

**STARGATE ATLANTIS**  
**"RISING"**  
**EPISODES #101-102**  
**DIALOGUE CONTINUITY SCRIPT**

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**STARGATE ATLANTIS - "RISING" - Episode #101/102**

TIMECODE            DIALOGUE

START TIMECODE 01:00:00:00 AT FIRST FRAME OF PICTURE

**TEASER**

01:01:20:10            TECHNICIAN (V/O): This is Operations. General O'Neill is inbound, 20 minutes out.

01:01:25:25            GRODIN: Dr. Weir.

01:01:26:25            WEIR: Peter.

01:01:31:24            BECKETT: You see? Nothing.

01:01:33:05            MCKAY: Carson, get back here.

01:01:34:20            BECKETT: I could sit in that chair all bloody day long, and nothing will happen. It's a waste of time. Excuse me, Dr. Weir.

01:01:38:25            MCKAY: He's not even trying.

01:01:40:11            WEIR: He's the one who discovered the gene this technology responds to.

01:01:43:09            MCKAY: Yeah, well, he said he wished he never had it.

01:01:45:05            WEIR: Really?

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01:01:46:07 MCKAY: I know. Can you believe that?

01:01:47:16 WEIR: We could always test you a third time...

01:01:49:20 WEIR (CONT'D): Rodney.

01:01:50:20 MCKAY: That's very funny.

01:01:51:20 WEIR (O/S): We have only found...

01:01:52:22 WEIR (CONT'D): A handful of people who are genetically compatible with the  
Ancient technology, and despite your heroic efforts to interface ours with  
theirs, we need every one of them to sit in this chair...

01:02:02:25 WEIR (CONT'D O/S): Including Dr. Beckett.

01:02:03:25 MCKAY: What am I supposed to do? He's afraid of the thing.

01:02:05:11 WEIR: This chair controls the most powerful weapons known to humankind. I'm  
afraid of the thing.

01:02:10:20 WEIR (CONT'D O/S): But every time someone sits in it, we learn something new  
about the Ancients who built this outpost.

01:02:15:24 WEIR: Dr. Beckett should be proud he's genetically...

01:02:17:29 WEIR (CONT'D O/S): Advanced.

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01:02:18:29 MCKAY: It's not more advanced. It is a random characteristic.

01:02:23:28 WEIR: This really bothers you, this whole gene thing, huh?

01:02:26:22 MCKAY: Oh, clearly, I am overcome with envy.

01:02:28:27 DANIEL: Ah, just the people I need to see.

01:02:36:16 DANIEL (CONT'D): Come with me.

01:02:41:00 DANIEL (CONT'D): We've gotten closer and closer to finding the location of the  
Lost City, but it turns out we've been looking in the wrong place all along.  
Now, we thought we had a stargate address--

01:02:50:15 DANIEL (CONT'D O/S): Six symbols representing coordinates in space...

01:02:52:25 DANIEL (CONT'D): That determined the location of the planet the Ancients went  
to after they left Antarctica. Now, recently, we determined the seventh  
symbol.

01:03:00:23 WEIR: The point of origin, Earth.

01:03:02:14 DANIEL: That's not it.

01:03:03:26 MCKAY: Then your address must be incorrect.

01:03:05:22 DANIEL: Not incorrect. Incomplete.

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01:03:10:21 WEIR: What are you saying, Dr. Jackson?

01:03:14:20 DANIEL: It's an eight-symbol address.

01:03:16:03 DANIEL (CONT'D O/S): What we're looking for may be further away...

01:03:18:01 DANIEL (CONT'D): Than we ever imagined, but it's not out of reach.

01:03:20:02 MCKAY: Atlantis.

01:03:22:12 DANIEL: Atlantis. I think we can go there.

**END OF TEASER**

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01:03:33:26 (HELICOPTER WHIRS)

01:04:16:18 SHEPPARD: Apache, Blackhawk, Cobra, Osprey...

01:04:20:01 O'NEILL: It's a lot of training for the Antarctic.

01:04:23:08 SHEPPARD: It was the one continent I'd never set foot on.

01:04:25:26 O'NEILL: It's one of my least favorite continents.

01:04:29:21 SHEPPARD: I kind of like it...

01:04:30:24 SHEPPARD (CONT'D): Here.

01:04:33:18 O'NEILL: You like it here?

01:04:34:20 SHEPPARD: Yes, Sir. We'll be there in about 10 minutes, Sir.

01:04:43:08 BECKETT: Look, we've been through this. I'm not your man.

01:04:45:17 MCKAY: Keep moving.

01:04:46:25 BECKETT: I'm a doctor. A medical doctor.

01:04:48:06 MCKAY: There's nothing to be afraid of.

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01:04:49:16           BECKETT: You don't understand. I break things like this.

01:04:51:15           MCKAY: This device has survived for millions of years intact. It will survive you.  
                          Now, sit down, close your eyes, and concentrate.

01:04:57:00           (BECKETT SIGHS)

01:05:03:16           BECKETT: Again, nothing.

01:05:04:22           MCKAY: Okay, this time...

01:05:05:02           MCKAY (CONT'D): Just try to imagine an image of where we are in the solar  
                          system.

01:05:15:20           BECKETT: I think I feel something.

01:05:18:20           BECKETT (CONT'D): It could be lunch-related.

01:05:21:03           MCKAY: Shut up and concentrate.

01:05:35:13           (BLAST)

01:05:37:15           WOMAN: Watch out!

01:05:40:28           BECKETT: What did I do?

01:05:44:02           WEIR: Get us back down there!





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01:06:56:15 O'NEILL: What about now?

01:06:57:15 SHEPPARD: Now's good.

01:07:08:13 O'NEILL: Shut it down.

01:07:10:12 (ENGINE POWERING DOWN)

01:07:11:05 SHEPPARD: Sir, what the hell was that?

01:07:14:00 O'NEILL: Wait for it.

01:07:18:20 (BLAST)

01:07:21:15 SHEPPARD: Get out!

01:07:40:26 BECKETT: I think I did it.

01:07:53:10 SHEPPARD: That was different.

01:07:54:15 O'NEILL: For me...not so much.

01:08:00:02 FORD: Major Sheppard is reporting the drone appears to have been  
incapacitated.

01:08:04:06 FORD (CONT'D O/S): General O'Neill's...

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01:08:05:18 FORD (O/S CONT'D): helicopter is unharmed, and on its way again.

01:08:08:08 FORD (CONT'D): Seven minutes out.

01:08:10:04 WEIR: Thank God.

01:08:12:04 BECKETT: Holy crap.

01:08:17:23 DANIEL: Jack.

01:08:19:23 O'NEILL: Daniel. Warm welcome.

01:08:22:06 DANIEL: It wasn't me. How did you manage to--

01:08:24:00 O'NEILL (INTERRUPTING): Keep my ass from getting blown out of the sky? The exceptional flying of Major John Sheppard. He likes it here.

01:08:30:15 DANIEL: Exceptional? You like it here?

01:08:31:26 O'NEILL: What say we cut to the part where you start talking real fast?

01:08:35:00 DANIEL: Ah. Weir's in here.

01:08:37:15 O'NEILL: Hey. Don't touch anything.

01:08:39:14 SHEPPARD: Yes, Sir.

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01:08:47:13 DANIEL: I figure the Ancients packed up their entire city and left somewhere  
between 5 and 10 million years ago.

01:08:53:00 O'NEILL (O/S): In their...

01:08:53:29 O'NEILL (CONT'D): Flying city?

01:08:56:12 DANIEL: Yes.

01:08:59:23 DANIEL: What?

01:09:03:02 O'NEILL: Flying city?

01:09:04:21 DANIEL: Well, keeping in mind this is the race that built the stargates. They did  
everything big.

01:09:11:09 O'NEILL: So why did they leave?

01:09:13:05 DANIEL: Why did they leave?

01:09:13:14 DANIEL (CONT'D): Um, who knows? We know the Ancients on Earth were  
suffering from a plague.

01:09:16:24 DANIEL (CONT'D): Um, maybe some of them were trying to start over...

01:09:19:05 DANIEL (CONT'D): Seeding life in a new galaxy. Maybe that's what Ancients do.  
The point is, we know where they went.

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01:09:23:23 O'NEILL: Pegasus.

01:09:25:13 DANIEL: Yes, it's the name of a dwarf galaxy in the local group.

01:09:28:15 MCKAY: After all that time, is there any hope of actually meeting them?

01:09:31:15 DANIEL: Well, who knows, but isn't that reason enough to go?

01:09:36:11 WEIR: Well, I've been choosing members for this expedition for months, Doctor.  
I'm not the one who needs convincing.

01:09:42:25 O'NEILL: Well, I'm convinced. Have fun.

01:09:45:20 DANIEL: It's a little more complicated than that.

01:09:48:18 MCKAY: We need the Zed-PM to power the gate.

01:09:50:21 O'NEILL: What?

01:09:52:21 DANIEL: ZPM. He's...he's Canadian.

01:09:55:29 O'NEILL: I'm sorry.

01:09:58:13 MCKAY: "Zero-Point Module," General, the Ancient power source you recovered from Praclarush Taonas and that's now powering the outpost's defenses. I've since determined that it generates its enormous power from vacuum energy derived from a self-contained region of subspace time.

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01:10:12:29 O'NEILL: That was a waste of a perfectly good explanation. The answer's no.

01:10:23:15 BECKETT (O/S): The second I shut my eyes, I could see. I just felt this power that I've never had before. I had it dancing all across the sky. It was magical, it really was. I mean...

01:10:31:06 BECKETT (CONT'D): Well, they are lucky. I don't know where it came from. I just tried to concentrate, and the drone shut itself down.

01:10:37:18 SHEPPARD: So you were the one.

01:10:39:23 BECKETT: Me?

01:10:42:12 SHEPPARD: You're the one who fired...

01:10:43:13 SHEPPARD (CONT'D): That thing at me.

01:10:45:03 BECKETT: Look...

01:10:46:03 BECKETT (CONT'D): We're doing research. working with technology...

01:10:49:28 BECKETT (CONT'D): that's light-years beyond us, and we make mistakes.

01:10:53:18 BECKETT (CONT'D): I'm incredibly, incredibly sorry.

01:10:56:24 SHEPPARD: Well, next time, just be a little more careful, okay?



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01:11:30:00 DANIEL: Yes, and who knows what else we could find. This isn't just some other civilization we're talking about. These are the gate builders.

01:11:35:26 WEIR (O/S): The potential wealth of knowledge and technology...

01:11:38:25 WEIR (CONT'D): it outweighs anything we've come across since we stepped through the stargate.

01:11:42:16 O'NEILL: Well, with the amount of power you'll need to make this trek, odds are it'll be one-way.

01:11:48:20 WEIR: Yes, we know...

01:11:49:21 WEIR (CONT'D): but the benefit to humanity is far greater than the risk, General, and it is a risk that every one of my expedition members is willing to take.

01:12:03:02 BECKETT: We think the gene was used as a sort of genetic key, if you will, so that only their kind could operate certain dangerous or powerful technologies.

01:12:12:23 SHEPPARD: So some people have the same genes as these Ancients?

01:12:15:25 BECKETT: The specific gene is very rare, but on the whole, they look very much like we do. In fact, they were first. We're the second evolution of this form, the Ancients having explored this galaxy for millions of years before-- Major, please don't.

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01:12:30:00 SHEPPARD: Come on, what are the odds of me having the same genes...

01:12:31:15 (CHAIR POWERS UP)

01:12:32:15 SHEPPARD (CONT'D): As these guys?

01:12:36:09 BECKETT: Quite slim, actually.

01:12:37:22 BECKETT (O/S): Dr. Weir!

01:12:39:17 BECKETT (CONT'D): Don't move.

**END OF ACT ONE**



**ACT TWO**

01:13:05:20 WEIR: Who is this?

01:13:09:14 O'NEILL: I said don't touch anything.

01:13:10:19 SHEPPARD: I just sat down.

01:13:12:19 MCKAY: Major, think about where we are in the solar system.

01:13:26:16 SHEPPARD: Did I do that?

01:13:31:07 WEIR (V/O): We could be on our way to discovering...

01:13:32:19 WEIR (CONT'D): an entirely new Ancient civilization. At the best case scenario,  
we meet actual Ancients who are willing to help us, but if we  
don't...General, we need him.

01:13:44:10 O'NEILL: Sorry, Doc, I need Daniel here.

01:13:46:25 WEIR: I'm talking about Major Sheppard.

01:13:50:11 O'NEILL: Oh. Don't you have a dozen or so people already who can use the  
Ancient technology?

01:13:55:19 WEIR: Yes, with concentration and training...

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01:13:56:24 WEIR (CONT'D): They can make it work, but John Sheppard, he does it naturally.

01:14:02:10 O'NEILL: You know, I've checked into his record.

01:14:03:18 WEIR: I know about the whole...

01:14:04:23 WEIR (CONT'D): Supposed black mark in Afghanistan. He was trying to save the  
lives of three servicemen.

01:14:08:07 O'NEILL: Disobeying a direct order in the process.

01:14:10:23 WEIR: I have read your own file, General. Please.

01:14:14:26 O'NEILL: Right. Okay, it's your expedition. You want him, you ask him.

01:14:23:14 WEIR: Uh, that's the thing. I have.

01:14:27:19 O'NEILL: Really?

01:14:35:15 O'NEILL: This isn't a long trip, so I'll be as succinct as possible.

01:14:43:21 SHEPPARD: Well, that's pretty succinct.

01:14:45:07 O'NEILL: Thank you.

01:14:48:21 SHEPPARD: I told Dr. Weir that, you know, I'd think about it.

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01:14:54:25 O'NEILL: And? So? Well? What?

01:15:01:24 SHEPPARD: With all due respect, Sir, we were just attacked by an alien missile,  
then I found out I have some mutant gene...

01:15:07:25 SHEPPARD (CONT'D O/S): then there's this stargate thing...

01:15:10:03 SHEPPARD (CONT'D): and these expeditions to other galaxies...

01:15:13:14 O'NEILL (O/S): you know, this isn't...

01:15:13:21 O'NEILL (CONT'D): about you, Sheppard. It's a lot bigger than that.

01:15:16:18 SHEPPARD: Right now, at this very second, whether I decide to go on this  
mission or not seems to be about me.

01:15:24:24 O'NEILL: Let me ask you something.

01:15:32:20 O'NEILL (CONT'D INTO HEADSET MIC): Why did you become a pilot?

01:15:34:17 SHEPPARD: I think people who don't want to fly are crazy.

01:15:36:27 O'NEILL: And I think people who don't want to go through the stargate are equally  
as whacked.

01:15:41:20 O'NEILL (CONT'D O/S): Now, if you can't give me a yes by the time we reach...

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01:15:43:29 O'NEILL (CONT'D): McMurdo, I don't even want you.

01:15:49:23 (HELICOPTER WHIRS)

01:16:00:10 WEIR (V/O OVER TELEVISION): Simon, if you're watching this, it means the President has been kind enough to grant you security clearance.

01:16:08:17 WEIR (V/O CONT'D): I'm not going on a diplomatic mission to another country. I'm going to another planet...

01:16:13:22 WEIR (V/O CONT'D): in another galaxy by means of a device called a stargate.

01:16:17:23 WEIR (V/O CONT'D): Millions of years ago, there was a race of beings we call the Ancients. They created a network of these stargates throughout our galaxy in order to travel freely among their worlds. We don't know why, but they left for another galaxy somewhere between 5 and 10 million years ago, taking their entire city along with them. That city was called Atlantis. I have been assembling an expedition team in order to try to find Atlantis and hopefully, the Ancients who left Earth all those years ago. I want to do this, Simon...

01:16:51:11 WEIR (V/O CONT'D): with all my heart. You know me well enough to know I could never turn down an opportunity like this, but I wanted the chance to tell you--

01:17:03:07 (CELLPHONE BEING DIALLED)

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01:17:05:24 OPERATOR (V/O OVER PHONE): The cellular customer you are trying to reach is currently outside the coverage area.

01:17:11:28 SIMON: No kidding.

01:17:20:05 MCKAY: I narrowed it down to about three things, but after a week, it just kind of fell into place...

01:17:25:01 (GRODIN AND A MAN SPEAKING SPANISH)

01:17:32:15 (ALARMS SOUNDING)

01:17:35:15 FORD: I don't under--does anyone else here speak whatever language these guys are speaking?

01:17:42:10 BECKETT (O/S): I just need a couple of minutes to finish my work, and you're not helping by standing there.

01:17:47:20 SUMNER: You've got five minutes to get it going, or I'm leaving it. Everything in here has been double-checked and triple-checked and cleared for takeoff. Leave it alone.

01:17:58:17 BECKETT: Look, Colonel, I don't answer to you.

01:18:00:04 BATES: He said the same to me, Sir.

01:18:01:22 SUMNER: That's what your sidearm's for.

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01:18:05:17 DANIEL: So the eight-chevron address is what tells our gate to look for a point in space outside of our galaxy, so we won't know until it locks.

01:18:17:13 O'NEILL: Are we there yet?

01:18:18:20 WEIR: We're just waiting on Dr. McKay.

01:18:21:01 SILER: It should work now. I've got it.

01:18:23:22 MCKAY: Okay, Sergeant, give it a try. The ZPM should light up when it senses a conductive connection to the gate.

01:18:35:25 MCKAY: Oh, yeah.

01:18:53:20 SHEPPARD: Colonel.

01:18:59:05 WEIR: Can I have everyone's attention, please?

01:19:08:15 WEIR (CONT'D O/S): All right, here we go.

01:19:10:17 WEIR (CONT'D): We're about to try to make a connection. We have been unable to predict exactly how much power this is going to take, and we may only get the one chance at this...

01:19:18:29 WEIR (CONT'D): so if we're able to achieve a stable wormhole, we're not going to risk shutting the gate down.

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01:19:24:19 WEIR (CONT'D O/S): We'll send in the MALP robot probe, check for viability and go.

01:19:28:12 WEIR (CONT'D): Everything in one shot.

01:19:36:02 WEIR (CONT'D): Now, every one of you volunteered for this mission, and you represent over a dozen countries. You are the world's best and brightest...

01:19:43:16 WEIR (CONT'D): and in light of the adventure we are about to embark on...you're also the bravest.

01:19:51:07 WEIR (CONT'D O/S): I hope we all return one day having discovered...

01:19:54:27 WEIR (O/S CONT'D): a whole new realm for humanity to explore...

01:19:57:06 WEIR (CONT'D): But as all of you know...we may never be able to return home. I'd like to offer you all one last chance to withdraw your participation.

01:20:17:17 WEIR (CONT'D): Begin the dialing sequence.

01:20:28:28 SUMNER: Let me make myself clear, Major. You are not here by my choice.

01:20:33:19 SHEPPARD: I'm sure you'll warm up to me once you get to know me, Sir.

01:20:36:27 SUMNER: As long as you remember who's giving the orders.

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01:20:42:21            SHEPPARD: That would be Dr. Weir, right?

01:20:49:24            TECHNICIAN (V/O): Chevron Three...

01:20:50:14            TECHNICIAN (V/O CONT'D): encoded.

01:20:58:18            TECHNICIAN (V/O CONT'D): Chevron Four...

01:21:00:14            TECHNICIAN (V/O CONT'D): encoded.

01:21:01:29            O'NEILL: Nice.

01:21:02:19            WEIR: Thank you.

01:21:05:25            TECHNICIAN (V/O): Chevron Five encoded.

01:21:13:24            TECHNICIAN: Chevron Six encoded.

01:21:15:15            WEIR: This is it. Seriously, Doctor, calm down. You're embarrassing me.

01:21:23:14            MCKAY: I've never been so excited in my entire life.

01:21:30:18            TECHNICIAN: Chevron Eight is locked.

01:21:37:09            (APPLAUSE)



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01:21:43:13

WEIR: Send the MALP.

**END OF ACT TWO**



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01:23:09:24 WEIR: Hold on, Colonel. We go through together.

01:23:19:06 SUMNER: Fair enough.

01:23:45:00 DANIEL: Jack, it's not too late for me--

01:23:46:18 O'NEILL (INTERRUPTING): No.

01:23:47:18 DANIEL: I can just grab my--

01:23:48:20 O'NEILL (INTERRUPTING): No.

01:23:49:28 DANIEL: Kit.

01:23:57:24 SUMNER (V/O OVER COMM): All clear. It looks good.

01:24:03:22 O'NEILL: Expedition team...move out.

01:24:08:04 MCKAY: What's it feel like?

01:24:11:27 FORD: Hurts like hell, Sir. Whoo-hoo!

01:24:42:14 SUMNER (INTO RADIO): Teams One and Two, secure the immediate area.

01:25:10:11 SUMNER (INTO RADIO): Everyone else, find a open space and park it until  
instructed otherwise.

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01:25:28:16 WEIR: Who's doing that?

01:25:33:18 SUMNER (INTO RADIO): Security teams, any alien contact?

01:25:36:00 TEAM LEADER #1 (V/O OVER RADIO): Negative, Sir.

01:25:37:15 TEAM LEADER #2 (V/O OVER RADIO): Team Four, negative, Colonel.

01:25:45:13 SHEPPARD: The lights are coming on by themselves.

01:26:23:23 SUMNER: That's everyone.

01:26:30:16 WEIR (INTO RADIO): General O'Neill? Atlantis base offers greetings from the Pegasus Galaxy. You may cut power to the gate.

01:27:38:15 SILER: They look like ships. Spaceships!

01:27:42:23 SCIENTIST #1: I love it.

01:27:56:13 SILER (INTO RADIO): Dr. Weir, you have to see this.

01:27:59:06 WEIR (INTO RADIO): I have a lot of things to see. Just be careful.

01:28:15:06 SHEPPARD: I didn't touch anything.

01:28:16:12 WEIR: Relax, Major. It's like the entire complex is sensing our presence and coming to life.

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01:28:21:07 MCKAY: This has got to be the control room. This is obviously their version of a DHD.

01:28:24:22 SHEPPARD: Oh, obviously.

01:28:26:04 MCKAY: This area could be power control systems, possibly a computer interface--

01:28:29:15 WEIR: Hey, hey. Why don't you find out?

01:28:30:25 MCKAY: Right.

01:28:31:25 SUMNER (V/O OVER RADIO): Dr. Weir, Colonel Sumner. Could you come down and meet me, please? We're three levels down from you.

01:28:35:25 WEIR (INTO RADIO): Right away.

01:28:40:20 SUMNER: We've only been able to secure a fraction of the place. It's huge.

01:28:43:29 WEIR: So it might really be the lost city of Atlantis?

01:28:46:15 SUMNER: I'd say that's a good bet.

01:28:48:00 WEIR: Oh, my God.

01:28:55:03 (WATER GURGLING)

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01:28:57:08 WEIR: We're underwater.

01:28:59:04 SUMNER (O/S): I'd say we're under several hundred feet of ocean. If we can't dial out, this could be a problem.

01:29:06:16 MCKAY (O/S): Colonel, Dr. Weir--

01:29:07:18 SHEPPARD (INTERRUPTING): We're underwater.

01:29:08:24 MCKAY: Yes, I was just coming to tell you. Fortunately, there's some sort of force field holding back the wa...water. Oh, that is impressive, isn't it?

01:29:22:04 MCKAY (CONT'D): Uh, Dr. Beckett has found something you should, uh, see.

01:29:35:19 ANCIENT WOMAN HOLOGRAM: ...In the hope of spreading new life in a galaxy where there appeared to be none. Soon, the new life grew and prospered.

01:29:45:21 BECKETT: It's a hologram. The recording loops. This is my second time through.

01:29:49:24 SUMNER: What have we missed?

01:29:51:03 BECKETT: Not much.

01:29:52:07 ANCIENT WOMAN HOLOGRAM: ...Exchange knowledge and friendship.

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01:29:54:27            ANCIENT WOMAN HOLOGRAM (CONT'D): In time, a thousand worlds bore the fruit of life in this form. Then one day, our people set foot upon a dark world where a terrible enemy slept.

01:30:05:27            ANCIENT WOMAN HOLOGRAM (CONT'D O/S): Never before had we encountered beings with powers that rivaled our own.

01:30:10:09            ANCIENT WOMAN HOLOGRAM (CONT'D): In our overconfidence, we were unprepared and outnumbered.

01:30:14:11            ANCIENT WOMAN HOLOGRAM (CONT'D O/S): The enemy fed upon the defenseless human worlds...

01:30:16:18            ANCIENT WOMAN HOLOGRAM (CONT'D): like a great scourge, until finally, only Atlantis remained.

01:30:20:16            ANCIENT WOMAN HOLOGRAM (CONT'D O/S): This city's great shield was powerful enough to withstand their terrible weapons...

01:30:25:06            ANCIENT WOMAN HOLOGRAM (CONT'D): but here we were besieged for many years.

01:30:28:00            ANCIENT WOMAN HOLOGRAM (CONT'D O/S): in an effort to save the last of our kind...

01:30:31:10            ANCIENT WOMAN HOLOGRAM (O/S CONT'D): we submerged our great city into the ocean.





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01:31:15:28 MCKAY: Stop. Turn it off.

01:31:19:10 MCKAY (CONT'D): Power levels throughout the city are dropping like a stone.

01:31:21:09 SUMNER: What does that mean?

01:31:22:10 MCKAY (O/S): That if we don't...

01:31:22:26 MCKAY: Stop everything we're doing right now, we are dead.

**END OF ACT THREE**



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01:32:20:20 MCKAY: It's a matter of "when," not "if."

01:32:23:08 WEIR: Colonel Sumner, you need to order your security teams to stop searching  
the city immediately.

01:32:27:19 SUMNER (INTO RADIO): All security teams, fall back to the gate room.

01:32:31:03 MCKAY: That's not going to be good enough.

01:32:33:10 WEIR: All right, well, how much time...

01:32:33:29 WEIR (CONT'D): do we have?

01:32:35:10 MCKAY (O/S): It's hard to say.

01:32:35:21 MCKAY: Hours, maybe days, if we minimize power expenditure.

01:32:38:11 BECKETT: What about our own power generators?

01:32:40:04 MCKAY: We're working on that, but even with our most advanced, naquadah-  
powered generators, the equations are coming up far short.

01:32:45:00 WEIR: So we need to find more ZPMs.

01:32:46:23 SUMNER: How do we do that if we can't search the city?

01:32:49:09 MCKAY: If there were more here, we'd be able to detect them.



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01:33:35:20 SHEPPARD: Yes, ma'am.

01:33:37:12 WEIR: All right, pick an address...

01:33:39:28 WEIR (CONT'D): Start dialing.

01:33:44:02 (STARGATE ENCODING)

01:33:48:03 MCKAY: Chevron one encoded.

01:33:50:03 WEIR: Rodney.

01:33:53:20 MCKAY: Fine.

01:34:03:13 GRODIN (INTO RADIO): Ready MALP Four for off-world recon.

01:34:34:27 GRODIN: The MALP reads full viability and no immediate signs of activity around the stargate, but it's pitch black.

01:34:41:07 GRODIN (CONT'D O/S): For now, we're going to use the tried and true system for identification...

01:34:45:02 GRODIN (O/S CONT'D): of inbound gate travelers.

01:34:50:28 SUMNER: Let's move out!

01:35:28:12 (CRACKLE)

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01:35:46:14 (GUN COCKING)

01:35:47:26 (GHOULISH GROAN)

01:35:51:16 JINTO: Please, don't hurt us.

01:35:59:21 HALLING: Please!

01:36:01:00 HALLING (CONT'D): They're just playing.

01:36:05:13 SUMNER: Is everything okay here, Sheppard?

01:36:07:09 SHEPPARD: Yes, Sir. Just a couple of kids.

01:36:22:02 HALLING: Halling.

01:36:25:08 SHEPPARD: I don't know what that means.

01:36:26:13 SUMNER: It's his name.

01:36:28:19 SHEPPARD: Oh. Halling, it's nice to meet you.

01:36:32:23 HALLING: Are you here to trade?

01:36:35:09 SHEPPARD: Trade. Yes. We're traders.

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01:36:44:25           HALLING: Now, how many times have I told you not to play in the forest after dark? I'm just glad you're safe.

01:37:02:00           HALLING: Teyla will wish to meet with you.

01:37:06:11           HALLING (CONT'D): Come.

01:37:10:10           SUMNER (O/S): Parker, Smitty, you're on gate duty.

01:37:12:24           SUMNER (CONT'D): Dial Atlantis base and let the good doctor know we've made contact with the indigenous people.

01:37:25:10           FORD: Sir, if you don't mind my asking...I noticed you've got a problem with Major Sheppard.

01:37:31:13           SUMNER: My problem, Lieutenant, is with his record. I don't like anybody who doesn't follow the proper chain of command.

01:37:38:25           FORD: Yes, Sir.

01:37:42:05           JINTO: What was that mask you had on?

01:37:44:08           SHEPPARD: It helps you see in the dark. Check it out.

01:37:48:15           JINTO: Whoa.

01:37:49:15           WEX: Let me see. Whoa. Can I have it?

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01:37:53:12 SHEPPARD: No. What's the mask you got on?

01:37:56:17 WEX: This? Wraith.

01:37:59:05 SHEPPARD: Wraith? What's that?

01:38:01:22 WEX: You don't know?

01:38:03:10 JINTO: What world do you come from?

01:38:05:14 WEX: Can we go there?

01:38:07:07 SHEPPARD: I'm afraid not. I come from a galaxy far, far away.

01:38:32:18 HALLING (O/S): It's Halling. I bring men from away.

01:38:35:25 TEYLA: Enter.

01:38:55:00 HALLING: These men wish to trade.

01:38:56:22 SHEPPARD: Oh, it's...it's nice to meet you.

01:39:01:28 TEYLA: I am Teyla Emmagan, daughter of Tagan.

01:39:07:09 SUMNER: Colonel Marshall Sumner Major...

01:39:09:24 SUMNER (CONT'D O/S): Sheppard, Lieutenant...







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01:40:38:17 BATES (O/S): We didn't even know it was there until the sun came up.

01:40:41:29 SUMNER (O/S): Looks more promising than anything else these folks have to offer.

01:40:44:17 SUMNER (CONT'D): Plenty of shelter, nice, little valley. Location, location, location.

01:40:57:15 TORAN: The city of the Ancestors is not safe.

01:40:59:14 SUMNER: We can handle ourselves.

01:41:01:05 TORAN: The Wraith will come.

01:41:02:17 SUMNER: Who are these Wraith?

01:41:07:29 TEYLA: We have never met anyone who did not know.

01:41:10:22 SUMNER: Well, you have now.

01:41:13:06 TEYLA: If the Wraith have never touched your world, you should go back there.

01:41:18:06 SHEPPARD: Oh, we'd like to, but we can't. See, 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.



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01:42:28:15            SHEPPARD: Well, I guess it's just you and me...

01:42:33:03            SHEPPARD (CONT'D): And him.

01:42:37:03            TEYLA: Your leader looks through me as if I were not there.

01:42:40:16            SHEPPARD: Do I?

01:42:46:02            TEYLA: No. You truly cannot return to your world?

01:42:51:02            SHEPPARD: No.

01:42:52:27            TEYLA: Then there is something you should see.

01:43:06:10            SHEPPARD: How much further is this place?

01:43:08:25            TEYLA: Not far.

01:43:19:07            WEIR: Tell me some good news, Rodney.

01:43:20:27            MCKAY: I can't do that.

01:43:21:29            WEIR: The shield has held back the ocean for centuries.

01:43:25:20            MCKAY (O/S): And probably...

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01:43:25:24 MCKAY (CONT'D): would've kept going for years more, but our arrival changed that. Now it's nothing more than a thin shell between the buildings and the water.

01:43:31:13 WEIR: We stopped exploring.

01:43:32:20 MCKAY: The damage was already done. Another section of the city, on the far side, was flooded an hour or so ago.

01:43:36:15 GRODIN: Even occupying this room is draining power.

01:43:38:14 MKCAY: We need to evacuate the moment Colonel Sumner reports back it's safe.

01:43:41:08 WEIR: You're saying we have to abandon the city?

01:43:43:20 (RATTLE)

01:43:46:03 MCKAY (O/S): The sooner we leave...

01:43:48:01 MCKAY (CONT'D): The longer that shield holds.

01:43:57:00 TEYLA: I used to play here as a child. I believe this is where the survivors hid from the Wraith during the last great attack.

01:44:05:14 SHEPPARD: Let me, uh...

01:44:09:27 TEYLA: We mastered fire long ago.







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01:46:44:07           SUMNER (INTO RADIO): Where the hell is he?

01:46:46:08           FORD (V/O OVER RADIO): I think Teyla wanted him to see something.

01:46:48:17           (BLAST)

01:46:50:17           FORD: Defensive positions.

01:46:52:05           FORD (INTO RADIO): Colonel, we have gate activity here.

01:47:06:16           FORD (CONT'D INTO RADIO): Colonel, three bandits headed your way.

01:47:14:21           SUMNER: Take cover!

01:47:16:15           (SCREAMING)

01:47:20:25           SUMNER: Get up.

01:47:31:13           SHEPPARD: What is it?

01:47:33:28           TEYLA: The Wraith.

**END OF ACT FIVE**





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01:51:28:15 GRODIN (O/S): There. Another part of the force field just failed. I don't think we have much time.

01:51:40:10 WEIR: How are we doing? If we can just buy ourselves another day, maybe we could--

01:51:45:00 MCKAY: The city is sacrificing parts of itself in order to maintain these main areas, but catastrophic failure is inevitable.

01:51:52:29 WEIR: Not in my wildest dreams did I hope to find the lost city of the Ancients so completely untouched, so pristine, and we have no choice but to walk away from this?

01:52:01:22 MCKAY: In order to save it.

01:52:02:22 WEIR: To save it for whom?

01:52:04:10 WEIR (CONT'D O/S): We don't have enough power to send a message.

01:52:06:18 WEIR (CONT'D): As far as Earth is concerned, we're just going to be missing,

01:52:09:00 WEIR (CONT'D O/S): presumed lost.

01:52:10:08 MCKAY: We'll be back. We'll find a power source somewhere in Pegasus.

01:52:13:04 WEIR: We have yet to hear from Colonel Sumner. We've got no idea what's out there.



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01:53:20:00 SHEPPARD: What the hell's going on here?

01:53:21:02 WEIR: We were about to abandon the city.

01:53:22:19 SHEPPARD: Going back there is a really bad idea.

01:53:24:16 WEIR: Major Sheppard, the shield is about to fail...

01:53:26:17 WEIR (CONT'D O/S): and the ocean is about to come crashing in on us.

01:53:28:07 WEIR (CONT'D): Do you have a better place for us to go?

01:53:30:00 SHEPPARD: Jinto, you have another address we can gate to?

01:53:31:27 JINTO: Yes, many.

01:53:34:27 WEIR: He's just a boy.

01:53:37:02 JINTO: I am Jinto.

01:53:38:02 SHEPPARD: She's pleased to meet you.

01:53:42:27 MCKAY: The shield is collapsing.

01:53:58:23 GRODIN: I'm dialing an address.

01:54:02:05 WEIR (O/S): No, wait.

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01:54:03:18 MCKAY (O/S): She's right.

01:54:08:15 SHEPPARD: We're moving!

01:55:27:20 FORD: We're on the surface.

01:55:36:17 WEIR: I was hoping for another day. It looks like we just got a whole lot more than  
that. Let's not waste it.

**END OF ACT SIX**

**ACT SEVEN**

01:56:16:16 GRODIN: People, listen up. No one gets to sit down until they clear two pieces of equipment off this deck. Now, let's go.

01:56:24:23 MCKAY: The last Zero-Point Module is depleted, but limited power has returned now that our own generators aren't going to hold back an ocean. Life support systems are working, but the planet's atmosphere is breathable, notwithstanding the inevitable allergens.

01:56:37:13 WEIR: So now could our Naquadah generator supply enough power to the shield for defensive purposes?

01:56:40:23 MCKAY: Not even close.

01:56:42:14 SHEPPARD: On the surface without a shield? We're target practice.

01:56:45:10 MCKAY: I'm acutely aware of that, Major, but thank you for reinforcing it.

01:56:48:05 SHEPPARD: When can you tell me where the Wraith took Colonel Sumner and the others?

01:56:52:12 MCKAY (O/S): Even with the six symbols Lieutenant Ford provided...

01:56:54:13 MCKAY (CONT'D): there are still hundreds of permutations--

01:56:56:15 SHEPPARD: 720.



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01:56:57:19 MCKAY: Yes. I knew that, of course. I'm just surprised you did.

01:57:01:26 SHEPPARD: Take away the coordinates you can't get a lock on, and that's your one, and when you find it, send a MALP.

01:57:10:00 WEIR: Major? A word.

01:57:42:103 SHEPPARD: Let me guess. You're not going to let me rescue my people.

01:57:48:22 WEIR: Major, you don't even know if they're alive.

01:57:51:04 SHEPPARD: You don't leave people in the hands of the enemy, and the fact that we are having this conversation in private lets me know that you know damn well that it's wrong and it will totally undermine your leadership...

01:58:01:21 SHEPPARD (CONT'D O/S): so as ranking military officer--

01:58:03:29 WEIR (INTERUPTING): All right, just shut up and listen to me for a moment, all right?

01:58:08:11 WEIR (CONT'D): Come on, what do we know about the Wraith? One of the few things we do know is that they are the enemy that defeated the Ancients.

01:58:16:11 WEIR (CONT'D O/S): When we first...

01:58:17:11 WEIR (CONT'D): began to use the stargate we found on Earth, we got ourselves...

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01:58:19:27 WEIR (CONT'D O/S): into serious trouble. Why?

01:58:21:03 SHEPPARD: I don't need a history lesson.

01:58:22:03 WEIR (O/S): Because the people in charge...

01:58:23:06 WEIR (CONT'D): didn't consider the ramifications before they reacted.

01:58:25:09 SHEPPARD: They took our people. How am I supposed to react?

01:58:28:03 WEIR: And we're defenseless. You said so yourself.

01:58:30:07 WEIR (CONT'D O/S): How do you know going off...

01:58:31:29 WEIR (CONT'D): on some half-assed rescue mission isn't going to bring them all  
right back here to our doorstep?

01:58:36:14 SHEPPARD: Maybe it will...but it's the right thing to do. Why? Because it is.

01:58:42:24 WEIR: John--

01:58:43:20 SHEPPARD (O/S): If we're not going to do this...

01:58:44:19 SHEPPARD (CONT'D): and I mean right now, let's just turn tail and pack up,  
because they're coming.

01:58:48:13 WEIR: You don't know that.

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01:58:49:13 SHEPPARD (O/S): Our people...

01:58:50:11 SHEPPARD (CONT'D): are in the hands of the enemy, Doctor. Do you know what that means?

01:58:54:16 SHEPPARD (CONT'D): It is just a matter of time before the Wraith figure out that this is the base of our operation.

01:58:58:28 WEIR: I just need more information. I mean, who knows? Maybe we could negotiate a peaceful--

01:59:04:10 SHEPPARD: Peaceful? Are you kidding?

01:59:06:01 SHEPPARD (CONT'D O/S): We weren't there for more than a few hours...

01:59:07:21 SHEPPARD (CONT'D): before they showed up.

01:59:09:29 WEIR: Is it possible they came because of you?

01:59:13:29 WEIR (CONT'D O/S): And that one of these people...

01:59:15:03 WEIR (CONT'D): you brought back here with you tipped them off?

01:59:17:00 SHEPPARD: It's possible.

01:59:18:09 WEIR: See, that is exactly the kind of snap...

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01:59:19:23 WEIR (CONT'D O/S): decision I'm referring to.

01:59:21:26 SHEPPARD: They're not all bad people...

01:59:26:05 SHEPPARD (CONT'D): and you know, if we're going to stick around here, we  
need friends.

01:59:35:06 WEIR: Okay, I see your point. Now, you see mine.

01:59:42:03 WEIR (CONT'D): I will not authorize a rescue mission unless I am sure there's at  
least a remote chance of success.

01:59:49:10 WEIR (CONT'D O/S): I'm not sending more good people...

01:59:50:25 WEIR (CONT'D): including you, to their deaths.

01:59:54:01 SHEPPARD: Okay.

02:00:11:26 TORAN (O/S): Are you all right?

02:00:13:20 TEYLA: Where are we?

02:00:16:01 SUMNER: Any idea what to expect?

02:00:20:20 TEYLA: No.

02:00:21:20 SUMNER (O/S): Your friend was the one who said the Wraith would come...

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02:00:23:01           SUMNER (CONT'D): if we went down into the ruins.

02:00:25:23           HALLING: Perhaps you should have heeded his warning.

02:00:27:15           SUMNER: How do I know he's not the one who told them?

02:00:33:00           (FEETSTEPS APPROACHING)

02:00:34:10           HALLING: Someone comes.

02:00:51:21           SUMNER: I'm Colonel Marshall Sum--

02:01:07:26           TORAN: No, please...

02:01:12:28           TEYLA: Take me in his place.

02:01:14:08           SUMNER: No, take me. We're the ones you're after, right?

02:01:21:10           SUMNER (CONT'D): I'm their leader.

02:01:35:23           TEYLA: They have no need to explain themselves.

02:01:39:10           SUMNER: Yeah, I got that.

02:01:43:00           TECHNICIAN (O/S): We're receiving visual telemetry.

02:01:44:26           WEIR: I can't see anything.

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02:01:46:20 MCKAY: No atmospheric readings at all.

02:01:50:11 SHEPPARD: Hey, what was that?

02:01:51:25 MCKAY: Rotate the camera.

02:02:00:25 MCKAY: Well, there goes that MALP.

02:02:02:15 SHEPPARD: It's in space.

02:02:04:12 MCKAY: It's in high orbit around a planet on the far side of the galaxy.

02:02:06:18 WEIR: Are you sure this is the right address?

02:02:08:12 MCKAY: It's the only one we could get a lock on.

02:02:13:25 WEIR: Very well. Shut it down. I'm sorry.

02:02:21:14 MCKAY: Come with me, Major.

02:02:55:03 MCKAY: You think you can fly it?

02:02:58:23 SHEPPARD: What do you say we find out?

02:03:15:10 WEIR: Dr. Beckett, what was it you wanted me to see?

02:03:26:12 BECKETT (O/S): These cells have none of the normal...







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02:05:25:16 SHEPPARD (CONT'D): You don't get to name anything, ever. Flight, this is...Puddle Jumper. We're go to launch.

02:05:34:18 MCKAY: This is Flight. I thought we were going with Gateship.

02:05:37:09 SHEPPARD (V/O OVER RADIO): Negative, Flight.

02:05:38:19 MCKAY: Stand by. It's a ship that goes through the gate. Uh...fine.

02:05:44:04 MCKAY (CONT'D V/O OVER RADIO): Puddle Jumper, you are clear for launch.

02:05:46:25 SHEPPARD: Dial it up, Lieutenant.

02:06:23:06 WEIR: Be safe.

02:06:31:03 SHEPPARD: Wow. This is cool.

02:06:34:27 FORD: It looks like you've got the hang of it.

02:06:36:22 SHEPPARD: I tell you what, Lieutenant. I know a lot of fighter pilots who'd kill to fly this thing. It's like it reads your mind.

02:06:47:27 FORD: Did you do that?

02:06:48:20 SHEPPARD: I was just wondering where we go from here.

02:06:52:02 FORD: I'll take that as a yes. So how do we find them once we land?

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02:06:56:06 SHEPPARD: Well, I've been thinking about that too.

02:07:09:00 SHEPPARD (CONT'D): Now I'm thinking about a nice turkey sandwich.

02:07:16:12 FORD: Worth a try.

**END OF ACT SEVEN**



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02:10:59:24           TEYLA (O/S): Major?

02:11:00:25           SHEPPARD: Shh. Are you all right?

02:11:04:29           TEYLA: How did you find us?

02:11:05:29           HALLING: Is my son alive?

02:11:07:11           SHEPPARD: He's well and waiting for you.

02:11:10:08           SHEPPARD (CONT'D): Where's Colonel Sumner?

02:11:11:14           BATES: He was taken by the Wraith.

02:11:13:09           TEYLA: We don't know where.

02:11:14:20           SHEPPARD: Well, how about when?

02:11:16:00           TEYLA: Not long.

02:11:17:04           SHEPPARD: I knew something had to go wrong.

02:11:19:24           STACKHOUSE (V/O OVER RADIO): This is Stackhouse. Go ahead, Sir.

02:11:21:28           SHEPPARD: How about a diversion in a little bit?

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02:11:23:09 SHEPPARD (CONT'D V/O OVER RADIO): You're going to need to make some noise out there.

02:11:25:21 STACKHOUSE: Yes, Sir.

02:11:28:24 SHEPPARD: Rig up enough C4 to blow a hole and get these people out of here on my signal, all right? I can find the Colonel with this. There aren't that many Wraith around. I should be able to do this. If I'm not back in 20 minutes, blow the cells and get out.

02:11:41:24 FORD: You're the only one...

02:11:42:24 FORD (CONT'D O/S): who can fly these people out of here.

02:11:44:02 SHEPPARD: Yeah, I'm going to fly us all out of here, including the Colonel.

02:11:46:20 FORD: I'm saying I should be the one to go, Sir.

02:11:48:14 SHEPPARD (O/S): 20 minutes...

02:11:49:28 SHEPPARD (CONT'D): I'll find him.

02:11:56:03 FEMALE WRAITH: What do you call yourself?

02:11:59:25 SUMNER: Colonel Marshall Sumner, United States Marine Corps.

02:12:06:07 FEMALE WRAITH: So little fear. Is it valor...or ignorance?

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02:12:16:20 SUMNER: We travel through the stargate as peaceful explorers.

02:12:19:21 FEMALE WRAITH: You must eat, yet you resist your hunger. Why?

02:12:24:06 SUMNER: Why have you taken my people prisoner?

02:12:26:05 FEMALE WRAITH: You trespassed upon our feeding ground.

02:12:34:00 SUMNER: Feeding ground?

02:12:36:20 FEMALE WRAITH: All living things must eat.

02:12:39:05 FEMALE WRAITH (CONT'D O/S): In this, I am sure we are similar.

02:12:42:18 FEMALE WRAITH (CONT'D): You feel hunger even now. I can sense it. Yet you resist. Why?

02:12:53:12 SUMNER: Why do you care?

02:12:57:08 FEMALE WRAITH: Hunger...is distasteful.

02:13:07:00 SUMNER: It looks to me like the food didn't agree with him.

02:13:10:05 FEMALE WRAITH (O/S): There, we are quite dissimilar, Colonel Sumner.

02:13:13:10 FEMALE WRAITH (CONT'D): We don't require...our food to agree with us.

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02:13:36:09 FEMALE WRAITH: What do you call your world?

02:13:44:00 FEMALE WRAITH (CONT'D O/S): What do you call your world? What...do you  
call...

02:13:49:15 FEMALE WRAITH (CONT'D): your world?

02:13:53:12 SUMNER: Earth.

02:13:55:27 FEMALE WRAITH: It is not among our stars.

02:14:01:06 SUMNER: No.

02:14:02:09 FEMALE WRAITH: Tell me of Earth.

02:14:05:20 FEMALE WRAITH (CONT'D O/S): How many more...

02:14:06:22 FEMALE WRAITH (CONT'D): are there of your kind?

02:14:11:00 FEMALE WRAITH (CONT'D O/S): Thousands? Millions?

02:14:17:00 FEMALE WRAITH (CONT'D): More.

02:14:22:04 FEMALE WRAITH (CONT'D): Our feeding ground has not been so rich in 10,000  
years.

02:14:50:25 FEMALE WRAITH: Your will is strong. This one... begged for its life.

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02:14:59:01           SUMNER: Is that the kind of treatment I can expect for myself and my people?

02:15:04:06           FEMALE WRAITH: As I've said, all living things must eat.

02:15:08:18           SUMNER: Then we're done talking.

02:15:11:16           FEMALE WRAITH (O/S): I think not.

02:15:15:01           FEMALE WRAITH (CONT'D): Kneel.

02:15:22:05           FEMALE WRAITH (CONT'D O/S): Kneel...

02:15:28:25           FEMALE WRAITH (CONT'D): I have not tasted...

02:15:29:29           FEMALE WRAITH (CONT'D O/S): such strength in so long.

02:15:38:19           SUMNER: Go to hell.

02:15:41:01           FEMALE WRAITH: Earth first.

02:15:44:29           (SUMNER SCREAMING)

02:15:48:21           FEMALE WRAITH (O/S): How many years...

02:15:50:11           FEMALE WRAITH (CONT'D): must I take from you before you tell us what I wish  
to know?



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02:15:57:02 FEMALE WRAITH (CONT'D): Or shall I take them all?

02:16:03:06 (SUMNER SCREAMING O/S)

02:16:10:10 FEMALE WRAITH: Where is this new feeding ground?

02:16:13:21 SUMNER: I won't.

02:16:41:14 (GUNSHOTS)

02:16:53:01 (GUNSHOTS)

02:17:11:01 (GUNSHOT)

02:17:23:25 FEMALE WRAITH: Bring him.

**END OF ACT EIGHT**

**STARGATE ATLANTIS - "RISING" - Episode #101/102****ACT NINE**

02:17:50:23 SHEPPARD: How's the hand feeling?

02:17:58:10 FEMALE WRAITH (O/S): Much better.

02:18:00:18 SHEPPARD: I'm sorry to hear that.

02:18:11:18 FEMALE WRAITH: How did this come to you?

02:18:14:00 SHEPPARD: I don't remember.

02:18:90:00 (GUNSHOTS)

02:18:22:29 SHEPPARD: Light it up.

02:18:27:07 (FEMALE WRAITH SCREAMING)

02:18:33:00 BATES: Cover!

02:18:47:10 SHEPPARD: That has to kill you.

02:18:59:04 SHEPPARD: How'd you find me?

02:19:00:14 FORD: Tread marks. Standard issue. Sir, let's go.

02:19:05:05 FEMALE WRAITH (O/S): You don't know what you have done.

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02:19:08:06 FEMALE WRAITH (CONT'D): We are merely the caretakers for those that sleep.  
When I die, the others will awaken.

02:19:21:26 FEMALE WRAITH (CONT'D): All of them.

02:19:32:25 FORD (O/S): What's she talking about? How many are left?

02:19:51:02 FORD (CONT'D): Sir, we need to leave.

02:19:53:14 SHEPPARD (INTO RADIO): Base, we're on the go.

02:19:55:01 STACKHOUSE (V/O OVER RADIO): So are we. Colonel Sumner?

02:19:56:24 SHEPPARD (INTO RADIO): Negative.

02:20:02:05 MCKAY (O/S): Dr. Weir.

02:20:05:25 MCKAY (CONT'D): We're getting reports in from all over the city. There's some  
pretty interesting stuff. We've only been able to provide power to certain  
sections, but even then, the things that are coming up are just...

02:20:18:26 WEIR: I should never have let them go.

02:20:23:00 MCKAY: For what it's worth, you made the right decision. Give them time.

02:20:37:26 STACKHOUSE (INTO RADIO): Major, the Jumper is secure for the moment...

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02:20:40:10           STACKHOUSE (O/S INTO RADIO): but we have a big problem.

02:20:42:09           SHEPPARD: Lieutenant, take our six. I'm going to take them back to the Jumper.

02:20:46:20           FORD: I'll be right behind you.

02:21:10:25           TEYLA: There's nothing there.

02:21:12:07           FORD: I'm sure I saw something.

02:21:13:18           TEYLA (O/S): Only what the Wraith wish you to see.

02:21:14:22           TEYLA (CONT'D): Firing your weapon will reveal our position. Come on.

02:21:25:01           SHEPPARD: Get in!

02:21:57:16           FORD: Thank you, Sir.

02:21:59:04           SHEPPARD: Let's try not to make a habit of this.

02:22:14:27           STACKHOUSE: We have incoming!

02:22:19:15           SHEPPARD: Okay...now what am I thinking?

02:22:31:00           SHEPPARD: Everybody okay back there?

02:22:33:04           TEYLA: We are well enough.

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02:22:40:26            FORD: I hope that was the hard part.

02:22:49:13            SHEPPARD: Crap.

02:22:51:23            SHEPPARD (CONT'D): I don't think we've gotten to the hard part yet.

**END OF ACT NINE**



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02:24:47:09 SHEPPARD (CONT'D): your code on the next pass.

02:24:50:22 FORD: What's the range on these things?

02:24:51:27 WEIR: Do we have an identification code?

02:24:58:21 MCKAY: Nothing yet.

02:25:04:20 SHEPPARD: Enter your code. Hang on.

02:25:10:00 MCKAY: I'm reading Lieutenant Ford's IDC.

02:25:11:11 WEIR: Let them in.

02:25:35:00 WEIR (O/S): Give them a few more seconds!

02:25:38:14 FORD: We're going too fast.

02:25:40:15 SHEPPARD: I know.

02:25:52:14 WEIR: Re-activate the shield.

02:26:12:25 SHEPPARD: Ladies and gentlemen, welcome to Atlantis.

02:26:15:07 SHEPPARD (CONT'D O/S): Please remain seated till the Puddle Jumper's...

02:26:17:26 SHEPPARD (CONT'D): come to a full and complete stop.





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02:28:10:14           TEYLA (CONT'D): You have earned both my friendship and that of my people.

02:28:18:06           TEYLA (CONT'D): With our help, you will make many more friends.

02:28:24:17           BECKETT: How come I never make friends like that?

02:28:27:08           MCKAY: You need to get out more.

02:28:29:20           BECKETT: We're in another galaxy. How much more out can you get?

02:28:34:10           MCKAY: Is there lemon in this?

02:28:40:20           WEIR: One more thing, Major, something I'd like you to sleep on. I have a few...

02:28:45:02           WEIR (CONT'D O/S): thoughts on it myself.

02:28:46:02           SHEPPARD: Thoughts about what?

02:28:47:02           WEIR: Who the members of your team might be.

02:28:51:15           SHEPPARD: My team?

02:28:52:23           WEIR: Well, you are the ranking military officer now--

02:28:55:06           WEIR (CONT'D O/S): or do you need to be reminded of that?

02:29:01:03           WEIR (CONT'D): We need to get back out there, do what we came to do.

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02:29:08:05

SHEPPARD: You realize that could get us into all sorts of...trouble, right?

**END OF ACT TEN****FADE TO BLACK****END OF EPISODE**