

Stargate: Atlantis

"Rising"

Written by Robert C. Cooper
&
Brad Wright

First Draft
December 31th, 2003

STARGATE: ATLANTIS

"Rising"

EXT. FROZEN WASTELAND -- NIGHT

LOWER THIRD: *Several million years ago...*

We move over moon lit ice field, toward a precipice, the end of the ice, revealing:

A BEAUTIFUL ALIEN CITY -- half buried in the ice that is slowly engulfing the gleaming, interconnected structures.

A FORCE SHIELD glimmers like a transparent shell over the entire city, holding the ice at bay. But both the city and the force field that protects it are being swallowed by the encroaching ice.

We continue to move in closer toward one of the windows in the most central structure, until we can make out two figures framed there...

INT. ATLANTIS -- NIGHT

The two figures are both ANCIENTS. They speak in a language we don't understand, but are clearly saddened at what they see. After a brief exchange they turn their backs on the frozen landscape and cross the room to where a chair sits on a raised platform. One of them touches the arm of the chair, and the platform below it glows.

The structure begins to shake. The two Ancients leave the room together turning back one last time as a deep rumbling continues.

EXT. ATLANTIS -- NIGHT

At first it seems as if a small section of the city is sinking. Then, we slowly reveal that the entire city is *rising*, freeing itself from the encroaching ice and snow. As it rises, the massive underworkings are revealed and become an almost blinding hot glow. Powerful energy lifts the city off toward the stars...

Left behind in the fading light is a small OUTPOST now being protected by it's own smaller force field dome as the snow blows by in waves, obliterating the view...

DISSOLVE TO:

EXT. ANTARCTIC OUTPOST SURFACE -- DAY

On the surface of the now mile-thick ice, a different sort of outpost has been hastily built. Support buildings, equipment, snow cats, and even a helicopter pad surround a large dome.

(CONTINUED)

CONTINUED:

LOWER THIRD: *Present Day*

INT. OUTPOST -- DAY

We find DR ELIZABETH WEIR, forties, brilliant, attractive, riding a cage-front elevator down an almost impossibly deep cylindrical shaft in the ice. LIEUTENANT AIDEN FORD, boyish good-looks, rides with her. Lights on the elevator illuminate the way. They arrive at the bottom of the giant bore hole. Ford opens the door.

Waiting, is an equally brilliant African Canadian scientist DR. BENJAMIN INGRAM. Weir is in no mood for pleasantries as she joins him.

WEIR

What d'you mean he said *no*?

INGRAM

By that, I mean he said *no*.

WEIR

Then you can tell Dr Beckett it's a long climb to the surface.

The head into:

THE OUTPOST left behind by the Ancients several million years ago now covered by a mile of ice. The place is cluttered with scientific equipment and monitors. Technicians and scientists working all around. The walls are strung with cables and halogen work lights. We've clearly moved in.

They pass a pair of SCIENTISTS, including one named PETER GRODIN who we will come to know better later. They prod a "drone" (an ancient weapon). It hovers over a work bench, glowing, as they point various equipment in its direction.

Weir glances at them somewhat dubiously.

INGRAM

Maybe it would be best if I just moved on to the other candidates --

They head toward the chair being studied by a flock of scientists.

WEIR

Ben, you've done a heroic job of interfacing our technology with that of the Ancients --

INGRAM

But it's nowhere near good enough, I know --

(CONTINUED)

CONTINUED:

WEIR

The point is, understanding how this stuff works and being able to *make* it work are two entirely different things. We've only found a handful of people who can do the latter.

INGRAM

I think he's afraid of it.

The arrive at the chair.

WEIR

This chair controls the most powerful weapons known to humankind, *I'm* afraid of the thing...

(then)

But it was Dr. Beckett who determined there was a rare gene in some humans that Ancient technology seems to recognize and respond to. It's not my fault he has it.

(off Ingram)

Or for that matter that you don't.

INGRAM

Just because Ancient technology senses a particular physiological characteristic in some people, doesn't mean --

WEIR

That they're genetically advanced --?

INGRAM

It's a random characteristic!

Weir is quite amused.

WEIR

It really bothers you, this gene thing.

INGRAM

Oh, and it doesn't bother *you* --

DANIEL JACKSON enters.

DANIEL

You're just the people I need to see.

INGRAM

Thank you.

(CONTINUED)

CONTINUED:

DANIEL

Don't thank me until you've heard what I have to say.

He leads them out of the chair room ...

DANIEL (CONT'D)

We've pieced together something like seventy percent of the fragments of text we've been able to extract so far from the hologram projections -- most of the candidates who've sat in the chair have managed to come up with *something* --

And into...

INT. OUTPOST RESEARCH ROOM -- DAY

Another space found adjacent to the chair room buried in the ice. Daniel has set up shop in here and has a blackboard filled with scrawl among other copious clutter.

DANIEL

Up to now, I'd been thinking what we were looking for was still in that missing thirty percent of data, but then I realized that I'd been looking in the wrong place all along -- not so much in terms of *what* but in terms of *where* -- this address is referred to as the destination... it's seven symbols...

He points to a gate address on the board.

DANIEL (CONT'D)

... a full gate address but the seventh symbol is not Earth meaning the planet of origin...

WEIR

(impatient)

Doctor Jackson --

DANIEL

I'm saying that I know where it is.

WEIR

Where *what is*?

Ingram knows Daniel could only get this excited about one thing:

INGRAM

Atlantis?

(CONTINUED)

CONTINUED:

DANIEL

Atlantis.

Daniel draws an Earth symbol at the end of the seven symbol address.

INGRAM

You can't do that.

DANIEL

Yes, I can.

(beat)

And I think we can go there.

Off their looks we:

END TEASE

ACT ONE

EXT. ANTARCTICA -- DAY

As a helicopter RACES by, swooping across the frozen surface toward the horizon.

INT. HELICOPTER -- FLYING -- DAY

GENERAL JACK O'NEILL -- is the lone passenger of a handsome young pilot, MAJOR JOHN SHEPPARD, a fine young southern gentleman, as comfortable with a two star General as with anyone, and talking far too much for O'Neill's liking despite having to shout over the roar of the rotor:

SHEPPARD

Cobra, Apache, Sea King, Black Hawk, Osprey, Sea Harrier, you name it I've flown it.

O'NEILL

And yet, you're here... in Antarctica.

SHEPPARD

Cool huh?

O'NEILL

Cold, actually.

SHEPPARD

It is that. Been this far south before, General?

O'NEILL

A few times more than I'd like...

SHEPPARD

Yessir. We're about ten minutes out.

O'NEILL

Thank you.

Sheppard nods again and turns his helicopter into a steep turn.

INT. OUTPOST -- DAY

DR. BECKETT, forties, possibly part of the "international" flavor, is seated nervously in the chair, uncomfortable.

(CONTINUED)

CONTINUED:

BECKETT

I'm a doctor. A medical doctor.

INGRAM

There's nothing to be afraid of --

BECKETT

You don't understand, I break things like this --

INGRAM

The device has survived intact for millions of years; it will survive you -- Now close your eyes and concentrate.

Beckett sighs, closes his eyes and leans back. After a split second, they flash open.

BECKETT

See? Nothing.

INGRAM

Try to imagine an image of where we are in the solar system.

BECKETT

All right.

INGRAM

All right.

BECKETT

All right. I think I feel something.

INGRAM

Good.

BECKETT

It could be lunch related.

INGRAM

Concentrate --

Beckett tries again. Suddenly the platform beneath the chair lights us.

ANGLE -- THE DRONE

Suddenly launches itself from the workbench, sending the scientists backward in surprise as it darts in a wide circle toward the bore, then swoops up the shaft. Ford doesn't even have time to take aim with his weapon.

(CONTINUED)

CONTINUED:

ON INGRAM -- who can't believe what just happened. He turns to Beckett:

INGRAM (CONT'D)

What did you do?!

BECKETT

What did I do?!

LIEUTENANT FORD -- races to the bore, looking upward.

FORD

Doc, what's happening?

INGRAM

Without proper direction, the drone could seek a target on its own.

FORD -- gets on his radio immediately.

FORD (into radio)

This is Ford, I am declaring an emergency!

INT. OUTPOST - ELEVATOR -- DAY

As Elizabeth, on her way up with Daniel and a handful of other scientists, SEES the drone shoot up past the elevator.

WEIR

Get us back down there!

EXT. ANTARCTIC OUTPOST SURFACE -- DAY

The drone shoots right through the roof of the dome covering the bore.

INT. HELICOPTER -- FLYING -- DAY

Sheppard is squinting at something in the distance when an emergency signal comes over their radio:

RADIO (V.O.)

All inbound craft, we have a rogue drone. Land immediately and shut down your engines, this is not a drill! I repeat...

O'Neill looks at Sheppard...

(CONTINUED)

CONTINUED:

SHEPPARD
Too late! HANG ON!

EXT. HELICOPTER -- FLYING -- DAY

As the helicopter banks violently right, the drone misses, and turns around for another pass.

INT. HELICOPTER -- FLYING -- DAY

O'Neill SEES the drone coming around and orders to Sheppard:

O'NEILL
Break right!

Sheppard SEES it too and breaks left instead, and the DRONE narrowly misses again.

O'NEILL (CONT'D)
I said right!

SHEPPARD
Yessir, I'm gettin' round to that!

Now he breaks right.

EXT. HELICOPTER -- FLYING -- DAY

The drone soars up, turns, and dives down again toward the helicopter.

INT. OUTPOST -- DAY

Grodin hurries over to Ingram.

GRODIN
I was sure we disarmed that drone --

Elizabeth and Daniel race over to the chair, where Dr Beckett is still sitting, looking guilty.

BECKETT
I told you I was the wrong person --

DANIEL
That doesn't matter now, *do something*.

WEIR -- realizes that Beckett is their only chance. Pushing Beckett's shoulders back into the chair she speaks calmly but assertively.

(CONTINUED)

CONTINUED:

WEIR
Carson, you need to concentrate.

Off Beckett's wide eyed look:

EXT. HELICOPTER -- FLYING

Sheppard flies straight and level.

SHEPPARD
I can't see it....

They look around frantically then, straight ahead:

O'NEILL
Pull up!

Sheppard dives instead.

EXT. HELICOPTER -- FLYING -- DAY

The helicopter dives for the deck, headed toward the ice, as the drone turns and follows.

INT. OUTPOST -- DAY

Beckett concentrates on the drone in the chair as the others look on in concern.

INT. HELICOPTER -- FLYING -- DAY

Sheppard is still headed toward the ice, looking like he's about to crash....

O'NEILL
How about now?

SHEPPARD
Now's good.

He yanks back on the stick.

EXT. HELICOPTER -- FLYING -- DAY

The helicopter pulls up just before striking the ground, and the DRONE crashes into the ice behind it, disappearing entirely.

INT. HELICOPTER -- DAY

Sheppard pulls up and into a hard fast landing right there on the ice, feeling elated at victory.

O'NEILL

Shut down the engine.

Sheppard hits the appropriate switches and the engine noise begins to die. After a beat.

SHEPPARD

Just out of curiosity, sir, what the hell was -- ?

O'NEILL

Wait for it..!

O'Neill is looking around , then, to his right he SEES.

THE DRONE -- emerging from the ice unscathed, as if the frozen ground was air and it merely turned around for another attack. It heads straight toward them.

SHEPPARD

Get out!

But before they can react, the drone suddenly stops glowing, and falls to the ice skidding to a stop just before it reaches the helicopter. Sheppard and O'Neill have barely had time to undo their safety belts and move to the door...

With a look at the dead drone, then each other, they fall back into their seats.

INT. OUTPOST -- DAY

Beckett opens his eyes. Everyone is hovering over him.

BECKETT

I think I did it.

DANIEL

Did what?

Lieutenant Ford gets a message over his radio, and reports.

FORD

Dr Weir, Major Sheppard is reporting the drone appears to have been incapacitated. General O'Neill's helicopter is unharmed and on its way again...

(beat as he listen to his earwig)

Seven minutes out.

(CONTINUED)

CONTINUED:

WEIR

Thank God.

EXT. ANTARCTICA -- BORE -- DUSK

From high above, we SEE a helicopter parked on the landing pad.

INT. BORE -- DUSK

As the elevator heads down the mile deep shaft toward the outpost.

INT. ELEVATOR -- DUSK

O'Neill and Sheppard ride the elevator down together in silence... Sheppard isn't too happy about being shot at... Then:

O'NEILL

That was... *exceptional* flying, Major. No offense but talent like yours is being wasted down here.

SHEPPARD

Thank you, sir. I like it here.

O'Neill lets it go at that. After all, he's the one used to this sort of thing.

INT. OUTPOST -- NIGHT

DANIEL waits impatiently as the elevator arrives. O'Neill and Sheppard exit the cage.

DANIEL

Jack!

O'NEILL

Daniel. Nice welcome.

DANIEL

Wasn't me...

O'NEILL

This time.

DANIEL

So how did you manage to -- ?

(CONTINUED)

CONTINUED:

BECKETT

Actually, I have this very rare gene... it's not that I...
Look, we're doing research. We're working with
technology that's light years beyond us, and we make
mistakes, I'm incredibly, incredibly sorry.

Beckett's complete apology defuses Sheppard almost instantly.

SHEPPARD

You gotta be more careful with stuff like that.

BECKETT

That's what I said. I would never intentionally hurt
anyone... I'm a doctor.

SHEPPARD

All right.

BECKETT

Okay.

SHEPPARD

Okay.

INT. OUTPOST - RESEARCH ROOM -- NIGHT

Elizabeth, Ingram, Daniel and O'Neill gather around a map of our galaxy.

O'NEILL

Pegasus?

DANIEL

It's the name of the galaxy.

O'Neill looks at the giant sheet of paper spread out of the table.

O'NEILL

I know that. It's not on the map.

DANIEL

No, it isn't, it's actually out here...somewhere.

(pointing well off the table)

We weren't even looking in the right neighborhood. I
figure the Ancients packed up their entire city and left
our galaxy somewhere between five and ten million
years ago.

(CONTINUED)

CONTINUED:

INGRAM

Zero point module, Colonel... The ancient power source you recovered from *Praclarush Taonas*. We've since determined it generates its enormous power from vacuum energy derived from an artificially created region of subspace/time.

O'NEILL

Now that was a waste of a perfectly good explanation.
(then, to the others)
And the answer is *no*.

DANIEL

You know that using an eighth chevron to gate to another galaxy requires something like this.

O'NEILL

Find another way.

DANIEL

There *is* no other way and you know it. I know what you're going to say: the power source has barely enough energy left in it to defend Earth from another attack.

O'NEILL

That *is* what I was going to say.

DANIEL

All the more reason to go...

O'NEILL

There might be more of those things in Atlantis?

DANIEL

Yes! And who knows what we could find. This isn't just another civilization, Jack, these are the *gate* builders. Maybe they're long gone, maybe we can't even get there, but this is the lost city we've been searching for, we have to *try*.

O'NEILL

It's a big risk. You could be looking at a one way trip.

WEIR

The potential benefit to humanity far outweighs the risk, General. And it's a risk that every member of my expedition is willing to take.

Off O'Neill's look...

INT. OUTPOST -- NIGHT

Sheppard stands looking at the chair.

SHEPPARD
Doesn't look very comfortable.

BECKETT
Look Major... I really have to...

Curious, Sheppard goes to sit in the chair.

BECKETT (CONT'D)
Major!

SHEPPARD
Come on, what are the odds of me having this rare...

He sits down. The chair comes to life. Beckett is stunned.

BECKETT
Sixteen thousand to one.
(calling out)
Doctor Weir!
(to Sheppard)
Don't move!

Weir, Ingram, O'Neill and Daniel come rushing in to SEE Sheppard frozen in position.

WEIR
What happened?

BECKETT
He just sat down and this happened.

INGRAM
Major, think of where we are in the solar system.

SHEPPARD
Look, I don't even know where --

A hologram of the solar system appears above Sheppard's head.

SHEPPARD (CONT'D)
Did I do that?

Off their looks...

END OF ACT ONE

ACT TWO

EXT. ANTARCTIC OUTPOST SURFACE -- DAY

Reuse to establish.

INT. OUTPOST -- DAY

Weir and O'Neill walk through the base as O'Neill heads to the elevator.

WEIR

We could be on our way to discover an entirely new Ancient civilization. Technology beyond our wildest dreams. Best case scenario we meet some actual Ancients who are willing to help us but if we don't...

(beat)

We need him, General.

O'NEILL

I need Daniel here.

WEIR

I'm talking about Major Sheppard.

O'NEILL

Oh. I looked into his record.

WEIR

I know about the supposed black mark. He saved the lives of three men.

O'NEILL

Disobeying a direct order in the process.

WEIR

I've read your own file, General. *Please.*

O'Neill acknowledges that.

O'NEILL

It's your expedition. If you want him, ask him.

O'Neill gets into the elevator at the base of the bore, and steps into the cage.

WEIR

I have.

(CONTINUED)

CONTINUED:

O'NEILL
(off her look)
You're kidding.

WEIR
I was hoping you'd talk to him.

EXT. ANTARCTIC OUTPOST SURFACE -- DAY

The helicopter takes off.

INT. HELICOPTER -- DAY

O'Neill sits with Sheppard in silence a moment, then.

O'NEILL
This isn't a long trip so I'll be as succinct as possible.

So succinct it's just a penetrating look. Sheppard guesses what O'Neill's referring to.

SHEPPARD
I told Dr. Weir I'd think about it.

O'NEILL
And? So? Well?
(beat)
You're a seasoned officer. You've seen combat, so I know you don't scare easily.

SHEPPARD
Hey, I knew there was some crazy stuff down in that hole but ... with all due respect, sir, give me a break, we were just attacked by an alien missile, I just found out I've got some mutant gene --

O'NEILL
Do I look like a mutant to you?

Sheppard turns to O'Neill, surprised.

O'NEILL (CONT'D)
We have more in common than you think.

SHEPPARD
I haven't even gotten to the part about Stargates, expeditions to other galaxies...

(CONTINUED)

CONTINUED:

O'NEILL

This isn't about you, Sheppard. It's bigger than that.

SHEPPARD

Yeah, well, maybe it's just me, but right now at this very second whether I go on this mission seems to me to be just a little bit about me.

O'NEILL

Why'd you become a pilot?

SHEPPARD

The truth is, I think people who *don't* want to fly are the crazy ones.

O'NEILL

People who don't want to go through the *Stargate* are the crazy ones.

(beat)

The offer expires when this bird touches down. If you can't say yes by then, I don't want you.

Sheppard looks at him then turns straight ahead contemplating.

DISSOLVE TO:

EXT. WASHINGTON BROWNSTONE -- NIGHT

Establish Elizabeth Weir's house.

INT. WEIR'S DINING ROOM -- NIGHT

A dinner party is just wrapping up. Eight of Elizabeth's close friends and family (some older, some contemporaries) are there to see her off on yet another of her "secret missions". Finished from the feast, Elizabeth stands to clear the dishes. SIMON, a bookish but good-looking forty year-old stops her.

SIMON

Elizabeth, wait... sit down a second.

She looks at him.

SIMON (CONT'D)

I want to make a toast.

WEIR

Simon...

(CONTINUED)

CONTINUED:

SIMON

Just sit down.

He stands and everyone quiets down.

SIMON (CONT'D)

Wherever you're going *this time*... whatever marvelous mysterious thing that you can't tell your closest friends and family...

WEIR

Simon...

SIMON

I think I speak for everyone here... As much as we will miss you, we're willing to let you go because we all know you will be out there doing your damndest to make the world a better place.

She smiles at him. Everyone raises their glasses and drinks amidst an uncomfortable sadness at her impending absence.

DISSOLVE TO:

INT. WEIR'S BEDROOM -- NIGHT

An open, already full suitcase is on the bed. Elizabeth is unwrapping a small present. She opens the box and is deeply touched by what's inside. It's a small heart on a chain.

SIMON

South Korea.

WEIR

No.

Simon has been standing at the door quietly watching.

SIMON

New Zealand?

WEIR

New Zealand?

SIMON

I've guessed everywhere else, haven't I? You were supposed to wait to open that.

(CONTINUED)

CONTINUED:

WEIR

I know. I couldn't. Thank you.

He walks over.

SIMON

You must have some idea when you'll be back.

WEIR

I honestly don't. And even if I did...

Simon puts his arms around her and senses her grave concern.

SIMON

You can still tell me how you feel, can't you?

She looks at him for a long moment.

WEIR

Scared.

He takes her in a long comforting embrace.

EXT. CHEYENNE MOUNTAIN ESTABLISHING -- DAY

INT. SGC GATEROOM -- DAY

The room is packed full of equipment and containers. Scientists and military personal in Atlantis team uniforms are milling about making last minute preparations. Colored sections on their outfits help designate their roles, science, security, medical, etc.

A MALP sits ready at the bottom of the ramp.

COLONEL MARSHALL SUMNER, the hardened buzz cut commander of the military personal going on the Atlantis mission, marches across the room red-faced with anger toward Dr. Beckett.

SUMNER

Everything in this room has been double checked and triple checked and cleared for take off. *Leave it alone.*

BECKETT

Look, Colonel, I don't answer to you.

He turns and starts dressing down a nearby Security Officer named BATES who was supposed to be watching the equipment.

(CONTINUED)

CONTINUED:

BATES

He said the same to me, sir.

SUMNER

That's what you're side arm is for.

Beckett stops what he was doing. With a last look, Sumner walks off.

INT. SGC CONTROL ROOM -- DAY

It is equally crowded. Dr. Weir is conferring with Daniel and a technician and watches with one eye as Sumner continues to yell at whoever crosses his path.

DANIEL

The eighth chevron is what tells the gate to look for a point in space outside our galaxy. We won't know until it locks.

O'Neill comes down the stairs.

O'NEILL

Are we there yet?

WEIR

We're just waiting on Dr. Ingram.

He notices her scrutinizing Sumner.

O'NEILL

Don't second guess yourself. There may come a time when you'll want a man like Sumner on your side.

WEIR

As long as he remembers who's in charge.

O'NEILL

Oh, he knows who's in charge... So do I.

(beat)

The important thing is, do *you*?

Weir's back straightens, affronted by the question.

WEIR

General, I shouldn't have to remind you...

(beat)

I'm the one the President put in charge of the Antarctic dig.

(MORE)

(CONTINUED)

CONTINUED:

WEIR (CONT'D)

I negotiated with fifteen different governments to get the funding and the manpower for this expedition. I hand picked each and every one of these people --

O'NEILL

(interrupting)

I didn't need to be reminded of that, doctor...

(beat)

But I thought you might.

He smiles. Off her look.

INT. SGC POWER ROOM -- DAY

Ingram and a team of scientists are finishing the process of connecting the Ancient Power source to the SGC grid. Sergeant SILER is there among them. The ZPM is rigged into an Earth-technology adapter meant to tap into its power and connect it to the gate.

INGRAM

Okay, Sergeant. Give it a try. The ZPM should light up when it senses a conductive connection to the gate.

Siler flips a big fuse switch on one of the power panels. The ZPM lights up. Ingram smiles...

INT. SGC LARGE HALL OUTSIDE GATEROOM -- DAY

The corridor is bustling with overflow from the gateroom.

SHEPPARD -- makes his way through the crowd wearing an Atlantis team uniform. We hear several quiet conversations going on in different languages. He passes some guards at the gate room.

INT. SGC GATEROOM -- DAY

Sheppard enters. Sumner's look isn't very welcoming to Sheppard.

SHEPPARD

Colonel.

WEIR -- enters and walks to the steps at the base of the ramp.

WEIR

Can I have everyone's attention?

(CONTINUED)

CONTINUED:

The room quiets down and the overflow gathers near the door to listen in.

WEIR (CONT'D)

We are about to try a connection. We've been unable to predict exactly how much power this is going to take and we may only get one chance at this. Most of the power expenditure is in the initial connection, so if we achieve a stable wormhole, we won't risk shutting the gate down. We're going to send the MALP, check for viability and go. All of us. Everything in one shot.

(beat)

Every one of you volunteered for this mission. You represent over a dozen countries -- the world's best and brightest. In light of the adventure we are about to embark on, you are also the bravest. I hope that we will all be back home soon having discovered a whole new realm for humanity to explore and learn things we previously thought unimaginable. But as you know, there is the chance none of us will return. I'd like to give you one last chance to withdraw your participation.

Sumner gives a long look to Sheppard, who stares back in return. Nobody is going to chicken out now.

WEIR (CONT'D)

Begin the dialing sequence.

The gate start to spin. Weir heads out and back into the control room. Sumner goes over to Sheppard.

SUMNER

Let me be clear about something, Major. You are not here by my choice.

SHEPPARD

I'm sure you'll warm up to me when you get to know me better, sir...

SUMNER

Just remember who's giving the orders.

SHEPPARD

That would be Doctor Weir, right?

That earns a glare. Sheppard meets it. Sumner is the first to break it and moves on.

INT. SGC CONTROL ROOM -- DAY

Ingram now joins Weir, Daniel, and O'Neill in the crowd watching as the gate dials.

TECHNICIAN

Chevron six encoded.

Weir looks at Ingram.

WEIR

This is it.

He stares straight ahead.

WEIR (CONT'D)

Seriously, Ben. Calm down. You're embarrassing me.

INGRAM

(deadpan)

I have never been so excited in my entire life.

Weir and O'Neill share a look at that.

Chevron seven encoded. Looks all around as the anticipation reaches a peak.

INT. SGC GATEROOM -- DAY

The gate stops. The chevron clamps down on the Earth symbol. Everyone reacts as the gate rumbles for a second and then KAWOOSHES! Elation all around.

INT. SGC CONTROL ROOM -- DAY

TECHNICIAN

Chevron eight is locked!

Weir looks at O'Neill. He nods to her.

WEIR

Send the MALP.

INT. SGC GATEROOM -- DAY

The MALP cruises up the ramp and into the puddle.

INT. ATLANTIS GATEROOM -- DAY

Only the puddle illuminates the darkness and we are close enough to the gate that all we see is the MALP emerging.

INT. SGC CONTROL ROOM -- DAY

Everyone waits anxiously for some transmission. Weir hunches over the Technician's shoulder.

WEIR

It should be there by now.

The MALP screen is showing no life. The box normally dedicated to a visual POV is full of static. Suddenly, the indicators jump to life and a dark image emerges.

TECHNICIAN

We have MALP telemetry.

Ingram sits at one of the consoles.

WEIR

What are we looking at?

TECHNICIAN

Hard to say. Switching to infra red.

That helps a little, but it's still hard to make out.

INGRAM

Radar indicates a large room.

DANIEL

It looks structurally intact.

INGRAM

Environmental sensors say there's oxygen. No measurable toxins. We have viable life support.

Weir looks at O'Neill, expectantly:

O'NEILL

Doctor Weir...you have a go.

Off Weir...

END OF ACT TWO

ACT THREE

INT. SGC GATEROOM -- DAY

Sumner moves into full swing as the security teams done their giant packs and weapons.

SUMNER

Let's go, people, we don't know how much power we've got! Security teams one through four are up first. All other personnel will follow on our signal. Once on the other side, *keep moving* and clear the debarkation area.

(then)

On my lead.

Weir steps through the crowd, determined to take her proper place.

WEIR

Hold on, Colonel. We go through together.

Sumner gives a quick look Sheppard, then nods.

SUMNER

Fair enough.

She marches up the ramp with Sumner and the first fully armed security team.

He turns to take one last look back just before he stabs through the puddle. Security team one follows as Weir steps up to the puddle. She takes a deep breath and steps through.

INT. SGC CONTROL ROOM -- DAY

Outside the assembled expedition waits for a long beat... Daniel turns to O'Neill, wishing he could go:

DANIEL

Jack, there's still time for me to --

O'NEILL

No.

DANIEL

But I --

O'NEILL

No.

Then, Sumner sends the go signal over the radio.

(CONTINUED)

CONTINUED:

SUMNER (V.O.)

All clear, it looks good!

O'NEILL

Very well... Expedition team, move out.

O'Neill and Daniel watch them all begin to go. The rest of the personnel files through and the scientists and supply personnel starting to lug the copious equipment.

INT. SGC GATEROOM -- DAY

Sheppard and Ford walk up the ramp slowly, as the security teams and their equipment march up ahead of them. They're just steps away from the gate as Sheppard asks:

SHEPPARD

What's it feel like?

FORD

(quite seriously)

Hurts like hell, sir.

Sheppard hesitates a half step, as Ford turns around, stepping backward through the stargate with an enthusiastic whoop as he enters the puddle.

FORD (CONT'D)

Woohooo..!

SHEPPARD

You little son of a --

And he steps through the puddle himself, mid sentence.

WORMHOLE TRANSITION TO:

INT. ATLANTIS GATEROOM -- DAY

Close on the puddle as Sheppard comes through, amazed and thrilled at the experience. He moves into the room as ordered, milling with equally amazed scientists and soldiers.

He turns back to SEE:

THE STARGATE -- different from the gates we're familiar with in two ways, the chevrons are blue, and instead of physically spinning, the symbols -- also different, of course -- spin in a pattern of light.

WEIR -- stands on a raised staircase opposite the gate, taking in the huge room. There is a faint mottled blue light coming from above. Sumner stands alongside her:

(CONTINUED)

CONTINUED:

SUMNER (into radio)
Teams one through four secure the immediate area.
(then, to the room)
Everyone else find a open space and plant yourself
there until instructed otherwise.

The security soldiers use the lights on their guns and fan out to inspect the base further. Most of the scientists and other support personnel look around the room in awe, trying to find a place for themselves.

LIGHTS begin to slowly come on in the room as elements of the walls just begin to glow. It's as if the room is starting to come to life.

WEIR
Who's doing that?

They exchange a look. Sumner gets on the radio.

SUMNER
Security teams, any sign of alien contact?

VARIOUS VOICES (V.O.)
Negative sir. Negative. Negative.

SHEPPARD -- and Ingram make their way up some stairs. As they go, lights come on. Walls start to glow. Air begins to circulate. The complex slowly hums to life.

SHEPPARD
Looks like the lights are comin' on by themselves.

They enter what we will eventually come to know as:

INT. ATLANTIS CONTROL ROOM -- DAY

The lights slowly start to come on in there as well. Sheppard looks down at the last of the teams lugging equipment into the space below comes through the gate. The are followed by the final security team.

INT. ATLANTIS GATEROOM -- DAY

Weir along with a number of other people now turn and look at the gate as the last group comes through. Sumner turns to Weir.

SUMNER
That's everyone.

Weir keys her own radio.

(CONTINUED)

CONTINUED:

WEIR

General O'Neill. Atlantis base offers greetings from
the Pegasus Galaxy.

(beat)

You may cut power to the gate. Weir out.

A BOTTLE emerges from the puddle gently, rolling onto the floor as:

The STARGATE shuts down, throwing the room back into relative darkness.

WEIR -- picks up a magnum of champagne and smiles. The tag reads: *CHEERS! General Jack O'Neill.*

Weir turns to the members of the expedition, each looking around in amazement.

WEIR (CONT'D)

That's it. We're on our own.

She turns and looks up and SEES Sheppard in the control room looking back down. Off their exchanged looks, we:

INT. ATLANTIS -- DAY

Members of a security team move through a corridor, moving with caution, using their flashlights into the darker recesses.

INT. ATLANTIS -- ANOTHER AREA

As another security team explores a different part of the complex. We SEE faint light coming on as the city seems to awaken further.

INT. ATLANTIS -- PUDDLE JUMPER BAY

As a group of scientists discover an enormous room, where at least six shuttle sized craft (which we'll later call "Puddle Jumpers") are stored like locomotives in a giant roundhouse.

There's just enough light in the room to make them out, but the SCIENTISTS shine their flashlights across them.

SCIENTIST

They're ships.

SCIENTIST #2

I love it --

(CONTINUED)

CONTINUED:

SCIENTIST (into radio)
Dr. Weir, we've found space ships, you have to see this.

INT. ATLANTIS CONTROL ROOM -- DAY

Just outside the control room, Weir has to smile at his enthusiasm, then:

WEIR (into radio)
I have to see a lot of things. Just be careful.

INT. ATLANTIS CONTROL ROOM -- DAY

CLOSE ON -- one of the Ancient consoles as it comes to life.

Sheppard is watching all the consoles brighten. Weir enters.

SHEPPARD
I didn't touch anything.

WEIR
Relax, Major. It's like the entire complex is sensing our presence and coming to life.

INGRAM
This is obviously some sort of control room. This must be their version of a DHD.
(re: another console)
This area could be power control systems, possibly a computer interface of some --

WEIR
Why don't you find out?

INGRAM
Right.

Ingram and the other scientists, including Grodin set to work, unpacking equipment. Sumner enters.

SUMNER
Doctor Weir. You need to come with me.

WEIR
Colonel --

(CONTINUED)

CONTINUED:

But Sumner is already headed away. Weir and Sheppard exchange another look. She goes after Sumner. Sheppard follows out of curiosity.

INT. ATLANTIS HALLWAY -- DAY

Sumner leads Weir and Sheppard.

SUMNER

We've only been able to secure a fraction of the place,
it's huge.

WEIR

Then this may really be the lost city of Atlantis.

SUMNER

Oh, I'd say that's a good bet.

He leads her and Sheppard through some doors into an area with a giant window.

WEIR

My god.

She approaches the glass and takes a long look out.

We reveal what she and Sheppard are seeing. Out the window are buildings. Strange wonderful Ancient building but that is not what is capturing their attention. Above and beyond the city, the sky does not appear to be the sky at all, but ocean being held back by an invisible dome.

WEIR (CONT'D)

We're underwater.

SUMNER

I'd say under several hundred feet of ocean.

SHEPPARD

What's holding it back?

SUMNER

Looks like a force shield of some kind. If we can't
dial out, this could be a problem.

INGRAM -- enters urgently.

INGRAM

Colonel, Doctor Weir...

(CONTINUED)

CONTINUED:

SHEPPARD
We're underwater.

INGRAM
(noticing)
Oh my ...

WEIR
Oh, Ben...?

INGRAM
(snapping out of it)
Dr. Beckett's found something.

INT. ATLANTIS -- BRIEFING ROOM -- DAY

Weir, Ingram, Sheppard and Sumner stand just inside a large round room with raised platform, and a sort of control panel in the center where Dr. Beckett is standing, facing:

A BEAUTIFUL ANCIENT WOMAN -- who appears as a hologram before him speaking in completely incomprehensible language.

Colonel Sumner raises his weapon, which earns an admonishment from Weir.

WEIR
Colonel, please. It's a hologram.

BECKETT
It just came on when I stepped up here.

SUMNER
What's it saying?

INGRAM
I have no idea...

BECKETT
What should I do?

SHEPPARD
Hang on a second.

SHEPPARD -- steps toward a console, looks it over and finds a small glowing device. He picks it up. Suddenly...

ANCIENT WOMAN
... in the hope of spreading new life where there was none. Soon, the new life grew and prospered...

(CONTINUED)

CONTINUED:

INGRAM

How'd you know?

SHEPPARD

I didn't. It was glowing, so I thought --

WEIR

Shhhh....

ANCIENT WOMAN

Here, as before, we built a system of Stargates, so that fledgling civilizations could travel between the stars, exchange knowledge and friendship.

SUMNER

Can you rewind it? Start from the beginning.

WEIR

Just wait...

THE PEGASUS GALAXY -- forms holographically above her head, much like it did in the chair back on Earth. Blue dots begin to appear... each representing places where the ancients have seeded worlds.

ANCIENT WOMAN

In time, a thousand worlds bore the fruit of life in this form.

The GALAXY is now full of BLUE DOTS representing planets, each denoted with an Ancient symbol.

ANCIENT WOMAN (CONT'D)

Then one day our people set foot upon a dark world where a terrible enemy slept.

A SINGLE RED DOT -- glows on the far side of the galaxy hologram.

ANCIENT WOMAN (CONT'D)

Never before had we encountered beings with powers that rivaled our own. In our overconfidence, we were unprepared.

RED DOTS now begin to consume the blue, until the overall color of the galaxy changes.

ANCIENT WOMAN (CONT'D)

A great battle was fought and lost. The enemy fed upon the defenseless human worlds like a great scourge until finally only Atlantis remained.

(CONTINUED)

CONTINUED:

In the Galaxy hologram, we SEE only one blue dot.

ANCIENT WOMAN (CONT'D)

This city's great shield was powerful enough to withstand their terrible weapons but here we were besieged.

She raises her hands and the walls and ceiling of the room disappear. It's as if the group are now standing in the middle of a courtyard in the city.

A giant dark shadows spreads over them as they look up in awe. We see their POV as a MASSIVE SPACESHIP moves in over the city. A blast of light obliterates our view and suddenly....

We are back in the briefing room ...

ANCIENT WOMAN (CONT'D)

In an effort to save the last of our kind, we submerged our great city into the ocean.

Sheppard and Weir exchange a look.

ANCIENT WOMAN (CONT'D)

The Atlantis Stargate was the one and only link back to Earth from this Galaxy and those who remained used it to return to that world that was once home.

(beat)

There, the last survivors of Atlantis lived out the remainder of their lives. This city was left to slumber, in the hope that our kind would return.

The Ancient Woman fritzes out -- disappearing. Beckett steps down from the platform.

INGRAM

So the story of Atlantis is true. The Ancient Greeks must have heard it from one of the surviving Ancients.

WEIR

It doesn't sound like we're going to find any living Ancients.

SHEPPARD

I don't like finding out that they got their asses kicked.

Grodin enters, makes a hasty bee line for Ingram and starts whispering.

WEIR

Dr. Beckett, see if you can start it again from the top.

Beckett steps back onto the platform. The Ancient Woman appears again.

(CONTINUED)

CONTINUED:

INGRAM

Stop! Get down!

Beckett jumps back and the Ancient Woman disappears again.

BECKETT

What? What did I do?

INGRAM

Everyone needs to stop what they're doing. Power levels throughout the city are dropping like a stone.

He and Grodin rush out. On everyone's alarm.

END OF ACT THREE

ACT FOUR

INT. ATLANTIS CONTROL ROOM -- DAY

Ingram and his fellow technicians have patched in laptops and other equipment to interface with Ancient technology. He refers to a monitor interfaced with the Ancient console that indicate the power is dying. Weir, Sumner, Sheppard, and Beckett are present.

BECKETT

Please tell me this is not my fault.

INGRAM

No. From what we've been able to ascertain, the city is powered by three Z.P.M's. Two are entirely depleted, the third is reaching maximum entropy. When it does, it will die too and nothing can reverse that.

SUMNER

What does all that add up to?

INGRAM

Well, top of my list of concerns is the ongoing stability of that shield out there holding the water back.

SHEPPARD

If it fails?

INGRAM

That's a matter of *when*, not *if*...

WEIR

Colonel, you have to order your security teams to stop searching the city immediately. Everywhere we set foot, the lights and ventilation come on.

SUMNER (into radio)

All security teams fall back to the gate room.

INGRAM

I'm afraid that's not going to be good enough. Our very arrival has overtaxed the remaining power.

WEIR

How much time do we have?

INGRAM

It's hard to say. Hours, maybe days if we can minimize power expenditure.

(CONTINUED)

CONTINUED:

BECKETT

What about our own Naquadah generators?

INGRAM

We're working on that. So far the equations are coming up far short --

WEIR

Then we need to find more ZPMs.

SUMNER

How do we do that if we can't search the city?

INGRAM

If there were more here we'd be able to detect them.

SUMNER

What about to power the stargate?

INGRAM

No where near enough to open a wormhole back to Earth.

SHEPPARD

Somewhere in *this* galaxy then?

INGRAM

Yes. The power requirement to travel within a galaxy is a *fraction* of what is required to gate between two separate galaxies.

SHEPPARD

Can gate anywhere in Pegasus, *can't* gate back to Earth.

INGRAM

Yes, I said yes.

SHEPPARD

Yes Pegasus, *no* Earth. Got it.

INGRAM

We've been able to access the Stargate control systems and a library of gate addresses.

GRODIN

That's not all. Look at this.

He hits a button on one of the ancient consoles. They all look out the window and see a force shield appear over the gate.

(CONTINUED)

CONTINUED:

SUMNER
Like the Iris on the Earth gate.

INGRAM
(terse)
Using power, using power, using power.

Grodin shuts it down.

WEIR
At least we won't have to deal with any uninvited
guests.
(then)
Colonel, assemble a team. We need to find safe harbor,
or better still another power source.

SUMNER exits, a man on a mission, with a parting look at Sheppard, who hangs back.

SUMNER (into radio)
(as he goes)
Lieutenant Ford, gather Security teams one and two
and gear up for embarkation in one hour.

WEIR
(to Sheppard)
I'd like you to go along, Major.

SHEPPARD
I wasn't invited.

WEIR
I can give orders too.

SHEPPARD
Yes, ma'am.

And he heads out after Sumner. Weir looks at Ingram.

WEIR
Pick an address and start dialing.

INGRAM -- goes over and confers with Grodin. He looks at the Ancient screens of text
and then the DHD console. Presses the first symbol. The lighted symbols on the gate begin
to chase around and quickly lock on at the top. The first chevron lights.

INGRAM
Chevron one, encoded...

(CONTINUED)

CONTINUED:

WEIR

Ben.

INGRAM

Fine...

He quickly starts dialing the address. The gate's brightly lit symbols chase around much faster than the Earth gate ever spun. Each chevron locks as quickly as Ingram dials until the seventh when ... The Stargate KAWOOSHES!

TRANSITION TO:

INT. ATLANTIS GATEROOM -- LATER

Sumner, Sheppard, Ford enter with the other members of the away team including BATES, PARKER, and SMITTY. They are geared up to embark. The gate is open -- the puddle on. Grodin stands waiting with a case of equipment.

GRODIN

The MALP reads full viability and no immediate signs of activity around the stargate.

He starts handing out GDO devices.

GRODIN (CONT'D)

For now, we're going to use the tried and true system of transmitting coded radio signals to identify inbound gate travelers. Everyone know how to use one of these?

They all acknowledge. He then starts handing out translation devices like the one Sheppard used in the briefing room.

GRODIN (CONT'D)

Also, we found a number of these devices which seem to work for everyone. They've successfully translated any language we tested. Please don't ask me how, for the moment we're calling it *magic*.

(to Sheppard)

But at least now I understand what Captain Ivanov has been calling me for the last three months.

SUMNER

Let's move out.

GRODIN

One more thing, sir. Where you're going, it's night.

They all take out and affix night vision goggles and head through the gate. Sheppard looks up at Weir in the control room and gives her a thumbs up as he goes through.

EXT. ATHOS -- NIGHT

The team emerges on an Earth-like planet. It's dark, and the immediate area is lit only by the blue chevrons and light from the puddle. In that dim light, and through the POV's of the team's night vision goggles we see Sumner give hand signals to spread out and move forward into the forest ahead.

We're with Ford and Sheppard as they move through the dark trees.

Suddenly, Sheppard holds up his fist. Ford freezes. They wait. Listen and HEAR a sound nearby. Someone or something rushing through the forest.

They both look around. Sheppard sees a shadowy form dart through his field of view thirty yards ahead. He signals to Ford and they split up to approach the spot from opposite sides.

Ford moves as quietly as he can. Stops. Listens. Hears a twig snap. Suddenly, he turns and finds himself aiming his weapon at a boy of twelve.

The boy, named JINTO, is startled by the sight of Ford all gaked out and wearing night vision. He screams bloody murder.

FORD

Shhh! It's okay, it's okay, I'm...

He's about to take off his goggles when JINTO, still screaming, is broadsided by someone else dressed in black. The black-cloaked figure is wearing a monstrous mask and tackles JINTO to the ground.

JINTO

Bab nahn!

FORD -- is stunned. Before he can react, Sheppard is there aiming his weapon at the masked figure who is now on top of JINTO but looking around stunned.

SHEPPARD

Don't move.

JINTO

Baba nahn!

The masked figure reaches up and takes off the mask. We see it's another boy of twelve, WEX, also terrified.

FORD

What did he say?

Sheppard takes out his translator and clips it to his vest as another man called HALLING rushes onto the scene and is startled by the sight of Ford and Sheppard.

(CONTINUED)

CONTINUED:

HALLING

Please, don't hurt them! They were just playing.

Halling freezes, as suddenly, Sumner is behind him.

SUMNER

Don't move. Everything okay, Sheppard?

SHEPPARD

Couple of kids is all, sir. And this is...

HALLING

I ... I am Halling.

SHEPPARD

It's okay. We're not here to hurt anyone.

HALLING

Are you traders?

Sumner looks at Sheppard.

SHEPPARD

Sure. Yeah, friendly neighborhood traders.

Halling breaths a visible sigh of relief. He steps forward and lifts both boys to their feet. Takes Jinto's head in his hands and touches his forehead with his own.

HALLING

How often have I told you not to play in the forest after dark?

(off his frown)

But I am glad you are safe.

(to Sumner and Sheppard)

Come. Teyla will wish to meet with you.

He drags the boys away. Jinto mutters to the second boy.

JINTO

Next time I get to be the Wraith.

SUMNER -- hesitates a moment. Sheppard turns to him.

SHEPPARD

Sir, I think we're supposed to follow --

SUMNER

Sharp thinking, Sheppard, thank God you're here.

(MORE)

(CONTINUED)

CONTINUED:

SUMNER (CONT'D)

(then into radio)

Parker, Smitty, you're on gate duty. Dial Atlantis base and let the good doctor know we've made contact with the indigenous people.

And he goes after Halling. Sheppard glares at Sumner, earning a pat on the shoulder from Ford to let it go and follow.

EXT. ATHOS VILLAGE -- NIGHT

Halling leads our team to their primitive looking village. Ford is walking with Sumner.

FORD

Sir, if you don't mind my asking... I noticed you've got a problem with Major Sheppard.

SUMNER

My problem, Lieutenant is with anyone who doesn't respect the proper chain of command.

FORD

Yessir.

Ford looks back at ...

SHEPPARD -- walking Between the two boys.

JINTO

What was that mask you were wearing?

Sheppard shows him the night vision.

SHEPPARD

It helps us see in the dark. Here, check it out.

He hands Jinto night vision goggles who looks through.

JINTO

Wow.

WEX

Let me see.

Jinto passes them over. Wex looks through.

WEX (CONT'D)

Can I have it?

(CONTINUED)

CONTINUED:

SHEPPARD

No, I'll be needing those back. So what were you all dressed up as?

WEX

Wraith.

SHEPPARD

Wraith? What's that?

JINTO

You don't know?

WEX

What world do you come from?

SHEPPARD

Actually, we come from a galaxy...far, far away.

He and Ford exchange a look at that as Halling leads the group toward the settlement -- basically an unimpressive collection of temporary structures, tents, etc.

Sumner takes it in and turns back to Sheppard.

SUMNER

Something tells me these folks don't have any ZPM's lying around.

INT. TENT -- NIGHT

Halling leads Sumner, Sheppard and Ford into the sizable tent. A BEAUTIFUL YOUNG WOMAN called TEYLA is there, along with four others including a man named TORAN. Halling goes to Teyla and whispers.

HALLING

These men are traders from afar.

She nods and comes over. Sheppard whips off his cap.

TEYLA

I am Teyla Emmagan.

SHEPPARD

Nice name.

(CONTINUED)

CONTINUED:

SUMNER
Colonel Marshall Sumner, Lieutenant Aiden Ford,
Major John Sheppard.

(beat)
We have a very few specific needs --

Teyla is put off by Sumner's forward manner.

TEYLA
We do not trade with strangers.

SHEPPARD
Well, then, we'll just have to get to know each other.

A beat of silence follows.

SHEPPARD (CONT'D)
Me, I like Ferris wheels, college football, and anything
that goes more than two hundred miles an hour.

FORD
Sir, that's not going to mean anything --

SHEPPARD
(sotto)
Hey, I'm just tryin' to break the ice here, feel free to
speak up.

SUMNER
(sotto)
If they can't help us, I'd rather not waste our time.

TEYLA
Each morning before dawn our people drink a stout tea
to brace us for the coming day. Will you join us?

SHEPPARD
Be glad to, ma'am. Cup'a tea sounds just fine. There,
that's something else you know about me. See, we're
practically friends already.

Teyla can't help but smile at Sheppard's natural charm. As she takes him over to sit with
her... Ford looks to Sumner who shakes his head.

END OF ACT FOUR

ACT FIVE

EXT. ATHOS VILLAGE -- MORNING

The village is now coming alive. The team minus Sheppard, Ford and Sumner, are hanging out. One of the team, BATES, is scanning the horizon with binoculars. Sumner exits a tent and joins them.

BATES -- hands him the binoculars and points. Sumner looks through the binoculars. We see what he sees: In the distance are the ruins of a city.

BATES

What do you think, sir?

SUMNER

Looks more promising than anything these folks have to offer. Plenty of shelter, nice little valley... Location, location, location.

INT. TENT -- MORNING

Ford and Sheppard have spread out stuff from their packs. Mostly routine equipment, rations, etc. Teyla points to a power bar.

TEYLA

What is this?

FORD

It's called a "Power bar"...
(with a look to Sheppard)
It gives you *power*.

He holds it out to Teyla who looks impressed for a moment, then, Sheppard grabs it out of his hand with a disapproving look to Ford.

SHEPPARD

It's just food, ma'am, that's all it is. Try it if you like.

Toran is looking at them skeptically.

TORAN

I do not believe they are traders.

Sumner enters.

SUMNER

Sorry to break up the party, kids. Sheppard, there are some ruins down in the valley.

(CONTINUED)

CONTINUED:

TEYLA

No one has lived there for many generations.

SUMNER

Why?

TORAN

The city of the Ancestors is not safe.

SUMNER

We can handle ourselves.

TORAN

The Wraith will come.

SHEPPARD

There's that name again.

SUMNER

Who are these Wraith?

Teyla and Toran look at them. Sheppard, Ford and Sumner look at each other.

TEYLA

We have never met anyone who did not know.

SHEPPARD

You have now.

TEYLA

If the Wraith have never touched your world, you should go back there.

SHEPPARD

We can't do that. Look, here's the thing, ma'am: We've got ourselves into a bit of a bind, and we may need a safe place to stay for a while.

TEYLA

Our people have long believed that the Wraith will come if we venture into the old city...

(beat)

But it's a belief we've not tested in some time.

SUMNER

Gentlemen...

Sumner steps outside the tent. Sheppard smiles at Teyla, heads out with Ford.

EXT. ATHOS VILLAGE -- DAY

Sumner confers with Sheppard and Ford.

SUMNER

Look, I don't care what they say. That city is worth a look. Not to mention the possibility that there could be ZPM's that these people don't know or *care* about.

SHEPPARD

What if these Wraith are the enemy that defeated the Ancients?

SUMNER

All the more reason we need a defensible position should we have to abandon Atlantis. Stay here and find out what you can. Ford, you head back to the gate and report in to Weir. Tell her we'll have an answer for her in a few hours.

FORD/SHEPPARD

Yessir.

Ford nods. Sumner heads off to join the team. Sheppard turns back to the tent.

INT. TENT -- DAY

Sheppard comes back inside.

SHEPPARD

(to Teyla)
Well, I guess it's just you and me...
(looking at Toran)
...and him.

TEYLA

I have decided there is something you should see.

EXT. ATHOS FOREST -- DAY

Find Teyla leading Sheppard through the forest up a hill.

SHEPPARD

How much farther is this place?

TEYLA

Not far.

(CONTINUED)

CONTINUED:

SHEPPARD

All uphill, is it?

TEYLA

Maybe you need one of your powerbars.

He smiles at her.

SHEPPARD

I could use a bite.

He takes out a powerbar. Teyla takes a piece of fruit from her small satchel. Sheppard looks at it. She offers it to him. He offers her the powerbar. She grimaces and bites into her piece of fruit instead. He laughs at that as they walk on.

INT. CAVE -- DAY

Teyla leads Sheppard inside the dark cavern.

TEYLA

I've spent many hours here since I was young. I believe it's where the survivors hid from the Wraith during the great attack.

She finds an old torch in the light of the flashlight on Sheppard's weapon. He reaches into his vest for a lighter.

SHEPPARD

Here, let me --

TEYLA

We mastered fire long ago, Major.

She takes out a small penlight device and uses it to shine a tiny laser beam on the torch which lights instantly. She hands him the device. He examines it.

TEYLA (CONT'D)

My people were not always so primitive as we may seem. Many believe that if our society were to advance to the level it once was, it would only invite the Wraith to return and destroy us for good.

SHEPPARD

Hey, I was just offering to light your torch.

She smiles at that. He hands her back the device.

(CONTINUED)

CONTINUED:

TEYLA

I know. Here... look.

Teyla moves farther into the cavern and illuminates a wall of intricate cave drawings.

SHEPPARD

Whoa. Someone's been busy.

TEYLA

The drawings in the caves are extensive. I believe many date back hundreds of years or more.

Sheppard looks at a section of the wall that seems to depict an aerial assault of a city.

SHEPPARD

This represents the destruction of your city?

TEYLA

This drawing far predates that. The most recent attack was recounted in books.

SHEPPARD

Then...what? Someone knew it was going to happen?

TEYLA

No. I believe it has happened more than once. The Wraith allow our kind to grow in number and when that number reaches a certain point, they return to cull their human herd. Every few hundred years.

SHEPPARD

Nice.

TEYLA

The last great holocaust was five generations ago but ever since the Wraith return in smaller numbers every so often to take from our people.

SHEPPARD

How do you live like that?

TEYLA

We move our camps around. We try to teach our children not to live in fear but it is hard. Some of us can sense the Wraith coming. That gives us warning.

(she glances at the entrance)

We should go, it'll be dark soon.

(CONTINUED)

CONTINUED:

SHEPPARD

The sun just came up six hours ago...
(off her look)
Alien planet. I knew that.

And he follows her toward the cave entrance...

INT. ATLANTIS WEIR'S OFFICE -- DAY

Weir looks out of a window in the space near the gate room that will become her "ready room". Ingram and Grodin enter.

WEIR

Tell me some good news, Benjamin.

INGRAM

I can't do that.

GRODIN

We've successfully managed to interface two auxiliary naquadah generators but it's nowhere near enough.

WEIR

That shield has held back the ocean for centuries --

INGRAM

And probably would have kept going for years more, but our arrival changed that.

WEIR

We stopped exploring the city --

INGRAM

The damage was already done.

GRODIN

Even occupying this room is draining power.

INGRAM

We need to evacuate the moment Colonel Sumner reports back it's safe.

WEIR

Your saying we have to abandon the city --

INGRAM

The sooner we leave the longer that shield will hold.

(CONTINUED)

CONTINUED:

GRODIN

We will have come all this way for nothing.

INGRAM

Not if we find a solution out there, preferably another
Z.P.M.-- then we come back.

THE CITY RUMBLES -- like an Earthquake. Then it stops.

WEIR

I agree. It will only be for nothing if we die along with
this city.

EXT. ATHOS STARGATE -- EVENING

Ford, Barker, and Smitty are guarding the gate. Ford checks his watch.

FORD

Man the days are short around here.

SUMNER (over radio)

Major Sheppard, this is Colonel Sumner, come in.

FORD (into radio)

Colonel, this is Lieutenant Ford. I believe Major
Sheppard may be out of range at the moment.

EXT. ATHOS VILLAGE -- NIGHT

Sumner enters the settlement with his reconnaissance team.

SUMNER (into radio)

Where the hell is he?

FORD (over radio)

Teyla wanted him to see something --

EXT. ATHOS STARGATE -- NIGHT

Behind Ford, the chevrons on the gate begin to light up.

FORD

Take cover.

(into radio)

Colonel, we have gate activity here.

(CONTINUED)

CONTINUED:

Ford, Smitty and Barker take cover positions and aim their weapons as the gate Kawooshes!

An oily black ship explodes from the gate. It roars past them, underside glowing with bright energy, deadly and pointed as a bayonet. This is a WRAITH DART.

FORD --snaps around to see it climb and strafe the trees heading for the settlement. A second later another wing shoots out of the puddle followed by a third.

FORD (CONT'D)

Colonel, three bandits headed your way.

EXT. ATHOS VILLAGE -- NIGHT

Sumner looks around at the settlers who have suddenly started scattering in panic, running for the nearby dark forest. The only sounds are the pounding of their feet and a few crying children. It's as if they fear the Wraith will hear them.

Sumner looks at the sky, now hearing the sound of the approaching wings.

SUMNER .

Take cover.

The team spreads out, taking strategic defensive positions, removing their packs and getting their weapons ready including a couple of shoulder missile launchers.

EXT. ATHOS FOREST -- NIGHT

Teyla and Sheppard are making their way back. Teyla stops, suddenly and stares off.

SHEPPARD

What is it?

TEYLA

The Wraith.

She starts to run. Sheppard bolts after her.

END OF ACT FIVE

ACT SIX

EXT. ATHOS VILLAGE -- NIGHT

The three Wraith Darts swoop down on the settlement and break off sweeping the area. Halling is running around looking for Jinto, calling out for him. Asking anyone who will listen.

HALLING

Have you seen Jinto?! Jinto!

Sumner sees one of the ships fly toward him and a couple of fleeing settlers who haven't made it to the treeline in time.

A beam of bright light shoots out of the glowing underside of the ship and sweeps along the ground. As it passes over Halling and another settler they DISAPPEAR INTO THE LIGHT, like the beam has literally scooped them up.

SUMNER

Fire at will.

His men start unloading on the ships as they swoop back and forth seemingly searching for people to scoop up in their beams.

Suddenly, Sumner senses something nearby. Wide-eyed he turns and sees a man-sized shadow -- dark and wispy move unnaturally quick between two nearby tents.

He looks for the shadow. Sees it again -- or is it another one. He opens fire.

EXT. ATHOS FOREST -- NIGHT

Teyla and Sheppard run through the darkness. She is incredibly fast and adept at covering the terrain, ducking branches and leaping over logs like a cat.

SHEPPARD

Teyla! Wait!

He is trying his best to keep up.

BATES

Colonel, they're on the ground! They're all around us!

He can hear the wild gunfire. Suddenly, something big, with a bright glowing underside flies overhead not far above the tree tops.

SHEPPARD -- looks up. When he looks down again he sees a dark shadow flash behind some distant trees. He holds his weapon at the ready.

(CONTINUED)

CONTINUED:

He HEARS a creepy whispering sound.

SHEPPARD

Teyla?

It's sounds like it's coming from one place one second, another the next.

Something makes him spin behind him. Nothing.

Then, to his left he sees another shadow. It seems to just disappear into wisps of darkness. Sheppard wheels again. This time the shadow is right there in front of him, like a phantom, moving toward him.

Sheppard unloads a short burst and the shadow dissipates like it wasn't ever there.

A snapping twig makes him turn and he finds himself aiming his weapon right at Teyla.

TEYLA

They aren't really there.

SHEPPARD

What?

TEYLA

The Wraith can make you see things that aren't there.
But you can block it out if you concentrate. This way!

Sheppard shakes it off and follows her as she takes off again as fast as she can.

EXT. ATHOS VILLAGE -- DAY

The WRAITH DARTS are now firing back at the team with piercing bright bolts of energy that RIP THE VILLAGE TO SHREDS. Sumner is suffering the effects of the Wraith projections. Hearing the whispering sounds, looking around in panic, feeling like he's surrounded.

SHEPPARD

Colonel! This is Sheppard. What you see on the ground is just an illusion! Concentrate your fire on their ships!

Sumner turns and sees Bates nearby with a shoulder launcher frozen in place, looking around in fear. He breaks from cover and runs to the man.

SUMNER

Bates! Snap out of it!

BATES

They're everywhere, sir!

(CONTINUED)

CONTINUED:

SUMNER

I've got your six! Take down that ship!

A WRAITH DART buzzes overhead. Bates fires. The missile flies true and impacts the wing taking it down in a bright fireball.

SUMNER (CONT'D)

That's one!

Suddenly, they are both swept up in a beam of bright light as another wing buzzes up from behind them overhead. Just like that... they are gone.

EXT. ATHOS FIELD -- NIGHT

Sheppard and Teyla are running through a field toward the settlement. They see the burning flames of the fallen Dart and the tattered village.

Sheppard turns as the third Dart dives down behind them.

SHEPPARD

Get down!

Sheppard and Teyla dive in different directions.

THE DART -- veers and the beam shoots out from it's glowing underside.

SHEPPARD (CONT'D)

Teyla!

It scoops up Teyla and flies away leaving Sheppard staring after it. He watches it go for a beat and then snaps out of shock - realizing something. Gets up and starts running again.

EXT. ATHOS STARGATE -- INTERCUT -- NIGHT

The stargate which is off, suddenly comes on again. Ford and the SO have rocket launchers at the ready aimed at the approaching two darts.

FORD (into radio)

Major, the gate just came on again! Two enemy ships approaching!

SHEPPARD (into radio)

Let them go! There are friendlies on board! Look at the dialing device!

Ford turns and sees the DHD and the symbols that are lit.

(CONTINUED)

CONTINUED:

SHEPPARD (CONT'D)

Burn those symbols into your brain!

The two Wraith ships close their wings and fly right past into the gate.

Ford watches them go. A beat later the gate shuts down. Ford stands there wide-eyed, hoping he's got the address right.

EXT. ATHOS VILLAGE -- NIGHT

Sheppard walks into the settlement, gasping for breath, spent.

SHEPPARD

Colonel Sumner. Come in.

No response.

He walks toward the burning wreckage of the fallen Wraith ship -- mostly a giant black scorch on the ground.

He stops well short as a small piece of the wreckage catches his eye.

SHEPPARD (CONT'D)

Son of a...

A WRAITH ARM -- obvious because of the pale green tinged skin and shiny black sleeve. No doubt, a fallen body part from the pilot of the ship. What's alarming Sheppard is that it's still moving. The fingers are dragging it along slowly...

SHEPPARD -- fires off a burst of gun fire and that seems to kill it for good. He stands there in shock, reeling from what's just happened...

He senses movement and looks up as villagers start to slowly emerge from the trees. Jinto meekly steps out from the nearby forest. The boy stares at him for a moment, then...

JINTO

I can't find my father.

Off Sheppard's look...

INT. ATLANTIS -- WINDOW -- DAY

Weir looks out the window that Sumner pointed out earlier. We SEE the city, the ocean surface above, and the edge of the force field dome...

GRODIN, stares out the window alongside her, listening.

GRODIN

Here it comes.

(CONTINUED)

CONTINUED:

Weir looks out the window. We SEE the edge of the force field.

WEIR

What am I looking for?

ANGLE -- THE CITY

As a ripple races across the surface of the force field. Again there is a rumble, and the complex shakes and stops again.

GRODIN

There... Fluctuations in the field. I don't think we have much time.

WEIR -- starts to go up the stairs to the control room.

GRODIN (CONT'D)

On the other hand, the ancients did build things to last. Maybe the city is watertight.

WEIR

Maybe you should stop looking out the window.

INT. CONTROL ROOM -- DAY

Ingram buzzes between two monitors, then SEES Weir as she enters.

WEIR

How are we doing?

Ingram shakes his head. This is a losing battle.

WEIR (CONT'D)

If we could just buy ourselves another day, maybe --

INGRAM

(shaking his head)

We're approaching an overload of our generators.

WEIR

Not in my wildest dreams did I hope to find the lost city of the Ancients so completely untouched, so *pristine* after all this time... and we have no choice but to walk away from it...

INGRAM

In order to *save* it.

(CONTINUED)

CONTINUED:

WEIR

Save it for who? We don't even have the power to send a message. As far as Earth is concerned we'll be missing and presumed lost.

INGRAM

We'll be back. We'll find another power source somewhere in Pegasus.

WEIR

We haven't heard back from Colonel Sumner; we don't even know what's out there.

INGRAM

We can't wait, Elizabeth.
(beat)
It's time to go. Now.

WEIR -- nods. This is the last thing she wanted to do. She keys her radio.

WEIR

Attention all personnel...
(Beat)
This is Weir.

SUDDENLY the whole room starts to shake. This one is worse than before.

WEIR (CONT'D)

Stand by for immediate evacuation!
(to Ingram)
Dial the gate.

The shaking doesn't stop this time.

INGRAM -- dials the coordinates.

ANGLE -- the Stargate begins to dial... then, all of the chevrons light up and the SHIELD ACTIVATES over the stargate. There is a BRILLIANT WHITE GLOW behind the shield as the stargate KAWOOSHES behind it.

IN THE CONTROL ROOM -- INGRAM

Realizes that someone is dialing in, and turns to Weir.

INGRAM

We've got an incoming wormhole.

WEIR

Identification code?

(CONTINUED)

CONTINUED:

Ingram rushes to another computer jerry rigged with the Ancient console.

INGRAM
I'm reading Major Sheppard's IDC.

WEIR
Let 'em in.

Ingram deactivates the shield.

IN THE GATE ROOM -- THE SHIELD

Deactivates, leaving a shimmering puddle... Beat... then:

SHEPPARD -- emerges from the puddle with young Jinto, then Ford, then, by twos, emerge surviving members of the Teyla's village. Some are injured, all are totally freaked out by the sight of the Atlantis gate room.

WEIR -- marches down from the control room to Sheppard as the last of the people rush through. The gate shuts off behind Sheppard.

WEIR (CONT'D)
Major Sheppard -- !

SHEPPARD
We were attacked, Sumner and some of his security team were taken --

WEIR
Who are all these people?

SHEPPARD
Survivors from the settlement, it was wiped out --

WEIR
Major we are in no position to help anyone --

SHAKING CONTINUES, and Sheppard notices that and the assembling crowd staring at the new arrivals.

SHEPPARD
What's going on?

WEIR
We were about to abandon the city --

SHEPPARD
Going back there's a bad idea.

(CONTINUED)

CONTINUED:

ALARMS -- begin to echo through the room.

WEIR

Major Sheppard, the shield is about to fail and the ocean is about to come crashing in on us. If you have a better place for us to go --

SHEPPARD -- turns to Jinto.

SHEPPARD

Jinto... Do you know the address of another place we can gate to?

JINTO

Yes, many.

Sheppard turns to Weir, as if to say, "well?" The rumbling and shaking continues.

WEIR

He's just a boy -- !

JINTO

(to Weir)

I am Jinto --

SHEPPARD

(grabbing his arm)

She's pleased to meet you, follow me.

SHEPPARD -- runs with Jinto up the stairs toward the control room, just as the lights begin to flicker and go out. We are bathed now in the same blue light as we were when we arrived. There are sounds of PANIC among the newcomers.

INT. CONTROL ROOM

Ingram notices on one of his monitors is flashing an alarm:

INGRAM

The shield is collapsing!

THE GATE CHEVRONS -- flicker, as its own power becomes intermittent...

EXT. ATLANTIS -- UNDER WATER

As we SEE the Shield flickering and failing, slowly collapsing inward toward the city like a collapsing bubble...

ANOTHER ANGLE

As a great magnetic ANCHOR somewhere near the bottom of the OCEAN seems to unlatch and separate in a titanic release of charged energy.

INT. ATLANTIS GATE ROOM

As a sudden jolt knocks SHEPPARD flying into the stairs along with Jinto.

People and equipment are knocked over as the shaking reaches its peak. The rumbling is so loud it muffles the screams of both the expedition team and the new arrivals.

EXT. ATLANTIS -- UNDERWATER

As we SEE portions of the CITY begin to RISE UP past frame...

INT. ATLANTIS GATE ROOM

Weir shouts up to the control room.

WEIR

Pick a set of coordinates and dial the stargate. I don't care where.

INT. ATLANTIS CONTROL ROOM

Ingram races to the control console, having to hold on, and attempts to dial. The entire console just flashes intermittently, not responding. He shouts down to the gate room:

INGRAM

There's not enough power for the dialing systems!

EXT. OCEAN SURFACE -- DAY

As we SEE a giant plume rise up, like an underwater explosion, sending an enormous wave in all directions...

EXT. ATLANTIS -- UNDERWATER

As another city structure rises up past us, accelerating, bubbles rising even faster, the shield flickering now like a skin over the structures...

INT. ATLANTIS GATE ROOM

SHEPPARD -- gets to his feet, drawn to the growing LIGHT coming from the window as the city climbs closer to the surface.

He SEES a wave of water crashing toward him across the buildings of the city outside, as the great dome of energy holding the sea back collapses from the outer edges toward the center. The SOUND of rushing water and straining metal is deafening...

EXT. OCEAN SURFACE

As the first spire of ATLANTIS breaches the surface, piercing through from below like a broad sword, then, another, more foreground, rises blocking it from view.

ANOTHER ANGLE

As the glowing shield flickers and dies completely across the surface of yet another structure rising from the ocean...

EXT. ATLANTIS -- UNDERWATER

As we FOLLOW one of the spires from underwater, then SURFACING into daylight.

INT. ATLANTIS GATE ROOM

WEIR -- SEES the ocean first recede, then stream down the window as brilliant daylight begins to pour in.

EXT. ATLANTIS

As water pours from the edges of city like a great waterfall...

INT. ATLANTIS GATE ROOM

PEOPLE watch awe, bathed in sunlight, becoming aware that they aren't doomed to die after all...

SHEPPARD -- begins to beam as he tries to take in the view before him.

THE CITY OF ATLANTIS, as the water still recede...

EXT. ATLANTIS -- WIDE -- DAY

Like a great island in a vast ocean, the city gleams in sunlight, water still pouring from the edges in torrents. We finally SEE the city as a whole, and it is majestic.

INT. ATLANTIS -- GATE ROOM -- DAY

Weir comes up alongside Sheppard, followed by Ingram and Ford. They say nothing for a moment, then.

FORD

We're on the surface.

SHEPPARD

(to Ingram)

How did you do that?

INGRAM

I didn't; it must have been some sort of failsafe.

WEIR

I was hoping for another day and it looks like we just got more than that.

(then)

Let's not waste it.

Sheppard smiles at that. They look out again at the view...

EXT. ATLANTIS -- DAY

As we SEE the four of them looking out of the window into the city, and on that we:

END OF ACT SIX

ACT SEVEN

EXT. ATLANTIS -- DAY

The island city sits in the middle of the vast body of water.

INT. ATLANTIS CONTROL ROOM -- DAY

Weir and Sheppard and Ford are listening to Ingram as several scientists work at the consoles. Through the window we can see the fifty or so refugees Sheppard brought back from the other planet.

INGRAM

Limited power has returned now that our own generators aren't trying to hold back an ocean. Life support systems are working, although the planet's atmosphere is eminently breathable.

WEIR

Can our own generators supply enough power to the shield for defensive purposes?

INGRAM

Not even close.

SHEPPARD

You know, based on what that Ancient hologram lady said, without that shield, we're sitting ducks here.

INGRAM

It would seem so.

SHEPPARD

When can you tell me where the Wraith took Colonel Sumner and the others?

INGRAM

Even with the six symbols Lieutenant Ford provided, there are still hundreds of permutations --

Sheppard doesn't appreciate being condescended to.

SHEPPARD

Seven hundred and twenty.

Ingram raises an eyebrow at that, impressed.

(CONTINUED)

CONTINUED:

INGRAM

How did you -- ?

SHEPPARD

The miracle of multiplication. *Take away* the coordinates you can't get a lock on and that'll be the one. When you find it, send a MALP.

Ingram goes to it.

WEIR

Major... a word.

Sheppard looks at her. Weir looks down at the refugees and then at Ford.

WEIR (CONT'D)

Lieutenant, let's get those people settled somewhere else for the time being.

FORD

Where would you like 'em, ma'am?

WEIR

Somewhere else. Thank you.

She walks out indicating Sheppard should follow.

EXT. ATLANTIS BALCONY -- DAY

Weir and Sheppard walk out onto the balcony that gives them a beautiful view of the city and the surrounding ocean.

She stares out at the view a beat.

SHEPPARD

Don't tell me you're not going to let me try and rescue our people...

WEIR

Major... you don't even know if they're alive.

SHEPPARD

(furious)

You don't abandon people in the hands of the enemy... Period. The fact that you're having this conversation in private says to me you know damn well it's not only wrong but would totally undermine your leadership.

(MORE)

(CONTINUED)

CONTINUED:

SHEPPARD (CONT'D)

As the ranking military officer remaining on this base
I have the authority --

WEIR

Shut up and listen to me for a moment!

Sheppard calms down for a beat.

WEIR (CONT'D)

What do we know about the Wraith? One of the few
things we *do* know is that they were the enemy that
defeated the Ancients. An enemy worthy of our respect,
wouldn't you agree?

Sheppard just glares silently.

WEIR (CONT'D)

When we first began to use the Stargate we found on
Earth, we got ourselves into serious trouble. Why?

SHEPPARD

Look, I don't need a history lesson --

WEIR

Because the people in charge didn't consider the
ramifications before they reacted --

SHEPPARD

Hindsight is hindsight --

WEIR

The state of mind you're in right now starts wars --

SHEPPARD

The *Wraith* started this -- !

WEIR

And we're defenseless, you said so yourself. How do
you know that going off on a half assed rescue mission
won't bring them right back here to our doorstep?

SHEPPARD

Maybe it will, but it's still the right thing to do. Why?
Because it *is*.

He starts to go.

(CONTINUED)

CONTINUED:

WEIR

John...

Sheppard wheels around angrily.

SHEPPARD

If we don't do this, there's no point in stayin' here one minute longer. We should turn tail and pack up --

WEIR

We can't leave --

SHEPPARD

The longer our people are in enemy hands, the more danger we're in. You think when the Wraith learn this is our base of operations they won't come? They wanted this piece of real estate a long time ago.

WEIR

I just need more information. Who knows, maybe we could negotiate a peaceful --

SHEPPARD

(interrupting her)

Are you *kidding*?

(then)

Look, Teyla said the Wraith happened by every so often but come on, a few hours after we show up?

WEIR

You think they came specifically for you? How could they have known?

SHEPPARD

I don't know.

WEIR

Is it possible that one of these people you brought back with you tipped them off?

SHEPPARD

Maybe. But even so, not all of them are bad and we need friends right now. If one of them is a spy, we figure out who it is, how they're connected to the Wraith and we learn from them, use them to our advantage.

WEIR

Okay, I see your point. Now see mine.

(MORE)

(CONTINUED)

CONTINUED:

WEIR (CONT'D)

I will not authorize a rescue mission until I know there's even a remote chance of success and that I'm not just sending more good people, including you, to their deaths.

He nods and walks away. Unhappy but understanding her position. Weir turns and looks out at the breathtaking view which under any other circumstances would evoke awe. Instead, all she can muster is a sigh of concern.

INT. WRAITH LAIR HOLDING PEN -- DAY

TIGHT ON TEYLA -- her eyes open as she slowly regains consciousness. TORAN, another one of the settlers is seeing to her.

TORAN

Are you all right?

She nods.

TEYLA

Where are we?

He just shakes his head. She sits up and looks around at the dank, creepy pen. Sumner sits against a far wall. Two other Atlantis SO's are there -- the rest of the away team as well as five more settlers. All have been stripped of their weapons.

SUMNER

Any idea what to expect?

TEYLA

Why do you think I would know?

SUMNER

Your friend was the one who said the Wraith would come if we went down into the ruins.

Halling joins the conversation.

HALLING

You should have heeded his warning.

SUMNER

How do I know he's not the one who told them?

TORAN

You would blame me for this?

(CONTINUED)

CONTINUED:

SUMNER

These Wraith didn't just show up by coincidence --

They all react as someone approaches. Three dark shadows move toward the pen. Everyone inside with the exception of Sumner and Teyla react in fear.

A door in the wall of the pen opens. Out of the dark shadows a male WRAITH steps inside and looks around at everyone. His eyes are dark and lifeless. His skin is chalky white.

Sumner starts to step forward.

SUMNER (CONT'D)

My name is Colonel Marshall Sum...

The Wraith points his weapon toward Sumner, and a jolt of energy knocks him backwards, stunning him. Two SO's move to Sumner's aid.

The WRAITH returns his gaze to the room. He focuses on Toran who looks terrified.

The two other wraith behind the first come forward as if on silent command and grab Toran.

TORAN

No, please...

(to the others)

Help me!

Teyla steps in.

TEYLA

Take me in his place.

SUMNER

No. Take *me*.

The Wraith turns to him.

SUMNER (CONT'D)

We're the ones you're after, right? I'm the leader.

The Wraith just looks at him for a moment and then turns and goes. Toran is dragged out by the other two. Sumner starts after them but the door to the pen closes, shutting him in. As Toran is dragged away screaming. Sumner turns back to Teyla.

TEYLA

They have no need to explain themselves.

SUMNER

I got that.

INT. ATLANTIS CONTROL ROOM -- DAY

Ingram, Weir, Sheppard and a TECHNICIAN watch as a MALP heads through the open gate. They wait a beat. Ingram checks the monitors. The screen reserved for visual telemetry goes from digital noise to black.

TECHNICIAN
We're receiving visual telemetry.

WEIR
I can't see anything.

INGRAM
There are no atmospheric readings at all.

A flare of light passes through the frame.

SHEPPARD
What was that?

INGRAM
(to technician)
Rotate the camera.

The technician manipulates the MALPs remote controls. The video POV of the MALP readjusts and reveals a floating shot of a PLANET from space.

INGRAM (CONT'D)
Well, that MALP is gone.

Further adjustment reveals a Stargate in orbit around the planet.

SHEPPARD
It's in space.

INGRAM
In high orbit over a planet on the far side of the Pegasus Galaxy.

WEIR
How can you be sure that's the right address?

INGRAM
Because this is the only one that we got a lock on.
Unfortunately, this is the one.

WEIR
Very well. Shut it down.

(CONTINUED)

CONTINUED:

Weir looks at Sheppard and then walks out. Sheppard stews in frustration.

INGRAM
Come with me, Major.

INT. PUDDLE JUMPER BAY -- DAY

Reveal Ingram and Sheppard looking at the five ships all pointed toward the turn table in the center of the huge bay.

INT. PUDDLE JUMPER COCKPIT -- DAY

Ingram and Sheppard sit down in the cockpit seats. Sheppard looks at the controls. Ingram watches. Sheppard reaches forward and touches the controls. The cockpit comes to life with light.

INGRAM
Think you can fly it?

SHEPPARD
I can fly anything.

INT. ATLANTIS MEDICAL FACILITY -- DAY

The med techs and Dr. Beckett have set up a makeshift lab and infirmary with equipment brought from Earth. Dr. Beckett is finishing his analysis of the hand Sheppard brought back. Weir enters.

WEIR
Doctor...

BECKETT
When a human nerve cell is damaged certain growth inhibiting proteins create 'stop signals' that prevent regeneration. Before I got involved with this insanity I was following some research dealing with human paralysis due to spinal cord damage. A molecule called cyclic AMP was introduced to override the stop signals. It allowed limited nerve cell regeneration in rats.

WEIR
What does that have to do with this?

(CONTINUED)

CONTINUED:

BECKETT

These cells have none of the normal human inhibiting proteins whatsoever. That gives them an incredible ability to regenerate. Now, as far as independent behavior, I'd say that despite what Major Sheppard saw, any movement was caused by a residual command language in the severed nerve endings.

WEIR

Anything else?

BECKETT

The being this arm came from ... I could hazard a good guess that it was very very old.

WEIR

How old?

BECKETT

As long as the cells are properly nourished I don't see one of these life forms ever dying of natural aging the way we do.

WEIR

Really.

BECKETT

It's too early for me to say much about their susceptibility to a mutating factor like a virus, but I wouldn't want to have to kill one of these guys.

INT. PUDDLE JUMPER BAY -- DAY

There's a loud noise -- like a cool Ancient engine.

INGRAM -- leads Weir in. One of the five puddle jumpers is no longer there.

WEIR

What is that sound?

Ingram looks around confused.

INGRAM

I don't ... It was right there. Major!?

Suddenly, a puddle jumper appears right in front of them, hovering ten feet above the turn table in the middle of the bay. Sheppard is in the cockpit. He waves.

INT. ATLANTIS -- DAY

Weir and Sheppard walk and talk as they leave the puddle jumper room.

SHEPPARD

You wanted a tactical advantage? That's just what those babies are.

WEIR

Assuming for the moment you can fly that thing --

SHEPPARD

It's in my genes --

WEIR

I'm still not convinced you'll be able to pull off a rescue.

SHEPPARD

Fine, call it a reconnaissance. At the very least, we need to know what kind of forces they have and whether our position's been compromised.

WEIR

And if you determine that our people are still alive?

Sheppard faces off with her.

SHEPPARD

Doctor, this is why I'm here.

WEIR

Okay, Mr Sheppard. Go.

INT. CONTROL ROOM -- DAY

Technicians buzz around equipment, going through checklists. Weir enters. Ingram is there with the Technician.

WEIR

Ready?

INGRAM

I have no idea. This technology is so beyond us, for we know we could...

(off her look)

Yes. Ready.

INT. PUDDLE JUMPER -- DAY

Ford looks over the fully geared up and armed team of six SO's seated in the back of the jumper. He makes his way to the cockpit and sits down beside Sheppard.

FORD

Gateship one is ready to go, sir.

SHEPPARD

Gateship one? A lil' puddle jumper like this?

FORD

It's a ship that goes through the gate, gateship one. Dr Ingram thought it was cool.

SHEPPARD

Okay, it's official.

(off his look)

You don't get to name anything. Ever.

(then)

Flight, this is Puddle Jumper. We're go to launch.

Ford mouths the words "Puddle Jumper" distastefully as Ingram replies after a long beat.

INGRAM (over speaker)

Ah, this is flight, I thought we were going with Gateship.

Sheppard looks to Ford, annoyed and impatient.

SHEPPARD

Negative, flight.

INGRAM (over speaker)

Okay... Puddle Jumper, you're clear for launch.

Sheppard puts his hands on the controls and the Jumper comes to life.

SHEPPARD

Dial it up, lieutenant.

FORD -- starts entering the gate address on the mini DHD on the co-pilot's console.

The Puddle Jumper lifts off and hovers above the turntable which starts to iris open.

INT. CONTROL ROOM -- DAY

Weir and Ingram watch in amazement as the gate stars dialing.

(CONTINUED)

CONTINUED:

THE PUDDLE JUMPER -- descends from above and settles into place in front of the gate.

INT. PUDDLE JUMPER COCKPIT -- INTERCUT

Through the window we see the puddle form behind the shield.

WEIR

Be safe.

Weir and Ingram watch as the Puddle-jumper throttles up and launches through the gate.

EXT. SPACE -- DAY

The stargate orbiting around the Wraith planet is active...

THE PUDDLE JUMPER -- shoots through and heads down toward the planet becoming invisible as Sheppard activates it's stealth mode.

EXT. PUDDLE JUMPER COCKPIT -- DAY

Ford looks out of the cockpit window, amazed by the view as Sheppard flies.

FORD

Looks like you've got the hang of it.

SHEPPARD

I tell you what, Lieutenant, I know a few F-22 drivers who'd kill to fly this thing... It's like it reads your mind.

A heads up screen appears and seems to be focusing a target the surface terrain of the planet.

FORD

Did you do that?

SHEPPARD

I was just wonderin' where we go from here.

FORD

That would be a yes.

(then)

So how do we find them once we land?

SHEPPARD

I've been thinkin' about that too.

(CONTINUED)

CONTINUED:

A SMALL PDA UNIT -- with a screen on it suddenly glows on the control panel. He reaches down and pulls at it gently. It lifts off the panel. They exchange a look.

SHEPPARD (CONT'D)

Now I'm thinkin' about a nice turkey sandwich.

He looks around. Nothing happens. He pockets the computer, with a look to Ford.

SHEPPARD (CONT'D)

Worth a try.

EXT. WRAITH HIVE -- DAY

An enormous structure seemingly built right into the very fabric of a mountainside high above a forested valley.

INT. WRAITH LAIR HOLDING PEN -- DAY

Sumner and Teyla react as the three dark figure approach the pen once more.

The door opens. Sumner steps forward. The Wraith strides inside and stops face to face with Sumner.

THE WRAITH -- turns and walks out. Sumner looks at his men and then follows the Wraith out.

On Teyla, watching him go...

END OF ACT SEVEN

ACT EIGHT

EXT. WRAITH HIVE -- DAY

Pan down from the mountain to the valley below.

TRANSITION TO:

INT. PUDDLE JUMPER COCKPIT -- DAY

Through the window we see that we're landing in a small clearing amongst some trees. Sheppard takes his hands off the controls. The cockpit powers down.

EXT. WRAITH PLANET -- DAY

The puddle jumper de-cloaks in the clearing and the back doors open. Two of the SO's exit, weapons at the ready covering the area.

SHEPPARD AND FORD -- come out along with the other four SO's. Sheppard turns to one of the SO's named STACKHOUSE.

SHEPPARD

Teams of two. Any intel you can gather. Learn what you can and lay down defenses as you see fit. I want to be able to light this place up if we have to. Two clicks on the radio means you're clear to talk.

STACKHOUSE

Yes, sir.

SHEPPARD

Do *not* get caught. Ford, you're with me.

They move out.

INT. WRAITH HIVE - MAIN HALL DAY -- DAY

Sumner is lead into a giant room by the three Wraith. He looks up at the extremely high cone shaped ceiling covered in honeycomb like formations. A gallery wraps around an upper level off which several openings lead into dark tunnels.

There is a big heavy table and some gothic looking chairs in the center of the room. On the table is a feast of fresh food -- fruit, vegetables and various sorts of mystery meat.

(CONTINUED)

CONTINUED:

Sumner immediately notices that there is A SHRIVELED HUSK OF A HUMAN CORPSE lying slumped back in one of the chairs. A hole surrounded by five small puncture wounds are evident on the man's chest. The clothes indicate that it was Toran.

Sumner's eyes dart around the room. The light falls off around the perimeter and the shadows seem to be alive with the wispy demons he saw back on the planet when they were first attacked by the Wraith.

A VOICE -- makes him turn his attention to a dark figure standing mostly in the shadows. But it's obvious from the lithe silhouette that the Wraith is female. Her almost snake-like hiss cuts the silence.

FEMALE WRAITH

You must feel hunger by now.

Sumner just stares back at her, trying to shake off his feelings of horror...

The female known as the KEEPER steps toward him, her pale face and black eyes sending a chill down his spine.

INT. WRAITH HIVE -- DAY

A Wraith SOLDIER moves through the dank catacomb like halls of the hive. After he's gone reveal Sheppard and Ford.

FORD

He didn't sense us.

SHEPPARD

I guess they've gotta know you're there before they can screw with your head.

Sheppard takes out the PDA. There's a white a dot in the center. Another small white is dot moving away from the center off the screen.

SHEPPARD (CONT'D)

The moving dot is him. Step back.

Ford looks at him.

SHEPPARD (CONT'D)

Go over there.

Ford moves. The white dot in the center of the screen becomes two.

SHEPPARD (CONT'D)

That's what I thought. This thing detects lifesigns.

(CONTINUED)

CONTINUED:

He nods at Ford and they move on stealthily through the spooky catacombs.

INT. WRAITH LAIR HOLDING PEN -- DAY

Teyla HEARS someone approaching, and goes over to the entrance of the holding pen.

SHEPPARD -- comes over to her. She is utterly amazed at the sight of him. The others in her holding pen are equally amazed. Sheppard is whisper quiet and all business.

TEYLA

Major? !

SHEPPARD

Afternoon, ma'am. You all right?

TEYLA

How did you find us?

Halling comes forward too, urgently.

HALLING

Is my son alive?

SHEPPARD

And well and waiting for you. Where is Colonel Sumner?

Bates, one of the Sumner's security team, pipes in.

BATES

He's been taken by the Wraith.

TEYLA

We don't know why or where.

SHEPPARD

(with a look to Ford)
How 'bout *when*?

TEYLA

Not long.

SHEPPARD

Well, hell, somethin' had to go wrong.

He clicks twice on his radio.

(CONTINUED)

CONTINUED:

STACKHOUSE (over radio)
This is Stackhouse. Go ahead, sir.

SHEPPARD (into radio)
You ready to light it up?

STACKHOUSE
Yes, sir.

SHEPPARD (into radio)
Okay, hold tight and get ready to book back to the
jumper.
(then to Ford)
Rig up enough C4 to blow these bars and get these folks
out of here on my signal.

He briefly studies the lifesigns device.

SHEPPARD (CONT'D)
I can find the Colonel with this thing. Doesn't look
like there's all that many Wraith around here, I should
be able to do this, but if you don't hear from me
in...twenty minutes, blow the cells and get out.

FORD
You're the only one who can fly these people out of
here --

SHEPPARD
And I'll fly *all of us* out. Including the Colonel.

FORD
I'm sayin' I should be the one to go, sir --

SHEPPARD slaps the lifesigns device into Ford's hand. It dies immediately. Sheppard
grabs it back with a look.

SHEPPARD
You have your orders.
(beat)
Twenty minutes, I'll find him.

And he goes.

INT. WRAITH HIVE - MAIN HALL -- DAY

The Female Wraith does a complete circle around Sumner, who stands ram rod straight.

(CONTINUED)

CONTINUED:

FEMALE WRAITH

You are new to us. Word of all things new finds its way here.

(beat)

What do you call yourself?

SUMNER

Colonel Marshall Sumner, United States Marines.

FEMALE WRAITH

So little fear.

(beat)

Is it valor? Or ignorance?

SUMNER

We travel through the stargate as peaceful explorers --

FEMALE WRAITH

You must eat, yet you resist your hunger. Why?

SUMNER

Why have my people been taken prisoner?

The Female Wraith smiles at that.

FEMALE WRAITH

You trespassed upon our feeding ground.

SUMNER

Feeding ground?

FEMALE WRAITH

One of a thousand such worlds.

(off Sumner's look)

All living things must eat, in this I'm sure we are similar.

Sumner just stares at her.

FEMALE WRAITH (CONT'D)

You feel hunger even now. I can sense it. Yet you resist. Why?

SUMNER

Why do you care?

FEMALE WRAITH

Hunger is distasteful.

(CONTINUED)

CONTINUED:

Sumner looks over at the desiccated human husk still sitting at the table.

SUMNER

It looks to me like the food didn't agree with him.

She looks at the corpse, then at Sumner, almost wryly.

FEMALE WRAITH

There we are quite dissimilar, Colonel Sumner.

(beat)

We don't require our food to *agree with us*.

Off his look...

INT. WRAITH HIVE -- CORRIDORS

Sheppard moves stealthily through a long dark corridor, stopping to read from the Ancient lifesigns device. He gets his bearings and moves on.

INT. WRAITH HIVE - MAIN HALL

The Female Wraith faces Sumner as two Wraith Warriors look on in the B.G..

FEMALE WRAITH

What do you call your world?

Sumner hesitates, then, almost as if he's been forced to say it:

SUMNER

Earth.

FEMALE WRAITH

It is not among our stars.

SUMNER

No.

FEMALE WRAITH

Tell me of Earth.

(beat, then)

How many more are there of your kind? Thousands, millions? *More?*

Sweat begins to pour down Sumner's face.

(CONTINUED)

CONTINUED:

FEMALE WRAITH (CONT'D)

Our feeding ground has not been so rich in ten thousand years...

INT. WRAITH HIVE -- CORRIDOR

Sheppard moves more frantically now, unable to locate Sumner with the device and running out of time... He stops and backtracks...

INT. WRAITH HIVE - MAIN HALL

Sumner continues to bend under the strain of the Keeper's interrogation.

FEMALE WRAITH

Your will is strong.
(re: the corpse)
This one begged for its life.

SUMNER

Is that the treatment I should expect for myself and for my people?

The Keeper looks to the two Wraith WARRIORS who stand guard.

FEMALE WRAITH

As I said, all things must eat.

SUMNER

Then we're done talking.

She comes over and faces him. He wants to strike out at her, but he can't. The muscles in his neck bulge.

FEMALE WRAITH

I think not. *Kneel.*

SUMNER -- almost collapses to his knees. She reaches out and touches his face and head, almost sensually, running her hand down to his chest, raking her long, almost claw like fingernails... She seems turned on by this.

FEMALE WRAITH (CONT'D)

I have not tasted such strength in so long...

ANGLE -- on HER HAND, as she grasps his t-shirt and rips downward, exposing his chest.

SUMNER

Go to hell.

(CONTINUED)

CONTINUED:

She leans in closely, to whisper:

FEMALE WRAITH

Earth first.

SHE DIGS HER NAILS deep into his chest. FROM THE PALM OF HER HAND, something slowly emerges, like a SUCKER with TEETH, extruding from inside...

CLOSE ON SUMNER

As he looks down in horror as the thing moves toward his chest, then SURGES OUT.....

INT. WRAITH HIVE -- INTERCUT

Sheppard senses that he's close, but then suddenly he hears a SCREAM from SUMNER.

He BOLTS toward the SOUND...

INT. WRAITH HIVE - MAIN HALL

SUMNER -- throws back his head in agony as the Female Wraith begins to FEED.

HER HAND seems bonded to his chest now, nails deeply entrenched.

FEMALE WRAITH

How many years must I take from you before you tell
us what I wish to know?

CLOSE ON SUMNER -- as wrinkles begin to form around his defiant eyes, and gray creeps into his hair.

FEMALE WRAITH (CONT'D)

Or shall I take them all?

She plants her hand even deeper, and Sumner cries out again in agony.

INT. WRAITH HIVE

Sheppard SEES a sort of passageway that leads upward. Quickly checking his lifesigns device, he races up.

INT. WRAITH HIVE - MAIN HALL

Sumner now appears to have aged twenty years. He stares defiantly back at her.

(CONTINUED)

CONTINUED:

FEMALE WRAITH
Where is this new feeding ground?

SUMNER
(weakly)
I won't...

INT. WRAITH HIVE -- GALLERY

Above the main room, we SEE Sheppard moving into position where he can SEE

POV -- SHEPPARD

Of the Keeper and Sumner below. He doesn't know what she's doing but he's clearly suffering. Quickly and quietly he swings his weapon into position, taking aim carefully...

THE FEMALE WRAITH -- saps another year from Sumner's life, suddenly BANG BANG BANG, she's hit three times in the chest in quick succession leaving three black holes...

But she doesn't die.

SHEPPARD -- Thinking he's properly hit his target moves onto the two Warriors, and takes one down with a burst on automatic. Before he can take aim on the other...

THE FEMALE WRAITH -- looks up in his direction and lets out a hideous alien screech...

PHANTOMS of shadow suddenly fly toward Sheppard, and he instinctively ducks from them, landing on his side...

SUMNER -- cries out as the Female Wraith saps life from him now to heal herself.

THE BULLET HOLES -- in the Female Wraith's chest begin to heal and close over.

SUMNER is now a DYING OLD MAN. The Female Wraith uses his life to save her own...

SHEPPARD -- fighting his fear, sits up again and tries to take aim, but SEES

GUNSIGHT POV

As his aim deliberately moves from the Female Wraith to Sumner... he FIRES AGAIN.

SUMNER -- is struck by a single shot, right through his back, and into the sucking HAND of the Female Wraith.

She releases him, and Sumner collapses forward, not quite the husk of a human still sitting at the table, but close.

(CONTINUED)

CONTINUED:

Holding her now blackening bloody hand, the Female Wraith looks directly at Sheppard, cries out once more in her high pitched Alien cry.

CLOSE ON SHEPPARD -- caught in her stare, unable to do anything, as he's suddenly PRODDED by something sharp and electrical and falls to his side.

REVEAL -- a WRAITH WARRIOR standing over him.

THE Female Wraith -- is hurt, and furious.

Bring him. FEMALE WRAITH

END OF ACT EIGHT

ACT NINE

INT. WRAITH LAIR -- HOLDING PEN

FORD -- checks his watch, disappointed. He confides to Teyla.

FORD
We're comin' up on fifteen minutes, I thought we'd get a signal by now.

TEYLA
Go. I can detonate the explosive when the time comes.

FORD
He's my superior officer. He gave me a direct order.

TEYLA
He needs your *help*.

Through the cell wall she reaches out and grabs Ford's arm. She gives him a long look.

INT. WRAITH HIVE - MAIN HALL

As Sheppard is slammed backwards onto the table by the WARRIOR WRAITH, sending food flying all over the place. The enormous WARRIOR holds him easily in place by the throat.

THE FEMALE WRAITH -- walks over, looking at her injured, soaking black hand.

She looks to the faceless Warrior Wraith, who releases his grip on Sheppard slightly. His first instinct is to take a deep breath, then:

SHEPPARD
So, how's the hand feeling?

The FEMALE WRAITH holds up her hand which HEALS before Sheppard's eyes.

FEMALE WRAITH
Much better.

SHEPPARD
Sorry to hear that.

She SEES the Ancient LIFESIGNS device in Sheppard's vest. She removes the device and studies it.

(CONTINUED)

CONTINUED:

FEMALE WRAITH
How did this come to you?

SHEPPARD
I don't remember.

The Female Wraith looks to the Warrior, and Sheppard finds himself choking again.

FEMALE WRAITH
Could it really have survived after all these centuries..?

SHEPPARD
Sorry, I'm having a little trouble understanding the question.

The FEMALE WRAITH extends her hand over Sheppard...

FROM HER HAND -- we SEE the teeth of the sucker extrude toward Sheppard's chest, inching closer ...

Then, BANG!

THE WARRIOR's faceless mask is punctured by a single lack dot, oozing black blood. His grip releases Sheppard who turns to SEE

FORD -- standing near the entrance of the room, fires again, hitting his target squarely in the chest and this time the Warrior goes down.

The Female Wraith screeches again, summoning other Warriors.

FORD
Sir, this way!

SHEPPARD rolls off of the table and onto the floor by the fallen Warrior.

FORD (into radio) (CONT'D)
Light it up!

INT. WRAITH LAIR HOLDING PEN

Teyla instructs her people to take cover.

TEYLA
Cover!

And she blows the C4, creating a hole in the spider web patterned "bars" of the cell.

EXT. WRAITH HIVE -- NIGHT

Big, fiery C-4 explosions go off all around the perimeter of the Wraith complex.

INT. WRAITH HIVE - MAIN HALL

The Female Wraith extends her fist toward Sheppard but the room shakes violently from the explosions and the BLAST of energy surging out toward him from a RING hand misses.

Sheppard toward the fallen WARRIOR.

FORD -- has to fire at yet another WARRIOR entering the room to save his queen.

THE FEMALE WRAITH -- marches toward Sheppard, furious, ready to fire again but

SHEPPARD grabs the WARRIOR'S weapon, turns the forked end toward the QUEEN and JABS IT UP AND INTO HER ABDOMEN, running her through.

She collapses to her knees, and as he removes it, she falls backward, splaying on the stone floor.

SHEPPARD

Okay, now come on that *has* to kill you.

There's a long beat as Sheppard and Ford realize no more Wraith are coming and that they all may be dead.

SHEPPARD (CONT'D)

How'd you find me?

FORD

Tread marks. Standard issue. Sir, let's go.

SHEPPARD -- looks to Ford, still temporarily weakened, as he gets to his feet, then stands over the fallen Female Wraith. Black blood drips from the corner of her mouth, but she smiles defiantly.

FEMALE WRAITH

You believe you've destroyed us.

SHEPPARD

Yes, ma'am, it looks that way.

FEMALE WRAITH

We are merely caretakers for those who sleep...

(then, a whisper)

You don't know what you've awakened.

(CONTINUED)

CONTINUED:

With that, she finally dies.

SHEPPARD -- now satisfied that she's dead, SEES the Lifesigns device that's fallen from her hand on the stone floor nearby. He picks it up, and looks at it. Ford wants to know:

FORD

What's she talking about? How many are left?

CLOSE -- THE LIFESIGNS DEVICE

As more and more DOTS begin to bloom all around the two smaller ones in the center that represent both he and Ford. A deep rumble builds...

SHEPPARD -- looks all around, suddenly afraid that he's surrounded, then, he looks up.

REVEAL -- the enormous DOME ceiling of the Main hall, as literally hundreds if not *thousands* of Honeycomb like CELLS begin to glow, and in each individual cell, a WRAITH is stirring.

SHEPPARD -- stares up, wide eyed, his eyes darting all around the vast dome above him.

SHEPPARD

Give me your weapon.

(off his look)

Lieutenant, give me your weapon!

FORD -- hands it over, and Sheppard fires on automatic into the hive above. Bullets ricochet harmlessly off of the chambers...

FORD

Forget it, sir! We need to leave --

Sheppard realizes he's right. With one last look up at the awaking Wraith...

They run.

INT. WRAITH HIVE -- CORRIDOR

Sheppard and Ford race down the corridor. As they run, Sheppard looks at his lifesigns indicator. He SEES a group coming toward him and orders.

SHEPPARD

Hold up!

They take defensive positions, poised to shoot at the group coming toward them.

We begin to HEAR the same SCREECHING sound we heard from the Female Wraith, except it's in many different voices...

(CONTINUED)

CONTINUED:

FORD looks to Sheppard who counts down and then signals. They both turn out into the hall ready to unload...

TEYLA -- her people and the two Security officers freeze.

Sheppard and Ford relax, breathing out.

TEYLA
Colonel Sumner? Toran?

SHEPPARD
No.

And they head down the corridor...

EXT. WRAITH PLANET -- NIGHT

Stackhouse, holding the biggest gun the props department can find, and his team guard the entrance of the puddle jumper.

STACKHOUSE (into radio)
Major, the Jumper is secure for the moment but we
have a big problem.

SHEPPARD
I know. We're on the way.

WIDE -- As the red giant sun sets we SEE several WRAITH DARTS shooting out from the hive structure from all sides, launching an attack.

WITH SHEPPARD -- as his group runs through the trees. He looks back and SEES ---

THE DARTS turn and veer toward them.

Sheppard turns to Ford.

SHEPPARD (CONT'D)
Lieutenant, take our six. I'll get these people to the
Jumper.

FORD
Be right behind you!

Sheppard leads the others forward, as Ford drops back.

And they move on, but Teyla looks back at Ford, who prepares to take a stand. She allows the others to run ahead...

EXT. WRAITH PLANET -- NIGHT

As a DART races low over the trees...

EXT. WRAITH PLANET -- NIGHT

FORD moves slowly through the trees, seemingly alone as the Wraith DART roars overhead. Ford suddenly SEES

A SHADOW -- and he swings his MP-5 around. He fires a burst. Nothing. The Wraith are really screwing with his mind...

He keeps moving, then another Shadow crossing his path. He fires again, but this time.

TEYLA -- appears out of nowhere at his side, startling him. She has remained behind with him, and warns.

TEYLA

There is *nothing there*.

FORD

I saw something in the trees --

TEYLA

Only what the Wraith wish you to see. Firing your weapon will only reveal our position. Come on!

EXT. WRAITH PLANET -- NIGHT

A Wraith Dart suddenly veers sharply and dives toward the surface below.

EXT. PUDDLE JUMPER -- NIGHT

SHEPPARD leads the prisoners into the clearing. Halling is amazed at the sight of the Puddle Jumper.

SHEPPARD

Go on, get in.

Halling looks around as the others pack into the Puddle Jumper.

HALLING

Where is Teyla?

Sheppard looks back where they came from... then turns his determined gaze toward Stackhouse's giant gun.

EXT. WRAITH PLANET -- NIGHT

Ford and Teyla move through the trees, when she hears a familiar sound. A BRILLIANT LIGHT traces the ground as before, trailing them, like a beam ready to scoop them up...but

TEYLA -- dives sideways into Ford, pushing them both out of the beam's path.

They fall as the DART loops around for another go. Ford and Teyla start to get up but the we SEE beams hitting the ground, like tracers, headed inexorably toward them...

It looks like the beam is going to get them this time but ...

SHEPPARD -- holding the giant gun suddenly opens up on automatic, firing upwards over their heads at the WRAITH DART, shells falling all around him.

THE WRAITH DART -- is struck by the burst of fire, and veers off.

FORD

Thank-you sir!

SHEPPARD

Run!

EXT. PUDDLE JUMPER -- NIGHT

As Teyla, Ford and Sheppard arrive...

TEYLA

This is one of the Ancestor's ships. I've seen them in the drawings.

SHEPPARD

That's right.

TEYLA

You're not ...

SHEPPARD

No we're just like you.

Stackhouse points behind them.

STACKHOUSE

Incoming!

They turn to SEE...

(CONTINUED)

CONTINUED:

A WRAITH DART is turning toward them, about to start an attack run. They all hustle into the ship.

INT. PUDDLE JUMPER -- NIGHT

Sheppard jumps into the pilot's seat and calls back.

SHEPPARD

Hang on!

He takes the controls.

SHEPPARD (CONT'D)

Okay, baby girl, what am I thinkin'?

ANGLE -- THROUGH THE COCKPIT WINDOW

We SEE the TREES falling away as Sheppard takes off. We hear the low rumble of the engines.

EXT. WRAITH PLANET -- NIGHT

As the jumper takes off it DISAPPEARS.

The oncoming Wraith Dart zips past unable to see it.

INT. PUDDLE JUMPER COCKPIT -- NIGHT

SHEPPARD

Everybody all right?

Teyla and the others are packed pretty tightly in the back, but everyone is happy to be alive.

TEYLA

We are well enough.

FORD -- climbs forward and takes shotgun. He takes a deep breath and sighs.

FORD

I hope that was the hard part.

EXT. SPACE -- THE WRAITH PLANET

The puddle jumper flies up out of the atmosphere toward the orbiting stargate. Reveal a dozen Wraith Darts waiting in position around the gate.

INT. PUDDLE JUMPER COCKPIT

Sheppard and Ford see the Darts blocking their way.

SHEPPARD

I don't think we've got to the hard part yet.

Off their looks.

END OF ACT NINE

ACT TEN

EXT. ATLANTIS -- ESTABLISH -- DAY

INT. ATLANTIS -- WEIR'S OFFICE -- DAY

Weir stands looking out of a window in her makeshift ready room. Ingram enters.

INGRAM

We're starting to explore the city again. We can only provide power to certain sections, but all the early reports are positive --

WEIR

I should never have let them go.

INGRAM

For what it's worth, you made the right decision.
(beat)
Give them time.

And he goes.

EXT. SPACE -- THE WRAITH PLANET

Reestablish the Wraith Darts around the gate.

INT. PUDDLE JUMPER

Teyla has come up from the back and joined Sheppard and Ford looking out at the Darts barring their way.

TEYLA

What can we do?

FORD

We're safe as long as they can't see us.

SHEPPARD

They don't have to. There's only one way for us to go. The moment we activate the Stargate they can start firing blind.

FORD

Then how are we going to -- ?

(CONTINUED)

CONTINUED:

SHEPPARD

We'll have to draw them away from the gate, then
double back.

Sheppard activates some controls.

SHEPPARD (CONT'D)

Hang on everybody.

EXT. SPACE

The Puddle Jumper de-cloaks some distance away from the stargate, and turns away.

THE WRAITH DARTS

Take the bait and follow, leaving only two behind to guard the gate.

INT. PUDDLE JUMPER

Sheppard accelerates the Jumper into a sweeping turn.

SHEPPARD

Stand by to dial the gate on my mark.

EXT. SPACE -- A WRAITH DART

Slides in behind the Puddle Jumper and begins firing. A SHIELD bubble protects the Jumper.

INT. PUDDLE JUMPER

As it takes a hit, the ship rattles, but Sheppard turns hard the other way this time.

SHEPPARD

D'you see anything like a weapons console?

Suddenly a single DRONE like the one we saw in the opening scenes, shoots out from the Jumper and veers toward the Wraith Dart.

FORD

That did it.

EXT. SPACE

As the Wraith Dart veers to avoid the drone too late. It penetrates the hull of the Dart, exploding it in a fireball.

THE PUDDLE JUMPER -- races toward the Stargate now with several darts turning to attack.

INT. PUDDLE JUMPER

Sheppard pilots the ship back toward the Gate.

SHEPPARD

Now! Dial the gate!

FORD -- presses the symbols quickly.

INT. ATLANTIS CONTROL ROOM

Grodin is doing research at a console, when he SEES the Stargate begin to light up.

GRODIN

Offworld activation!

Weir rushes in from her ready room.

EXT. -- SPACE -- THE STARGATE

KAWOOSHES open in space. The two Darts guarding the stargate open fire on the approaching puddle jumper, which fires a drone toward one of them, then veers off from its run at the gate.

INT. PUDDLE JUMPER COCKPIT

Sheppard turns to Ford, calm and cool, clearly in his element.

SHEPPARD

Get out your G.D.O. and be ready to punch in your code on the next pass!

FORD -- takes out his G.D.O.

FORD

What's the range of these things?

(CONTINUED)

CONTINUED:

SHEPPARD
We're about to find out.

INT. ATLANTIS CONTROL ROOM -- DAY

Weir and Ingram are now in the control room, hovering over Grodin.

WEIR
Do we have an I.D.C.?

GRODIN
Not yet.

EXT. SPACE

As the Puddle jumper comes around and fires again, this time, from behind the now ACTIVE STARGATE, at the other Wraith Dart guarding the entrance.

TWO DARTS are on the Jumper's tail, firing energy weapons into the Jumper's shield.

INT. PUDDLE JUMPER

The ship is taking a pounding from the trailing Wraith ships, but Sheppard holds course, flying past the stargate.

SHEPPARD
Enter your I.D.C.!

Ford enters his code as Sheppard comes around for the approach run.

INT. ATLANTIS CONTROL ROOM

Ingram reads the incoming I.D.C. in a monitor and reports:

INGRAM
Reading Lieutenant Ford's I.D.C.

WEIR
Drop the shield.

Grodin drops the shield.

ANGLE -- THE STARGATE

As the shield disappears, leaving the shimmering blue puddle of the event horizon.

EXT. SPACE

As the Puddle Jumper comes around again for its final approach, now being shot at from multiple angles.

INT. ATLANTIS -- GATE ROOM -- DAY

A stray blast comes through the puddle and explodes against the wall of the gate room.

INT. ATLANTIS - CONTROL ROOM -- DAY

Everyone ducks. Another blast comes through. Ingram looks at Weir alarmed.

WEIR

Give them a few more seconds!

INT. PUDDLE JUMPER COCKPIT

Racing toward the open gate.

FORD

You're going too fast!

SHEPPARD

We'll see!

EXT. SPACE -- THE STARGATE

As the puddle jump races toward it, a hail of fire all around it, as the "wings" collapse into the sides of the ship so it can fit through the stargate...and enters the event horizon.

One after another, three Wraith Darts enter the stargate, chasing after the Jumper.

WORMHOLE TRANSITION TO:

INT. ATLANTIS -- GATE ROOM

As the PUDDLE JUMPER emerges from the gate and rapidly decelerates, captured by some powerful magnetic field not unlike a navy jet as it touches down aboard a Carrier.

Electricity dances all around it, then, finally, it settles in the gate room.

INT. ATLANTIS CONTROL ROOM -- DAY

Weir SEES that the Jumper has arrived safely and orders:

WEIR
Activate the Shield!

Grodin does.

INT. ATLANTIS -- GATE ROOM

With the Jumper still steaming and smoking in the middle of the gate room, the SHIELD flares brilliant WHITE, three times, each flash representing the complete obliteration of the attacking Wraith Darts.

Then, the STARGATE shuts down.

INT. PUDDLE JUMPER COCKPIT

Sheppard turns to Ford, smiles and they touch their fists together in a small tired celebration. He turns to Teyla, who is still in awe of the experience she's just gone through.

SHEPPARD
Welcome to Atlantis.

They exchange a long look. Sheppard falls back into his seat as the engines die down...

DISSOLVE TO:

INT. ATLANTIS BALCONY -- NIGHT

A PARTY is taking place on the balcony outside on a beautiful summer night. Most of the expedition and many of Teyla's people are in attendance.

Festive MUSIC plays.

THE NIGHT SKY -- features a brilliant colored nebula, more brilliant than any full moon, shimmering on the ocean.

SHEPPARD -- looks out over the view, talking to Ford.

FORD
So I guess this is home now.

(CONTINUED)

CONTINUED:

SHEPPARD

For a while.

(pointing to a distant building)

I'm thinking of a little place way over on the far side
with an ocean view. Out of the way.

WEIR -- walks up and hands he and Ford a glass of O'Neill's champagne.

WEIR

Major. Lieutenant. I thought the occasion merited
opening this.

SHEPPARD

I'm starting to warm up to you, doctor. Cheers.

Sheppard takes the glass and downs it in one shot.

WEIR

You did good, John.

He stares back out over the ocean. This doesn't feel like victory.

SHEPPARD

I don't know about that.

WEIR

There was nothing you could have done to save Colonel
Sumner.

SHEPPARD

Maybe.

(beat)

I've been thinking you were right.

WEIR

How so?

SHEPPARD

I didn't make us many friends out there.

WEIR

Look around you.

Sheppard looks around and spots HALLING touching his forehead to his son JINTO'S.

TEYLA -- has overheard and comes over, now dressed as an expedition member.

TEYLA

I agree, Major Sheppard.

(CONTINUED)

CONTINUED:

She takes his glass from his hand and puts it on the rail, then, taking both of his hands in hers, she moves very close to him and presses her forehead to his, in the greeting of her people.

They hold this pose a moment, long enough for Weir and Ingram to raise an eyebrow.

TEYLA (CONT'D)

You have earned both my friendship, and that of my people.

BECKETT -- turns to Ingram, both of whom have had a glass of moonshine themselves, and speak quietly between themselves.

BECKETT

How come I never make friends like that -- ?

INGRAM

You need to get out more --

BECKETT

We're in another galaxy, this is as *out* as you can get.

Teyla turns to the others.

TEYLA

With our help, you will meet many more friends on many worlds.

WEIR

We'll need it. Thank you.

TEYLA

(then to Sheppard)

Come, many more of my people wish to thank you.

She starts to pull him away.

WEIR

One more thing, Major...

He stops and Weir takes him aside.

WEIR (CONT'D)

Just something I'd like you to sleep on. I have a few thoughts on it myself, but --

SHEPPARD

Thoughts about what?

(CONTINUED)

CONTINUED:

WEIR

Who the members of your team might be.

SHEPPARD

My team?

WEIR

You realize you're ranking military officer now. Or do I need to remind you?

(off his look)

We need to get out there. Explore. Find ZPMs and meet people to help us defend against the Wraith.

SHEPPARD

You do realize that could get us into all sorts of trouble.

They share a long look of mutual respect.

WEIR

(with a hint of a smile)

Good night, Major Sheppard.

SHEPPARD

Good night.

And as he walks off, with Teyla, Weir returns to the party.

WIDE -- showing Atlantis, sparkling in the night, as the music plays over the ocean...

DISSOLVE TO:

INT. ATLANTIS -- GATE ROOM -- DAY

Sheppard stands in the gate room, ready to head out on a mission.

THE STARGATE -- kawooshes open.

On the stairs opposite the shimmering gate Sheppard is joined by Dr Ingram, Lieutenant Ford, and Teyla. They stand shoulder to shoulder, looking up at

WEIR -- who gives them a nod from the control room balcony.

With that Sheppard turns to his team and they head through the stargate.

WORMHOLE TRANSITION TO:

THE END