

**STARGATE ATLANTIS**  
**"THE BROTHERHOOD"**  
**EPISODE #116**  
**DIALOGUE CONTINUITY SCRIPT**

November 25, 2004

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**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

TIMECODE            DIALOGUE

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

**TEASER**

01:00:00:10            (LOUD, EERIE WHOOSHING)

01:00:27:15            PORTA: Is it safe?

01:00:29:00            ASTRUM: Yes, the chamber has been sealed. Where are the others?

01:00:32:22            PORTA: The Brotherhood has fallen, Astrum.

01:00:34:22            PORTA (CONT'D O/S): We're all that remains.

01:00:36:10            ASTRUM: My God.

01:00:37:12            ASTRUM (CONT'D O/S): If we die, then--

01:00:38:11            (DARTS APPROACHING)

01:00:39:18            PORTA: Hurry. They're getting closer.

01:01:02:28            MCKAY: Allina, I know I've said this before, but thank you so much for letting us in  
here, helping us through the material. It's been utterly fascinating.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:01:10:18           ALLINA: I'm happy to do it, Doctor. I'm sorry this information is so scattered. I'm  
                              afraid we're working on so many projects at once, reference materials  
                              tend to get misplaced.

01:01:21:26           MCKAY: Of course. Look at that.

01:01:25:25           (LAUGHING BOISTEROUSLY)

01:01:35:22           MCKAY: What is going on here?

01:01:37:08           SHEPPARD: Just having a little fun, McKay.

01:01:39:03           MCKAY: Can we get back to work now?

01:01:40:10           FORD (O/S): I just don't see how...

01:01:41:10           FORD (CONT'D): running through history books is going to find us our ZPM.

01:01:43:27           MCKAY (O/S): Really?

01:01:44:27           MCKAY (CONT'D): See this?

01:01:47:14           MCKAY (CONT'D O/S): This is a charcoal rubbing...

01:01:49:06           MCKAY (CONT'D): taken from an Ancient temple built about the time Weir's list  
                              was written.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:01:52:14 MCKAY (CONT'D): Notice anything familiar? Hmm? It's a ZPM. Look, we are close...

01:01:58:09 MCKAY (CONT'D O/S): closer than we have ever been before. Now, there may very well be hundreds of zero-point modules hidden in this galaxy, but the only one we are remotely sure of...

01:02:05:05 MCKAY (CONT'D): is here. Here. Now, if you ever want to go home, if you ever want to protect Atlantis from the Wraith, we need to find this.

**END OF TEASER**



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116****ACT ONE**

01:03:40:00 WEIR (V/O): Do they have any idea...

01:03:42:03 WEIR (CONT'D): where the ZPM could be?

01:03:43:26 MCKAY: According to legend, an Ancient from Atlantis came through the stargate  
and entrusted...

01:03:46:28 MCKAY (CONT'D O/S): a sect of Sudarian priests...

01:03:48:20 MCKAY (CONT'D): with a rare treasure, or "Potentia," as they called it. This  
Lantian told them to keep it hidden from the Wraith at all costs.

01:03:55:16 MCKAY (CONT'D O/S): Now, the Sudarian people worshiped the Ancients and...

01:03:57:28 MCKAY (CONT'D): considered the Potentia their most sacred artifact. Now,  
predictably, they did exactly as the Ancient requested.

01:04:03:28 WEIR: The Potentia being...

01:04:05:13 SHEPPARD: The ZPM.

01:04:07:04 WEIR: So they wouldn't have used it?

01:04:08:14 MCKAY (O/S): From what I can tell...



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:04:09:16 MCKAY (CONT'D): they only brought it out of hiding to be displayed on high holidays.

01:04:12:03 MCKAY (CONT'D O/S): I'd be surprised if they knew it could be used...

01:04:13:16 MCKAY (CONT'D): and that is good news.

01:04:15:00 WEIR (O/S): If they didn't know how to use it...

01:04:16:18 WEIR (CONT'D): chances are it's completely full.

01:04:17:29 MCKAY (O/S): The bad news...

01:04:19:09 MCKAY (CONT'D): however, is that after 10,000 years of Wraith culling, Sudarian society is essentially extinct.

01:04:23:29 MCKAY (CONT'D O/S): The planet's inhabitants are only at a Renaissance level of development...

01:04:27:19 MCKAY (CONT'D): but with the help of some of our gear, I really think they could make some headway.

01:04:30:04 WEIR: All right. I'm sold. Major, take your team back to Dagan.

01:04:34:19 WEIR (CONT'D): See if you can get us a ticket home.

01:04:57:19 PRANOS: Does it still pain you?



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:05:02:29 KOLYA: Leave us.

01:05:11:07 KOLYA (CONT'D): What do you have for me?

01:05:12:23 PRANOS: The Atlantians have returned to Dagan.

01:05:14:28 KOLYA (O/S): You're sure?

01:05:16:07 PRANOS: Oh, yes. Our operative just checked in. It's only been 12 hours since they left. They must be getting close to it.

01:05:24:03 KOLYA: Do we have any idea what "it" is yet?

01:05:26:12 PRANOS: We know a little more. Our many off-world spies have been keeping a close eye on the Atlantian teams from afar, but this is the first planet we've managed to get this close to them.

01:05:37:15 PRANOS (CONT'D): They're looking for a Lantian-era power source.

01:05:41:26 KOLYA: Is Chief Cowen sending a team?

01:05:44:06 PRANOS: Not yet. His priorities are elsewhere. Even if he was, he would never send you.

01:05:53:10 KOLYA: The last thing the Atlantians need is more power. Get me on that planet, with or without Cowen's blessing.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:06:00:11           TECHNICIAN (V/O): I don't know what happened.

01:06:01:25           TECHNICIAN (CONT'D): It just stopped working. I got some of the functionality back. It still isn't doing everything it used to.

01:06:06:06 ZELENKA: Yes, well, maybe if people stop insisting on having food and liquid in  
such...

01:06:10:08           ZELENKA (CONT'D O/S): close proximity

01:06:11:05 ZELENKA (CONT'D): to the 10,000-year-old equipment...

01:06:12:14      TECHNICIAN: Hey, we're very careful.

01:06:14:25      TECHNICIAN (CONT'D O/S): We're not the problem here.

01:06:16:15                   ZELENKA: Ah. Yes. Uh-huh.

01:06:27:29 ZELENKA (CONT'D): What did you touch?

01:06:29:25           TECHNICIAN: Nothing. I didn't touch anything.

01:06:31:15                   ZELENKA: (SWEARING IN CZECH)

01:06:36:25 ZELENKA (CONT'D O/S): Then why is it...

01:06:44:25 ZELENKA (CONT'D): What is this?



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:06:47:02 WEIR (V/O): I didn't know we had...

01:06:48:02 WEIR (CONT'D): deep space sensors.

01:06:49:20 ZELENKA: Yes, well, no one did. From what I can tell, they've been running  
silently in the background along with our other primary systems.

01:06:54:09 WEIR: In the background?

01:06:55:26 ZELENKA: Yes.

01:06:56:14 WEIR: So why the sudden leap to the foreground?

01:06:58:05 ZELENKA: Excellent question.

01:07:00:06 WEIR: We don't have an answer for that yet, do we?

01:07:02:28 ZELENKA: Not as of yet, no.

01:07:04:27 WEIR: Okay, well, keep me in the loop.

01:07:06:07 ZELENKA: You are the loop.

01:07:08:18 WEIR: Isn't that a nice thing to say.

01:07:14:09 WEIR (CONT'D): You're more than welcome to continue walking with me, but if  
there's something that you need to do...



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:07:18:20           ZELENKA: Yes. Yes.

01:07:22:19           ALLINA: They called themselves "The Quindosim," a brotherhood of 15 monks  
                              whose sole occupation was to keep the Potentia, or ZPM, safe.

01:07:30:27           MCKAY: Fascinating.

01:07:32:10           SHEPPARD: Yes. Fascinating.

01:07:34:24           MCKAY: Please, go on.

01:07:37:02           SHEPPARD: The Brotherhood of the 15 consisted of a "Master Handler," five  
                              "Protectors," and nine "Stone Carriers."

01:07:43:01           ALLINA (CONT'D O/S): Their greatest fear...

01:07:44:27           ALLINA (CONT'D): was that the entire Brotherhood might one day be culled by  
                              the Wraith, which would result in the ZPM going...

01:07:49:15           ALLINA (CONT'D O/S): missing forever.

01:07:50:15           TEYLA: Missing, yes, but it would not fall into enemy hands.

01:07:53:24           ALLINA: They were entrusted with the ZPM.

01:07:56:15           ALLINA (CONT'D O/S): Their hope was that one day the Lantians would return to  
                              reclaim it...



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:08:00:14            ALLINA (CONT'D): and reward the Sudarian people for completing their task.

01:08:03:03            MCKAY: So they left hints, clues, should the Brotherhood be destroyed.

01:08:06:11            ALLINA: That's right. The priests created nine stone markers that, when united,  
                                 are supposed to reveal the final resting place of the Quindosim's  
                                 protected treasure.

01:08:15:21            ALLINA (CONT'D O/S): So far, we've only found three.

01:08:20:27            ALLINA (O/S CONT'D): The etching on the rocks involved many lines and dots.  
                                 We think it's a map.

01:08:25:21            MCKAY: Mm. Amazing.

01:08:27:08            SHEPPARD (O/S): It is, actually.

01:08:28:21            SHEPPARD (CONT'D): This looks like an Ancient numbering system.

01:08:30:20            ALLINA (O/S): That's what we thought.

01:08:32:19            ALLINA (CONT'D): From what we can tell, they're numbers three, six, and seven.

01:08:35:06            MCKAY: Excellent work. I mean, seriously, I'm very impressed here.

01:08:39:10            ALLINA: That's very kind of you, Doctor.



## STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116

01:08:41:03 MCKAY (O/S): Where did you find them?

01:08:43:12 ALLINA (O/S): This building used to be...

01:08:44:13 ALLINA (CONT'D): their monastery, actually. We pieced together some of the information we found here, and tracked down the number six and seven stones. We found the number three stone on an unrelated dig...

01:08:53:14 ALLINA (CONT'D O/S): just last week.

01:08:54:26 SHEPPARD: So, if we find the stones, we find the map?

01:08:56:19 ALLINA: Yes, exactly.

01:08:58:27 MCKAY: You see this?

01:09:02:08 FORD: Under the design?

01:09:04:21 MCKAY: I don't think anything on these stones is there just for aesthetics. Here.

01:09:08:13 MCKAY (CONT'D): Yeah. Each of the stones...

01:09:11:11 MCKAY (CONT'D O/S): has a different part of the grid embossed.

01:09:14:05 ALLINA: Signifying where its correct placing should be in the final configurations.

01:09:16:25 MCKAY: Exactly.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:09:18:03            FORD: So what?

01:09:19:25            MCKAY: "So what?" Do you have a map?

01:09:26:18            MCKAY (CONT'D): Okay, where did you find them?

01:09:28:16            ALLINA: We found the seven stone here... The six stone here...

01:09:34:13            ALLINA (CONT'D O/S): and, most recently, we stumbled on the number three  
                                 stone here.

01:09:38:12            MCKAY: You have no idea how lucky a find that was.

01:09:43:25            ALLINA: I see it.

01:09:45:01            TEYLA: Doctor, I am not sure I--

01:09:46:26            MCKAY: They're buried in a grid. Look, we couldn't have done this without the  
                                 number three stone.

01:09:50:24            MCKAY (CONT'D O/S): That, along with the number seven stone gives us two  
                                 diagonally opposed corners.

01:09:54:23            MCKAY (CONT'D): From that, you can extrapolate exactly how big the grid is, and  
                                 therefore where each of the other stones...

01:09:58:16            MCKAY (CONT'D O/S): should be buried.



## STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116

01:09:59:16 SHEPPARD: All right, split up, two teams. Let's start digging.

01:10:04:10 PRANOS: Do you think they'll find it?

01:10:06:05 KOLYA: Many people from many worlds have come to find the lost treasure of the  
Quindosim.

01:10:11:11 PRANOS: Do you think they will find it?

01:10:13:14 KOLYA: I do not know. We'll wait for them to find the treasure, then take it by  
force. Your men are not to act until I give word. Understood?

01:10:23:10 TATHAL: Absolutely.

01:10:25:10 MCKAY: Which would make us, uh... right, I think.

01:10:29:28 ALLINA: Can you believe the progress we've made, Sanir? How many years have  
we been searching for these stones?

01:10:37:14 ALLINA (CONT'D): What's wrong?

01:10:40:28 SANIR: We should not be helping them, Allina.

01:10:42:28 ALLINA: They are helping us as much as we are helping them.

01:10:45:18 SANIR (O/S): They will take the Potentia if they find it.



## STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116

01:10:48:04 SANIR (CONT'D): You must see that.

01:10:50:08 ALLINA: They have come to us from the great city of Atlantis.

01:10:53:27 ALLINA (CONT'D O/S): It is for them that the Brotherhood of the 15...

01:10:56:03 ALLINA (CONT'D): have kept the treasure hidden.

01:11:00:20 SANIR: I do not trust them, Allina.

01:11:04:00 ALLINA: If you would rather head back to your village than help us, I will not stop  
you.

01:11:42:25 SHEPPARD: Check this out.

01:12:04:22 SANIR: Allina.

01:12:21:14 MCKAY: This is going to work.

01:12:24:08 ALLINA: I think it just might.

**END OF ACT ONE**



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

## ACT TWO

01:12:51:20 ALLINA (O/S): It's a layout...

01:12:53:25 ALLINA (CONT'D): of the Sudarian villages. The walls of this monastery have  
protected it for 10,000 years.

01:12:59:03 MCKAY: It's beautiful.

01:13:01:11 ALLINA: It is... and yet, my eye is drawn elsewhere.

01:13:07:11 MCKAY: Hmm? How so?

01:13:10:27 ALLINA: I'd like to restore it one day, but I'm afraid of damaging it.

01:13:16:20 ALLINA (CONT'D O/S): Perhaps you could help me...

01:13:18:17 ALLINA (CONT'D): Doctor.

01:13:19:25 MCKAY: Really, you need to start calling me Rodney.

01:13:24:25 ALLINA: Very well.

01:13:32:18 ALLINA (CONT'D): I don't bore you, do I?

01:13:34:04 MCKAY: No. No, no. It's not you. I just don't think I've ever been so tired.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:13:38:25 ALLINA: But you're a scientist. Are you not used to this by now?

01:13:42:14 MCKAY: Mm, yeah, but my kind of science is the good kind of science, the kind you can do sitting in a chair or even lying on a couch.

01:13:49:20 ALLINA: What was it like?

01:13:52:06 ALLINA (CONT'D): Growing up in the city of the Ancestors, Rodney?

01:13:55:06 MCKAY: I'm sorry?

01:13:57:12 ALLINA: Atlantis.

01:13:58:18 MCKAY: Oh, no, no, no, no, we didn't, uh... We come from a planet called Earth, in an altogether different galaxy. We only just recently made Atlantis our home.

01:14:09:03 ALLINA (O/S): How recently?

01:14:10:07 MCKAY: Oh, just a matter of months, really.

01:14:15:20 ALLINA: You're tired.

01:14:16:24 MCKAY: Mm.

01:14:17:26 ALLINA: Do not let me keep you from sleep.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:14:19:03 MCKAY: If you insist. I'll, um... yeah. Okay.

01:14:35:08 MCKAY: I'm heading to bed.

01:14:36:08 SHEPPARD: Which bed might that be?

01:14:41:00 MCKAY: What?

01:14:42:15 FORD (O/S): I think Allina might have a little crush...

01:14:43:16 FORD (CONT'D): on you, Doc.

01:14:45:00 MCKAY: Oh, she does?

01:14:47:21 TEYLA: It is very clear to us all.

01:14:49:23 MCKAY: It is?

01:14:50:28 SHEPPARD: Well, everyone but you, apparently.

01:14:52:18 MCKAY: Should I have, um... Are you sure about this?

01:14:55:10 SHEPPARD: Yeah, I'm very sure.

01:14:56:12 MCKAY: What should I do?

01:14:58:17 SHEPPARD: You don't know what to do?



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:14:59:23 MCKAY: I know what to do eventually. I mean, what should I do now? Should I say something...

01:15:03:00 MCKAY: something tonight?

01:15:05:05 SHEPPARD (O/S): Tell you what, Valentino—

01:15:06:05 SHEPPARD (CONT'D): wait till tomorrow. You'll be more on your game after you get some rest.

01:15:10:25 MCKAY: Oh. Right. Right. Good answer. Good night.

01:15:31:01 ALLINA: It doesn't look much like a map. I guess I was wrong.

01:15:34:22 MCKAY: Mm, possibly, although, um, well, you know, just because you originally thought it was a map doesn't make your initial assumption bad or incorrect. Well, incorrect, yes, but it was a good guess.

01:15:46:15 ALLINA: I'm sorry?

01:15:50:16 MCKAY: You're... very, very smart, and, uh...and attractive and whatnot, and, um...uh...you've got a lot of things going for you even when things don't--

01:16:04:02 ALLINA: Is everything all right?

01:16:05:20 MCKAY: Everything's great. Everything's really... Why wouldn't it be?



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:16:09:00            SHEPPARD: You're sure we're in the right place?

01:16:10:22            SHEPPARD (CONT'D O/S): We've almost doubled the size of...

01:16:12:28            SHEPPARD (CONT'D): the dig site, and we haven't found anything yet.

01:16:14:00            MCKAY: It's got to be the right place. The other eight stones were almost exactly  
                              where we thought they would be. Why would this be any different?

01:16:19:20            FORD: Major!

01:16:22:15            SHEPPARD: Tell me you found the stone.

01:16:24:05            FORD: Not quite, sir, but I think McKay should take a look at this.

01:16:35:07            ALLINA: It carries the mark of the Brotherhood.

01:16:38:07            SHEPPARD: The writing's in Ancient. Can you read it?

01:16:46:18            MCKAY (O/S): It's a warning.

01:16:49:06            MCKAY (CONT'D): It says, "Only the Brotherhood...

01:16:51:01            MCKAY (CONT'D O/S): of the 15 should enter the forbidden chamber--"

01:16:52:15            ALLINA: "Of the Quindosim."



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:16:55:08           TEYLA: What chamber?

01:17:38:06           MCKAY: So, who wants to go first?

01:17:42:18           MCKAY (CONT'D O/S): Seems sort of like a...

01:17:43:22           MCKAY (CONT'D): Sheppard thing?

01:18:02:05           KOLYA: We couldn't have planned it any better.

01:18:13:04           MCKAY (O/S): Oh. Easy, Ford! God.

01:18:23:16           SHEPPARD: All right, he's down.

01:18:25:04           FORD: All right. I'll stay up here, keep an eye on the descender.

01:18:27:11           SHEPPARD (O/S): Stay sharp.

01:18:28:22           SHEPPARD (CONT'D): I'll let you know if anything interesting happens.

01:18:54:26           ALLINA: Do you see this? This is the whole pattern.

01:18:59:09           MCKAY: So the ninth stone...

01:19:00:16           MCKAY (CONT'D O/S): must integrate into this raised center piece.

01:19:11:19           MCKAY (CONT'D): May I?



## STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116

01:19:19:08 TEYLA: I believe we can rule out a map.

01:19:21:14 SHEPPARD: All right. Any ideas?

01:19:24:10 MCKAY: I'm getting there.

01:19:29:29 WEIR: Yes, get your team together and head off to section seven.

01:19:32:26           ZELENKA: Dr. Weir, Dr. Weir, I was finally able to interface our computers with  
the Atlantian long-range sensors.

01:19:36:26 WEIR: Excellent.

01:19:37:19               ZELENKA: There's an unidentified craft about the size of a Wraith Dart heading  
for the city.

01:19:42:02 WEIR: What?

01:19:42:22 ZELENKA: Yes. I'm sorry.

01:19:44:05 ZELENKA (CONT'D): The sensors picked it up days ago, but it's taken me until now to finally decipher what they've been trying to tell us.

01:19:48:28 WEIR: A Dart. How is that possible?

01:19:50:10 ZELENKA: Well, perhaps it was modified to get here as quickly as possible.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:19:53:14 WEIR: The hive ships are light years away still.

01:19:55:06 ZELENKA: Well, it could have used a neighboring stargate and been flying  
towards us at maximum speed ever since Wraith discovered that we  
were here. At its current velocity, it will be here in 27 minutes.

01:20:09:20 WEIR: We need to get jumpers in the air.

**END OF ACT TWO**



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116****ACT THREE**

01:20:51:17           SHEPPARD: What? What...what don't you believe?

01:20:52:27           MCKAY: It's a gate address, a six-symbol gate address.

01:20:54:27           TEYLA: Gate symbols?

01:20:58:20           ALLINA (O/S): I see them now.

01:21:00:23           ALLINA (CONT'D): Yes.

01:21:01:29           TEYLA: Do you recognize the address?

01:21:04:04           MCKAY: No.

01:21:05:19           ALLINA: I'm not familiar with this one either.

01:21:08:10           SHEPPARD (O/S): So the ninth stone...

01:21:09:16           SHEPPARD (CONT'D): is on another planet.

01:21:14:20           KOLYA: Is he dead?

01:21:16:20           TATHAL: No, just unconscious. He will be like that for hours.

01:21:20:08           KOLYA: Excellent.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:21:23:02 KOLYA (CONT'D): We'll wait for them to--

01:21:27:10 (GUNSHOTS)

01:21:36:08 KOLYA: Put the weapon down, Lieutenant Ford.

01:21:46:13 SHEPPARD: Ford?

01:21:54:18 KOLYA: Major Sheppard.

01:21:56:16 KOLYA (CONT'D O/S): I'm afraid the Lieutenant...

01:21:58:24 KOLYA (CONT'D): has had to step away for a moment.

01:22:01:17 MCKAY: Who's that?

01:22:02:18 SHEPPARD: It can't be.

01:22:03:25 TEYLA: It sounds like...

01:22:04:23 SHEPPARD: Kolya?

01:22:09:10 KOLYA: Surprised?

01:22:10:28 SHEPPARD: You're alive.

01:22:12:28 KOLYA: As far as I can tell.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:22:15:28 KOLYA (CONT'D O/S): Did you actually think...

01:22:16:22 KOLYA (CONT'D): a single bullet to the shoulder would kill me?

01:22:20:15 KOLYA (CONT'D): I always thought you were smarter than that.

01:22:22:27 SHEPPARD: What'd you do to Ford?

01:22:24:13 KOLYA: He's fine.

01:22:27:11 SHEPPARD (O/S): Then what do you want?

01:22:29:11 KOLYA (O/S): The same as you, Major--

01:22:31:11 KOLYA (CONT'D): the lost treasure of the Quindosim.

01:22:33:26 SHEPPARD (O/S): What possible...

01:22:35:21 SHEPPARD (CONT'D): use could that be to you?

01:22:37:05 KOLYA: The Daganians have informed us that this ZPM, whatever it may be, is an  
object of great power...

01:22:43:23 KOLYA (CONT'D O/S): and great power is of use to all people...

01:22:46:26 KOLYA (CONT'D): especially the Genii.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:22:48:08            ALLINA: Sanir.

01:22:49:25            SANIR: They offered us a great reward, Allina. They agreed to let us keep the  
                             treasure if we just--

01:22:58:22            SHEPPARD (O/S): They're no use to you, Kolya.

01:23:01:09            SHEPPARD (CONT'D): ZPMs only work on Atlantis.

01:23:02:12            KOLYA: Perhaps... but I prefer hearing that from a Genii scientist.

01:23:07:21            TEYLA: We do not have it yet. We have not found the ninth stone.

01:23:11:15            KOLYA: We have an unbelievably large tactical advantage over you. Now, if you  
                             would rather I just cover the mouth of the chamber up and forget about  
                             the whole thing, I'm more than willing to consider it.

01:23:20:29            MCKAY (O/S): She's right. We're closer, but we're not there yet.

01:23:24:22            MCKAY (CONT'D): Look, the ninth stone is hidden on another planet. All we have  
                             is the gate address.

01:23:28:15            KOLYA: Dr. McKay...

01:23:30:14            KOLYA (CONT'D O/S): So wonderful to hear your grating voice again.

01:23:33:13            KOLYA (CONT'D): How's the arm?



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:23:40:18           MCKAY (O/S): Do you want to keep trading barbs...

01:23:42:05           MCKAY (CONT'D): or do you want to find the ZPM?

01:23:45:28           MCKAY (CONT'D): Look, lift me out of here, I'll help you find it...

01:23:49:10           MCKAY (CONT'D O/S): but then you let my team go.

01:23:50:25           SHEPPARD: Shut up, McKay.

01:23:52:02           MCKAY: You got a better idea?

01:23:53:15           SHEPPARD: No.

01:23:54:29           MCKAY: Do we have a deal or not?

01:23:58:08           KOLYA: You and two Daganians will be raised out...

01:24:03:27           KOLYA (CONT'D): along with everyone's weapons and radios.

01:24:06:07           KOLYA (CONT'D O/S): The rest of you will remain here.

01:24:08:16           KOLYA (CONT'D): If Dr. McKay finds the ZPM, the others will be let go. I give you  
my word.

01:24:17:16 :         SHEPPARD: Well, we have his word.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:24:20:09 MCKAY: I don't see that we have much choice.

01:24:25:15 MCKAY (CONT'D): I'm coming up.

01:24:31:15 WEIR: We've got the general population confined to their quarters. Let's hope they're out of harm's way.

01:24:36:15 ZELENKA: Any word from Sheppard yet?

01:24:37:21 WEIR: No, I've not been able to reach him. His entire team is off radio.

01:24:40:09 ZELENKA: It's still closing in very fast.

01:24:45:00 ZELENKA (CONT'D): Who are we going to get to fly the third jumper?

01:24:46:19 BECKETT: I can barely make it to the mainland and back without crashing.

01:24:49:05 BECKETT (CONT'D): For the last time...

01:24:50:29 BECKETT (CONT'D O/S): I'm a doctor, not a bloody fighter pilot.

01:24:52:18 BATES: A Wraith Dart's going to be all over this city inside of 10 minutes, and our only real fighter pilot is off-world. I, for one, would like to mount the best defense we can.

01:25:04:05 BECKETT: Brilliant.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:25:18:03            TECHNICIAN: Jumper Two is away. All three are out.

01:25:21:16            WEIR (INTO RADIO): Good luck, Carson.

01:25:23:00            BECKETT (V/O OVER RADIO): Thanks. I'll need it.

01:25:34:27            MCKAY: It's not working.

01:25:37:06            KOLYA: Try it again.

01:25:38:16            MCKAY: Look, I've tried it twice, backwards and forwards.

01:25:42:04            KOLYA: We've played this game before, McKay. Try some other combinations of  
                                 the same symbols.

01:25:46:29            MCKAY: You joking? Do you have any idea how long that would take?

01:25:48:29            PRANOS (O/S): He's right. There are 720...

01:25:50:06            PRANOS (CONT'D): possible gate address.

01:25:51:13            MCKAY: It's a waste of time.

01:25:52:16            KOLYA: You said the address was the location of the ninth stone.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:25:54:27 MCKAY: Look, it has to be, but the puzzle is 10,000 years old. Maybe the gate doesn't exist anymore. Look, back in the Milky Way, some cultures actually bury their gates to render them useless.

01:26:03:00 PRANOS (O/S): What about something else? What if these aren't...

01:26:05:01 PRANOS (CONT'D): stargate symbols?

01:26:08:18 MCKAY: Look at them. What else would they be, huh?

01:26:11:26 ALLINA: Actually, these symbols may not be gate-related.

01:26:15:25 MCKAY: Really? What are you thinking?

01:26:20:07 ZELENKA (INTO RADIO): Gentlemen, you should have visual in 30 seconds.

01:26:26:05 BATES: You ready?

01:26:27:06 BECKETT: No, I'm not ready.

01:26:28:14 BATES: You're going to do fine.

01:26:29:27 BECKETT: Is fine going to be enough?

01:26:31:15 ZELENKA (V/O OVER RADIO): Coming right at you.

01:26:34:28 BECKETT: Do you see it yet?



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:26:35:26           BATES: I can't see it anywhere.

01:26:39:15           (WEAPON FIRE)

01:26:40:15           (EXPLOSION)

01:26:45:05           BATES (INTO RADIO): Atlantis... Markham and Smith have been taken out.

01:26:48:13           BECKETT (V/O): It's headed for the city.

01:26:58:05           ALLINA: This monastery is where the 15 priests of the Brotherhood used to live.  
                          The mural here is a map, a layout of Sudaria as it was in their time. I  
                          should have thought of this before. See, the Sudarians worshiped the  
                          Lantian Ancestors. The stargate was considered a sacred portal and its  
                          symbols religious icons. All 36 gate symbols are incorporated.

01:27:23:02           MCKAY: So, connect the symbols on the stones...

01:27:24:17           PRANOS (O/S): And you should be able...

01:27:25:17           PRANOS (CONT'D): to triangulate where the center stone is buried.

01:27:29:03           MCKAY: You're a genius.

01:27:30:27           ALLINA: Thank you, Rodney.

01:27:31:23           KOLYA (O/S): Yes...



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:27:32:13 KOLYA (CONT'D): okay, we're all very impressed, but let's get on with it.

01:27:43:25 BATES: Shoot it down!

01:27:47:28 BECKETT: It's right in the middle of the city. I don't have a clean shot.

01:27:58:12 WEIR: What's it doing?

01:27:59:27 ZELENKA: It's scanning us.

01:28:18:00 MCKAY: Huh.

01:28:19:12 ALLINA: I was hoping it would narrow the area down a little more.

01:28:22:21 MCKAY: Well, it was worth a shot.

01:28:24:19 KOLYA: How big an area does that represent on the map?

01:28:27:12 ALLINA: Several square miles.

01:28:29:19 MCKAY: Hold on a second. It's part of their symbol.

01:28:46:15 ALLINA (O/S): The mark...

01:28:47:05 ALLINA (CONT'D): of the 15. Yes.

01:28:49:18 KOLYA: What?



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:28:51:02 MCKAY: It's a 15-line symbol.

01:28:52:22 MCKAY (CONT'D O/S): 15 lines.

01:28:53:23 ALLINA: Nine lines on the outside.

01:28:55:18 MCKAY (O/S): Representing the Stone Carriers.

01:28:56:25 ALLINA (O/S): Six on the inside.

01:28:58:22 MCKAY (O/S): Representing...

01:28:59:12 MCKAY (CONT'D): the five Protectors and the Master Handler.

01:29:04:15 KOLYA: Do you know where that is?

01:29:06:00 ALLINA: Yes, I can take you there.

01:29:07:04 MCKAY: Hold on a second.

01:29:13:19 BECKETT: Hold tight.

01:29:18:00 BECKETT (CONT'D): One more second.

01:29:23:12 BATES: Yes!

01:29:26:16 BECKETT: We didn't do that. At least, I don't think we did.



01:29:30:15 BATES: Well, whatever happened, it's dead.

01:29:32:05 BATES (CONT'D INTO RADIO): Atlantis...

01:29:34:02 BATES (CONT'D V/O OVER RADIO): we have a kill.

01:29:36:29 WEIR: Good news, Jumper Two. Now head on home.

01:29:47:10 MCKAY: Someone, give me a knife.

01:29:51:12 MCKAY (CONT'D): You all have guns. Someone, give me a knife.

01:29:57:00 KOLYA: All right.

01:30:06:29 ALLINA (O/S): Rodney.

01:30:07:29 MCKAY: It's not a map to where the center stone is. It is where the center stone  
is.

01:30:11:05 MCKAY (CONT'D O/S): Look.

01:30:35:01 MCKAY (CONT'D): We have all the pieces.

01:30:37:26 KOLYA (O/S): Congratulations...



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:30:38:22 KOLYA (CONT'D): Dr. McKay. You may live yet.

**END OF ACT THREE**



01:31:07:04 SHEPPARD: This is pointless. There are no trap doors or hidden passageways.

01:31:15:23 TEYLA: There may be more than one way in here, Major.

01:31:18:14 SHEPPARD: If you're trying to hide a chamber, you don't put a bunch of  
entrances and exits all over the damn place.

01:31:23:26 FORD: You'd rather just sit here and wait for them to come back?

01:31:26:09 SHEPPARD: What have you got that we can use?

01:31:30:26 SHEPPARD (CONT'D): I've got a couple M.R.E.s...

01:31:32:19 SHEPPARD (CONT'D O/S): some ammo, and some med supplies.

01:31:38:10 SHEPPARD (O/S CONT'D): Well, that's a start.

01:31:39:07 FORD (O/S): I've got a couple of flash-bangs.

01:31:41:04 FORD (CONT'D): I think that's about it, though.

01:31:42:16 TEYLA: Flash-bangs?



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:31:43:29            FORD: Work kind of like grenades--pull the pin, depress the trigger, once you let  
                                 the spoon pop, you've got about 1.5 seconds before the room is filled  
                                 with 2.4 million candlepower and a bang that's rated at 175 decibels.

01:31:54:28            SHEPPARD: It'll stun anyone with their eyes and ears open for about 10 seconds.

01:32:08:01            FORD (O/S): What are you doing?

01:32:09:01            FORD (CONT'D): You going to dig us out of here?

01:32:10:11            SHEPPARD: Yeah, something like that. Come over and give me a hand.

01:32:22:21            MCKAY: Hey, you want Sora back? Is that what this is about?

01:32:26:02            KOLYA: Sora knew what she was doing, more so than most of the men. Besides,  
                                 the Genii do not make deals with terrorists.

01:32:32:02            MCKAY: Terrorists? You attacked us.

01:32:34:24            KOLYA: After you ambushed us on our own world.

01:32:37:04            MCKAY: This is crazy. We're both just trying to protect our people.

01:32:39:24            KOLYA: That's correct, but if making your people the target buys my people more  
                                 time, it will have been worth it.

01:32:45:13            MCKAY: Listen--



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:32:46:17 KOLYA: I don't want to discuss it any further, Doctor. Find the ZPM, and you can all return to Atlantis. Fail, and the deal's off.

01:33:03:25 WEIR: So what happened out there?

01:33:05:18 BATES: As soon as we had a clean shot, it self-destructed.

01:33:09:10 WEIR: Why?

01:33:10:03 BATES (O/S): Ma'am, I have no idea.

01:33:11:27 BATES (CONT'D): I don't think it came here to fight.

01:33:13:13 BATES (CONT'D O/S): It didn't seem that interested in the Jumpers, except for...

01:33:15:18 BATES (CONT'D): when we were blocking its way to the city.

01:33:17:23 ZELENKA (O/S): Darts are not long-range fighters.

01:33:20:03 ZELENKA (CONT'D): The fact it came so far, alone... It was a scout.

01:33:24:26 WEIR: But why would it self-destruct? Scouts are meant to relay information.

01:33:28:08 ZELENKA: But it did relay information. Look. Just before it exploded, the Dart was transmitting data.

01:33:44:12 WEIR: I don't suppose you could--



## STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116

01:33:45:29 ZELENKA: Not any time soon, at least.

01:33:47:04 BATES: Can we determine where it was sending it?

01:33:48:19 ZELENKA (O/S): Well, I could direct the long-range...

01:33:49:20 ZELENKA (CONT'D): sensors to the area, see what shows up. Give me a couple of hours.

01:33:59:20 MCKAY (O/S): I just assumed that we place the stones on the pedestal, have someone put their hands on the palm prints, and hopefully, we get the ZPM.

01:34:06:10 MCKAY (CONT'D): The only question is, what order do we put the stones in?

01:34:08:22 PRANOS: I think it's pretty straightforward.

01:34:11:02 MCKAY: Well, nothing's been straightforward yet. What makes you think this would be?

01:34:14:05 PRANOS: The last one is the only one with grooves that match the center position.

01:34:17:17 MCKAY: So?

01:34:18:13 PRANOS: So it fits snugly into place. Complete the pattern, get the ZPM. Why would they continue to play games at this point?



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:34:24:12 MCKAY: I really don't think you understand...

01:34:26:04 MCKAY (CONT'D O/S): how these people thought.

01:34:27:07 KOLYA: McKay.

01:34:28:08 KOLYA (CONT'D): Stop stalling.

01:34:29:01 MCKAY: I'm not stalling. I just think we need to consider--

01:34:30:19 KOLYA (O/S): Pranos...

01:34:31:09 KOLYA (CONT'D): arrange the stones and retrieve the ZPM, please.

01:34:48:05 PRANOS: Aah!

01:34:49:24 KOLYA: McKay.

01:34:50:13 MCKAY: What do you want me to do?

01:34:56:12 PRANOS: What's this?

01:35:11:15 KOLYA: He's dead.

01:35:16:05 KOLYA (CONT'D): You knew this would happen.



**END OF ACT FOUR**



## STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116

## ACT FIVE

01:36:19:12 SHEPPARD: Any time you want to start...

01:36:21:09 MCKAY: I'm thinking, I'm thinking.

01:36:22:11 SHEPPARD: All right. We tried one to nine.

01:36:24:12 MCKAY: Thank you, yes.

01:36:25:12 SHEPPARD: How about nine to one?

01:36:26:21 MCKAY: Possibly. Look, Pranos was right. The center stone's the only one that locks into place. All the others must move around it. I'm just trying to think of a combination that make sense with five in the middle.

01:36:34:02 SHEPPARD: 15. It's got to have something to do with 15... or nine, or five--

01:36:37:26 MCKAY: Shut up. Please? I'm trying to think.

01:36:40:24 SHEPPARD: I'm not going to shut up, Rodney. My life's at stake.

01:36:42:13 MCKAY: Exactly, so simmer down, and let me save it!

01:36:43:19 SHEPPARD: You ever heard the term two heads are better than one?

01:36:45:19 MCKAY: That's a common misconception.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:36:46:27            SHEPPARD: Give me the gun. I'll shoot him myself.

01:36:48:22            KOLYA: This is taking too long. Choose and go.

01:36:50:17            MCKAY: What, you got somewhere you've got to be?

01:36:51:23            KOLYA: Choose and go.

01:36:54:25            MCKAY: I've got nothing.

01:36:58:03            SHEPPARD: Thanks for the pep talk.

01:36:59:09            MCKAY: Nine to one. It's all I can think of.

01:37:01:11            SHEPPARD: Okay. Step back.

01:37:03:28            MCKAY: I'm sorry.

01:37:04:29            SHEPPARD: I'm not dead yet.

01:37:06:26            MCKAY: Yeah. Sorry.

01:37:15:08            KOLYA: Major.

01:37:15:28            KOLYA (CONT'D O/S): Now.

01:37:30:15            SHEPPARD: I got it!



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:37:30:29 MCKAY (O/S): What?

01:37:31:09 SHEPPARD: The Brotherhood of 15.

01:37:32:09 MCKAY: What about it?

01:37:33:08 SHEPPARD: The numbers one to nine can be put in a three-by-three grid so they  
add up to 15 in every direction.

01:37:38:01 MCKAY: Oh, you're right. How'd you know that?

01:37:41:28 SHEPPARD: It was on a Mensa test.

01:37:42:29 MCKAY: You're a member of Mensa?

01:37:44:19 SHEPPARD: No, but I took the test.

01:37:45:14 MCKAY: When?

01:37:47:03 SHEPPARD: You want to talk about this now, Rodney?

01:37:49:11 MCKAY: Right. Right.

01:37:51:14 MCKAY (CONT'D): Okay.

01:37:52:21 SHEPPARD (O/S): Two, nine, four...



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:37:55:19 MCKAY: Seven, five, three...

01:37:56:25 MCKAY (CONT'D O/S): Six, one, eight.

01:37:59:03 MCKAY (CONT'D): That's it. That's got to be it.

01:38:01:28 KOLYA: Good luck.

01:38:45:00 (FLASH-BANG EXPLODING)

01:39:09:05 MCKAY (O/S): What the hell...

01:39:10:05 MCKAY (CONT'D): just happened?

01:39:11:21 SHEPPARD: Are you okay?

01:39:13:04 ALLINA: Yes. Thank you.

01:39:15:09 SHEPPARD: Sorry, Rodney. I had no way of telling you what was coming.

01:39:17:14 MCKAY: But my eyes? I need my eyes for seeing!

01:39:19:19 SHEPPARD: Get the ZPM, Rodney.

01:39:21:00 MCKAY: It's a small miracle I can still make out shapes, that's all I'm saying.

01:39:29:10 MCKAY (CONT'D): Don't look at me.



## STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116

01:39:39:10 SHEPPARD: All right. We're getting out of here. We're going to send a villager to pick you up in about an hour.

01:39:44:09 KOLYA: The smart thing would be to kill me now.

01:39:59:05 SHEPPARD: You're right.

01:40:00:17 SHEPPARD (CONT'D O/S): I tell you what--

01:40:02:18 SHEPPARD (CONT'D): I'm going to want points for this in the future...

01:40:05:15 SHEPPARD (CONT'D O/S): but if you ever do this again...

01:40:08:13 SHEPPARD (CONT'D): I will kill you.

01:40:13:10 SHEPPARD (CONT'D): Deal?

01:40:20:07 SHEPPARD: Are we good?

01:40:21:20 MCKAY: Yeah, as far as I can see.

01:40:24:09 SHEPPARD: Let's move out.

01:40:28:16 MCKAY: I can't believe you never mentioned the Mensa thing.

01:40:30:24 SHEPPARD: I took the test. I never joined.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:40:32:19 MCKAY: But you passed.

01:40:33:19 SHEPPARD: Yes.

01:40:34:22 MCKAY: Well, do you know we have a chapter on Atlantis? You could become an honorary—

01:40:37:00 SHEPPARD: Rodney. Rodney, up the rope.

01:40:41:06 FORD: I thought we'd never find one of those things.

01:40:43:08 SHEPPARD: You know, I'm going to sleep pretty soundly tonight.

01:40:45:17 MCKAY: Not me. I'm going to be up all night getting every system I can back on-line. Allina, I don't think we'll ever be able to properly repay you for this.

01:40:53:10 ALLINA: You won't have to.

01:41:04:07 MCKAY (O/S): I'm sorry?

01:41:09:08 SHEPPARD: All right, all right. Easy. Easy.

01:41:13:22 MCKAY: Allina... you involved the Genii?

01:41:17:17 ALLINA (O/S): This has nothing to do...

01:41:18:22 ALLINA (CONT'D): with the Genii. I'm a member of the New Brotherhood.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:41:23:00 MCKAY: Then what is this about?

01:41:25:09 ALLINA (O/S): 10 generations ago...

01:41:26:20 ALLINA (CONT'D): after a severe culling, the Brotherhood was destroyed. Many  
of us found their writings and decided to try and complete the task  
handed down to us by the Ancestors.

01:41:36:00 ALLINA (CONT'D O/S): I am the new Master Handler.

01:41:38:24 ALLINA (CONT'D): We thank you for helping us find the Potentia, but it must go  
into hiding again.

01:41:46:04 SHEPPARD: We come from the city of the Ancestors. That ZPM was intended for  
us.

01:41:50:04 ALLINA (O/S): No.

01:41:51:12 ALLINA (CONT'D): You live in Atlantis, but you are not the Ancestors.

01:41:55:11 SHEPPARD: What'd you tell her?

01:41:58:21 MCKAY: Atlantis might fall...

01:42:01:16 MCKAY (CONT'D O/S): if we don't take this ZPM back.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:42:03:12 MCKAY (CONT'D): Then it would serve no purpose. Do you really think the  
Ancestors would have wanted that?

01:42:06:17 ALLINA: None of us can know their plan.

01:42:09:04 SHEPPARD (O/S): They don't have a plan.

01:42:10:24 SHEPPARD (CONT'D): Do you think getting attacked by the Wraith and chased  
out of the galaxy is something they planned for?

01:42:15:04 MCKAY: Allina, you're far too smart to think--

01:42:17:19 ALLINA: The Potentia will be put into hiding on another world. When the  
Ancestors return...

01:42:21:16 ALLINA (CONT'D O/S): our people will be greatly rewarded.

01:42:23:28 MCKAY: Allina, you can't believe that.

01:42:26:01 MCKAY (CONT'D O/S): Look, come back with us.

01:42:27:15 MCKAY (CONT'D): Let me prove it to you.

01:42:29:07 ALLINA: This is how it must be.

01:42:33:09 ALLINA (CONT'D): Now it is time for you to leave.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:42:48:20 WEIR: Did you try to explain--

01:42:49:25 MCKAY: I tried. Believe me, we tried.

01:42:52:02 WEIR: We could have used it.

01:42:53:05 SHEPPARD: Of course we could have.

01:42:54:05 WEIR: No, you don't understand. While you were off-world, a Wraith Dart flew  
over our city.

01:42:58:12 SHEPPARD: I'm sorry?

01:43:00:03 WEIR: We lost a Jumper, along with Markham and Smith.

01:43:02:29 SHEPPARD: We what?

01:43:04:13 WEIR: And it scanned us.

01:43:06:11 SHEPPARD: We just lost two of my men and a Jumper, and this is the first time...

01:43:09:08 SHEPPARD (CONT'D O/S): I'm hearing about it?

01:43:10:21 WEIR (O/S): I tried to reach you, but you've been out of radio contact for over 12  
hours.



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:43:13:26 WEIR (CONT'D): Now, the Dart sent a transmission deep into space, and then it self-destructed...

01:43:17:28 WEIR (CONT'D O/S): before we could get to it.

01:43:19:11 ZELENKA: Yeah, we scanned the area with our deep space sensors...

01:43:20:20 ZELENKA (CONT'D O/S): and, uh...

01:43:21:20 MCKAY: We have deep space sensors?

01:43:22:26 ZELENKA: Yeah. It's a long story.

01:43:24:20 WEIR (O/S): And we found something else...

01:43:26:00 WEIR (CONT'D): rather unsettling.

01:43:27:19 SHEPPARD: I'm already unsettled. Show me.

01:43:40:06 MCKAY: What are those?

01:43:41:19 ZELENKA: Wraith hive ships. Three of them.

01:43:45:15 ZELENKA (CONT'D O/S): The system analysis just got back--

01:43:47:00 SHEPPARD: Right. Where are they headed?



**STARGATE ATLANTIS -- "THE BROTHERHOOD" -- Episode #116**

01:43:49:20           WEIR: If they maintain direction and speed, they'll be over our planet within two weeks.

**END OF ACT FIVE**

**FADE TO BLACK**

**BEGIN END CREDITS**