

STARGATE ATLANTIS
"THE RETURN, PART 1"
EPISODE #0309
DIALOGUE CONTINUITY SCRIPT

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01:00:23:17 MCKAY: They're machines.

01:00:25:10 MCKAY (CONT'D O/S): Replicators.

END OF RECAP

TEASER

- 01:00:29:04 MCKAY (V/O): So, I'm in Atlantis and I need to get to Earth. What do I do?
- 01:00:34:13 MCKAY (CONT'D): Since we no longer have access to a ZPM, due to unforeseeable circumstances, my only option would be to call the Daedalus and spend the next three weeks twiddling my thumbs, waiting to get back home...
- 01:00:45:03 MCKAY (CONT'D O/S): until now.
- 01:00:47:10 MCKAY (CONT'D): I give you... the McKay/Carter Intergalactic Gate Bridge. 34 gates from both the Milky Way and Pegasus gate systems have been strategically placed in the massive void between our two galaxies. Simply enter on either side-- for example, Atlantis-- and boom. A macro that, uh, I have written specially for the occasion will command each gate in the chain to store you in its buffer and forward you along to the next...
- 01:01:14:17 MCKAY (CONT'D O/S): and the next, and the next, and the next, and the next, until you arrive...here.
- 01:01:18:20 MCKAY (CONT'D): Once at the Midway Space Station, you simply exit the Pegasus gate system and enter the Milky Way gate system... where a similar macro designed by yours...
- 01:01:27:12 MCKAY (CONT'D O/S): truly, will forward you along to the SGC. Total...

01:01:30:04 MCKAY (CONT'D): travel time-- a little over 30 minutes. Cue applause.

01:01:34:008 (SOLDIERS CLAP)

01:01:36:25 MCKAY (CONT'D): Thank you. Enough. Midway Space Station isn't completed yet, so we will be testing the system today using a Puddle Jumper. Now, given the history of--

01:01:43:22 CALDWELL (INTERRUPTING O/S): All right.

01:01:45:00 CALDWELL (CONT'D): Show and tell's over. The test is about to begin. Let's get back to our stations...

01:01:47:25 CALDWELL (CONT'D O/S): please.

01:01:49:04 MCKAY: Right.

01:02:11:25 MCKAY (CONT'D): All systems seem to be... Huh.

01:02:15:27 CALDWELL: What?

01:02:17:09 MCKAY: Oh, there's an odd echo in the proximity sensors.

01:02:21:25 MCKAY (CONT'D O/S): Huh, won't affect the test, but...

01:02:25:10 MCKAY (CONT'D): Yeah, we-we're ready to go.

01:02:35:19 SHEPPARD (V/O OVER SPEAKER): Gate is dialed. The forwarding macro's been uploaded.

01:02:39:06 WEIR: All right, John. You have a go.

01:02:41:19 SHEPPARD: All right, then... here goes.

01:03:02:16 MCKAY (V/O): We have a contact.

01:03:04:01 CALDWELL: Colonel Sheppard, right on time. What's your status?

01:03:06:22 SHEPPARD: It felt a little weird, but everything seems to be in one piece.

01:03:10:26 SHEPPARD (CONT'D V/O OVER RADIO): Ready to proceed to the next phase.

01:03:13:17 SHEPPARD (CONT'D): Uploading macro, and initiating dialing sequence.

01:03:22:08 MCKAY: No, no, no, no, no. This is weird.

01:03:24:13 CALDWELL: Shall I tell him to stand down?

01:03:25:14 MCKAY (O/S): No, no, no. It's, uh...

01:03:26:14 MCKAY (CONT'D): nothing to do with the test. It's just our, uh... Our sensors aren't working properly.

01:03:31:07 SHEPPARD: Daedalus, ready to proceed.

01:03:33:08 CALDWELL: Do I clear him?

01:03:34:15 MCKAY: Mm. Mm. Yeah, yeah, yeah. I'm sure he's fine.

01:03:39:07 MCKAY (CONT'D): Uh, he's good to go. Good to go.

01:03:40:09 MCKAY (CONT'D O/S): Yes, go ahead.

01:03:41:23 CALDWELL: Colonel Sheppard, you have a go.

01:03:47:24 MCKAY: Jumper is away.

01:04:02:28 O'NEILL: He's late.

01:04:04:02 LANDRY: When traveling almost three million light-years, I'm not so sure there's
such a thing as "late."

01:04:10:04 O'NEILL: Right. Yes.

01:04:11:12 LANDRY (O/S): You're just mad...

01:04:12:25 LANDRY (CONT'D): you didn't get to fly the maiden voyage yourself.

01:04:15:10 O'NEILL (CONT'D O/S): Well, General, I am quite fond...

01:04:17:14 O'NEILL (CONT'D): of both maidens and voyages. I mean, put the two together
and you--

01:04:21:05 LANDRY (INTERRUPTING): You're not a test pilot anymore, Jack.

01:04:23:25 O'NEILL: That's what the President said.

01:04:25:18 (STARGATE ACTIVATES)

01:04:26:21 HARRIMAN (O/S): Incoming wormhole.

01:04:34:10 O'NEILL: It's about time.

01:04:35:28 SHEPPARD (V/O OVER RADIO): Sorry, sir.

01:04:36:25 LANDRY (O/S): Colonel Sheppard...

01:04:38:10 LANDRY (CONT'D): welcome to Earth.

01:04:40:03 SHEPPARD: Thank you, sir. Good to be back.

01:04:42:16 LANDRY (V/O OVER RADIO): You know where to park.

01:04:43:13 LANDRY (CONT'D): We'll debrief and go over the flight data as soon as you're
ready.

01:04:46:09 SHEPPARD (V/O OVER RADIO): Yes, sir.

01:04:51:25 DAEDALUS TECH: Colonel, we're receiving a data burst. Jumper Three has arrived at Stargate Command.

01:04:55:15 CALDWELL: Mission accomplished.

01:04:56:26 MCKAY: Yes, of course it worked. I'm already on to the next problem.

01:04:59:15 CALDWELL: Which is?

01:05:00:29 MCKAY: Well, the, uh, sensors are having a hard time determining what it is...

01:05:04:11 MCKAY (CONT'D O/S): probably due to the Doppler effect--

01:05:05:13 CALDWELL: What what is?

01:05:06:13 MCKAY: I'm detecting a foreign object traveling at .999 the speed of light... and it's coming this way.

END OF TEASER

ACT ONE

01:06:39:22 DAEDALUS TECH (V/O): We have a contact, sir.

01:06:41:12 DAEDALUS TECH (CONT'D): It's Colonel Sheppard back from Earth.

01:06:43:09 CALDWELL: Colonel Sheppard, welcome back to the middle of nowhere.

01:06:45:16 SHEPPARD (V/O OVER RADIO): Thank you, Colonel.

01:06:46:19 SHEPPARD (CONT'D): I've got, uh, takeout pizza for everyone back in Atlantis.

01:06:49:27 SHEPPARD (CONT'D V/O): With your permission, I'd like to upload the macro
and dial out before it gets cold.

01:06:54:12 CALDWELL: Negative. We're putting that leg of the trip on hold, for now. Seems
like we're expecting company.

01:07:01:13 MCKAY (V/O): Believe it or not...

01:07:02:21 MCKAY (CONT'D): moving that fast, while an incredible feat of technology, isn't
very useful. Certainly in comparison to travel through hyperspace. Now,
moving as fast as it is, this ship-- assuming it is a ship--

01:07:14:01 MCKAY (CONT'D O/S): would still take at least a million years just to reach the
Milky Way.

01:07:17:12 CALDWELL: That close to the speed of light, don't you have to take relativity into account?

01:07:20:01 MCKAY (O/S): Exactly.

01:07:21:01 MCKAY: The people on board-- assuming that they are people-- would only experience maybe 12 years...

01:07:26:20 MCKAY (CONT'D O/S): so a few stasis chambers, they're laughing.

01:07:28:06 MCKAY (CONT'D): I mean, they're not laughing, they're unconscious, but, you know, metaphorically--

01:07:31:09 SHEPPARD (O/S): So...

01:07:32:09 SHEPPARD (CONT'D): assuming it's a ship, and assuming...

01:07:35:00 SHEPPARD (CONT'D O/S): they're people--

01:07:35:18 CALDWELL: What do we do about them?

01:07:36:26 MCKAY (O/S): Ah, well, we, uh...

01:07:37:06 MCKAY (CONT'D): try and make contact. Obviously.

01:07:39:05 CALDWELL (O/S): How do you propose we do that?

01:07:40:05 SHEPPARD: Pull up, honk the horn, try to get them to roll down the window.

01:07:43:07 CALDWELL (O/S): I'm talking about attempting to match their speed.

01:07:45:06 CALDWELL (CONT'D): This ship is not designed to do that.

01:07:46:17 MCKAY (O/S): Well, we can't.

01:07:47:17 MCKAY (CONT'D): Even if we succeeded, we'd still be subject to the same time dilation effects. We'd be out of contact with Earth and Atlantis for, well, years.

01:07:53:10 SHEPPARD: Can't we overtake them with our hyperdrive?

01:07:56:08 MCKAY: Yes, but they would blow right past us as soon as we dropped back into normal space, because our sublight engines are incapable of accelerating to anywhere near the speed of light.

01:08:04:04 SHEPPARD: So, uh, we max out the sublight engines, get as close as we can get.

01:08:08:08 MCKAY (O/S): Hmm.

01:08:09:15 MCKAY (CONT'D): Yes, I mean, that might work. Um, we should at least be able to stay in range long enough to get some sensor readings.

01:08:15:03 CALDWELL: Do it. I'll let Atlantis know you're going to be late.

01:08:23:14 MCKAY: Um, did you really get pizza for everyone? Because it would be a shame for that to go waste if we're going to, um...

01:08:29:05 MCKAY (CONT'D O/S): Yeah...

01:08:29:18 MCKAY (CONT'D): okay, so, solve this first, and then...

01:08:38:10 DAEDALUS TECH (V/O): Sir, we've got...

01:08:39:03 DAEDALUS TECH (CONT'D): just about everything we're going to get out of the sublight engines.

01:08:41:27 MCKAY: They're going to fly by us in three, two, one...

01:08:54:02 MCKAY (CONT'D): Interesting.

01:08:56:12 CALDWELL: What?

01:08:57:12 MCKAY: If these readings are correct, and to be perfectly fair, they may...

01:08:00:18 MCKAY (CONT'D O/S): not be--

01:09:01:02 SHEPPARD: Rodney.

01:09:02:27 MCKAY: It's an Ancient warship.

01:09:05:08 MCKAY (CONT'D O/S): It's possibly Aurora class.

01:09:08:02 CALDWELL: Who's flying it?

01:09:09:25 MCKAY: I would imagine Ancients.

01:09:12:02 CALDWELL (O/S): But there...

01:09:12:11 CALDWELL (CONT'D): hasn't been any of them around for over 10,000 years.

01:09:15:03 MCKAY: Relativity.

01:09:16:14 MCKAY (CONT'D O/S): Look, remember, for them, only a handful of years have
passed.

01:09:18:28 SHEPPARD: Don't those ships have hyperdrives?

01:09:20:23 MCKAY (O/S): Well...

01:09:21:01 MCKAY (CONT'D): maybe their hyperdrive was damaged in a battle with the
Wraith. It happens with us all the time. I mean maybe it conked out on
the way, and they were forced to continue at as close to light speed as
possible, that would explain how they got a million light years away from
Pegasus without having to leave a million years ago.

01:09:32:29 CALDWELL (O/S): You know their subspace drive specs better than I do,
doctor...

01:09:35:03 CALDWELL (CONT'D): but I'm not sure an Aurora class ship has the power to do
what you're suggesting.

01:09:38:20 MCKAY (O/S): Well, maybe...

01:09:39:01 MCKAY (CONT'D): they have a ZPM.

01:09:40:08 SHEPPARD: That would be worth finding out.

01:09:42:06 MCKAY (O/S): Okay, we need to send them a message before they get out of
range...

01:09:44:06 MCKAY (CONT'D): and we have to jump ahead. Something like, uh, you know,
"We are humans from Earth, uh, currently occupying Atlantis, uh, yadda-
yadda-yadda..."

01:09:49:14 SHEPPARD: Why don't we just ask them to slow down?

01:09:50:22 DAEDALUS TECH (O/S): Colonel Caldwell...

01:09:51:28 DAEDALUS TECH (CONT'D): the unidentified vessel is slowing down.

01:09:54:06 SHEPPARD: Maybe they heard me.

01:09:55:15 MCKAY: No, they saw us...

01:09:57:03 MCKAY (CONT'D O/S): and they're not just slowing down.

01:09:58:23 MCKAY (CONT'D): I mean, they're slamming on the brakes at something like 27
Gs.

01:10:01:11 CALDWELL: So now what?

01:10:05:25 HELIA (V/O OVER SPEAKER): Unknown vessel, I am Captain Helia of the
Lantian warship Tria. Our ship has suffered damage. We've scanned
your vessel and determined that it is capable of hyperspace travel. We've
begun deceleration maneuvers. Will you render assistance in the form of
hyperspace transport?

01:10:24:05 MCKAY: Well, yes. Yes, of course we will.

01:10:27:28 SHEPPARD: I don't think she can hear you.

01:10:29:29 CALDWELL: Open a channel.

01:10:32:05 CALDWELL (CONT'D O/S): This is Colonel Steven Caldwell of the Earth ship
Daedalus.

01:10:35:20 CALDWELL (CONT'D): It would be an honor to render assistance...

01:10:37:21 CALDWELL (CONT'D O/S): in any way we possibly can.

01:10:42:10 MCKAY: We're going to meet Ancients. I mean, flesh-and-and-blood Ancients who know what everything is and how everything works. And I don't even know what to ask first.

01:10:47:24 CALDWELL (O/S): Well, it's gong to be...

01:10:48:26 CALDWELL (CONT'D): a couple of hours before we can match velocities for transport.

01:10:51:03 SHEPPARD: That should give you enough time to write out that list.

01:10:53:13 MCKAY: Right. Right.

01:10:56:26 WEIR (V/O): They were...

01:10:57:08 WEIR (CONT'D): battle-scarred and already well on their way to Earth when their hyperdrive finally gave out on them. They decided it was best to continue forward than go back.

01:11:04:09 RONON: And how many survivors?

01:11:05:19 WEIR: Just over a hundred.

01:11:07:10 TEYLA: Word has already begun to spread amongst my people. They believe this return was foretold, that it marks the turning in the tide in the war against the Wraith.

01:11:14:23 WEIR: Well, I don't know about that.

01:11:16:02 TECHNICIAN (O/S): Dr. Weir?

01:11:17:02 TECHNICIAN (CONT'D): The Daedalus is ready to beam down our people and
the Ancient delegation.

01:11:20:16 WEIR: Thank you.

01:11:28:24 SHEPPARD: Dr. Weir, Ronon, Teyla... This is Helia...

01:11:31:26 SHEPPARD (CONT'D O/S): captain of the Ancient ship Tria.

01:11:34:26 WEIR: It's an honor to meet you.

01:11:35:26 HELIA: Thank you. From what I'm told, you've done a remarkable job preserving
our city.

01:11:41:05 WEIR: We did what we could with what we had.

01:11:44:17 HELIA: I need to speak to the leader of your people.

01:11:46:20 WEIR: I'm in charge of the Atlantis expedition.

01:11:48:18 HELIA (O/S): You misunderstand me, Dr. Weir.

01:11:50:23 HELIA (CONT'D): I need to talk to the one who can speak for all the people of Earth.

01:11:55:19 WEIR: That can certainly be arranged... but may I ask why?

01:12:01:29 MCKAY: What is that? How come I've never seen that?

01:12:10:21 WEIR: Excuse me. What's going on?

01:12:12:17 HELIA: Thank you for all that you've done, Dr. Weir,

01:12:14:20 HELIA (CONT'D O/S): but your guardianship of this city is no longer necessary.

01:12:19:01 HELIA (CONT'D): The city is now under my control.

END OF ACT ONE

ACT TWO

01:12:44:04 HELIA (V/O): We were in a battle with Wraith cruisers.

01:12:47:22 HELIA (CONT'D): They proved too much for us, so we started back to Atlantis,
only to be told that the final evacuation was already in progress. I
decided to push on to Earth and join the evacuees...

01:13:00:02 HELIA (CONT'D O/S): And even when our hyperdrive failed, we decided to
continue on.

01:13:05:04 WOOLSEY: I can't begin to imagine what you and your crew must be going
through right now.

01:13:10:27 HELIA: We owe you and your people a debt of gratitude, but we've just returned
home, home to a place we thought we'd never set eyes on again, and we
need some time. Alone.

01:13:25:14 O'NEILL: You do know that we've shed our own fair share of blood defending the
city from the Wraith.

01:13:32:11 HELIA: By your own admission, you are responsible for waking the Wraith.

01:13:38:06 O'NEILL: Right.

01:13:39:15 WOOLSEY (O/S): And...

01:13:39:25 WOOLSEY (CONT'D): by your own admission, you are responsible for the emergence of the Wraith as a species.

01:13:45:13 WOOLSEY (CONT'D O/S): The fact is, if it weren't for...

01:13:47:06 WOOLSEY (CONT'D): our expedition, there would be no Atlantis.

01:13:50:11 O'NEILL: No one's saying the city doesn't belong to you...

01:13:53:07 O'NEILL (CONT'D O/S): or that you don't belong here.

01:13:55:22 O'NEILL (CONT'D): What we're saying is that--

01:13:57:01 WOOLSEY (INTERRUPTING): What we're asking...

01:14:02:25 O'NEILL: What we're asking... is that we be allowed to stay here.

01:14:08:04 WOOLSEY (O/S): There is so much that we can learn from you...

01:14:11:18 WOOLSEY (CONT'D): and in return, we can offer supplies, manpower, the kind of support you'll need to restore Atlantis to its former glory.

01:14:19:00 HELIA (O/S): The day will come...

01:14:20:11 HELIA (CONT'D): when your people will once again have a place here... but that is not this day.

01:14:32:10 MCKAY: You should be in there.

01:14:33:10 WEIR: I don't know what I could say at this point that would make any difference.

01:14:36:21 SHEPPARD: You're right. They want us out of here.

01:14:39:10 MCKAY: Yeah, but why? There are maybe a hundred or so of them. I mean, they
could use us. They might even need us.

01:14:44:14 SHEPPARD: What if you were forced from your home by war, only to return to
find someone on your couch, eating your Cheetos, watching your TV?

01:14:52:18 MCKAY: I'd be fine with that.

01:14:54:11 SHEPPARD: No, you wouldn't.

01:15:00:02 SHEPPARD (CONT'D): How go the talks, sir?

01:15:01:03 O'NEILL: No talks. Listening is what we did.

01:15:04:11 WOOLSEY (O/S): It was essentially a...

01:15:06:06 WOOLSEY (CONT'D): transitional meeting. They needed to know how much time
we needed to vacate the city.

01:15:10:27 O'NEILL: I said 48 hours, unless you need more.

01:15:14:15 WEIR: No. That should be enough.

01:15:17:25 MCKAY: That's it? We're just going to take this lying down? We rescued them.

01:15:21:20 WOOLSEY: And they're immensely grateful.

01:15:23:04 MCKAY: Well, they're not showing it.

01:15:24:12 WOOLSEY (O/S): From their point of view, Dr. McKay...

01:15:25:18 WOOLSEY (CONT'D): they're being extremely generous.

01:15:27:20 WOOLSEY (CONT'D O/S): Keep in mind that when they left...

01:15:29:00 WOOLSEY (CONT'D): Atlantis we were basically a hunter-gatherer...

01:15:31:14 WOOLSEY (CONT'D O/S): species.

01:15:31:25 MCKAY: Well, did you remind them if we hadn't hunted and gathered them out of
the void between galaxies they would...

01:15:35:14 MCKAY (CONT'D O/S): still be stuck there?

01:15:36:15 SHEPPARD: We should've left them out there.

01:15:37:08 WOOLSEY (O/S): I know you...

01:15:37:23 WOOLSEY (CONT'D): feel as though you're losing the city.

01:15:39:22 WEIR (O/S): This isn't just about...

01:15:40:18 WEIR (CONT'D): losing a city, Richard.

01:15:42:10 WEIR (CONT'D O/S): This is about losing an opportunity...

01:15:43:29 WEIR (CONT'D): to talk with and learn from living, breathing Ancients.

01:15:47:26 WOOLSEY: They are willing, over time...

01:15:51:06 WOOLSEY (CONT'D O/S): to let us...

01:15:51:21 WOOLSEY (CONT'D): back in the city. Just not right now.

01:15:55:05 WOOLSEY (CONT'D O/S): That way, we get all of the benefit...

01:15:56:09 WOOLSEY (CONT'D): of Atlantis with very little of the risks or expense.

01:15:59:19 O'NEILL: Yeah, it's not like we don't have our own galaxy to worry about.

01:15:04:05 O'NEILL (CONT'D O/S): Colonel...

01:16:05:12 O'NEILL (CONT'D): I'd like you to supervise the withdrawal.

01:16:09:05 SHEPPARD: Yes, sir.

01:16:10:12 O'NEILL: Go ahead. Can I talk to you...

01:16:16:04 O'NEILL (CONT'D O/S): for a moment?

01:16:20:21 O'NEILL: I didn't want to say this in front of McKay because I know he'd want the
job.

01:16:25:03 WEIR: What job?

01:16:26:02 O'NEILL: The Ancients are willing to leave someone behind as a liaison, kind of
a...

01:16:32:02 O'NEILL (CONT'D O/S): ambassador, if you will.

01:16:33:20 WEIR: You know I would be more than happy to--

01:16:35:13 O'NEILL (INTERRUPTING): It's not going to be you.

01:16:38:09 WEIR: Tell me someone who's more qualified for that job.

01:16:41:05 O'NEILL: I can't... but the I.O.A. wants Woolsey.

01:16:45:18 WEIR: Woolsey?

01:16:47:04 O'NEILL (O/S): Yeah. To paraphrase the Ancients...

01:16:51:10 O'NEILL (CONT'D): they think you won't be able to... let go.

01:16:56:23 WEIR: So they're going to just shut us out, after everything we've done here?

01:17:00:23 O'NEILL: I know. Look...

01:17:07:18 O'NEILL (CONT'D O/S): you've done a...

01:17:08:05 O'NEILL (CONT'D): hell of a job here...

01:17:13:07 O'NEILL (CONT'D): and I am sorry it's ending...

01:17:14:17 O'NEILL (CONT'D O/S): this way.

01:17:15:15 WEIR: I suppose... I can take comfort in the fact that out of all the ways this
expedition could have ended, this is definitely not the worst.

01:17:31:20 WEIR (CONT'D): Thank you.

01:17:33:18 O'NEILL: Yeah.

01:17:57:20 SHEPPARD (O/S): Hey. You guys all packed up?

01:18:01:10 RONON: I really don't have that much stuff.

01:18:03:18 SHEPPARD: Right.

01:18:04:08 TEYLA (O/S): Most of my belongings are...

01:18:05:17 TEYLA (CONT'D): already with my people.

01:18:06:27 SHEPPARD (O/S): How's that going, by the way? Are the, um...

01:18:09:00 SHEPPARD (CONT'D): Ancients allowing the Athosians to stay on the mainland?

01:18:11:23 TEYLA (O/S): They have found a...

01:18:13:05 TEYLA (CONT'D): a suitable planet for us to relocate to.

01:18:15:24 TEYLA (CONT'D O/S): One with our own stargate.

01:18:17:22 SHEPPARD: How'd that go down?

01:18:19:06 TEYLA: It was not the homecoming of the Ancestors my people envisioned.

01:18:24:17 SHEPPARD: You guys want any of this stuff? Johnny Cash poster? Skateboard?
 Sudoku books?

01:18:44:06 SHEPPARD (CONT'D): You know you guys are welcome to come back with us,
 right?

01:18:48:02 TEYLA (O/S): My...

01:18:48:11 TEYLA (CONT'D): place is with my people.

01:18:50:25 RONON: And I can't leave this galaxy until every last Wraith is dead.

01:18:54:09 SHEPPARD: Well... I just had to say it out loud.

01:18:58:12 TEYLA (CONT'D O/S): You, too, should...

01:18:59:20 TEYLA (CONT'D): know that we would be honored if you decided to stay with us,
 John.

01:19:02:27 SHEPPARD: Yeah, well, I think the Air Force has got other plans for me.

01:19:05:21 TEYLA (O/S): We also...

01:19:06:21 TEYLA (CONT'D): just had to say it out loud.

01:19:09:08 SHEPPARD: Right. Well... this sucks.

01:19:17:29 RONON: Yeah.

01:19:20:14 SHEPPARD: I'm not-- I'm not-- I'm not good at goodbyes.

01:19:24:24 TEYLA: Our paths will cross again, John Sheppard. Of that I am sure.

01:19:29:11 SHEPPARD: Well, before our paths uncross... could you give me a hand with
 these boxes? All right? I'll throw in pizza and some beer and...

01:19:37:28 TEYLA (O/S): Popcorn?

01:19:39:01 SHEPPARD: And popcorn for the-- Oh, my God.

01:19:47:02 ZELENKA: Well, I was offered a position at Masaryk University right before I came
 here. I imagine I could work there if I wanted to. What about you,
 Carson?

01:19:54:16 BECKETT: Well, they offered me a surgery position at Stargate Command. You?

01:19:59:00 MCKAY: I don't know. Area 51...

01:20:00:17 MCKAY (CONT'D O/S): I guess. Tool around with as much of the database...

01:20:02:27 MCKAY (CONT'D): as we're able to bring back with us.

01:20:04:00 ZELENKA (O/S): You know, in a way, I look forward to focusing on a...

01:20:06:07 ZELENKA (CONT'D): single problem for a while. Being continually pulled off of...

01:20:09:14 ZELENKA (CONT'D O/S): research to put out fires can be...

01:20:11:06 ZELENKA (CONT'D): you know, frustrating.

01:20:12:09 MCKAY (O/S): I suppose so.

01:20:14:08 MCKAY (CONT'D): I just don't know how many times I'm going to be asked to, uh,
save the day at...

01:20:17:06 MCKAY (CONT'D O/S): the 11th hour at Area 51.

01:20:19:02 BECKETT: Oh, I'm sure it'll come up.

01:20:21:04 MCKAY: Not as often as I'd like.

01:20:24:03 BECKETT: Well... I must admit...

01:20:27:28 BECKETT (CONT'D O/S): it's been a pleasure working with you both.

01:20:31:17 BECKETT (CONT'D): In fact, of all the people...

01:20:34:28 MCKAY: You are not tearing up on me, are you? Oh, he is. He's tearing up.

01:20:38:27 ZELENKA: I know.

01:20:39:26 BECKETT (O/S): Now you've ruined it.

01:20:41:14 MCKAY: Well, I'm sorry.

01:20:43:01 BECKETT (O/S): I was just about to say something.

01:20:44:26 MCKAY: Well, it's not like we're not going to see each other at the gate.

01:20:47:15 BECKETT: No. Of course not. I don't know what I was thinking.

01:20:52:15 MCKAY: What was it?

01:20:53:15 BECKETT: What?

01:20:54:20 MCKAY: What you were going to say. Just say it. Now I'm curious.

01:21:00:20 BECKETT (O/S): I was going to say...

01:21:03:08 BECKETT (CONT'D): Goodbye, Rodney.

01:21:19:15 (DOOR CHIMES)

01:21:26:28 WEIR (O/S): Colonel.

01:21:28:02 SHEPPARD: Doctor.

01:21:29:03 WEIR: Come in.

01:21:30:03 SHEPPARD: We are way ahead of schedule, ready to head out at 0800.
 Daedalus is going to take most of the gear. People and their odds and
 ends will make their way through the stargate, thanks to the Ancients'
 new ZPM.

01:21:39:00 WEIR (O/S): Good... I guess.

01:21:42:29 WEIR (CONT'D): You're taking this rather well.

01:21:44:19 SHEPPARD (O/S): Actually...

01:21:45:06 SHEPPARD (CONT'D): I'm pissed. For one thing, I'm only a quarter of the way
through War and Peace.

01:21:51:28 WEIR: I can't imagine what I can possibly do for a living now.

01:21:55:29 SHEPPARD: Every government in the world is going to offer you a job.

01:21:58:10 WEIR: Yeah, but... not like this.

01:22:01:10 SHEPPARD (O/S): You're right.

01:22:04:12 SHEPPARD (CONT'D): It's all downhill from here. You've peaked.

01:22:08:21 SHEPPARD (CONT'D O/S): "Life isn't...

01:22:09:00 SHEPPARD (CONT'D): fair. It's just fairer than death."

01:22:12:25 WEIR: Oscar Wilde?

01:22:14:07 SHEPPARD: Princess Bride. Good movie.

01:22:21:09 SHEPPARD (CONT'D): You going to be ready to head out at 0800?

01:22:24:06 WEIR: Yeah, yeah, I should be. You?

01:22:26:27 SHEPPARD: Just one or two... hundred things to do.

01:22:30:09 SHEPPARD (CONT'D O/S): I'll see you at the gate.

01:22:46:27 MCKAY: The grounding station on the south pier is a bit twitchy. It got shot up.
Wasn't our fault. Uh, you'll need to look at that--

01:22:51:08 HELIA: I'm sure we'll find our way, Doctor.

01:22:52:25 MCKAY (O/S): No, I'm...

01:22:53:06 MCKAY (CONT'D): sure you will, but you should also, uh--

01:22:54:21 WEIR (INTERRUPTING O/S): Rodney!

01:22:58:17 MCKAY: Uh, right. Yes, well, I got to go.

01:23:04:11 TEYLA: You have been good friends to all the people of this galaxy.

01:23:17:11 TEYLA (CONT'D): Farewell.

01:23:20:00 SHEPPARD: Take care.

01:23:28:27

MCKAY: Bye. Hi.

END OF ACT TWO

ACT THREE

01:24:13:04 (SIREN SOUNDING)

01:24:14:10 WALLACE (O/S): Ow!

01:24:15:28 SHEPPARD: Keep your damn weight off your foot, you'll be fine.

01:24:19:05 LANDRY: Tell me you didn't engage the Ori, Colonel.

01:24:21:22 SHEPPARD: We didn't engage the Ori, sir. Babbis here was inspecting some
curious fauna when he discovered the ground underneath him wasn't
stable.

01:24:30:24 SHEPPARD (CONT'D O/S): He fell 20 feet into a babbling brook.

01:24:33:12 SHEPPARD (CONT'D): Wallace there was trying to help him get back up when he
lost his footing and broke his ankle.

01:24:38:13 LANDRY (O/S): I see.

01:24:39:26 SHEPPARD: I never thought I'd miss Rodney McKay being a member of my
team.

01:24:43:05 LANDRY (O/S): Well...

01:24:43:15 LANDRY (CONT'D): chemistry doesn't happen overnight.

01:24:44:26 LANDRY (CONT'D O/S): We'll debrief as soon as...

01:24:46:14 LANDRY (CONT'D): Wallace is out of the infirmary.

01:24:47:29 SHEPPARD: Yes, sir.

01:24:49:00 HARRIMAN: Offworld activation.

01:24:50:17 (ALARM WAILING, GATE OPENING)

01:24:51:22 LANDRY: Hold on, Colonel. You may get a kick out of this. This should be
General O'Neill and his scheduled check-in from Atlantis.

01:24:58:11 SHEPPARD: He went back, sir?

01:25:00:03 LANDRY: Uh, Woolsey needed a little backup. Apparently, the Ancients find him a
bit trying. Imagine that.

01:25:07:17 SHEPPARD: Mm.

01:25:09:08 O'NEILL (V/O OVER SCREEN): General.

01:25:10:06 LANDRY: General.

01:25:12:02 O'NEILL (V/O OVER SCREEN): Is that Sheppard there with you?

01:25:13:29 SHEPPARD: Yes, sir.

01:25:15:08 WOOLSEY (V/O OVER SCREEN): Talks are proceeding at an acceptable pace,
but the real news is that the Pegasus Replicators are heading back to
Atlantis to make another run at the city.

01:25:23:14 SHEPPARD: They are?

01:25:24:22 O'NEILL (V/O OVER SCREEN): No one here seems to be that worried about it.

01:25:27:01 LANDRY: Why not?

01:25:28:02 O'NEILL (V/O OVER SCREEN): They're Ancients.

01:25:29:09 WOOLSEY (V/O OVER SCREEN): Apparently, these Replicators have a law in
their base code that makes it impossible for them to harm their creators.

01:25:35:19 SHEPPARD: And they're expecting to find us.

01:25:37:16 O'NEILL (V/O OVER SCREEN): According to Helia, they're going to run into some
kind of nasty surprise.

01:25:41:12 WOOLSEY (V/O OVER SCREEN): So you can pass it on to Dr. McKay that if you
and he hadn't rescued the Ancients and returned Atlantis to their care...

01:25:48:03 SHEPPARD: Might've lost the city anyway.

01:25:49:22 O'NEILL (V/O OVER SCREEN): Right. Well, we should get back to our talks...
And talks and talks... O'Neill out.

01:25:59:16 SHEPPARD: Sir, I'd be happy to talk to you more about these Replicator guys.

01:26:03:20 LANDRY: Uh, sounds like they've got everything under control.

01:26:05:21 SHEPPARD: Y-yes, sir. I guess they do.

01:26:12:02 MCKAY (V/O OVER SPEAKER): I hate it here.

01:26:13:18 SHEPPARD: How is that possible?

01:26:14:26 MCKAY: It's true.

01:26:15:29 SHEPPARD (V/O OVER PHONE): They gave you...

01:26:16:29 SHEPPARD (CONT'D): everything you wanted -- your own lab...

01:26:18:23 MCKAY: It's too big.

01:26:19:23 SHEPPARD (V/O OVER PHONE): Well, hand-picked...

01:26:21:00 SHEPPARD (CONT'D): assistants...

01:26:21:12 MCKAY (V/O OVER SPEAKER): Yeah, sycophants, every one of them.

01:26:23:20 SHEPPARD: Even your choice of projects.

01:26:25:14 MCKAY: Well, that's not true.

01:26:27:00 SHEPPARD (V/O OVER PHONE): Well...

01:26:27:08 SHEPPARD (CONT'D): other than going back to Atlantis, I mean.

01:26:30:19 MCKAY: You know, the truth is I...

01:26:33:10 SHEPPARD: What?

01:26:34:05 MCKAY: Okay, I don't... I don't want to use the term "lonely," but, uh... You know,
there are certain people who... I miss.

01:26:40:28 SHEPPARD: Me?

01:26:43:10 MCKAY: You? You, I'm talking to on the phone right now and having dinner with
tomorrow, so...

01:26:46:05 MCKAY (CONT'D V/O OVER SPEAKER): not so much, but...

01:26:48:03 MCKAY (CONT'D): other people, people who I may never see again.

01:26:51:05 MCKAY (CONT'D V/O OVER SPEAKER): Like even Elizabeth. She hasn't
returned any of my calls.

01:26:53:23 SHEPPARD: I know what you mean.

01:26:56:03 MCKAY: Hey, at least you still get to go offworld with a team of your own.

01:26:58:29 SHEPPARD: Oh, yeah, the best and brightest. All right. See you tomorrow night.

01:27:05:02 MCKAY (V/O OVER SPEAKER): Yeah, wouldn't miss it. Hey, you know, I—

01:27:12:23 MCKAY (CONT'D): See you.

01:27:29:07 WEIR (O/S): Carson.

01:27:30:26 BECKETT: Hello, Elizabeth.

01:27:32:01 WEIR: Well, this is a surprise.

01:27:33:14 BECKETT (O/S): Well, you didn't return my messages...

01:27:35:07 BECKETT (CONT'D): so I thought I'd just stop by.

01:27:37:00 WEIR: Oh. Yeah, sorry about that. Uh, come in.

01:27:40:10 BECKETT: Thank you.

01:27:43:02 WEIR: Oh, excuse the mess. I wasn't really expecting company.

01:27:47:06 BECKETT: Oh, please. I'm from a family of seven. Our home was never this clean.

01:27:51:12 BECKETT (CONT'D O/S): You look good.

01:27:52:24 WEIR: Uh, well, thanks for lying. How is the SGC treating you?

01:27:56:23 BECKETT: It's only been six weeks, so I'm still...

01:27:59:08 BECKETT (CONT'D O/S): settling in, but it's good. Interesting work. Kind people.

01:28:02:13 WEIR: Good. That's good.

01:28:06:05 BECKETT: How about you?

01:28:06:28 WEIR: Oh, you know, keeping busy.

01:28:09:14 BECKETT: Oh, yeah? Doing what?

01:28:10:19 WEIR: I've been doing a bit of writing. Uh, working on my memoirs.

01:28:14:04 BECKETT (O/S): Your memoirs?

01:28:15:23 BECKETT (CONT'D): About your time in Atlantis?

01:28:17:12 WEIR: Yeah, somewhat.

01:28:20:04 BECKETT: And on what planet did you expect to publish it?

01:28:22:23 WEIR (O/S): I...

01:28:23:07 WEIR (CONT'D): suppose it's for posterity as much as anything else...

01:28:27:02 WEIR (CONT'D O/S): and for me. Just trying to get it straight...

01:28:29:12 WEIR (CONT'D): in my own head. It all went by so fast, you know?

01:28:34:04 BECKETT (O/S): Aye, that it did.

01:28:40:00 BECKETT (CONT'D): Elizabeth... We're all a bit worried about you.

01:28:45:02 WEIR: You're worried about me? Why?

01:28:47:05 BECKETT (O/S): Well, you don't return phone calls...

01:28:48:22 BECKETT (CONT'D): and, uh, the few times that you've run into people, they say
you've seemed distant.

01:28:55:13 WEIR: I'm just... I'm just trying to move on.

01:28:58:23 BECKETT: By writing your memoirs?

01:29:07:22 BECKETT (CONT'D): Elizabeth... why haven't you taken another position?

01:29:11:26 WEIR: The SGC has asked me to consult...

01:29:13:26 WEIR (CONT'D O/S): with the I.O.A. and Homeworld Security...

01:29:15:24 WEIR (CONT'D): about the ongoing conversation with the Ancients.

01:29:17:21 BECKETT: You don't need to be here for that. You could easily take another
position and consult with them from a secure phone line.

01:29:26:06 WEIR: I guess I'm just not ready yet.

01:29:29:09 BECKETT: Look, Rodney's flying in tomorrow.

01:29:32:08 BECKETT (CONT'D O/S): John and I are taking him for dinner. You should come.

01:29:35:00 WEIR: Tomorrow. Oh, gosh. Tomorrow, I--

01:29:37:06 BECKETT (INTERRUPTING O/S): I'll pick you up at 7:00. (DOOR OPENS AND
CLOSES)

01:29:51:12 WOOLSEY (O/S): That seems like a pretty big ship.

01:29:54:10 WOOLSEY (CONT'D): You're sure only sending one Jumper up to fend it off is
the right thing to do?

01:29:59:03 HELIA: It is impossible for them to harm us.

01:30:01:29 O'NEILL: I could use some enemies like that.

01:30:03:20 ANCIENT PILOT (V/O OVER RADIO): We have established communications,
Commander.

01:30:06:25 HELIA: This is Commander Helia.

01:30:08:01 HELIA (CONT'D O/S): The city you're approaching is once again under Lantian
control.

01:30:11:19 HELIA (CONT'D): Stand down and return to your planet immediately...

01:30:13:21 HELIA (CONT'D O/S): or you will be--

01:30:15:20 WOOLSEY (O/S): I thought you said they...

01:30:16:28 WOOLSEY (CONT'D): couldn't harm you!

01:30:17:26 HELIA: Raise the shield.

01:30:19:27 (RUMBLING)

01:30:23:18 SHEPPARD: You should call her.

01:30:25:18 BECKETT: Who, Cadman?

01:30:27:15 WEIR: You guys did make a cute couple.

01:31:00:22 SHEPPARD: Sheppard.

01:31:00:22 (PHONES RINGING)

01:31:03:25 MCKAY: McKay.

01:31:08:12 WEIR: Hello?

01:31:09:28 BECKETT: I didn't bring my bloody cell phone with me. What's happening?

01:31:12:27 LANDRY: We got this data burst about 20 minutes ago.

01:31:19:20 O'NEILL (V/O OVER SCREEN): Atlantis is under attack from Replicators.
Somehow, they've figured out how to overwrite their programming. The
Ancients were taken off-guard and have lost most of the city already.
Request immediate evacuation!

01:31:34:02 WOOLSEY (V/O OVER SCREEN): They're coming!

01:31:39:00 LANDRY: They never made it to the gate.

END OF ACT THREE

ACT FOUR

01:32:04:27 LANDRY (O/S): I was informed they had a law written into their...

01:32:06:24 LANDRY (CONT'D): base code that made it impossible for them to harm the
Ancients. How the hell did this happen?

01:32:14:18 MCKAY: I-

01:32:14:25 MCKAY (CONT'D): It is...remotely possible that in trying to rewrite Niam's base
code I, uh... we may have opened the door for them to make other
changes.

01:32:22:05 LANDRY: You did this?

01:32:23:21 WEIR (O/S): At the time, we thought it was...

01:32:25:08 WEIR (CONT'D): the only possible way to save the city.

01:32:27:24 SHEPPARD (O/S): How it happened doesn't matter. They may have...

01:32:29:01 SHEPPARD (CONT'D): changed it on their own. The question is... how do we fix
it?

01:32:33:00 LANDRY: That's why I called you in.

01:32:36:05 LANDRY (O/S): I have my orders.

01:32:37:24 LANDRY (CONT'D): The Daedalus is already on the way. Now, what I need from you is... What's the best way to get a nuke past the shield?

01:32:48:20 BECKETT: Well, I have no idea.

01:32:49:24 LANDRY: I didn't call you in, Doctor.

01:32:51:09 WEIR (O/S): You're going to use...

01:32:52:14 WEIR (CONT'D): nuclear weapons on Atlantis?

01:32:54:00 LANDRY: It's the gateway to Earth.

01:32:55:24 MCKAY: And we have an iris.

01:32:57:01 LANDRY (O/S): Yes, we do, but...

01:32:58:24 LANDRY (CONT'D): thanks to your intergalactic gate bridge, all they have to do is rewrite your macro, and they can come out anywhere in the Milky Way.

01:33:04:27 MCKAY: Yeah, but those macros are very complicated--

01:33:07:07 LANDRY (O/S): They are very...

01:33:08:22 LANDRY (CONT'D): complicated, Dr. McKay. They just rewrote their own damn base code.

01:33:12:00 LANDRY (CONT'D O/S): I think they can handle it.

01:33:13:22 SHEPPARD (O/S): Sir, General O'Neill and Woolsey...

01:33:15:18 SHEPPARD (CONT'D): may still be alive. I know the city like the back of my hand.

01:33:18:00 SHEPPARD (CONT'D O/S): Just give me 60 marines and-and some of...

01:33:20:03 SHEPPARD (CONT'D): Colonel Carter's new, um--

01:33:21:06 MCKAY: Anti-Replicator weapons.

01:33:22:08 SHEPPARD: Yeah, those things.

01:33:23:12 LANDRY (O/S): I'm sorry, Colonel.

01:33:24:15 LANDRY (CONT'D): I have standing orders. They happen to be General
O'Neill's...

01:33:27:25 LANDRY (CONT'D O/S): standing orders. The Daedalus will be there...

01:33:30:13 LANDRY (CONT'D): in a little under four days. Now, how do I get a nuke past
their shield?

01:33:40:17 BECKETT: Now, those Replicator thingamijiggies you're talking about...

01:33:45:12 SHEPPARD: Let's just call them A.R.G.s.

01:33:48:03 MCKAY (O/S): They're energy weapons They disrupt the link between the nanite...

01:33:50:15 MCKAY (CONT'D): cells. The Replicators literally fall apart when you fire on them.

01:33:53:01 SHEPPARD (O/S): You know, uh...

01:33:54:22 SHEPPARD (CONT'D): hypothetically, Teyla and Ronon would be more than willing to help, if we asked.

01:34:00:18 WEIR (O/S): We would need to gate into Atlantis.

01:34:02:20 WEIR (CONT'D): All they need to do to keep us out is activate the gate shield.

01:34:05:15 MCKAY: Well, I did write a back door to the shield program, a couple of years ago, when Kolya stormed the city, so, I mean, it could, hypothetically, let us get into the gate room.

01:34:14:00 WEIR (O/S): General Landry was worried about the Replicators...

01:34:16:09 WEIR (CONT'D): rewriting the bridge macro to gate them somewhere else in the Milky Way. Does that mean you could change the macro, take us somewhere else...

01:34:22:26 WEIR (CONT'D O/S): in Pegasus?

01:34:23:13 SHEPPARD (O/S): Somewhere like, uh...

01:34:25:20 SHEPPARD (CONT'D): just talking here, uh... the Athosian settlement where
Teyla and Ronon are?

01:34:30:17 MCKAY: We'd need a Jumper.

01:34:32:00 SHEPPARD (O/S): And...

01:34:32:09 SHEPPARD (CONT'D): uh... some of those A.R.G.s.

01:34:34:05 WEIR: And someone to make sure Landry doesn't close the iris on us...

01:34:37:08 MCKAY: Hmm.

01:34:38:16 WEIR: Hypothetically.

01:34:39:26 BECKETT: Of course.

01:34:40:09 MCKAY (V/O): The Jumper...

01:34:40:22 MCKAY (CONT'D): is in its storage area, under guard. We need for one of us to
be added to the authorized personnel list, and there's only one guy who
can do that.

01:34:47:29 WEIR: You?

01:34:49:00 MCKAY: No. Why did you think I was going to say me?

01:34:50:15 WEIR: I don't know. Seemed like you were leading up to it.

01:34:53:03 MCKAY: No, sadly, Dr. Lee has been the one heading up the Jumper research project, uh, because they refuse to send it to Area 51 for me.

01:34:58:22 MCKAY (CONT'D O/S): But, um, I think I should be able to...

01:35:00:17 MCKAY (CONT'D): add one of our key cards to the authorized personnel list, but, um, I have to do that from his office.

01:35:04:20 WEIR: So?

01:35:05:19 MCKAY: Well, he's in his office, so you need to distract him.

01:35:08:01 WEIR: Me? How?

01:35:09:16 MCKAY: Well, here's what I'm thinking.

01:35:11:17 LEE: I got to say, I have never met a woman this into World of...

01:35:16:00 LEE (CONT'D O/S): Warcraft.

01:35:17:04 WEIR: It's a silent passion of mine.

01:35:18:20 LEE: As it is with all of us. I'm a level-75...

01:35:23:17 LEE (CONT'D O/S): mage, uh, specializing in engineering and jewellery. You?

01:35:28:24 WEIR: Oh, wow.

01:35:29:26 WEIR (CONT'D O/S): Level 75. Me, I'm...

01:35:31:04 WEIR (CONT'D): only...50.

01:35:34:27 LEE (O/S): Ah. Well, I had the beta of the expansion pack, so I...

01:35:38:27 LEE (CONT'D): sort of had a leg up on most people. What's your race?

01:35:46:28 WEIR: M-Mage.

01:35:48:05 LEE (O/S): You know...

01:35:48:20 LEE (CONT'D): I-I'm trying to increase my...

01:35:50:29 LEE (CONT'D O/S): enchanter skills, but...

01:35:53:09 LEE (CONT'D): I-I don't know. It's just not going very well.

01:35:55:27 WEIR: Oh, I disagree, Bill.

01:35:58:10 LEE (O/S): What?

01:36:01:11 LEE (CONT'D): Oh.

01:36:02:17 LEE (CONT'D O/S): Uh, Rodney--

01:36:03:27 WEIR: I don't mean... I'm sorry.

01:36:05:16 WEIR (CONT'D O/S): I don't mean to be so forward.

01:36:07:08 LEE: No, no, go, be forward.

01:36:09:12 WEIR (O/S): Well...

01:36:11:01 WEIR (CONT'D): Oh, I... Look...

01:36:13:02 WEIR (CONT'D O/S): I'm not quite sure how exactly I should put this...

01:36:18:00 LEE (O/S): A true mage...

01:36:19:05 LEE (CONT'D): speaks his mind. Or her mind, in your case.

01:36:22:03 MCKAY: Wow, will you look at the time? Where does it go, huh?

01:36:25:03 LEE: What?

01:36:26:08 MCKAY (O/S): Uh...

01:36:26:24 MCKAY (CONT'D): we're late. We should, um...

01:36:28:19 LEE (O/S): B-but—

01:36:28:29 MCKAY (O/S): We'll see you, Bill.

01:36:29:29 WEIR: Bye, Bill.

01:36:31:08 LEE: Oh, b-- uh.

01:36:43:19 SHEPPARD (O/S): Wallace. What are you doing here?

01:36:46:22 WALLACE: General Landry wanted to talk to me about reassignment.

01:36:49:23 SHEPPARD: Oh, right. Sorry about that.

01:36:53:09 WALLACE: Are you already going on missions without me? Or...

01:36:56:04 BECKETT: You should really stay off of that ankle, son.

01:36:58:13 WALLACE (O/S): Yeah, well, when General Landry says "now," he means now.

01:37:02:17 SHEPPARD (O/S): Sorry about this, too.

01:37:03:28 (ZAT FIRING)

01:37:07:19 SHEPPARD: Can't afford to have him...

01:37:09:13 SHEPPARD (CONT'D O/S): telling Landry he ran into us.

01:37:36:15 (ZAT FIRING)

01:37:38:04 SHEPPARD (CONT'D O/S): Let's move.

01:37:45:05 MCKAY: You set?

01:37:46:24 SHEPPARD: Go for it.

01:37:52:10 (SIREN SOUNDING, STARGATE ACTIVATING)

01:37:55:03 HARRIMAN: What the hell? General Landry to the control room immediately.

01:37:59:29 MCKAY: Okay, they're going to be able to get through my hack pretty quickly.

01:38:02:18 SHEPPARD: It's all right. I don't need much time.

01:38:04:26 LANDRY: What's going on?

01:38:06:14 HARRIMAN: I don't know, sir. The gate just started dialing on its own.

01:38:08:20 LANDRY: It doesn't do that.

01:38:09:25 HARRIMAN: I know that, sir.

01:38:13:03 LANDRY (O/S): Close the iris.

01:38:13:20 HARRIMAN (O/S): I can't, sir.

01:38:14:25 LANDRY: Find a way, Walter. Colonel Sheppard, stand down.

01:38:18:27 LANDRY (CONT'D O/S): That is a direct order.

01:38:23:00 HARRIMAN: Do you want me to try and find out where they were going, sir?

01:38:25:03 LANDRY (O/S): Don't bother.

01:38:26:03 LANDRY (CONT'D): I already know.

END OF ACT FOUR

ACT FIVE

01:38:54:02 BECKETT: My turtles!

01:38:57:08 WEIR (O/S): What?

01:38:57:15 BECKETT (O/S): I just bought some wee baby turtles. and no one knows to feed
them.

01:39:00:21 WEIR: Well, turtles are pretty hardy. I'm sure they'll be fine.

01:39:04:07 SHEPPARD: And they make good soup.

01:39:07:00 BECKETT (O/S): I figured I'm back for good so I might as well get a pet...

01:39:09:10 BECKETT (CONT'D): and I'm allergic to cats and, uh, well, I'm...

01:39:12:29 BECKETT (CONT'D O/S): at work too long to be fair to a dog, so I went with
turtles.

01:39:15:25 BECKETT (CONT'D): I've probably killed them.

01:39:17:09 SHEPPARD: Anytime now, McKay.

01:39:18:10 MCKAY: Oh, trust me, I am going as fast as I can.

01:39:20:22 BECKETT: Poor little buggers.

01:39:24:29 SHEPPARD: The Milky Way gate just activated. Did you do that?

01:39:30:00 MCKAY: No.

01:39:31:04 LANDRY (V/O OVER SCREEN): Colonel Sheppard, I'm going to assume that you're still at the Midway Station, waiting for Dr. McKay to rewrite his macro. I understand what you're doing, Colonel-- Hell, I'll even call it brave-- but if you don't turn that ship around immediately and come back to the SGC, I will see to it personally that your career in the military is--

01:39:53:28 SHEPPARD: That way, I won't know what he was going to say.

01:39:56:15 MCKAY (O/S): Okay.

01:39:57:20 MCKAY (CONT'D): Okay, I've got it.

01:39:58:17 SHEPPARD: All right. Last chance to change our minds.

01:40:06:09 SHEPPARD (CONT'D): All right. Let's do it.

01:40:20:20 LADON (O/S): I knew you would never come to me, so I thought I would come to you. Our relationship has been...

01:40:27:24 LADON (CONT'D): strained... but we need to put all that behind us now.

01:40:32:25 RONON: We do?

01:40:34:23 LADON: Well, your friends have all returned home and you've been asked to
leave Atlantis...

01:40:37:22 LADON (CONT'D O/S): so the question is...

01:40:39:17 LADON (CONT'D): what will you do next?

01:40:41:29 TEYLA: We are helping my people rebuild this settlement.

01:40:44:20 LADON (O/S): Yes...

01:40:45:03 LADON (CONT'D): but the settlement seems finished. Besides, is carpentry and
clearing...

01:40:48:13 LADON (CONT'D O/S): brush really the best use of your skills?

01:40:50:24 TEYLA: Get to the point.

01:40:53:04 LADON: Come work with me.

01:40:56:03 LADON (CONT'D O/S): I understand your reluctance. In the past...

01:40:58:07 LADON (CONT'D): the Genii have hardly been the shining beacon of hope in the
galaxy.

01:41:01:04 RONON: "In the past"?

01:41:02:06 LADON: We are growing stronger every day, and we have a number of operations planned that could seriously cripple the Wraith.

01:41:10:10 TEYLA: What do you have in mind?

01:41:12:04 LADON: Well, I am, of course, reluctant to go into specific details here...

01:41:17:15 LADON (CONT'D O/S): but suffice it to say...

01:41:18:02 LADON (CONT'D): the plans are dangerous and in need of your unique abilities.

01:41:22:26 RONON: We're not interested.

01:41:24:11 LADON: Well, that's too bad, although not entirely surprising.

01:41:30:13 LADON (CONT'D O/S): Give it some time, Ronon.

01:41:33:18 LADON (CONT'D): I wonder how much joy you'll find as a tava bean farmer.

01:41:39:09 RONON: I'm not going to start working for the Genii.

01:41:41:14 TEYLA: We would not be working for them, merely with them.

01:41:45:03 RONON: Forget it.

01:42:32:18 MCKAY (O/S): They emit a directional energy beam that disrupts the connection between nanites.

01:42:36:16 RONON: Not what I asked.

01:42:38:04 MCKAY: Uh... Yes, they work good.

01:42:41:02 RONON (O/S): Good.

01:42:42:14 RONON (CONT'D): So you need us because, uh, we know our way around the city?

01:42:45:28 SHEPPARD: I need you because you're part of our team.

01:42:48:17 TEYLA (O/S): There may be hundreds of...

01:42:50:02 TEYLA (CONT'D): Replicators on Atlantis by now.

01:42:51:17 SHEPPARD (O/S): We've got a plan.

01:42:52:17 SHEPPARD (CONT'D): A good one. I wouldn't ask you to come with us if I didn't think we could do it.

01:42:55:26 WEIR (O/S): Also, General O'Neill and Richard Woolsey...

01:42:58:01 WEIR (CONT'D): were both on Atlantis when the Replicators attacked. There is a chance they're still alive.

01:43:02:15 SHEPPARD (O/S): I'll be damned if I'm going to let a bunch of Replicators...

01:43:05:05 SHEPPARD (CONT'D): take our home away from us. So... you with us?

01:43:23:00 MCKAY (V/O): Okay...

01:43:23:13 MCKAY (CONT'D): I think I've loaded up the GDO. It'll lower the shield when we
dial.

01:43:27:04 SHEPPARD: Go for it.

01:43:28:06 MCKAY: All right. Dialing Atlantis. And...

01:43:38:26 (STARGATE ACTIVATING)

01:43:41:23 TALUS: What's happening? Activate the shield.

01:43:45:20 CETUS: I can't.

01:43:46:24 MCKAY: That's confirmation. Gate shield has been lowered.

01:43:49:20 SHEPPARD: I hope this little plan of ours works.

01:43:52:05

MCKAY: Yeah, you and me both.

END OF ACT FIVE

FADE TO BLACK

END OF EPISODE