill. We see in her face that she knows these are her last actions, her last words...

CLOSE -- on Carter's face, as she gets very close to O'Neill, pulling the thermal blanket over the both of them...

CARTER (CONT'D)

(barely a whisper)
It was an honor to serve with you too, sir.

And she closes her eyes.

45 INT. CONTROL ROOM - DAY

The Technician's monitor shows a world map. Cross hairs meet over the antarctic.

TECHNICIAN

We've got it! Antarctica... The timing of the events is to the second. Including the event doctor Jackson experienced a few hours ago.

GENERAL HAMMOND

Latitude and longitude?

TECHNICIAN

Yessir, and only about fifty miles out of McMurdo.

Teal'c and Daniel, speak up almost at the same time:

TEAL'C/DANIEL

General, permission to --

GENERAL HAMMOND

Granted!

(ordering)

Have a helicopter waiting on the airfield. Order the military contingent at McMurdo station to begin a search of those coordinates...now!

And all three of them head out of the control room.

46 INT. CREVASSE - DAY 4

CLOSE ON CARTER -- cozied up against O'Neill... We hear the SOUND of a HELICOPTER from above... We hear voices too: "They're down here!" "This way..."

She opens her eyes, just in time to SEE

THREE RESCUERS -- in parkas, rappelling down from above toward them. *

CARTER -- blinks a few times, as though imagining this...and closes her eyes.

FADE OUT

Over black, we hear:

DANIEL (V.O.)
Sam... Sam... C'mon.

FADE IN

POV -- CARTER

As Daniel and Teal'c kneel over Carter, in parkas, beaming:

DANIEL (CONT'D)
Sam!

She opens her eyes, briefly...

DANIEL (CONT'D)
(calling to Hammond)
She's conscious!
(then, smiling)
You're going to be okay.

O'Neill opens his eyes too, but is unable to speak...

TEAL'C
As is Colonel O'Neill.

ANOTHER ANGLE

as we SEE Hammond, Daniel and Teal'c work with the rescue team. Both Carter and O'Neill are already on stretchers, wrapped up in blankets.

GENERAL HAMMOND
Let's get them in the chopper!

CARTER
The Colonel -- I think he's bleeding internally...

(CONTINUED)

46 CONTINUED:

GENERAL HAMMOND

We know, Captain...don't worry. He's going to be all right.

CARTER

General...you came through the stargate for us?

GENERAL HAMMOND

(with a smirk)

Not exactly, captain.

He gives her hand a squeeze, then orders to the other rescuers:

GENERAL HAMMOND (CONT'D)

A team from the SGC will be arriving within the hour to secure this area.

(then)

In the meantime, let's get these people home!

Teal'c and three rescue team members carry Carter and O'Neill toward the entrance to the crevasse, now boarded so that they can move more easily up the slope...

And as Hammond takes a long look back at the newly found stargate, and turns to take his people home, we:

END ACT FIVE