

**STARGATE ATLANTIS**  
**"HIDE AND SEEK"**  
**EPISODE #104**  
**DIALOGUE CONTINUITY SCRIPT**

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**STARGATE ATLANTIS -- "HIDE AND SEEK" – Episode #104**

TIMECODE            DIALOGUE

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

**TEASER**

01:00:06:19            MCKAY: Have you got your eye on anyone?

01:00:08:14            BECKETT (O/S): Hmm...not really.

01:00:11:16            MCKAY: Actually, I was talking to the mouse, but now that you mention it, some of those Athosian women are pretty hot, and we did just save them from the Wraith, so we've got to trade on that while you can, you know, before they discover we're not actually that cool.

01:00:21:13            BECKETT: Sit down. I'm ready.

01:00:28:25            BECKETT (CONT'D): I'm surprised you're so eager to volunteer for this, Rodney.

01:00:31:13            MCKAY: Well, you know me, always eager to help.

01:00:33:01            BECKETT: All right. So do you have any questions about the process? I mean, you are a scientist.

01:00:39:07            MCKAY: Uh, yeah. I'm sorry, medicine is as much of a science as is, oh, I don't know, voodoo. All I need to know is that will enable me to use Ancient technology like Major Sheppard, or yourself.

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01:00:51:00 BECKETT: Yes, hopefully. You are the first human trial.

01:00:54:02 MCKAY: But why now? I mean, if it's possible, we knew we'd need as many  
people with the gene as we could get.

01:00:59:10 BECKETT: Well, actually, without proper FDA approval, it's virtually impossible on  
Earth...

01:01:03:20 BECKETT (CONT'D): Let's just say it's legal here in the Pegasus Galaxy.

01:01:07:18 MCKAY: And completely safe.

01:01:09:00 BECKETT: As far as experimental gene therapy goes.

01:01:12:24 BECKETT (CONT'D): I am manipulating your DNA. Can we go?

01:01:15:03 MCKAY: Maybe you should tell me more.

01:01:17:25 BECKETT: We believe A.T.A., or Ancient Technology Activation, is caused by a  
single gene that's always on, instructing various cells in the body to  
produce a series of proteins...

01:01:26:10 BECKETT (CONT'D O/S): and enzymes that interact with the skin...

01:01:29:07 BECKETT (CONT'D): the nervous system, and the brain. In this case, we're using  
a mouse retrovirus...



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01:02:07:12 GRODIN: It seems some Ancient technology requires the user to have the gene.  
Other things merely require initialization. Once activated, like the control room, anyone can push the buttons to make them work.

01:02:16:15 JINTO: Good morning, Dr. Weir.

01:02:17:22 WEIR: Morning. Careful. I think we need to designate some recreational areas...

01:02:22:27 GRODIN: Yes.

01:02:24:06 WEIR: And we certainly need to clear the hallway and get everything put away as soon as possible, and can we lose the 10,000-year-old dead plants?

01:02:31:05 GRODIN: Of course. We're still in the process of making sure everyone's been assigned living quarters. Major Sheppard seems to be taking his time okaying enough space.

01:02:37:27 WEIR: Well, the safety and security of this expedition are his--

01:02:39:29 MCKAY (O/S): Okay, I'm ready.

01:02:43:24 WEIR: Oh, my God.

01:02:45:10 SHEPPARD: Did you see that?

01:02:46:16 WEIR: Yes. What the...

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01:02:48:17 MCKAY: I'm fine.

01:02:55:00 MCKAY (CONT'D): Look, Beckett's gene therapy worked. I was able to activate this. It's a personal shield, acts like a protective skin, and it must have inertial dampening properties, too, because I didn't feel a thing. Watch this. Hit me.

01:03:05:23 GRODIN: Ow! God.

01:03:09:07 MCKAY: You didn't have to swing so hard...

01:03:10:24 MCKAY (CONT'D O/S): and notice that he didn't...

01:03:12:09 MCKAY (CONT'D): even hesitate?

01:03:13:11 WEIR: I'm still trying to understand how you thought it was a good idea to test this device by having someone throw you off a balcony.

01:03:18:21 MCKAY: Oh, believe me, that's not the first thing we've tried.

01:03:21:20 SHEPPARD: I shot him...

01:03:24:03 SHEPPARD (CONT'D): in the leg.

01:03:27:29 MCKAY: I'm invulnerable.

01:03:28:13 WEIR: Aren't you the one who's always spouting off about...

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01:03:30:13 WEIR (CONT'D O/S): how proper and careful scientific procedure must be adhered to?

01:03:34:05 MCKAY: Invulnerable.

01:03:35:06 WEIR: All right, take it off. Let's go have this meeting.

01:03:38:13 MCKAY: You're just jealous.

01:03:39:16 WEIR: Oh, yes, green with envy.

01:03:44:03 MCKAY: This could be a problem.

01:03:47:24 MCKAY (CONT'D): I can't get at it.

01:03:57:20 SHEPPARD: Just checking.

**END OF TEASER**

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01:05:23:18 GRODIN: I'm thinking "Mr. Invincible."

01:05:25:10 BECKETT: "Captain Untouchable."

01:05:27:01 GRODIN: Ooh, that's good.

01:05:28:05 MCKAY: Are you guys done?

01:05:29:22 BECKETT: I've been working on this gene therapy for months.

01:05:32:07 BECKETT (CONT'D O/S): Forgive me for wanting to celebrate the fact that it  
worked

01:05:35:02 BECKETT (CONT'D): on the first human trial.

01:05:36:18 MCKAY: Oh, let's all have a toast.

01:05:42:02 GRODIN: Um...just a thought here, but have you tried eating or drinking anything  
since you put that on?

01:06:05:05 MCKAY: That's great.

01:06:08:00 BECKETT: This may be more serious than I suspected.

01:06:10:08 MCKAY (O/S): Well, thank you. I'm hungry already. What am I going to do?

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01:06:12:15 MCKAY (CONT'D): If I don't get this stupid thing off, I'll be dead by the end of the day.

01:06:14:17 BECKETT: Relax, you can live three or four days without water.

01:06:16:29 MCKAY: Yeah, I'm talking about food.

01:06:18:02 BECKETT: You found some Ancient text with the device. What did it say about taking it off?

01:06:21:12 MCKAY: Oh, yeah, there were some explicit instructions, which I chose to completely ignore.

01:06:24:04 GRODIN: Well, some Ancient technology uses a mental component for operation.

01:06:27:23 MCKAY: Shut up. I'm thinking.

01:06:34:10 GRODIN: Is there any chance that the gene therapy isn't permanent?

01:06:37:28 BECKETT: It's possible.

01:06:38:28 MCKAY: I'm a dead man.

01:06:41:09 SHEPPARD: We can probably maintain security in this area with the limited number of personnel we have.

01:06:45:19 TEYLA: My people can help.

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01:06:47:04 WEIR: Thank you, Teyla.

01:06:48:09 WEIR (CONT'D O/S): For the time being, we'll find other ways...

01:06:49:23 WEIR (CONT'D): that the Athosians can contribute.

01:06:51:10 TEYLA: Do you not trust us?

01:06:53:08 SHEPPARD (O/S): It's not that, it's just that we...

01:06:55:05 SHEPPARD (CONT'D): we need to train your people and our weapons and  
tactics.

01:06:58:17 TEYLA: You invited me to be a member of your team.

01:07:01:05 SHEPPARD: And we value your knowledge and expertise.

01:07:03:11 WEIR: As we value all the Athosians.

01:07:05:19 WEIR (CONT'D O/S): For now, there should be more than enough...

01:07:07:21 WEIR (CONT'D): living space for everyone within the designated area.

01:07:10:22 TEYLA: We have always lived in the shadow of the Wraith...

01:07:12:19 TEYLA (CONT'D O/S): but my people have never been in a place such as this.



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01:07:54:16           BECKETT: Dr. Weir.

01:07:56:08           WEIR: So Grodin's got a team going through the Ancient research material that accompanied the shield device, but McKay's been through it, and he didn't find anything helpful, and he is the smartest guy here.

01:08:05:24           BECKETT: So he likes to tell us. Listen, I feel terrible. It's possible this was a result of artificially imposing the gene.

01:08:14:07           WEIR: Well, I have another theory. We know that there is a mental component to using Ancient technology.

01:08:20:17           BECKETT: You don't have to remind me. I experienced it firsthand with that drone weapon back on Earth.

01:08:25:03           WEIR: Exactly, so don't you think it stands to reason that McKay should be able to shut this thing off with his mind?

01:08:30:23           BECKETT: Are you suggesting he doesn't want to shut it off?

01:08:33:08           WEIR: We may be settling in here, but this place is still pretty intimidating. I mean, a giant abandoned city full of things way beyond our level of understanding, impending threat of attack from the Wraith...

01:08:44:14           BECKETT: No question, it gets bloody creepy here at night.

01:08:47:14           WEIR: So I'm not saying it's conscious, but perhaps subconsciously...



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01:09:40:09 WEIR (CONT'D): If they're going to attack, which we must consider a very real threat, we simply cannot let them gain control...

01:09:45:16 WEIR (CONT'D O/S): of this complex.

01:09:46:19 GRODIN (O/S): If both codes...

01:09:47:19 GRODIN (CONT'D O/S): are properly entered, the Naquadah generator will overload. It will take 30 seconds.

01:09:51:11 FORD: You're sure it will do enough damage?

01:09:53:06 MCKAY: Ever seen a 20-kiloton nuclear explosion?

01:09:55:11 SHEPPARD: I have.

01:09:59:00 SHEPPARD (CONT'D): Not up close. Look, I think we should tell Teyla what's going on here.

01:10:03:10 WEIR: At this moment, we still don't know if it was one of the Athosians who tipped off your arrival...

01:10:06:23 WEIR (CONT'D O/S): to their planet.

01:10:08:06 SHEPPARD: I trust Teyla.

01:10:09:10 WEIR: So do I, but Teyla trusts her people. If we tell her, she'll want to...

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01:10:13:21 WEIR (CONT'D O/S): tell them, and I need more time...

01:10:15:19 WEIR (CONT'D): to get to know them.

01:10:23:20 SHEPPARD: Well, they thought he was finally dead...

01:10:27:00 SHEPPARD (CONT'D O/S): but when they turned their backs to go...

01:10:30:09 SHEPPARD (CONT'D): his cold dead eyes opened...

01:10:31:24 SHEPPARD (CONT'D O/S): beneath his hockey mask...

01:10:33:04 SHEPPARD (CONT'D): and he rose up with his giant bloody knife--

01:10:35:08 JINTO: What's a hockey mask?

01:10:39:12 SHEPPARD: Hockey's a game. The guys skate around...

01:10:42:13 SHEPPARD (CONT'D O/S): on the ice and try to put a puck into the net?

01:10:48:25 SHEPPARD (CONT'D): The goalies wear masks. It's really...

01:10:54:27 SHEPPARD (CONT'D): scary.

01:10:57:19 JINTO (O/S): Tell us more of this game.

01:10:58:23 WEX: Can we play it?

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01:11:00:00 SHEPPARD (O/S): Actually...

01:11:01:00 SHEPPARD (CONT'D): I don't really see the attraction. Now, football...

01:11:03:27 SHEPPARD (CONT'D O/S): football's a real...

01:11:04:27 SHEPPARD (CONT'D): man's sport, but we'll save that for another time.

01:11:07:23 HALLING: Yes, it's time for bed.

01:11:09:11 (KIDS GROANING)

01:11:10:22 SHEPPARD: Now, remember, tomorrow night, kids, another tale called  
"Nightmare on Elm Street."

01:11:17:13 TEYLA: All right, children, let's go.

01:11:25:16 HALLING: Thank you, Major.

01:11:27:17 SHEPPARD: I hope I didn't scare them too much.

01:11:30:20 HALLING: I don't think so.

01:11:32:26 SHEPPARD: Good.

01:11:39:10 TEYLA: Good night. Good night.

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01:11:42:12            SHEPPARD: Uh, listen, Teyla...don't tell McKay what I said about the hockey not being a real man's sport, because it's a Canadian thing. They're a little touchy about it.

01:11:52:21            TEYLA: I am interested in hearing more about this football that you say you love so much.

01:11:58:00            SHEPPARD: I can do one better. Come here.

01:12:04:22            JINTO: Father, do you think we are safe here from the Wraith?

01:12:12:15            HALLING: I think there's nothing certain in life...except my love for you.

01:12:23:13            JINTO (O/S): Do you miss the wind?

01:12:24:28            HALLING: Yes, but if you're very quiet, you can hear the ocean.

01:12:31:25            JINTO: Do you think the ghosts of the Ancestors still live here?

01:12:34:04            HALLING: Jinto! Go to sleep.

01:12:44:16            MCKAY: Funny.

01:12:45:19            SHEPPARD (O/S): Oh, here it comes.

01:12:46:19            SHEPPARD (CONT'D): Watch this.

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01:12:48:08 ANNOUNCER (V/O): Flutie is back. Fours seconds, three seconds, two seconds,  
one...

01:12:53:28 ANNOUNCER (V/O CONT'D): Flutie throws. This game is over.

01:12:55:28 ANNOUNCER (V/O CONT'D): Hail Mary, it is caught!

01:12:58:17 SHEPPARD: Oh! That is beautiful. Can you believe that?

01:13:02:02 TEYLA: Should I not?

01:13:03:29 SHEPPARD: Well, the defense didn't cover the receiver...

01:13:05:15 SHEPPARD (CONT'D O/S): because he didn't think the quarterback could throw  
that far.

01:13:08:29 TEYLA: They seem very happy.

01:13:11:02 SHEPPARD: Well, they just won one of the best games of all times against all  
odds.

01:13:14:07 FORD: Flutie won the Heisman that year. And then went on to play in Canada.

01:13:17:02 TEYLA: He played hockey, too?

01:13:20:04 WEIR: Hey, what are you guys doing?

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01:13:21:25            SHEPPARD (O/S): I'm teaching Teyla...

01:13:23:16            SHEPPARD (CONT'D): how football is the corner stone of western civilization.

01:13:26:22            WEIR: And you didn't invite me?

01:13:28:17            SHEPPARD: What, you like football?

01:13:29:16            WEIR: No, not really.

01:13:31:07            SHEPPARD (O/S): Oh, come on...

01:13:32:07            SHEPPARD (CONT'D): it's real, it's unpredictable, it's full of passion...

01:13:35:01            SHEPPARD (CONT'D O/S): and...beer, hot dogs...

01:13:37:19            MCKAY: Cheerleaders.

01:13:38:19            WEIR (O/S): I just can't understand.

01:13:39:20            WEIR (CONT'D): You're allowed one personal item, and you chose this.

01:13:43:16            SHEPPARD: It's a metaphor.

01:13:44:22            SHEPPARD (CONT'D O/S): Don't you see?

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01:13:46:21 SHEPPARD (CONT'D) This entire expedition is the biggest Hail Mary in human history.

01:13:50:24 TEYLA: What's a Hail Mary?

01:13:52:27 SHEPPARD: It's a play that you just saw. It's named after a prayer.

01:13:57:06 SHEPPARD (CONT'D O/S): See, there's this woman, and her name is Mary, and she...

01:14:01:24 SHEPPARD (CONT'D): Did I mention how much I like Ferris wheels?

01:14:16:28 JINTO: Psst.

01:14:21:07 WEX: Your turn to be the Wraith.

01:14:23:06 JINTO: You can be the Wraith. I get to be Major Sheppard.

01:14:27:08 WEX: Oh...

01:14:33:15 JINTO: One, two, three, four, five, six...

01:14:54:09 JINTO: Wex?

01:15:25:21 WEX: Jinto?

01:15:39:05 (KNOCKING)

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01:15:40:24 HALLING (O/S): Major? Major.

01:15:46:13 HALLING (CONT'D): Jinto's missing. I can't find him.

01:15:48:19 HALLING (CONT'D O/S): I told him to be careful.

01:15:49:23 HALLING (CONT'D): Anything he touches could be dangerous.

01:15:51:26 WEX (O/S): What if there are monsters...

01:15:53:14 WEX (CONT'D): here?

01:15:54:14 SHEPPARD: We'll find him.

**END OF ACT ONE**



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01:16:47:18 MCKAY (O/S): And for all we know, there could be shielded areas...

01:16:48:22 MCKAY (CONT'D): or malfunctioning sensors. We are getting a pretty strange energy reading...

01:16:52:12 MCKAY (CONT'D O/S): in one of the unexplored areas across the city.

01:16:54:20 WEIR: Activate the communication system.

01:16:58:02 MCKAY: Done.

01:16:59:27 WEIR: Jinto, this is Dr. Weir.

01:17:02:25 WEIR (CONT'D V/O): If you can hear me, please respond. Jinto?

01:17:11:20 WEIR (CONT'D): If you're lost, if you can't--

01:17:16:00 GRODIN: We've lost power.

01:17:16:27 MCKAY: We've still got lights.

01:17:23:19 GRODIN: I don't know why that happened.

01:17:25:09 (STARGATE ACTIVATING)

01:17:30:29 GRODIN: That wasn't me.

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01:17:36:19 (STARGATE SHUTTING DOWN)

01:17:39:19 (STARGATE DIALING)

01:17:43:11 WEIR: Shut it down now.

01:17:46:22 (STARGATE SHUTTING DOWN)

01:17:48:29 WEIR: What the hell is going on?

01:17:50:07 MCKAY: I don't know.

01:17:51:07 GRODIN: Nothing like this has happened before.

01:17:52:08 MCKAY: We've only been here for a couple of days.

01:17:55:12 MCKAY (CONT'D): This stuff is pretty old. It's that, or there really are ghosts.

01:18:13:06 SHEPPARD (INTO RADIO): Control room, this is Sheppard. The lights just went  
out.

01:18:15:15 WEIR (INTO RADIO): Major, we're experiencing some technical malfunctions.

01:18:27:01 MCKAY: It could have something to do with the interfaces between our Naquadah  
generators and the city. Well, that, or the way we isolated certain  
systems could cause erroneous operations in the Ancient programming.

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01:18:34:05 GRODIN: I'll run a diagnostic on the power flow.

01:18:36:15 WEIR: I wouldn't have thought you believed in ghosts.

01:18:39:15 MCKAY: I never used to, then I learned about things called "Wraiths" that can  
suck the life out of you with their hands. What the hell is that?

01:18:45:26 TEYLA: Dr. Weir.

01:18:48:10 WEIR: Teyla, I'll be right there. Do what you can.

01:18:51:10 MCKAY: Thanks.

01:18:56:15 TEYLA: Dr. Weir...

01:18:57:15 TEYLA (CONT'D O/S): this is Marta.

01:19:00:19 WEIR: Pleased to meet you.

01:19:03:14 TEYLA: It's all right. Tell her what you saw.

01:19:07:11 MARTA: A shadow.

01:19:10:10 TEYLA (O/S): The Wraith project them...

01:19:11:16 TEYLA (CONT'D): make you see things that aren't there.

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01:19:14:28 WEIR: Are you sure?

01:19:19:04 TEYLA: And yet, I sense no Wraith here.

01:19:20:29 WEIR: Teyla, have you ever been wrong about that?

01:19:24:24 WEIR (INTO RADIO): Major Sheppard, this is Weir.

01:19:27:17 WEIR (V/O OVER RADIO): One of the Athosians is claiming to have seen what she's calling a shadow.

01:19:33:20 MARTA: She does not believe me?

01:19:38:02 WEIR (INTO RADIO): Teyla says that she senses no Wraith here, but I'm still concerned.

01:19:41:26 SHEPPARD (INTO RADIO): All right, all teams fall back to the gate room and wait for further instructions.

01:19:45:22 HALLING: We can't stop searching.

01:19:47:01 SHEPPARD: If there is a threat here, we need to establish a proper perimeter.

01:20:04:15 SHEPPARD: I've secured access to all the control towers and living quarters.

01:20:07:25 WEIR: Two more Athosians reported seeing the shadows.



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01:20:47:24 HALLING (CONT'D V/O OVER RADIO): So if you are lost...or hurt, stay where  
you are...

01:20:52:18 HALLING (CONT'D O/S INTO RADIO): make some noise if you can. We will find  
you.

01:21:05:20 HALLING (CONT'D): *Pereh lumi...*

01:21:06:21 HALLING (CONT'D O/S): *et tempo ateri. ??*

01:21:09:27 SHEPPARD: What is that, Latin?

01:21:11:00 WEIR: It's Ancient.

01:21:12:01 WEIR (CONT'D O/S): "Fathers of light...

01:21:13:20 WEIR (CONT'D): of the everlasting temple"?

01:21:15:04 TEYLA: It is a prayer to the Ancestors.

01:21:17:29 HALLING: If you are angry that we have unrightfully inhabited your great city, we  
humbly apologize.

01:21:24:13 HALLING (CONT'D O/S): We mean no harm.

01:21:28:06 HALLING (CONT'D): We will leave if it is your wish...but I will not go without my  
son.



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01:23:50:28           SHEPPARD: It didn't look like the phantoms the Wraith make you see, but I can see how the Athosians would be confused.

01:23:55:10           WEIR: What did it look like?

01:23:56:19           SHEPPARD: It looked like a...

01:23:58:08           GRODIN: Darkness.

01:23:59:09           GRODIN (CONT'D O/S): It surrounded the Naquadah generator and started to grow...

01:24:01:29           GRODIN (CONT'D): like it was feeding off the energy.

01:24:03:23           SHEPPARD (O/S): When you shut it down...

01:24:04:17           SHEPPARD (CONT'D): the whole...whatever it was, it just went away.

01:24:09:18           MCKAY: If this thing feeds on energy, we could be in big trouble, and when I say "we," I mean "you," because I won't actually be around for much longer.

01:24:15:21           WEIR: So we need to figure out exactly what it is and what to do about it.

01:24:18:27           GRODIN: We know it's attracted to energy.

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01:24:20:17 WEIR: How about shutting down the generators?

01:24:22:00 MCKAY: Well, uh...people also give off heat energy...

01:24:24:05 MCKAY (CONT'D O/S): but now, granted, it's negligible compared to that...

01:24:26:06 MCKAY (CONT'D): of a Naquadah generator, but you take away this thing's only  
other obvious source of food--

01:24:29:12 WEIR: Are you saying it could come after us?

01:24:31:04 MCKAY: Well, I only know one thing for sure, and that is that flying darkness that  
eats energy can only be very, very bad.

01:24:35:09 WEIR: Okay, we keep the power on.

01:24:38:06 WEIR (CONT'D O/S): Grodin, figure out a way to detect it, and in the meantime...

01:24:40:17 WEIR (CONT'D): Major, establish a constant surveillance on all the generators.

01:24:42:29 WEIR (CONT'D O/S): If one of them is targeted, we'll shut it down remotely.

01:24:45:25 WEIR (CONT'D): I mean, hopefully, we can keep this...thing busy until we figure  
out a way to get rid of it.

01:24:50:15 WEIR (CONT'D INTO RADIO): Attention, everyone. This is Weir.

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01:24:52:06 WEIR (CONT'D O/S INTO RADIO): For the time being, we need you all to remain  
in your quarters...

01:24:55:00 WEIR (CONT'D INTO RADIO): unless otherwise instructed. If you see anything  
out of the--

01:24:57:20 JINTO (V/O OVER RADIO): Hello? Can you hear me? Can anyone hear me?

01:25:02:02 SHEPPARD (INTO RADIO): Jinto?

01:25:03:02 JINTO (V/O OVER RADIO): Major Sheppard.

01:25:04:27 WEIR (INTO RADIO): Are you okay?

01:25:06:04 JINTO (V/O OVER RADIO): I'm scared.

01:25:07:04 SHEPPARD (INTO RADIO): Where are you?

01:25:08:12 JINTO (V/O OVER RADIO): I don't know.

01:25:09:14 WEIR (INTO RADIO): Jinto, start from the beginning. Tell us how you got to where  
you are.

01:25:13:04 JINTO (V/O OVER RADIO): I was in the hall outside my quarters.

01:25:22:10 SHEPPARD (INTO RADIO): Where'd you go next?

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01:25:23:27 JINTO (V/O OVER RADIO): I can't remember.

01:25:25:11 TEYLA: He's used to the forest, being able to see the stars at night.

01:25:29:00 JINTO (V/O OVER RADIO): I found a small room filled with boxes from Earth.

01:25:41:24 SHEPPARD: No boxes.

01:25:43:23 JINTO (V/O OVER RADIO): They're here with me.

01:25:45:21 MCKAY: Someone thought this would make a nice closet.

01:25:53:27 SHEPPARD: This is definitely not a closet.

01:25:55:29 SHEPPARD (CONT'D INTO RADIO): Did the panel start to glow when you  
stepped inside?

01:25:58:00 JINTO (V/O OVER RADIO): Yes.

01:25:58:20 SHEPPARD (INTO RADIO): Did you touch it?

01:25:59:27 JINTO (V/O OVER RADIO): Yes.

01:26:00:27 SHEPPARD (O/S INTO RADIO): What exactly?

01:26:02:19 JINTO (V/O OVER RADIO): I don't remember.

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01:26:04:00 MCKAY: Just before he disappeared, we got an unusual energy reading from this area here. Wait, wait, wait. No, no...

01:26:18:25 MCKAY (CONT'D): It must be a transporter.

01:26:20:04 SHEPPARD: We can name it later.

01:26:32:10 JINTO: Major Sheppard.

01:26:34:29 SHEPPARD: Jinto. Are you okay?

01:26:37:27 JINTO: Yes.

01:26:39:11 SHEPPARD (V/O OVER RADIO): We've got Jinto. He's okay.

01:26:49:25 SHEPPARD: Do you have any idea what this place is?

01:26:51:14 MCKAY: Some sort of research lab. They've come across a few of them. These consoles generally access the central computer systems, so Jinto could've caused what we thought were malfunctions from here. Look, I need to know everything you touched.

01:27:06:19 GRODIN: As far as I can tell, there's only one entity. Now, the bright blue spots are the active...

01:27:10:26 GRODIN (CONT'D O/S): Naquadah generators. This blob is our entity.

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01:27:13:21 GRODIN (CONT'D): It was just a matter of calibrating the sensors.

01:27:15:20 GRODIN (CONT'D O/S): Your idea is working. So far, I've been able to anticipate...

01:27:18:27 GRODIN (CONT'D): its approach to the active generators and shut them off remotely. Here, watch.

01:27:25:00 GRODIN (CONT'D O/S): I've got it going in circles.

01:27:26:08 WEIR: Good job.

01:27:27:12 GRODIN: Thanks.

01:27:28:24 WEIR: I hope we're not making this thing mad.

01:27:35:02 GRODIN (INTO RADIO): Lieutenant...

01:27:35:03 GRODIN (CONT'D O/S INTO RADIO): this is Dr. Grodin. I'm tracking the entity heading your way. You might want to get out of the hall you're standing in.

01:27:40:25 FORD (INTO RADIO): Roger that.

01:27:50:17 FORD (V/O OVER RADIO): Uh, this is Ford. A bulkhead just blocked our way. There's no panel on the wall or any way to open it that we can see.

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01:27:57:15 GRODIN (O/S INTO RADIO): Roger that.

01:27:58:17 WEIR (INTO RADIO): McKay?

01:27:59:07 MCKAY (INTO RADIO): We didn't touch anything. It could be the entity causing random malfunctions. The proximity to that large an energy disturbance could cause the Ancient technology to go haywire.

01:28:07:19 WEIR (INTO RADIO): Lieutenant, double-back and try the door on the east side of the hall.

01:28:18:00 FORD (INTO RADIO): This door won't open either.

01:28:19:08 STACKHOUSE: Here it comes.

01:28:20:27 MCKAY (V/O OVER RADIO): Pull open the console on the wall.

01:28:25:06 STACKHOUSE: Hurry.

01:28:27:27 FORD (INTO RADIO): What next?

01:28:28:27 MCKAY (INTO RADIO): I'm not sure. What do you see?

01:28:29:29 FORD (V/O OVER RADIO): Three crystals.

01:28:30:29 MCKAY (INTO RADIO): Take out the middle one.

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01:28:32:12 MCKAY (CONT'D V/O OVER RADIO): Move the top one down.

01:28:39:19 FORD: When this door opens, go. I'll be right behind you.

01:28:45:19 FORD (CONT'D V/O OVER RADIO): Not working.

01:28:46:19 MCKAY (INTO RADIO): Okay, use the middle one to bridge the two others.

01:28:49:00 FORD (INTO RADIO): You sure about this?

01:28:51:03 MCKAY (INTO RADIO): Not exactly.

01:28:57:20 FORD: Go!

01:29:01:14 (FORD SCREAMING V/O OVER RADIO)

01:29:13:05 STACKHOUSE (INTO RADIO): Man down. I need a medical team.

**END OF ACT THREE**

**STARGATE ATLANTIS -- "HIDE AND SEEK" – Episode #104****ACT FOUR**

01:29:37:00           BECKETT (O/S): All right, hang in there.

01:29:41:18           BECKETT (CONT'D): Are we in any danger here?

01:29:43:21           WEIR: I wish I could tell you.

01:29:46:07           SHEPPARD: How's Ford?

01:29:47:14           BECKETT: It's like he was hit by lightning.

01:29:48:28           WEIR: He's going to be okay?

01:29:50:15           BECKETT: He's a tough kid.

01:29:57:03           STACKHOUSE: Sir.

01:30:02:17           SHEPPARD: Hi.

01:30:08:00           FORD: Will you tell this guy there's nothing he could have done?

01:30:11:15           SHEPPARD: There is nothing you could have done.

01:30:13:07           STACKHOUSE: I could have tried to pull him out, Sir.

01:30:16:27           FORD: Yeah,, then we'd both look like this.

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01:30:18:24 WEIR: Ah, you don't look so bad.

01:30:20:02 SHEPPARD (O/S): Dr. Beckett says you're going to be back to...

01:30:22:12 SHEPPARD (CONT'D): pretty boy in no time.

01:30:28:23 SHEPPARD: Apparently, it's also an elevator.

01:30:30:07 MCKAY (O/S): Really?

01:30:31:07 WEIR: We can stop taking the stairs everywhere.

01:30:33:10 MCKAY: Oh, how nice for you all.

01:30:34:12 SHEPPARD: What do you got?

01:30:35:13 MCKAY: Well, believe it or not, Jinto didn't touch anything of any consequence,  
other than that.

01:30:45:00 MCKAY (CONT'D): It must have its own power source, like the jumpers.

01:30:47:00 WEIR: What is it?

01:30:48:09 MCKAY: Well, it seems to be some sort of containment vessel for the energy  
creature.

01:30:51:12 SHEPPARD: And Jinto released it?

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01:30:53:18 MCKAY (O/S): Well, it seems that way.

01:30:54:21 MCKAY (CONT'D): As I suggested, the entity's what's been causing most of our technical problems.

01:30:58:12 MCKAY (CONT'D O/S): Now, it was captured for observation.

01:31:01:02 MCKAY (CONT'D): The Ancients were researching Ascension.

01:31:05:07 WEIR: Really?

01:31:05:29 SHEPPARD: What exactly is "Ascension"?

01:31:07:29 MCKAY (O/S): Well, at some point during their evolution...

01:31:09:09 MCKAY (CONT'D): the Ancients reached an advanced stage of being where they were able to rid themselves of their physical bodies and rise to a higher plain of existence, one in which they live as pure energy.

01:31:18:11 MCKAY (CONT'D O/S): I know it sounds ridiculous...

01:31:21:06 MCKAY (CONT'D): but this is the first indication there may have been evolutionary intervention to get there.

01:31:25:16 SHEPPARD: A little gene therapy of their own, huh?

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01:31:27:23 MCKAY (O/S): Well, I haven't read all the notes, but what I do know is that the entity

01:31:31:08 MCKAY (CONT'D): is energy. It feeds on energy. Ford is lucky. I mean, the more it feeds, the bigger it gets. The bigger it gets, the more charged it becomes and the more deadly it will be.

01:31:39:04 WEIR: Is it intelligent?

01:31:40:28 MCKAY: Well, according to the research, it is sentient, but if you're thinking about trying to talk to it, you'd have more luck with a great white shark.

01:31:46:17 MCKAY (CONT'D O/S): This thing is going to...

01:31:48:01 MCKAY (CONT'D): suck the power out of our generators, and then it will kill us all.

01:31:51:28 WEIR: All right. What do we do about it?

01:31:54:03 MCKAY (O/S): The entity has been trapped in here since before...

01:31:55:12 MCKAY (CONT'D): the Ancients abandoned the city.

01:31:56:18 SHEPPARD: I know I'd be pissed.

01:31:58:16 MCKAY: And hungry. The point is this device was designed to attract it, capture it, and hold it for observation. There's still a chance we might be able to get it back inside. I'm just going to need a little more time to figure out how.



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01:33:24:21            SHEPPARD: How smart is this thing?

01:33:25:27            WEIR: Rodney?

01:33:26:27            MCKAY: I don't know, but this is much simpler than I thought. It's kind of like a mousetrap. This button here causes the device to emit an energy signature that attracts the creature. This one shuts it in. Now, the only downside is it looks like someone's actually going to have to be here to press the buttons.

01:33:43:07            SHEPPARD: I'll do it.

01:33:44:08            MCKAY: Okay.

01:33:46:01            WEIR: Wait a minute, Rodney. You're still wearing the shield. Isn't there a chance that if something went wrong, that would protect you?

01:34:05:25            WEIR (CONT'D): I had a feeling.

01:34:08:02            MCKAY: What do you mean?

01:34:09:19            MCKAY (CONT'D O/S): Had a feeling about what?

01:34:11:08            MCKAY (CONT'D): You think I wanted it to come off just now? You think I'm scared? I'm not scared. I'll stay. I'll do this.

01:34:16:08            SHEPPARD: No, that's okay. You might faint again.

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01:34:18:18 MCKAY: It--it's just not working anymore.

01:34:20:15 MCKAY (CONT'D): Look...see, it doesn't work on you either.

01:34:22:24 WEIR: Look, I just meant that it wasn't going to let you die.

01:34:25:01 MCKAY: Well, it is just a coincidence that it happened to stop working now. God, I  
need a drink.

01:34:30:10 SHEPPARD: Go.

01:34:47:25 JINTO: You always told me I shouldn't be afraid of the dark.

01:34:53:16 HALLING: I was wrong.

01:34:54:22 JINTO: I can't sleep now. What if the darkness comes?

01:34:59:20 TEYLA (O/S): It won't.

01:35:02:01 JINTO (O/S): How do you know?

01:35:04:15 TEYLA: Because...

01:35:10:26 TEYLA (CONT'D): It's afraid of fire.

01:35:13:07 JINTO: The darkness is afraid?



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01:36:36:14 WEIR: It's going to get dark in here.

01:36:38:28 MCKAY: Hmm.

01:36:44:00 WEIR (INTO RADIO): Okay, Major, go ahead.

01:36:55:20 WEIR: Now.

01:36:59:12 GRODIN (O/S): Shutting down power.

01:37:24:03 SHEPPARD (INTO RADIO): It's coming.

01:37:35:13 SHEPPARD (INTO RADIO): I think we're going to need a bigger boat.

01:37:38:04 MCKAY (V/O OVER RADIO): Size doesn't matter.

01:37:39:16 SHEPPARD (INTO RADIO): It's a myth.

01:37:40:18 MCKAY (INTO RADIO): It'll fit. The device traps the creature...

01:37:42:19 MCKAY (V/O OVER RADIO): in subspace. You just need to be sure it gets all the way inside the containment vessel.

01:37:50:04 SHEPPARD: All right, come on.

01:38:08:23 SHEPPARD (V/O OVER RADIO): Son of a bitch.

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01:38:11:13 WEIR (INTO RADIO): What happened?

01:38:12:16 SHEPPARD (V/O OVER RADIO): Damn thing took one look and went away.

01:38:14:10 SHEPPARD (INTO RADIO): It's a lot smarter than we thought.

**END OF ACT FOUR**

**STARGATE ATLANTIS -- "HIDE AND SEEK" – Episode #104****ACT FIVE**

01:38:39:07 WEIR (O/S): We need to know where it is right now.

01:38:41:13 GRODIN (O/S): We'll have to turn the power on to use the sensors.

01:38:43:15 MCKAY (O/S): You can't do that.

01:38:44:15 WEIR: Do it, just the operations tower.

01:38:50:27 SHEPPARD: What now?

01:38:52:28 WEIR (O/S): It's headed this way.

01:38:53:25 MCKAY: Because you turned the power back on.

01:38:55:06 WEIR: We can't go on like this.

01:38:56:13 TEYLA: Do you think it wants to be here?

01:39:01:05 SHEPPARD: What do you mean?

01:39:02:25 TEYLA: It's been trapped here for thousands of years, alone.

01:39:05:14 WEIR: It's not alone anymore.

01:39:06:26 MCKAY: It doesn't think on that level. It thinks about eating. That's it.



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01:39:54:03            SHEPPARD: You got a better idea?

01:39:59:02            MCKAY: Good luck.

01:40:01:04            WEIR: Are you okay?

01:40:06:10            GRODIN (O/S): It's almost here.

01:40:08:15            WEIR: Do you have an address?

01:40:09:18            GRODIN (O/S): M4X...

01:40:10:20            GRODIN (CONT'D): 337-- barren wasteland.

01:40:13:24            WEIR: Dial it.

01:40:18:18            WEIR: That was good thinking.

01:40:59:26            MCKAY (O/S): It's not going anywhere.

01:41:01:20            WEIR: I can't see if the MALP got through.

01:41:05:01            GRODIN: The entity could have drained the battery.

01:41:06:05            MCKAY: It could be feeding off the generator, off the Stargate. This is a disaster.

01:41:08:22            WEIR: Shut it down.

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01:41:13:00 MCKAY: I can't.

01:41:14:20 GRODIN: The consoles are dead.

01:41:20:17 WEIR (O/S): There must be something we can do.

01:41:22:00 GRODIN (O/S): We don't know if the MALP is still down there. It's possible that  
the entity will still go through the gate once it's depleted the energy, and  
the Naquadah generator on the MALP.

01:41:30:00 WEIR (O/S): Or it could just continue to feed off the gate's energy.

01:41:56:01 SHEPPARD: McKay.

01:42:09:02 WEIR: Rodney!

01:43:11:06 WEIR (O/S): McKay?

01:43:15:01 GRODIN (O/S): The power must have been drained by the entity.

01:43:17:16 SHEPPARD (O/S INTO RADIO): Medical team to the gate room.

01:43:19:16 WEIR (O/S): He's not burned.

01:43:20:18 WEIR (CONT'D): He's breathing.

01:43:25:21 WEIR (CONT'D): McKay?

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01:43:29:00 WEIR (CONT'D O/S): McKay. Hey.

01:43:31:19 MCKAY: What happened?

01:43:32:20 WEIR: You did it.

01:43:35:20 MCKAY: I did?

01:43:37:03 WEIR (O/S): It went through the gate.

01:43:41:05 SHEPPARD: You must have passed out.

01:43:44:06 MCKAY: Well, thanks for not saying the other thing.

01:43:51:12 SHEPPARD: That was a Hail Mary.

01:43:57:09 (MCKAY GRUNTING)

01:44:04:14 MCKAY: Thank you. Take your time. Man down.

**END OF ACT FIVE**

**FADE TO BLACK**

**BEGIN END CREDITS**