

STARGATE ATLANTIS
"AURORA"
EPISODE #0209
DIALOGUE CONTINUITY SCRIPT

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TIMECODE DIALOGUE

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

TEASER

01:00:20:13 WEIR: May I join you?

01:00:32:05 WEIR (CONT'D): It's called chess. It's a game.

01:00:35:20 RONON: They've been sitting there like that since I sat down.

01:00:38:08 WEIR (O/S): Those two, they play every single day.

01:00:40:28 RONON (O/S): Neither one of them has even blinked yet.

01:00:43:01 WEIR (O/S): Well, it's not really a game of action.

01:00:46:03 RONON: I can see that.

01:00:48:19 WEIR: It's all about strategy. He's planning his next move... and the move after
that... and the move after that.

01:00:56:23 RONON: You guys do a lot of that around here.

01:01:00:05 WEIR: Yes, we do. I take it that's not how you prefer to do things.

01:01:06:22 RONON: No. I'm leaving.

01:01:09:04 WEIR (O/S): Hey, Ronon, wait.

01:01:10:10 WEIR (CONT'D): Look, just because we do things differently doesn't mean we
can't learn from each other...

01:01:13:28 WEIR (CONT'D O/S): and Colonel Sheppard has already invested an incredible amount...

01:01:17:07 WEIR (CONT'D): of time and energy trying to make you an integral part of his team.

01:01:20:23 RONON: I mean I'm leaving the table.

01:01:26:25 WEIR: Oh.

01:01:27:25 RONON: Is that okay?

01:01:28:25 WEIR (O/S):Yes, of course.

01:01:29:20 WEIR (CONT'D): I'm sorry. I thought that—

01:01:30:20 MCKAY (V/O): Dr. Weir?

01:01:32:19 WEIR: Rodney, what is it?

01:01:34:09 MCKAY (V/O): Something you should see here.

01:01:36:29 WEIR: I'm on my way.

01:01:42:22 WEIR (CONT'D): I'm leaving too.

01:01:43:27 RONON: Okay.

01:01:45:15 WEIR: Okay.

01:01:48:08 WEIR (O/S): What is it?

01:01:50:01 MCKAY: That is the signature of an Ancient ship called the Aurora. With the ZPM
now powering the city, we've been reactivating dormant systems. That
one tracked the location of Ancient ships during the war.

01:02:00:25 SHEPPARD: A warship?

01:02:02:04 MCKAY: Oh, see, look at his eyes, all lighting up again. It's Pavlovian. I cross-
checked the logs. They were on a reconnaissance mission.

01:02:08:29 MCKAY (CONT'D O/S): When we activated the ZPM, the city must have sent out
some kind of an automated...

01:02:12:17 MCKAY (CONT'D): subspace beacon, recalling ships back to Atlantis.

01:02:15:03 WEIR: How long before it gets here?

01:02:16:18 MCKAY: Well, given that it's at the edge of the Pegasus galaxy... Let me see,
carry the four... 42 million years. Should we go wait on the porch?

01:02:26:05 SHEPPARD (O/S): So we take a jumper...

01:02:27:29 SHEPPARD (CONT'D): through the nearest stargate and check it out.

01:02:29:24 MCKAY: Clever, but wrong.

01:02:31:18 SHEPPARD: There are no nearby stargates.

01:02:33:12 MCKAY: Not within jumper distance, no.

01:02:35:07 WEIR: Which leaves us only one way to get there.

01:02:41:15 WEIR (V/O): Please don't force me to remind you...

01:02:42:27 WEIR (CONT'D): that I do have discretionary power to utilize the Daedalus--

01:02:46:13 CALDWELL: I'm well aware of the extent of your powers, Dr. Weir, and they end
at the hatch of this ship.

01:02:49:16 WEIR: Colonel, do we have to--

01:02:50:21 CALDWELL: Relax, Doctor. I happen to agree. The value of an Ancient warship in
our hands instead of the Wraith's is more than enough incentive for me.

01:02:55:10 WEIR: Good. Colonel Sheppard's team is ready to go.

01:02:58:13 CALDWELL: My crew can handle this.

01:03:00:12 WEIR: My team is far more experienced with Ancient technology.

01:03:03:05 CALDWELL: My people will only get that kind of experience by going on this kind
of a mission.

01:03:06:29 WEIR: Not this mission. We discovered it, we check it out. Your crew can cut their
teeth on something else.

01:03:11:27 CALDWELL: Fine. Have Colonel Sheppard's team ready to go in an hour.

01:03:16:04 WEIR: They're ready now.

END OF TEASER

ACT ONE

01:03:58:17 MCKAY: We should have visual soon.

01:04:09:28 AIRMAN: Sir, I'm detecting a second ship.

01:04:17:15 MCKAY: Move. Oh. Looks like a small Wraith vessel.

01:04:21:07 SHEPPARD: A dart?

01:04:22:15 MCKAY: No, bigger. Some sort of scout ship, probably after the same thing we
 are.

01:04:24:26 PILOT (O/S): It's altering course...

01:04:26:03 PILOT (CONT'D): coming straight at us.

01:04:27:16 SHEPPARD: Must've seen us drop out of hyperspace.

01:04:29:08 CALDWELL: Weapons range?

01:04:30:20 AIRMAN (O/S): Five seconds...

01:04:38:17 AIRMAN (CONT'D): Target is locked.

01:04:39:18 CALDWELL: Fire.

01:04:47:26 AIRMAN: Target is destroyed.

01:04:49:23 CALDWELL (O/S): All these years...

01:04:51:03 CALDWELL (CONT'D): and just now the Wraith find this ship?

01:04:52:22 MCKAY: Well, all these years, the Aurora lay dormant. The signal from Atlantis woke it up, making it visible to the Wraith as well as us.

01:05:00:06 TEYLA: Is that it?

01:05:15:16 SHEPPARD: Looks like it was in a hell of a fight.

01:05:18:15 RONON: And lost.

01:05:20:11 CALDWELL: Life support?

01:05:21:28 AIRMAN: Negative, sir.

01:05:23:14 CALDWELL: Looks like you're going to have to suit up, Colonel.

01:05:25:20 SHEPPARD: On our way.

01:05:35:21 SHEPPARD: We should be just outside the bridge.

01:06:01:06 RONON: You mean what used to be the bridge.

01:06:05:01 TEYLA: Colonel Sheppard...

01:06:37:14 MCKAY: Stasis pods. They're still powered up.

01:06:41:26 RONON (O/S): Stasis?

01:06:42:28 TEYLA: We found a similar pod on Atlantis. It keeps a person alive for many years
in a type of frozen hibernation.

01:06:50:02 RONON (O/S): Yeah, if you call that "living."

01:06:51:25 MCKAY (O/S): This one's uniform is different from the others. Maybe the Captain?

01:06:55:00 SHEPPARD (O/S): Or the maitre d'.

01:06:57:15 MCKAY: Lifesign indicators are active. These capsules must have some kind of a
shielding. That's why the Daedalus' sensors were unable to pick them
up.

01:07:05:07 TEYLA: Look at all of them.

01:07:10:22 SHEPPARD (O/S): That's just on this deck.

01:07:12:10 SHEPPARD (CONT'D): Who knows how many more there are on the rest of this
ship. Look, our time in these suits is limited. Can you get life support up
and running?

01:07:19:29 MCKAY: I'm on it.

01:07:39:25 CALDWELL: They're all alive? The entire crew?

01:07:44:10 SHEPPARD (V/O): Well, they're in a kind of...

01:07:46:25 SHEPPARD (CONT'D): suspended animation.

01:07:50:04 MCKAY: Not entirely suspended, however. The pod has slowed their aging considerably, but the bodies are virtually moribund.

01:07:56:25 SHEPPARD (O/S): Teyla and Ronon...

01:07:57:25 SHEPPARD (CONT'D): are searching the rest of the ship. My guess is there's hundreds.

01:08:01:02 CALDWELL: Is there anything we can do for them?

01:08:03:19 MCKAY: Well, reviving them's out of the question. The pod's the only thing keeping them alive.

01:08:08:10 SHEPPARD: What are we going to do with them, then?

01:08:12:25 MCKAY: Wait.

01:08:13:25 SHEPPARD: What?

01:08:17:24 MCKAY: There's something going on. This pod is magnetically shielded. I'm reading cortical signals.

01:08:24:13 SHEPPARD: Which means...

01:08:25:17 MCKAY: The pod's equipped with a neural interface that's indicating definite brain activity, as though he were perfectly conscious. If all of these pods are interconnected, it's highly possible that these people are, in fact, communicating with each other.

01:08:38:05 CALDWELL: This has been going on for 10,000 years?

01:08:40:02 MCKAY: Possibly. It's their way of keeping their minds occupied until they were rescued.

01:08:44:15 SHEPPARD (O/S): That is one long conversation.

01:08:47:02 MCKAY: Yeah, well, more likely, the interface was reactivated when the recall beacon from Atlantis was received.

01:08:51:01 MCKAY (CONT'D O/S): Either way, the neuro-feedback loop is incredibly active.

01:08:54:06 SHEPPARD: Any way to figure out what they're saying?

01:08:55:20 MCKAY: Yes, of course. It says right here. "Why is the smart one having to stop and answer so many questions?"

01:09:02:11 CALDWELL: It's a fair question, Doctor.

01:09:04:13 MCKAY (V/O): Of course it is.

01:09:05:24 MCKAY (CONT'D): Being able to communicate with a living Ancient is the
opportunity of a lifetime, but this system is a highly complex system,
which I will have-- Wait a minute.

01:09:15:01 SHEPPARD: What?

01:09:16:05 MCKAY: Answering your question. Teyla, found any more of the pods?

01:09:19:09 TEYLA (V/O): Yes. Many. And there are many more decks we have yet to search.

01:09:23:07 MCKAY: Are any of the pods empty?

01:09:25:01 TEYLA (V/O): A few.

01:09:26:25 MCKAY: Perfect.

01:09:34:05 SHEPPARD: Are you sure this is such a good idea?

01:09:35:26 MCKAY: What's the matter, Colonel? Don't trust me?

01:09:39:06 SHEPPARD: No.

01:09:40:06 MCKAY: Fine.

01:09:42:02 : CALDWELL (V/O): You're proposing actually freezing yourself in one of those things?

01:09:45:16 MCKAY: I should be able to tap into the neural network without actually initializing stasis.

01:09:49:06 MCKAY (CONT'D V/O): Look, it won't take long. I'll be in and out.

01:09:53:28 MCKAY (CONT'D): Look, the quickest way to figure out what is going on in there is to tap into the system and communicate directly with the Captain.
Need I remind you of the obvious value in this?

01:10:03:17 TEYLA: But is it safe?

01:10:05:06 MCKAY: Would I be volunteering to go if it wasn't?

01:10:08:14 RONON: No.

01:10:09:14 SHEPPARD (O/S): Which is exactly what...

01:10:10:23 SHEPPARD (CONT'D): makes it safe enough for me to go.

01:10:12:12 MCKAY: What?

01:10:13:08 SHEPPARD (O/S): Better to have you on the outside...

01:10:14:04 SHEPPARD (CONT'D): in case something goes wrong.

01:10:15:21 MCKAY: It won't.

01:10:16:16 SHEPPARD: But if it does.

01:10:17:10 MCKAY (O/S): It won't.

01:10:18:00 MCKAY (CONT'D): How many times do I have to say this--

01:10:19:19 TEYLA: Rodney, between the two of you, if something were to go wrong, which
would be the greater loss?

01:10:23:24 MCKAY: Well, I've never thought of it that way, but... Hey, she's right. You should
go.

01:10:37:00 MCKAY (O/S): Now, remember, the system creates...

01:10:39:11 MCKAY (CONT'D): a direct feedback loop between the processor and your
brainwaves. So when you want to disconnect, you'll need to, well, really
concentrate.

01:10:46:11 SHEPPARD: You mean think it?

01:10:47:26 MCKAY: Well, I think it'll probably take a little more than that, otherwise you'd be
popping in and out of the thing every time it crossed your mind.

01:10:51:18 SHEPPARD: So... there's no place like home?

01:10:55:01 MCKAY (O/S): If that works for you. Now, I should be able to monitor your EEG pattern, so in the highly unlikely event...

01:11:01:08 MCKAY (CONT'D): that something anomalous should present itself, I should be able to disconnect you manually.

01:11:04:19 SHEPPARD: Good.

01:11:06:00 MCKAY: Without permanent brain damage.

01:11:09:04 SHEPPARD: Rodney.

01:11:10:04 MCKAY: Well, the opportunity to speak to a living Ancient is worth the risk, hmm?

01:11:13:03 MCKAY (CONT'D O/S): Now, when I close the lid, the pod's systems...

01:11:16:03 MCKAY (CONT'D): should activate. Ready?

01:11:18:19 SHEPPARD: I was.

01:11:19:19 MCKAY: Good.

01:11:40:04 SHEPPARD: This is weird.

01:11:54:28 CREWMAN: Who are you?

01:11:55:29 SHEPPARD: Lieutenant Colonel John Sheppard. I'm part of an expedition--

01:11:59:05 CREWMAN: This deck is restricted. How did you get in here?

01:12:02:23 SHEPPARD: My team discovered your ship. Your crew...

01:12:06:07 SHEPPARD (CONT'D O/S): was in a stasis pod. We decided to tap into the--

01:12:08:26 CREWMAN: Stay where you are. Security to engineering deck.

01:12:10:11 SHEPPARD: No, you don't need to call security--

01:12:12:27 CREWMAN (O/S): Stay where you are.

END OF ACT ONE

ACT TWO

01:12:48:00 FIRST OFFICER (O/S): They hyperdrive construct modifications...

01:12:49:26 FIRST OFFICER (CONT'D): are commencing, sir.

01:12:51:19 CAPTAIN: Make certain the equations are entered in the correct sequence. We
 don't want to overload the control conduit.

01:12:57:06 FIRST OFFICER: Yes, sir.

01:12:59:02 CAPTAIN: Is this him?

01:13:00:08 CREWMAN: Yes, sir.

01:13:02:09 CAPTAIN: You wear the uniform of my crew, but I don't know you.

01:13:06:08 SHEPPARD: My name's Lieutenant Colonel John Sheppard. We discovered your
 ship.

01:13:10:00 SHEPPARD (CONT'D O/S): We found you and your crew in the stasis pods. We
 decided to tap...

01:13:13:08 SHEPPARD (CONT'D): into the system in order to communicate with you.

01:13:20:10 CAPTAIN: "System?"

01:13:24:01 SHEPPARD: This. This...virtual reality.

01:13:31:29 SHEPPARD (CONT'D): You do know this is kind of simulated...

01:13:44:24 SHEPPARD (CONT'D): Is there someplace more private we can talk?

01:13:51:24 SHEPPARD (CONT'D): It's not exactly what I meant by "private."

01:13:54:14 CAPTAIN: I want to know who you are and how you got aboard this ship.

01:13:57:04 SHEPPARD: I told you, my name's Colonel John Sheppard, part of an expedition-

 -

01:14:00:06 CAPTAIN: What expedition?

01:14:01:29 SHEPPARD: Let me bottom-line this for you. We came from Atlantis...

01:14:06:01 SHEPPARD (CONT'D O/S): except it's not quite the Atlantis you remember.

 10,000 years have gone by since you left.

01:14:11:12 SHEPPARD (CONT'D): I know all of this sounds strange, but I'm telling you the

 truth. Right now, you're all in your stasis pods...

01:14:18:00 SHEPPARD (CONT'D O/S): aboard Aurora. The ship's been derelict...

01:14:20:06 SHEPPARD (CONT'D): for centuries. None of this is real. I expected you to know

 that.

01:14:23:21 FIRST OFFICER: You don't have time to bother with this nonsense.

01:14:26:00 FIRST OFFICER (CONT'D O/S): The hyperdrive modifications are much more
 pressing, sir.

01:14:28:12 SHEPPARD: What kind of hyperdrive modifications?

01:14:31:21 CAPTAIN: We're attempting to modify our propulsion in order to return to
 Atlantis...

01:14:36:00 CAPTAIN (CONT'D O/S): as quickly as possible. Then we'll see...

01:14:38:04 CAPTAIN (CONT'D): if you're speaking the truth.

01:14:39:26 SHEPPARD: Oh, look. The Atlantis you know doesn't exist anymore. During the
 war with the Wraith, the city was evacuated back to Earth--

01:14:46:22 CAPTAIN: Evacuate? Why would we do that?

01:14:49:04 SHEPPARD (O/S): Sir...

01:14:50:06 SHEPPARD (CONT'D): the war was lost.

01:14:52:04 CAPTAIN: Nothing is lost. Not yet.

01:14:55:06 CAPTAIN (CONT'D O/S): I have vital information concerning a weakness in Wraith technology, and when I deliver the communiqué in my possession...

01:15:01:23 CAPTAIN (CONT'D): the tide will most certainly turn in our favor.

01:15:03:28 SHEPPARD: That's right-- the Atlantis mission logs said you were on a recon mission. What kind of weakness are we...

01:15:10:02 SHEPPARD (CONT'D O/S): talking about?

01:15:11:02 CAPTAIN (O/S): That information is reserved...

01:15:12:04 CAPTAIN (CONT'D): for the Council.

01:15:13:13 SHEPPARD: There is no Council anymore.

01:15:15:03 FIRST OFFICER: Sir, we must return to the bridge.

01:15:17:03 SHEPPARD (O./S): Wait. According to the logs...

01:15:18:23 SHEPPARD (CONT'D): the Aurora left Lantian space during the siege.

01:15:21:23 SHEPPARD (CONT'D O/S): That means the city had already been sunk to the bottom of the ocean.

01:15:25:22 SHEPPARD (CONT'D): You're wondering, how could I know that?

01:15:29:12 CAPTAIN: Yes.

01:15:30:08 SHEPPARD (O/S): Because that's where it was...

01:15:31:08 SHEPPARD (CONT'D): when we found it.

01:15:32:23 FIRST OFFICER (O/S): We're wasting time, sir.

01:15:34:03 FIRST OFFICER (CONT'D): You need to attend to the hyperdrive.

01:15:37:22 SHEPPARD (O/S): Wait! The information in that communiqué...

01:15:42:06 SHEPPARD (CONT'D): could still be incredibly valuable to us.

01:16:11:22 MCKAY: So?

01:16:12:16 SHEPPARD: It worked.

01:16:13:16 MCKAY: Well, of course it worked.

01:16:14:29 SHEPPARD: For a minute, I thought I was going to get stuck there. Where's
Teyla and Ronon?

01:16:19:22 MCKAY: Well, Caldwell sent them to search the ship's armory.

01:16:21:15 SHEPPARD: Yeah?

01:16:23:00 MCKAY: No. Unfortunately, it was depleted of drones. Look, so, what happened?

01:16:25:14 MCKAY (CONT'D O/S): Were you able to communicate with the Captain?

01:16:26:26 SHEPPARD: Face to face. Pretty impressive...

01:16:28:04 SHEPPARD (CONT'D O/S): in there. They have a whole virtual reality thing going
on.

01:16:31:11 MCKAY: Actually, the correct term is "virtual environment."

01:16:33:04 SHEPPARD: Yeah, whatever.

01:16:34:11 MCKAY (O/S): So what did you find out?

01:16:35:15 SHEPPARD: For starters, I have to go back.

01:16:38:13 CALDWELL (V/O): What do you mean, you have to go back?

01:16:40:00 SHEPPARD (V/O): The Aurora was on a recon mission. The Captain was carrying
a communiqué back to Atlantis. In it is vital information about a
weakness in Wraith technology.

01:16:48:00 CALDWELL: What kind of weakness?

01:16:49:08 SHEPPARD: Well, that's why I have to go back. He didn't tell me. He's trying to
modify the hyperdrives in order to get back to Atlantis faster to deliver it.

01:16:55:03 MCKAY: Well, did you mention that that's impossible, given that they're living in a virtual environment?

01:16:58:10 SHEPPARD: No, Rodney. That slipped my mind.

01:17:00:21 MCKAY: Well, I would have thought that would be the first thing--

01:17:01:25 SHEPPARD (O/S): Of course I mentioned it!

01:17:03:11 SHEPPARD (CONT'D): They don't remember putting themselves in stasis.
Consequently, they had no idea who I was or how I got there.

01:17:09:10 MCKAY: Why would the pods do that?

01:17:10:17 SHEPPARD (O/S): That's a good question...

01:17:11:25 SHEPPARD (CONT'D): and another reason I should go back. What do you think, Colonel?

01:17:15:26 CALDWELL: Go.

01:17:25:19 SHEPPARD: Hello? Anybody there?

01:17:31:16 SHEPPARD (CONT'D O/S): Hi.

01:17:32:17 SHEPPARD (CONT'D): I really need to talk to the Captain,

01:17:35:06 GUARD: Why?

01:17:36:22 SHEPPARD: Tell him I'm ready to make a full confession.

01:17:52:24 CALDWELL: Dr. McKay.

01:17:53:24 MCKAY (V/O): Go ahead.

01:17:54:24 CALDWELL: Long-range sensors have just detected two Wraith cruisers heading
this way, no doubt coming to investigate why their scout ship was
destroyed earlier.

01:18:00:26 MCKAY (V/O): What's their E.T.A.?

01:18:01:16 CALDWELL: A little over an hour, and I plan on being long gone by then. What's
the status there?

01:18:05:06 MCKAY: I've been able to decipher some more of the program. I'm actually
reading neural tracking signatures of the entire crew as they make
their...

01:18:10:25 MCKAY (CONT'D V/O): way through the--

01:18:12:03 CALDWELL: I meant Colonel Sheppard's status.

01:18:13:00 MCKAY: Oh. Him. Uh, yeah, well, he's...he's still in the pod.

01:18:16:14 CALDWELL (V/O): Understood. Just be aware of the time constraints with the
Wraith ships approaching. We can't risk being discovered.

01:18:21:17 MCKAY: Yes, yes, yes, yes, yes. Ticking clock. Anything else?

01:18:23:07 CALDWELL: If he's not out of there in 30 minutes, disconnect him manually.

01:18:28:24 MCKAY: Right.

01:18:37:20 SHEPPARD: Where's the Captain?

01:18:38:05 FIRST OFFICER (O/S): He has more pressing concerns...

01:18:39:13 FIRST OFFICER (CONT'D): at the moment. He sent me in his stead.

01:18:43:05 FIRST OFFICER (CONT'D): I was told you were ready to make a full confession?

01:18:45:27 SHEPPARD: Yeah. Well, no. Actually, I just wanted to talk to him to try to
convince him that we're on the same side.

01:18:54:28 FIRST OFFICER: Perhaps you would have more success if your story were not so
preposterous.

01:18:59:19 SHEPPARD: It's not preposterous.

01:19:02:00 FIRST OFFICER: You say you're from Atlantis.

01:19:04:07 SHEPPARD (O/S): Yes.

01:19:04:28 FIRST OFFICER: And yet you also say that Atlantis has been evacuated.

01:19:07:25 SHEPPARD (O/S): Yes.

01:19:08:14 SHEPPARD (CONT'D): Well, it was... 10,000 years ago. Look, we just discovered it last year.

01:19:15:17 FIRST OFFICER: You discovered it?

01:19:17:11 SHEPPARD: We came from Earth. We found the city deserted. We set up a base, been living there ever since. That's how we found you. We saw the Aurora on one of the city's long-range sensors.

01:19:25:09 SHEPPARD (CONT'D O/S): But even after all these years, the Wraith are still causing a lot of problems.

01:19:29:01 SHEPPARD (CONT'D): We've managed to hold them off for now, but we could sure use that information about the weakness in their technology.

01:19:35:06 FIRST OFFICER: Only the Captain has access to the communiqué.

01:19:37:00 SHEPPARD (O/S): Well, then, let me talk to him.

01:19:38:19 SHEPPARD (CONT'D): I can deliver the message myself. The quicker it gets back to Atlantis, the better for all of us.

01:19:44:00 FIRST OFFICER: You seem sincere.

01:19:46:17 SHEPPARD: Yes. I am. Very sincere.

01:19:50:27 SHEPPARD (CONT'D O/S): I would be very...

01:19:53:15 SHEPPARD (CONT'D): very grateful.

01:20:00:11 FIRST OFFICER: I'll speak to him for you.

01:20:10:07 SHEPPARD: Ow.

01:20:18:15 RONON: More of the same.

01:20:20:05 TEYLA: Shh. I am counting. I do not want to lose my place.

01:20:25:25 RONON: I counted 376. No, wait. 398. I forgot about the infirmary. There was 22
in there... or was it 23?

01:20:34:22 RONON (CONT'D): Sorry.

01:20:44:27 TEYLA: Where did she come from?

01:21:00:20 TEYLA (CONT'D): Oh, no.

01:21:02:12 TEYLA (CONT'D V/O): Dr. McKay?

01:21:03:24 MCKAY: Still here.

01:21:05:18 TEYLA (V/O): There's something you need to see. We are two decks directly
below you.

01:21:08:27 MCKAY: Can't it wait?

01:21:10:05 TEYLA (V/O): No.

01:21:19:13 SHEPPARD: Guard!

01:21:25:09 SHEPPARD (CONT'D): I need to talk to the First Officer.

01:21:27:29 GUARD: She gave orders not to be disturbed.

01:21:29:17 SHEPPARD: It's okay. She said she was going to talk to the Captain for me. It's
been a while. I just--

01:21:33:04 GUARD (O/S): She also gave orders...

01:21:34:04 GUARD (CONT'D): to ignore everything you say.

01:21:38:19 SHEPPARD: Then why are you talking to me right now?

01:21:45:08 SHEPPARD (CONT'D): I need to see the Captain!

01:22:00:10 SHEPPARD (CONT'D): All right. That should be enough time.

01:22:12:28 SHEPPARD (CONT'D O/S): Give me this thing.

01:22:19:25 SHEPPARD (CONT'D): I really don't like being ignored.

01:22:28:23 MCKAY: What is it?

01:22:29:15 TEYLA: Have a look.

01:22:36:13 MCKAY: This is Wraith gear. And it's recently installed.

01:22:40:23 RONON: There's a reason for that.

END OF ACT TWO

ACT THREE

01:23:10:11 CALDWELL: Are there any more?

01:23:11:09 MCKAY: Well, it's hard say, since you plucked us out of there the second you heard.

01:23:14:10 TEYLA: Ronon and I have searched the ship. I am certain there is only one.

01:23:17:13 MCKAY: The Wraith's tied in to the same neuro-feedback loop as the crew and Colonel Sheppard, but by the looks of it, they must have found Aurora a long time ago, certainly long enough to figure out how to access and reconfigure the system.

01:23:27:28 CALDWELL: Given their apparent psychic abilities, is it possible the Wraith ships on the way are in communication with the Wraith aboard the Aurora?

01:23:34:11 TEYLA: No. They need to be closer.

01:23:35:06 MCKAY (O/S): She's right. We've already determined that...

01:23:36:06 MCKAY (CONT'D): the range of Wraith psychic ability is limited.

01:23:38:07 CALDWELL: So we can't risk those ships getting within that range.

01:23:40:17 RONON: I say we go back and kill it right now.

01:23:42:07 CALDWELL: I agree.

01:23:43:03 MCKAY: Whoa, whoa, whoa, whoa. Stop. Let's not get all trigger happy. We have
no idea how much of the system this Wraith is manipulating. We need to
figure out what is going on before we start shooting things. For all we
know, that could kill Sheppard.

01:23:54:00 CALDWELL: What's he still doing there?

01:23:55:04 MCKAY: He can come out any time he wants. There must be a good reason.

01:23:57:28 RONON: Knowing Sheppard, he wouldn't leave without getting the information
from the communiqué.

01:24:01:12 CALDWELL: I still don't like it.

01:24:03:08 TEYLA: The Wraith cannot physically harm him in there, can it?

01:24:05:09 MCKAY: No. I don't think so.

01:24:09:05 MCKAY (CONT'D O/S): I don't know...

01:24:10:22 MCKAY (CONT'D): but I should get back in there and learn what this Wraith is
doing.

01:24:13:15 CALDWELL: You've got 15 minutes to figure it out, Doctor.

01:24:15:22 MCKAY (O/S): 15?

01:24:17:07 MCKAY (CONT'D): Where do you people come up with these arbitrary numbers?

01:24:19:14 CALDWELL (O/S): That's the time...

01:24:20:14 CALDWELL (CONT'D): you've got to learn what you need to, Doctor.

01:24:22:15 MCKAY: Why?

01:24:23:05 CALDWELL (O/S): Because I intend...

01:24:23:25 CALDWELL (CONT'D): to destroy the Aurora before those Wraith ships get here.

01:24:29:00 MCKAY: Okay.

01:24:46:11 SHEPPARD: Hi. Me again.

01:24:47:27 SHEPPARD (CONT'D O/S): Wait. Wait, please.

01:24:49:19 SHEPPARD (CONT'D): Just listen. Uh... I'm not here to hurt anyone. I want to
help you, help all of us.

01:24:57:29 SHEPPARD (CONT'D O/S): I know all of this sounds strange, but just give me a
chance to prove...

01:25:01:22 SHEPPARD (CONT'D): that what I'm saying--

01:25:05:19 FIRST OFFICER: Are you all right, sir?

01:25:06:19 CAPTAIN: Yes, I'm fine.

01:25:08:00 FIRST OFFICER (O/S): Take him back to the brig.

01:25:15:17 FIRST OFFICER (O/S CONT'D): He escaped only moments ago.

01:25:16:22 FIRST OFFICER (CONT'D): I'll see to it he doesn't disturb you again.

01:25:20:17 CAPTAIN: What if he is telling the truth?

01:25:26:10 CAPTAIN (CONT'D): Do you not sense it, too, that something is wrong?

01:25:32:15 FIRST OFFICER: You're exhausted, sir.

01:25:34:20 CAPTAIN: True. I am in need of rest. Even more so, my crew.

01:25:47:11 FIRST OFFICER (O/S): Rest is a luxury we cannot afford, sir.

01:25:50:21 FIRST OFFICER (CONT'D): The Aurora is a fine ship, but she was never built for speed. Without the drive modifications...

01:25:55:22 FIRST OFFICER (CONT'D O/S): it'll take months to return to Atlantis. If we are to use this new intelligence...

01:25:59:01 FIRST OFFICER (CONT'D): to our advantage, we need to reach the city within
 days.

01:26:04:21 CAPTAIN: Then there'll be time for rest.

01:26:07:13 FIRST OFFICER (O/S): Yes, sir.

01:26:20:20 TEYLA: What is wrong?

01:26:22:12 MCKAY: Delta waves.

01:26:23:18 RONON: What are they?

01:26:24:20 CALDWELL (V/O): Dr. McKay, are you ready to be beamed aboard?

01:26:27:05 MCKAY: It hasn't even been five minutes!

01:26:29:16 TEYLA: Dr. McKay has discovered a problem.

01:26:31:07 CALDWELL: What kind of a problem?

01:26:32:26 MCKAY (V/O): Colonel Sheppard's EEG frequencies are decreasing. I'm reading
 delta waves, which indicates...

01:26:36:11 MCKAY (CONT'D): that he's unconscious within the virtual environment. I'm not
 sure how it happened, but something is definitely wrong in there.

01:26:41:14 CALDWELL: Even more reason to pull him out.

01:26:42:27 MCKAY (V/O): That would be a mistake.

01:26:44:08 MCKAY (CONT'D): Look, additional data I've been able to decipher from the
Wraith's biometrics receiver shows significant manipulation of the
feedback loop...

01:26:50:08 MCKAY (CONT'D O/S): something we were clearly not aware of when Sheppard
went in.

01:26:53:13 CALDWELL: We were also clearly not aware of the two Wraith cruisers
approaching.

01:26:56:08 MCKAY: Colonel, this Wraith is controlling the program, which means it might
have booby-trapped it as well. We're talking about Sheppard's life here.

01:27:02:08 CALDWELL: And I'm talking about the lives of not only every person aboard this
ship, but every person in Atlantis when the Wraith find out it wasn't
destroyed.

01:27:07:26 CALDWELL (V/O): I'm well aware of what's at stake here, Doctor. Get him out of
that pod or my men will. Caldwell out.

01:27:19:06 MCKAY: I'm going in.

01:27:20:07 MCKAY (CONT'D O/S): Look, stall Caldwell. Buy me some time...

01:27:22:21 MCKAY (CONT'D): just a few minutes at the most.

01:27:23:25 TEYLA: What if you are unable to disconnect?

01:27:25:16 RONON: Caldwell's going to blow that ship whether you're in there or not.

01:27:27:28 MCKAY: You see, the thing is, Colonel Sheppard and I have sort of gotten into this habit of saving each other's lives, and it's my turn. It can be your turn next. Look... hit this to manually disconnect me. If I do not regain consciousness, go ahead and open Colonel Sheppard's pod. Have us beamed directly to Daedalus and make sure they have a medical team waiting.

01:27:51:09 TEYLA (O/S): Are you sure you want to do this?

01:27:53:04 MCKAY: I'm sure I don't.

01:27:55:03 MCKAY (CONT'D O/S): Okay...

01:27:58:15 MCKAY (CONT'D): All right. Looks like there's more than enough air in here. Right. Of course there is. Crew's been sealed inside these things for thousands of years...

01:28:06:20 TEYLA: Are you all right?

01:28:08:00 MCKAY (O/S): Yeah. It's just my claustrophobia. I'll be fine...

01:28:09:21 MCKAY (CONT'D): I hope. Now, the system should engage once you send me in.

01:28:14:17 TEYLA: All right.

01:28:15:21 MCKAY (O/S): All right.

01:28:20:22 MCKAY (CONT'D): So send me in?

01:28:21:22 TEYLA: Oh, yes. Good luck.

01:28:24:06 MCKAY: Right.

01:28:38:12 MCKAY (O/S): Where are you taking me? I told you, I'm with Colonel Sheppard.
I'm a member of his team. Colonel John Sheppard, he's about so high...

01:28:44:20 MCKAY (CONT'D): brown hair, a bit mussed. The term is "rakish." Oh, for--

01:28:49:15 SHEPPARD: McKay?

01:28:50:25 MCKAY: What are you doing in there?

01:28:52:23 SHEPPARD (O/S): I was about to ask you the same thing.

01:28:54:18 MCKAY: I came to help you.

01:28:56:00 SHEPPARD: I feel better already.

END OF ACT THREE

ACT FOUR

01:29:28:05 RONON: 10,000 years in one of these things, kept alive only by life support... I couldn't live that way.

01:29:34:29 TEYLA: Neither could I.

01:29:36:17 CALDWELL (V/O): Dr. McKay, what's your status?

01:29:39:15 TEYLA: Dr. McKay is...not here.

01:29:42:08 CALDWELL (V/O): What?

01:29:43:28 TEYLA: He had to...

01:29:45:10 RONON: He had to check something on the Wraith pod.

01:29:47:00 TEYLA: Yes. The Wraith pod. He had to check the...biometrics receiver. He needed to reconfirm the frequencies of the neuro-feedback loop.

01:29:55:08 CALDWELL (V/O): Why isn't he on his radio?

01:29:57:05 TEYLA: Well, actually, we have been having trouble reaching him ourselves.

01:30:01:10 TEYLA (CONT'D O/S): I think it might have something to do with...

01:30:03:23 TEYLA (CONT'D): interference from the, um, magnetic shielding of the pods.

01:30:10:08 RONON: Yeah. Shielding.

01:30:11:22 TEYLA (O/S): Ronon was just about to go and check on him, see what is taking...

01:30:13:22 TEYLA (CONT'D): him so long.

01:30:14:20 CALDWELL (V/O): All right, go get him. Light a fire under him.

01:30:18:15 TEYLA: Right away.

01:30:19:15 CALDWELL (V/O): I want a status report as soon as his radio is working. Caldwell
out.

01:30:23:27 RONON: Nice stalling.

01:30:27:09 MCKAY: Have you been unable to disconnect yourself from the system?

01:30:29:16 SHEPPARD: No. I'm still trying to get the information in that communiqué.

01:30:32:06 MCKAY: Oh, good. We thought maybe it was preventing you from exiting the
program.

01:30:35:07 SHEPPARD: "It?"

01:30:36:29 MCKAY: We found a Wraith in one of the stasis pods. It's manipulating the neuro-
feedback program. Your EEG patterns were irregular--

01:30:42:27 SHEPPARD: You're kidding. I got stunned.

01:30:44:06 MCKAY: I didn't want to risk pulling you out until I knew more.

01:30:46:14 SHEPPARD: The First Officer.

01:30:48:03 MCKAY: What about him?

01:30:48:23 SHEPPARD: Her. She's a Wraith. She has to be. There's something very odd about her, and she keeps preventing me from talking to the Captain.

01:30:55:11 MCKAY: The Wraith we found was male. The First Officer must have been female. It took her place.

01:30:59:22 SHEPPARD: She knows I want that information and the Captain is the only one with access to it.

01:31:03:03 MCKAY: Well, we don't need the Captain. I've been able to decipher enough of the program to overwrite the protocols. All I have to do is get to a terminal within the virtual environment, and I should be able to access any file stored within the database.

01:31:12:05 SHEPPARD: So we just need to break out of here.

01:31:13:16 MCKAY: Hold that thought.

01:31:23:06 RONON: What's happening?

01:31:24:10 MCKAY: Give me the tablet. The data device, right here, right here. Thank you.
That's it.

01:31:33:00 MCKAY (CONT'D): Just keep stalling, keep stalling.

01:31:58:11 SHEPPARD: Hi.

01:31:59:07 MCKAY: Hi.

01:31:59:27 SHEPPARD: Nice.

01:32:08:14 MCKAY: It should be the next hallway.

01:32:19:01 SHEPPARD: That's her.

01:32:20:20 MCKAY: That's the Wraith?

01:32:21:11 SHEPPARD: Yeah.

01:32:22:16 MCKAY: Wow.

01:32:24:08 MCKAY (CONT'D): She's hot. I mean, seriously hot.

01:32:28:03 SHEPPARD: Rodney, you're drooling over a Wraith.

01:32:30:18 MCKAY: I know. I disgust myself sometimes.

01:32:57:04 CALDWELL: Where are Dr. McKay and Colonel Sheppard?

01:32:58:13 RONON (O/S): Why'd you beam us back?

01:32:59:20 CALDWELL: Because I was about to fire a missile...

01:33:00:29 CALDWELL (CONT'D O/S): into the side of that ship.

01:33:03:00 TEYLA: They are in the pods.

01:33:09:11 CALDWELL: They're both in pods now?

01:33:11:15 TEYLA (O/S): Yes.

01:33:12:15 TEYLA (CONT'D): Dr. McKay went in to see if the Wraith...

01:33:14:18 TEYLA (CONT'D O/S): was preventing Colonel Sheppard from disengaging from
the system.

01:33:19:00 CALDWELL: I want a team assembled, ready to beam aboard the Aurora to
disconnect...

01:33:22:06 CALDWELL (CONT'D O/S): Dr. McKay and Colonel Sheppard.

01:33:23:15 TEYLA (O/S): No, wait.

01:33:24:15 TEYLA (CONT'D): Please, just a few more minutes.

01:33:28:09 CALDWELL: ETA on the Wraith ships?

01:33:29:28 AIRMAN: 11 minutes out.

01:33:31:10 TEYLA (O/S): I am certain he'll be out by then...

01:33:32:25 TEYLA (CONT'D): and if he is successful, he will know if it is safe to disconnect
Colonel Sheppard.

01:33:36:18 CALDWELL: And if he's not out by then?

01:33:38:06 RONON (O/S): Then we'll disconnect them both.

01:33:41:06 TEYLA (O/S): It would be wise to have...

01:33:42:29 TEYLA (CONT'D): a medical team standing by for both of them.

01:33:50:00 CALDWELL: Alert the infirmary. I want a medical team standing by.

01:33:57:18 MCKAY: The communiqué has been erased.

01:34:00:21 SHEPPARD: Why would the Wraith do that?

01:34:02:01 MCKAY: Well, it says right here. "I, the Wraith, delete this important information to
keep you from seeing it."

01:34:07:00 SHEPPARD: Obviously he did it to keep us from seeing it, but why didn't it end
 the damn program? What's the point of continuing?

01:34:13:24 MCKAY: Oh, no.

01:34:14:28 SHEPPARD: What?

01:34:17:14 MCKAY: You said they were trying to modify the hyperdrive.

01:34:19:27 SHEPPARD: So they can get back to Atlantis faster.

01:34:22:03 MCKAY: Well, according to the Atlantis database...

01:34:23:12 MCKAY (CONT'D): there are two different types of Ancient hyperdrives. There's
 the more basic, interstellar kind, like the one the Aurora has, and then
 there's the more powerful, intergalactic kind similar to the one the Asgard
 provided us for the Daedalus.

01:34:34:16 SHEPPARD: Why would the Wraith want to soup up the Aurora's hyperdrive?

01:34:36:28 MCKAY: Because the Wraith hyperdrives are nowhere near as advanced as the
 Ancient hyperdrives. With all of the technology the Captain is feeding her
 right now--

01:34:43:02 SHEPPARD (O/S): She'll learn how to modify...

01:34:44:02 SHEPPARD (CONT'D): the Wraith's hyperdrives from interstellar to intergalactic.

01:34:47:10 MCKAY: That means they'll make it as far as Earth.

01:34:49:12 SHEPPARD (O/S): That's what this whole thing...

01:34:50:12 SHEPPARD (CONT'D): is about, their new feeding ground, and this is just step one.

01:34:54:16 MCKAY: Even if she doesn't have all the information she needs, we need to stop her from sending what she's learned so far to the Wraith ships that are on the way.

01:35:00:17 SHEPPARD: There are Wraith ships on the way?

01:35:03:20 MCKAY: I'm-- I'm sure I mentioned that.

01:35:06:03 SHEPPARD: No, you didn't.

01:35:07:27 MCKAY: Well, it... it threw me when she was so hot.

01:35:11:18 SHEPPARD: How many ships?

01:35:13:00 MCKAY: Two cruisers.

01:35:16:24 SHEPPARD: Can you disconnect her?

01:35:17:27 MCKAY: Him. Not from the inside, no, but I should be able to disable the pod interface from the outside.

01:35:24:07 SHEPPARD: Then why didn't you?

01:35:25:18 MCKAY: Because I didn't know what that would do to you.

01:35:27:11 SHEPPARD: Well, that's very thoughtful of you, but now she knows all about Atlantis.

01:35:30:09 MCKAY: You told her? Why?

01:35:35:20 SHEPPARD: Because I was trying to convince them that-- Just go and unplug the
Wraith while I talk to the Captain.

01:35:42:08 MCKAY: The communiqué is blank.

01:35:43:20 SHEPPARD (O/S): Yeah, but he might still have some intel...

01:35:44:20 SHEPPARD (CONT'D): about the Wraith weakness. Now, Rodney, is there anything else you'd like to tell me?

01:35:51:05 MCKAY: Only that Caldwell is probably going to destroy this ship at any moment.

01:35:56:00 SHEPPARD: Go!

01:35:57:10 MCKAY: Going.

01:36:09:14 MCKAY (CONT'D): Teyla? Ronon? Oh, I can't believe it. Two minutes in the pod,
 I'm abandoned. Come on. Let's go, let's go, let's go, let's go. Oh... Right.
 Okay.

01:36:38:14 SHEPPARD: Come on, McKay...

01:36:40:15 FIRST OFFICER (O/S): Hyperdrive modification commands...

01:36:42:05 FIRST OFFICER (CONT'D): have been successfully entered. Auxiliary power is
 now online.

01:36:45:24 CAPTAIN: Very good. Prepare to engage drive.

01:36:48:17 SHEPPARD (O/S): Stop!

01:36:49:20 SHEPPARD (CONT'D O/S): Your First Officer is a Wraith.

01:36:51:10 SHEPPARD (CONT'D): She's using you.

01:36:52:17 FIRST OFFICER: Security to the bridge.

01:36:53:27 SHEPPARD: She gained access to the virtual environment by killing your First
 Officer and taking her place.

01:36:58:04 SHEPPARD (CONT'D O/S): She's getting you to modify your hyperdrive...

01:36:59:20 SHEPPARD (CONT'D): so she can upgrade the Wraith hyperdrives.

01:37:01:06 FIRST OFFICER: Don't listen to him.

01:37:02:13 SHEPPARD (O/S): They need to modify their hyperdrives...

01:37:03:17 SHEPPARD (CONT'D): to make it to my planet, Earth, and I prefer she not do
 that.

01:37:06:21 FIRST OFFICER: This is nonsense.

01:37:07:21 SHEPPARD: I'm telling you she's a Wraith.

01:37:09:00 CAPTAIN: Officer Trebal has served with me for many years. I can't possibly
 believe--

01:37:12:03 FIRST OFFICER: Sir, with your permission, I'd like to--

01:37:20:09 MCKAY: Come on... Disable.

01:37:42:27 SHEPPARD: I hope that was proof enough.

01:37:45:01 MCKAY: Ha!

01:37:51:10 MCKAY (CONT'D): Oh, no.

END OF ACT FOUR

ACT FIVE

01:38:28:19 (GUNFIRE)

01:38:39:28 MCKAY: Come on, come on...

01:38:49:14 CAPTAIN: All this time, I thought we had evaded the enemy. Instead, I've been unwittingly assisting them.

01:38:54:14 SHEPPARD: No, sir, she didn't succeed, and if you tell me the information in the communiqué, we may be able to defeat the Wraith once and for all.

01:39:00:17 CAPTAIN: The information is in the ship's computer. I can give you my access codes.

01:39:03:10 SHEPPARD: We checked. It's all been erased. Can't you tell me yourself?

01:39:06:19 CAPTAIN: I'm afraid I was never made aware of the its contents, Colonel Sheppard.

01:39:09:07 CAPTAIN (CONT'D O/S): The Council feared the possibility of our capture was too great.

01:39:13:12 CAPTAIN (CONT'D): The information in that communiqué is gone.

01:39:19:27 CAPTAIN (CONT'D O/S): 10,000 years...

01:39:20:27 CAPTAIN (CONT'D): even in stasis, our physical bodies must be...

01:39:25:01 SHEPPARD (O/S): Very old.

01:39:26:01 SHEPPARD (CONT'D): Too old.

01:39:33:15 CAPTAIN (O/S): My crew deserves to know.

01:39:35:09 SHEPPARD: Yes, they do, and I'd love to give you all the time in the world for
that, but right now, there are two Wraith ships on the way.

01:39:41:00 CAPTAIN: We've longed for nothing more than returning to Atlantis... to raise a
toast to home and victory.

01:39:52:00 CAPTAIN (CONT'D O/S): We may not return home...

01:39:53:11 CAPTAIN (CONT'D): but we'll do whatever we can to ensure that victory.

01:39:56:20 CAPTAIN (CONT'D O/S): For that, I will need your help.

01:40:02:07 MCKAY (O/S): It's about damn time. What'd you do, play a round of golf?

01:40:05:10 MCKAY (CONT'D): We've got serious problems.

01:40:06:13 SHEPPARD: What happened? Get down!

01:40:08:20 (GUNFIRE)

01:40:13:02 MCKAY: That happened.

01:40:15:00 MCKAY (CONT'D): Not so hot now.

01:40:18:27 WRAITH: Our ships are coming. They will retrieve what I have learned. Earth will
soon be ours.

01:40:26:20 SHEPPARD: Not if I can help it.

01:40:28:10 (GUNFIRE)

01:40:34:09 CALDWELL (V/O): Colonel Sheppard, we're reading two lifesigns. I hope that
means what I think it means.

01:40:37:23 SHEPPARD: Give me one more minute.

01:40:38:26 CALDWELL: We're out of time, Sheppard. The Wraith ships are almost here.

01:40:41:06 SHEPPARD (V/O): One damn minute and I can take care of that problem.

01:40:46:18 AIRMAN: Wraith cruisers just dropped out of hyperspace, sir. They're aware of us.

01:40:51:05 CALDWELL: Battle stations. Looks like we're going to have fight these guys. Bring
main rail guns online.

01:40:55:17 SHEPPARD (V/O): Daedalus, this is Sheppard. We're ready.

01:40:57:17 CALDWELL: Beam them directly onto...

01:40:58:18 CALDWELL (CONT'D O/S): the bridge.

01:41:05:29 AIRMAN: Targets are in range.

01:41:07:12 SHEPPARD: Sir, we need to get out of here.

01:41:08:10 CALDWELL: No, we need to eliminate those cruisers. There's information--

01:41:10:13 MCKAY: No, no, no. We need to get far away.

01:41:11:23 CALDWELL: What?

01:41:12:13 SHEPPARD (O/S): The Captain gave me the Aurora's self-destruct code.

01:41:13:23 SHEPPARD (CONT'D): He assures me it'll take care of the Wraith ships too, but
we have to get clear.

01:41:17:17 CALDWELL: Bring sublight engines to military thrust.

01:41:19:13 PILOT: Military thrust.

01:41:28:10 CAPTAIN: I have never been more proud than I am this moment.

01:41:32:22 CAPTAIN (CONT'D O/S): It has been an honor serving with you. And although we
may not return to Atlantis...

01:41:40:03 CAPTAIN (CONT'D): rest assured that the Aurora will be remembered.

01:41:48:26 (AURORA EXPLODING)

01:42:09:20 MCKAY: We monitored all transmissions from the Wraith cruisers prior to the explosion. They never got a chance to board the Aurora or upload any of the Ancient information.

01:42:17:16 CALDWELL: Both cruisers were destroyed in the explosion.

01:42:20:08 RONON: Too bad you weren't able to figure out the Wraith weakness.

01:42:22:09 SHEPPARD: At least we found out they had one.

01:42:24:17 WEIR: Good work. Thank you, everyone.

01:42:27:24 SHEPPARD: Before we break up the party, there's something I'd like to do. It might seem a little strange, but I promised to do something when we got home.

01:42:39:07 MCKAY: Thank you.

01:43:00:26 SHEPPARD: To the crew of the Aurora.

END OF ACT FIVE

FADE TO BLACK

END OF EPISODE