

STARGATE ATLANTIS
"THE GAME"
EPISODE #0316
DIALOGUE CONTINUITY SCRIPT

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TIMECODE DIALOGUE

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

TEASER

01:00:02:20 MCKAY (V/O): Let me ask you a question.

*01:00:04:05 MCKAY (CONT'D): Say there's a runaway train. It's hurtling out of control towards
 10 people standing in the middle of the tracks. The only way to save
 those people is to flip a switch, send the train down another set of tracks.
 The only problem is, there is a baby in the middle of those tracks.

*01:00:18:15 TEYLA: Why would anyone leave a baby in harm's way like that?

01:00:21:12 MCKAY (O/S): Oh, I-I don't know. It's not the point.

*01:00:22:27 MCKAY (CONT'D): Look, it-it's an ethical dilemma. Look, Katie Brown brought it
 up over dinner the other night. The question is, is it appropriate to divert
 the train and kill the one baby to save the 10...

01:00:31:22 MCKAY (CONT'D O/S): people?

*01:00:33:05 RONON: Wouldn't the people just see the train coming and move?

*01:00:35:03 MCKAY: No, no, they wouldn't see it.

*01:00:37:18 RONON: Why not?

*01:00:38:00 MCKAY: Well, look, I don't know. Say they're blind.

*01:00:40:27 TEYLA: All of them?

*01:00:41:15 MCKAY (O/S): Yes...

01:00:41:26 MCKAY (CONT'D): all of them.

*01:00:42:18 RONON (O/S): Then why don't you just call out and...

01:00:43:18 RONON (CONT'D): tell them to move out of the way.

*01:00:44:27 MCKAY: Well, because they can't hear you.

*01:00:45:28 SHEPPARD: What, they're deaf, too?

*01:00:48:11 SHEPPARD (CONT'D): How fast is the train going?

*01:00:49:25 MCKAY: What, the speed doesn't matter!

*01:00:50:22 SHEPPARD Well, sure it does.

01:00:51:22 SHEPPARD (CONT'D): If it's going slow enough, you could out-run it and shove everyone to the side.

*01:00:55:08 RONON: Or better yet, go get the baby.

*01:00:56:26 MCKAY (O/S): For God's sake,

*01:00:58:01 MCKAY (CONT'D): I was just trying to—

01:00:59:00 WEIR (V/O OVER RADIO): Rodney?

01:00:59:15 MCKAY (INTO RADIO): Yes, go ahead.

01:01:00:20 WEIR (V/O OVER RADIO): Major Lorne just dialed in from M4D-058. He said he's
got something that you'll want to see.

01:01:06:00 MCKAY: Huh. Work it out.

*01:01:09:25 LORNE (V/O OVER SCREEN): We came through the space gate, and
immediately noticed a bunch of small satellites in geosynchronous orbit
above the planet.

01:01:15:03 WEIR (INTO SCREEN): An advanced civilization.

01:01:16:03 LORNE (V/O OVER SCREEN): That's what we thought, and we picked up life
signs directly below, so we flew down, saw several villages separated by
a large river, and decided to check one of them out, and as you can see,
Sergeant, these people don't exactly look like they're ready to be
launching any satellites, at least not for the next 500 years or so.

*01:01:34:10 SHEPPARD (O/S): Ancients...

01:01:34:25 SHEPPARD (CONT'D): probably put them up there.

01:01:36:05 (MCKAY GRUNTS)

01:01:36:29 WEIR: Send a science team to check it out.

*01:01:38:24 LORNE (V/O OVER SCREEN): Uh, actually, I think Dr. McKay may want to come
check this one out for himself.

*01:01:44:23 MCKAY (INTO SCREEN): Why?

*01:01:45:19 LORNE (V/O OVER SCREEN): Take a look.

END OF TEASER

ACT ONE

01:03:20:03 WEIR: How the hell did your face get on that flag?

01:03:22:19 MCKAY: Oh, I don't know.

01:03:25:01 MCKAY (CONT'D): Here's the thing, though. That flag's very similar to the one I
designed in our game.

01:03:29:00 SHEPPARD: It's exactly like the one you designed in our game.

01:03:30:28 WEIR: What game?

01:03:31:28 SHEPPARD: The game Rodney and I have been playing.

01:03:33:07 MCKAY: Yeah, we didn't tell you about the game?

01:03:34:09 SHEPPARD (O/S): We've been playing for a while now.

01:03:35:25 MCKAY (O/S): Yeah, off and on in our spare time...

01:03:37:07 MCKAY (CONT'D): you know, at night, between missions. I could've sworn we
told you about it.

01:03:40:04 WEIR: What game?

01:03:43:05 MCKAY: Well, it started a while ago.

01:03:44:08 MCKAY (CONT'D V/O): A few months after we arrived here, we were exploring the city, checking out some labs on the east pier when we discovered a room... There were several Ancient consoles and screens. It was quite an impressive layout. As usual, everything sprang to life as soon as we entered. First, we thought it was some kind of a geological facility. There was a screen with a map that we assumed was of the Lantian mainland.

01:04:09:15 WEIR (V/O): Yes...

01:04:09:26 WEIR (CONT'D): I remember you briefing me about that.

01:04:11:10 MCKAY (O/S): Right...

01:04:11:24 MCKAY (CONT'D): there we go. We did tell you.

01:04:12:28 WEIR: You mentioned nothing about a game, though.

01:04:14:20 SHEPPARD: That's because at first we didn't know what it was...

01:04:16:10 SHEPPARD (CONT'D V/O): then Rodney studied it more closely. He realized it wasn't a geological lab at all.

01:04:19:20 MCKAY (V/O): No, it turns out it was, in fact, a kind of, uh, Ancient game room. The map was of a fictional civilization. It was part of a simulated world.

01:04:28:03 MCKAY (CONT'D): Sweet!

01:04:29:14 SHEPPARD (V/O): Then what you do...

01:04:30:14 SHEPPARD (CONT'D): is you take these countries that are already in a database,
and you assume control of them.

01:04:35:05 MCKAY: Two societies, separated by a river straight down the middle. Sheppard
took one country, I took the other.

01:04:39:01 SHEPPARD (O/S): First thing Rodney did, besides...

01:04:40:26 SHEPPARD (CONT'D): renaming his country, was put his face all over the flag.

01:04:46:25 WEIR: I think you need to check this planet out.

01:05:01:05 TEYLA (V/O): So...

01:05:01:11 TEYLA (CONT'D): the ancestors created this game?

01:05:03:11 MCKAY: Yes, but this is no ordinary game. I mean, it is incredibly challenging,
instructional. I mean, the sheer number of options built into it--
staggering.

01:05:10:22 TEYLA: How does one play it?

01:05:12:10 SHEPPARD: You got to figure out the best way to run your country.

01:05:14:03 MCKAY (O/S): Yeah, you build roads, you, uh...

01:05:15:23 MCKAY (CONT'D): establish laws, mould it to your own specific ideology.

01:05:20:05 MCKAY (CONT'D V/O): You can control everything-- proper sanitation systems,
water delivery...

01:05:23:23 SHEPPARD (V/O): Transportation.

01:05:25:00 MCKAY (V/O): I mean, every detail can be manipulated-- I mean, right down to
the women's hairstyles.

01:05:36:03 MCKAY (CONT'D): Hello there.

01:05:37:13 RONON: So how do you win this game?

01:05:39:13 SHEPPARD: It's not really about winning.

01:05:41:00 MCKAY (V/O): It's more about, uh, whose society outshines the other. I mean,
who creates a better infrastructure...

01:05:46:02 MCKAY (CONT'D): who's better at trade...

01:05:49:15 MCKAY (CONT'D O/S): What?

01:05:50:17 MCKAY (CONT'D): Hey, don't start. I tried to negotiate with you.

01:05:52:25 SHEPPARD (O/S): Making a list of demands and not giving anything in return...

01:05:55:20 SHEPPARD (CONT'D): is not negotiating.

01:05:56:25 MCKAY (O/S): I offered...

01:05:57:07 MCKAY (CONT'D): you an entire crop of beans.

01:05:59:03 SHEPPARD: I don't need beans, I need lumber.

01:06:00:18 MCKAY (O/S): Oh, right, to build defensive fortifications...

01:06:02:29 MCKAY (CONT'D): for your army, which he doubled...

01:06:04:20 MCKAY (CONT'D O/S): in size, by the way. Surprise, surprise.

01:06:07:00 SHEPPARD (O/S): I only did that after you started...

01:06:08:00 SHEPPARD (CONT'D): cheating.

01:06:08:10 MCKAY: I did not cheat!

01:06:09:18 SHEPPARD: He's giving his people way too much technology...

01:06:11:15 SHEPPARD (CONT'D O/S): for their level of development.

01:06:12:29 SHEPPARD (CONT'D): I'm not the only one increasing my army, by the way.

01:06:15:05 MCKAY (O/S): I had...

01:06:15:15 MCKAY (CONT'D): to do something to protect the people of Geldar from you.

01:06:19:09 RONON: Geldar?

01:06:20:10 SHEPPARD (O/S): It's the name of Rodney's...

01:06:20:28 SHEPPARD (CONT'D): country. He named it after a girl he stalked in college.

01:06:24:15 MCKAY: I did not stalk her.

01:06:25:15 MCKAY (CONT'D O/S): We dated twice. Teresa...

01:06:27:18 MCKAY (CONT'D): Geldar, very cute blonde.

01:06:29:15 MCKAY (CONT'D O/S): I always used to think her...

01:06:30:19 MCKAY (CONT'D): name reminded me of some kind of mythological land. The
kingdom of Geldar.

01:06:36:25 TEYLA: What did you call your country?

01:06:38:10 SHEPPARD: Well, I just kept the name it already had.

01:06:44:03 SHEPPARD (CONT'D): Oh, there are the satellites.

01:06:47:13 TEYLA: Dozens of them.

01:06:48:29 MCKAY: Positioned directly above the continent, perfect grid, 10 by 10. Should
 have a visual on one of them.

01:07:04:15 RONON: Definitely looks Ancient.

01:07:05:24 MCKAY: Huh, and active. It's transmitting a tremendous amount of data.

01:07:11:05 SHEPPARD: All right, let's check it out.

01:07:21:20 (CROWD BABBLING, INSTRUMENT SPINNING)

01:07:32:05 (ITEM EXPLODING)

01:07:38:20 MCKAY: This is amazing!

01:07:40:17 RONON: If you say so.

01:07:48:23 SHEPPARD: Oh, yeah. That's something you see in every medieval village.

01:07:52:23 MCKAY: Yes, well, the Renaissance obviously came early to these folks.

01:07:57:00 (CROWD MURMURING)

01:07:56:17 SHEPPARD: A couple hundred years early.

01:08:04:15 TEYLA: Um, Rodney?

01:08:29:05 SHEPPARD: Say something.

01:08:30:25 MCKAY: Like what?

01:08:31:18 SHEPPARD: I don't know.

01:08:32:24 NOLA (O/S): Hello.

01:08:35:05 NOLA (CONT'D): I am Nola.

01:08:37:03 MCKAY: Yes, well, uh... This is Lieutenant Colonel John Sheppard, Teyla
 Emmagan...

01:08:41:19 MCKAY (CONT'D O/S): Ronon Dex, and I'm McKay.

01:08:44:10 MCKAY (CONT'D): Dr. Rodney McKay.

01:08:55:00 SHEPPARD: The resemblance is uncanny.

01:09:02:00 NOLA: You are the Oracle.

01:09:04:25 MCKAY: The Oracle?

01:09:16:15 NOLA: Welcome to Geldar.

01:09:25:03 NOLA (CONT'D): Please forgive my nervousness. I never thought you'd appear to us in the flesh.

01:09:30:29 TEYLA: Why do you refer to him as the "Oracle"?

01:09:34:20 NOLA: The Oracle is a wise and omnipotent deity.

01:09:37:04 SHEPPARD: Boy, she's in for a rude awakening.

01:09:39:05 NOLA (O/S): Thousands of years ago, he gave our ancestors life.

01:09:41:29 NOLA (CONT'D): He instructed them how to build their society, how to live their lives. His guidance was revered by all. Then one day, without warning, the Oracle ceased...

01:09:50:00 NOLA (CONT'D O/S): all communications.

01:09:51:04 RONON: War with the Wraith.

01:09:51:28 NOLA (O/S): Our people were puzzled by this, but they continued...

01:09:54:16 NOLA (CONT'D): to adhere to his instructions, living their lives according to his teachings, which they passed down from generation to generation.

01:10:01:26 TEYLA: Have you not had any trouble with the Wraith?

01:10:05:09 NOLA: Yes, they've come periodically...

01:10:07:10 NOLA (CONT'D O/S): culled our people, destroyed our...

01:10:09:11 NOLA (CONT'D): villages. Those who survived rebuilt, but only to the level at
which...

01:10:13:11 NOLA (CONT'D O/S): the Oracle had instructed before he left. We found...

01:10:16:09 NOLA (CONT'D): ourselves stalled in our development, unwilling to push forward
without the Oracle's...

01:10:19:19 NOLA (CONT'D O/S): guidance, hoping one day he would return to us...

01:10:23:00 NOLA (CONT'D): and two years ago, he did.

01:10:25:26 NOLA (CONT'D O/S): The Oracle resumed communicating...

01:10:27:05 NOLA (CONT'D): with us, teaching us many new things. He challenged us to
think, to push the limit of our scientific endeavors. He changed the name
of our country, and even revealed his likeness to us.

01:10:35:26 SHEPPARD: Enough with the pictures.

01:10:38:05 MCKAY: Ah, and you communicate through that.

01:10:42:22 NOLA (O/S): The portal, yes.

01:10:48:20 NOLA (CONT'D): It's through this that we receive our instructions.

01:10:51:15 TEYLA: And the Oracle knows when you've carried them out?

01:10:53:13 NOLA: Yes.

01:10:54:13 MCKAY: The satellites. They must be tracking everything that's going on, and
then relaying it via subspace back to Atlantis. It's remarkable.

01:11:00:13 RONON: So not a game, after all.

01:11:01:20 MCKAY (O/S): No...

01:11:02:10 MCKAY (CONT'D): it's obviously some kind of, uh, Ancient experiment. Social
development, try out different ways to create civilizations.

01:11:08:17 SHEPPARD: This country here.

01:11:12:01 NOLA: Hallona.

01:11:14:25 NOLA (CONT'D): A persistent thorn in our side.

01:11:18:03 NOLA (CONT'D): Now that you've come to us, you can help us remove it.

END OF ACT ONE

ACT TWO

01:11:44:22 WEIR (V/O): So this is it.

01:11:45:22 ZELENKA: Yes, yes. It is an amazing piece of technology. It appears to be a-a sociological experiment designed by the Ancients to help them as they were receiving various civilizations throughout Pegasus.

01:11:55:25 ZELENKA (CONT'D O/S): I've had a chance to look at it further, and...

01:11:58:13 ZELENKA (CONT'D): it-it's interesting. There are many more civilizations in the game's database.

01:12:01:20 WEIR (O/S): Really?

01:12:02:23 WEIR (CONT'D): I thought Rodney said there were only the two.

01:12:04:28 ZELENKA: That's what he thought. The-the actual countries that he and Colonel Sheppard are controlling are on this specific planet, but I've been able to access the codes to unlock additional levels to the game.

01:12:15:20 ZELENKA (CONT'D O/S): I mean...

01:12:16:15 ZELENKA (CONT'D): to the experiment. I discovered countries on-on planets throughout the galaxy.

01:12:23:10 ZELENKA (CONT'D O/S): Some have been idle for the past 10,000 years-- I
guess awaiting instructions from the Ancients, but...

01:12:28:00 ZELENKA (CONT'D): some have managed to develop on their own, even flourish.
Some have been destroyed by war...

01:12:34:05 ZELENKA (CONT'D O/S): and others have been...

01:12:35:26 ZELENKA (CONT'D): completely wiped out.

01:12:39:05 ZELENKA (CONT'D): Uh... Not that Rodney's and Colonel Sheppard's societies
are on this path.

01:12:47:20 WEIR: So much power at one's fingertips.

01:12:51:15 ZELENKA: It's amazing, the attraction of this "game."

01:13:01:27 NOLA: We've managed to achieve propulsion through hand-powered propellers,
but now we're undertaking tests of steam-powered propulsion.

01:13:08:07 GARTH: Only this morning I completed a test that proved quite promising.

01:13:11:25 MCKAY: Really? That's great.

01:13:14:23 NOLA: You're pleased?

01:13:16:05 MCKAY: Yes, yes. I mean, this is – this is quite an achievement.

01:13:25:20 NOLA: What's he doing here?

01:13:27:10 BADEN: Wasn't my idea.

01:13:29:25 SHEPPARD (O/S): Dr. Rodney McKay...

01:13:32:15 SHEPPARD (CONT'D): meet Baden.

01:13:33:22 MCKAY: Oh, your guy.

01:13:36:10 SHEPPARD: My guy.

01:13:37:26 MCKAY: Yeah, figures.

01:13:39:08 NOLA: I should have you arrested for trespassing.

01:13:42:05 BADEN: Go ahead and try.

01:13:43:11 SHEPPARD (O/S): Easy now.

01:13:44:20 SHEPPARD (CONT'D): I brought him here because we need to have a little

01:13:46:17 SHEPPARD (CONT'D O/S): discussion.

01:13:47:29 NOLA: I have nothing to say to him.

01:13:49:25 BADEN: Fine with me.

01:13:51:16 SHEPPARD: Yeah, maybe not...

01:13:53:20 SHEPPARD (CONT'D O/S): but we definitely have...

01:13:54:15 SHEPPARD (CONT'D): something to say to you.

01:13:57:25 SHEPPARD (CONT'D V/O): So his story is...

01:13:59:05 SHEPPARD (CONT'D): pretty much the same as Nola's. His ancestors received
instructions from their Oracle who disappeared...

01:14:06:07 SHEPPARD (CONT'D O/S): for thousands of years, only to suddenly resume
communicating a few years ago.

01:14:10:23 MCKAY (O/S): Let me guess. He told you to double the size of your army.

01:14:13:18 SHEPPARD (O/S): Yes...

01:14:13:24 SHEPPARD (CONT'D): he has a capable army...

01:14:15:15 SHEPPARD (CONT'D O/S): and some nice villages.

01:14:16:26 SHEPPARD (CONT'D): No people riding bicycles, or hot...

01:14:19:09 SHEPPARD (CONT'D O/S): air balloons, because we...

01:14:20:20 SHEPPARD (CONT'D): weren't cheating.

01:14:21:17 MCKAY: I didn't cheat.

01:14:22:20 NOLA (O/S): Have you come to agree...

01:14:23:13 NOLA (CONT'D): to our trade proposals?

01:14:25:04 BADEN (O/S): You mean demands?

01:14:27:08 BADEN (CONT'D): Never.

01:14:30:00 NOLA: Then I refuse...

01:14:31:05 NOLA (CONT'D O/S): to sit at the same table as--

01:14:31:02 MCKAY (OVERLAPPING): Look, look. Please, just-just sit.

01:14:37:01 MCKAY (CONT'D): Thank you.

01:14:39:26 TEYLA: This hostility between you. Have your people lived like this for thousands
of years?

01:14:46:12 NOLA (O/S): No.

01:14:48:05 NOLA (CONT'D): There was once peace between our lands.

01:14:52:11 MCKAY: Oh, no.

01:14:53:09 SHEPPARD (O/S): So this hostility...

01:14:54:29 SHEPPARD (CONT'D): uh, did it start a few years ago?

01:14:58:17 NOLA: Yes, shortly after the Oracle resumed communicating with us.

01:15:11:05 LORNE (V/O): So...

01:15:11:25 LORNE (CONT'D): they're starving?

01:15:12:28 ZELENKA: Well, not as of yet, but if they don't change their approach to
agriculture, it won't be too long before many of their people go hungry.
The frustrating thing is that there is a large piece of fertile soil in the
south of the country that would be ideal for, uh, tuber cultivation, you
know?

01:15:27:29 LORNE: I'm sorry, "tuber"?

01:15:29:11 ZELENKA: Tuber, yeah. Tuber—it is indigenous to the planet. It's, uh, it's like a
potato.

01:15:35:12 LORNE: So why didn't you say "potato"?

01:15:38:02 ZELENKA: Because it's not a potato. It's-- it's larger. It-it-it has the same texture and nutrients as a potato but it's... like a cantaloupe.

01:15:48:16 LORNE: That's a pretty big potato.

01:15:50:25 ZELENKA: Ah, it is a big potato.

01:15:52:07 LORNE: So if they plant this thing there, it'll grow?

01:15:54:15 ZELENKA: Yeah, oh, yes, whole fields of it. I mean, they could sustain an entire village, but they are oblivious to it.

01:16:03:00 LORNE: Well, tell them... anonymously. Oh, come on, doc. You can either stand here and let the people die, or you can help them out. Sounds like a no-brainer to me.

01:16:19:23 MCKAY (O/S): As soon as we...

01:16:19:20 MCKAY (CONT'D): input the instructions into our console, they are relayed back to this device via a number of satellites in orbit over your planet. Once you've carried out the instructions, the satellites transmit the real-time results back to us on our home world.

01:16:35:20 NOLA: So you're saying this is a game?

01:16:39:10 MCKAY: No.

01:16:40:12 MCKAY (CONT'D O/S): Uh, uh...

01:16:41:12 MCKAY (CONT'D): No. I mean, we thought it was a game, but--

01:16:43:11 SHEPPARD (INTERRUPTING): We didn't know there were real people on the
other end.

01:16:48:04 BADEN: You are the Oracle?

01:16:50:07 SHEPPARD: I'm your Oracle, yes. That doesn't sound right.

01:16:54:06 TEYLA: I-I know this is difficult to absorb...

01:16:55:25 TEYLA (CONT'D O/S): but it is all true.

01:16:57:27 RONON (O/S): You flew in the Puddle Jumper.

01:16:59:15 RONON (CONT'D): You know they have the technology.

01:17:00:20 BADEN: I'm not listening to this.

01:17:02:11 SHEPPARD (O/S): Just hold on here. We can prove it to you.

01:17:05:10 BADEN (O/S): How?

01:17:06:25 SHEPPARD: Let's go for a ride.

01:17:25:20 SHEPPARD (CONT'D): Baden...

01:17:26:03 SHEPPARD (CONT'D O/S): Nola, this is Dr. Weir, leader of our expedition.

01:17:28:15 WEIR: Welcome to Atlantis. If these two...

01:17:32:00 WEIR (CONT'D O/S): gentlemen haven't done so already, let me please offer you
our...

01:17:35:07 WEIR (CONT'D): sincerest apologies for this intrusion into your lives.

01:17:38:12 SHEPPARD: Intrusion?

01:17:39:15 MCKAY (CONT'D): An imposition, maybe, and a benevolent one at that.

01:17:42:00 MCKAY (CONT'D O/S): I mean, if you could've seen the villages now compared
to the way they were when we started--

01:17:45:02 WEIR (O/S): Rodney.

01:17:47:00 WEIR (CONT'D): Now, why don't you take them to your game room, show them
what you two have been up to.

01:17:51:20 MCKAY: Right.

01:17:54:10 MCKAY (CONT'D O/S): Shall we?

01:18:01:15 MCKAY (CONT'D): So, this is Geldar and this is Hallona. Look, two weeks ago, I instructed you to start digging a well for the new settlement on the eastern slope, and...

01:18:10:17 MCKAY (CONT'D O/S): look here. There. See?

01:18:17:15 MCKAY (CONT'D): Construction's already begun.

01:18:20:03 NOLA: Yes.

01:18:22:19 NOLA (CONT'D): I gave the order myself.

01:18:27:25 NOLA (CONT'D): Our lives are just a game.

01:18:29:09 SHEPPARD (O/S): Well, now, no.

01:18:31:15 SHEPPARD (CONT'D): They're not games to you, and in our defense, we were trying to improve your lives.

01:18:37:25 MCKAY (O/S): It's like you said. Everything...

01:18:38:25 MCKAY (CONT'D): we did, every instruction we gave, was to better conditions for your people.

01:18:42:11 SHEPPARD: Even if that meant cheating.

01:18:43:15 MCKAY (O/S): Okay...

01:18:43:24 MCKAY (CONT'D): you know, enough...

01:18:44:15 MCKAY (CONT'D O/S): with that already.

01:18:51:00 MCKAY (CONT'D V/O): Is the room okay?

01:18:51:24 NOLA (V/O): It's fine.

01:18:52:24 MCKAY (O/S): Well, then, if you, uh, if you need anything at all, don't hesitate to
ask, okay? You hungry?

01:19:00:07 MCKAY (CONT'D): Because-- because we could walk across to the mess hall.
They've got, um, uh... I think it's Salisbury steak today.

01:19:05:16 MCKAY (CONT'D O/S): It's very good. They have a gravy that they put on the...

01:19:07:29 MCKAY (CONT'D): steak part, and, uh...

01:19:10:14 NOLA: The Oracle was a god to us. I believed in his teachings-- so much so that
my people elected me leader because of my passion for scientific
advancement.

01:19:23:18 MCKAY: Well, they obviously made the right choice.

01:19:26:15 NOLA: Now I must resolve myself to the fact that the Oracle is only a man.

01:19:33:16 MCKAY: Yeah. Sorry about that. It's, uh, it's like I said, though, I did what I did
with the best of intentions.

01:19:41:01 NOLA: To win a game.

01:19:42:17 MCKAY: No. No, no. It is not about winning...

01:19:46:15 MCKAY (CONT'D O/S): or losing. Look, the information

01:19:48:19 MCKAY (CONT'D): I gave you and your people is very real, very useful.

01:19:51:13 MCKAY (CONT'D O/S): I've set you on a course that will allow you to develop into
a – into a modern society. I mean, where were you two years ago?

01:19:57:23 MCKAY (CONT'D): Huh? You were a primitive, disparate cluster of villages stalled
in development.

01:20:01:29 MCKAY (CONT'D O/S): Now you're making dirigibles.

01:20:03:23 MCKAY (CONT'D): You have any idea how momentous that is?

01:20:08:27 NOLA: The Oracle once said, "Ask not what Geldar can do for you but what you
can do for Geldar."

01:20:16:18 NOLA (CONT'D): Those were your words.

01:20:17:26 MCKAY: Um, give or take.

01:20:20:08 NOLA: They are very wise.

01:20:22:04 MCKAY: Yes. Yes, they are.

01:20:26:23 SHEPPARD (O/S): Well, now that you know the truth, uh, you can go back to
living your own lives.

01:20:31:22 SHEPPARD (CONT'D): We won't bother you anymore.

01:20:33:19 BADEN: No. You must still help us.

01:20:37:02 SHEPPARD: You don't need our help. You'll be fine.

01:20:39:29 BADEN: We need more weapons.

01:20:41:08 BADEN (CONT'D O/S): The flying machine you brought us here in...

01:20:45:28 BADEN (CONT'D): you called it a "Puddle Jumper". Our army could use it.

01:20:50:05 SHEPPARD: No. Can't do that.

01:20:52:25 BADEN: But you encouraged me to increase the military.

01:20:55:23 SHEPPARD: In response to McKay, the other Oracle,

01:20:59:01 SHEPPARD (CONT'D O/S): doing things that I thought were, uh...

01:21:37:25 BADEN (CONT'D): would be to launch an attack on the mine, prevent them from digging...

01:21:42:00 BADEN (CONT'D O/S): further.

01:21:45:05 BADEN (CONT'D): I'm right, aren't I?

01:21:51:15 WEIR (O/S): Did they believe you?

01:21:53:05 MCKAY: Yes, they are fully aware of the situation. Not too thrilled, obviously.

01:21:56:10 SHEPPARD: We've got a big problem, though.

01:21:58:00 WEIR: What is it?

01:21:59:08 SHEPPARD: Game or no game, the fact still remains, we've started something these people don't seem to want to stop. They hate each other and may be headed for a-a very real war.

01:22:08:23 WEIR: Great, great. And this is thanks to your benevolent imposition.

END OF ACT TWO

ACT THREE

01:22:37:05 WEIR (V/O): I've asked you both here this morning...

01:22:39:08 WEIR (CONT'D O/S): so we could have a face-to-face talk. Now, hopefully, I
can...

01:22:42:26 WEIR (CONT'D): help you reach an understanding.

01:22:44:28 NOLA: Where's Dr. McKay?

01:22:46:10 WEIR: Well, I've asked that neither he nor Colonel Sheppard participate in this. I
think they've already done enough in fostering the current tension
between you. I've had some experience brokering peace treaties. I'm
sure we can find some common ground.

01:23:05:15 WEIR (O/S): Okay...

01:23:05:25 WEIR (CONT'D): why don't we start by going back a few years...

01:23:09:09 WEIR (CONT'D O/S): to the time when your two peoples lived in peace.

01:23:13:11 NOLA: We were naive back then.

01:23:15:10 NOLA (CONT'D O/S): Ignorant to our potential.

01:23:17:03 NOLA (CONT'D): Once we began to challenge ourselves intellectually, we began
to see how the people of Hallona...

01:23:23:15 NOLA (CONT'D O/S): had been abusing thousands of years...

01:23:25:15 NOLA (CONT'D): of kindness from us.

01:23:26:29 BADEN: I've done everything I could to achieve peace with you.

01:23:29:27 NOLA: Really? Such as?

01:23:31:28 BADEN: I sent gifts of goodwill.

01:23:34:10 NOLA: You sent crates of citrus fruit! Citrus! Do you have any idea what an insult
that is to my people?

01:23:40:24 BADEN: It didn't used to be.

01:23:42:06 WEIR: Okay, see, I think I know where that comes from. Did the Oracle tell you
that citrus fruit was bad?

01:23:50:25 NOLA: He made us aware of its toxic properties, yes.

01:23:54:14 BADEN (O/S): Everything is toxic...

01:23:54:15 BADEN (CONT'D): to you. When they're not busy insulting us, they're complaining
about contaminated food...

01:24:00:09 BADEN (CONT'D O/S): improper hygiene.

01:24:01:26 BADEN (CONT'D): Even the sunlight is dangerous to them.

01:24:04:00 NOLA (O/S): The only insult...

01:24:05:22 NOLA (CONT'D): has been your unwillingness to compromise in any trade negotiation. Instead, you choose to increase the size of your...

01:24:12:22 BADEN (O/S): army. You built an army...

01:24:13:22 BADEN (CONT'D): too.

01:24:14:20 NOLA (O/S): Only...

01:24:15:01 NOLA (CONT'D): in response to your aggression.

01:24:16:08 BADEN (O/S): My aggression?

01:24:17:16 BADEN (CONT'D): You dig a mine beneath our border to steal our coal...

01:24:21:01 BADEN (CONT'D O/S): and you have the nerve to talk about aggression?

01:24:23:01 NOLA: We're not stealing your coal.

01:24:24:05 BADEN (OVERLAPPING O/S): You crossed...

01:24:24:14 BADEN (CONT'D): into our land.

01:24:26:05 NOLA: What do you need it for anyway? It's not like you know the first...

01:24:28:05 NOLA (CONT'D O/S): thing about what to do with it.

01:24:30:00 BADEN: You see how she...

01:24:30:25 BADEN (CONT'D O/S): insults us?

01:24:32:05 NOLA: By stating a fact.

01:24:33:11 WEIR: Okay, please, if we could discuss this reasonably, I'm sure we can come to
 some sort of--

01:24:38:16 NOLA (INTERRUPTING): We've tried.

01:24:40:02 NOLA (CONT'D O/S): They agree to nothing...

01:24:42:29 NOLA (CONT'D): and until Dr. McKay is brought into this discussion, I have
 nothing further to say.

01:25:01:18 WEIR: That went well. Talk to them. Get them back to the table and hammer out a
 truce. I've run into a roadblock.

01:25:08:28 MCKAY: Really? Nola seemed very agreeable.

01:25:10:22 SHEPPARD: To you.

01:25:11:23 MCKAY: Yeah, well, more agreeable than Richard the Lionhearted.

01:25:13:28 WEIR: They are both refusing to compromise. You seem to have convinced them
that they can't make any decisions without your guidance.

01:25:19:25 SHEPPARD: That's not true.

01:25:21:26 WEIR: Tell them that.

01:25:23:18 NOLA (O/S): This is delicious.

01:25:25:29 MCKAY (O/S): Listen, you need to make peace with the people of Hallona. I-i...

01:25:29:03 MCKAY (CONT'D): if tensions keep rising like this, it could lead to war.

01:25:31:26 NOLA: I'm aware of that.

01:25:33:06 MCKAY: Well, then, you're also aware that people will get hurt.

01:25:35:24 NOLA: I know the danger to my people.

01:25:38:28 NOLA (CONT'D O/S): I also know you've taught us things...

01:25:40:00 NOLA (CONT'D): Baden's band of knuckle-draggers won't learn for hundreds...

01:25:42:00 NOLA (CONT'D O/S): of years.

01:25:42:15 MCKAY: Hmm.

01:25:43:27 NOLA: Under your leadership, we hope to remain ahead of any kind of
aggression...

01:25:47:14 NOLA (CONT'D O/S): from them.

01:25:48:05 MCKAY: Nola, you and your people need to start thinking for yourselves.

01:25:51:01 MCKAY (CONT'D O/S): Look, I'm not going to be there for you anymore.

01:25:52:29 MCKAY (CONT'D): You need to-to take control of your lives, start making your
own decisions about your future, and there can be no future without
peace.

01:25:59:22 NOLA: I agree.

01:26:01:15 MCKAY (O/S): Good.

01:26:03:05 NOLA (O/S): And as soon as...

01:26:03:20 NOLA (CONT'D): the people of Hallona either concede or get out of our way,
peace will be restored.

01:26:10:10 NOLA (CONT'D O/S): What you told me before...

01:26:11:14 NOLA (CONT'D): I do realize how monumental our progress has been...

01:26:15:21 NOLA (CONT'D O/S): and I refuse to let Baden destroy that.

01:26:19:05 NOLA (CONT'D): "Great spirits have always encountered opposition from
mediocre minds."

01:26:23:20 NOLA (CONT'D O/S): Those are the words of the Oracle.

01:26:25:19 NOLA (CONT'D): Your words.

01:26:26:28 MCKAY: Einstein's, actually, but, um, I'm--

01:26:28:21 NOLA (INTERRUPTING O/S): If we yield one bit to Hallona...

01:26:31:26 NOLA (CONT'D): it will be equal to taking a giant step back in our development. I
owe it to my people to make sure that does not happen.

01:26:41:00 MCKAY: Hmm.

01:26:46:06 BADEN (O/S): They're digging further.

01:26:48:10 BADEN (CONT'D): Every hour, they intrude deeper into our land.

01:26:50:24 SHEPPARD: To get them to stop, you have to provide incentive.

01:26:54:13 BADEN: Like attacking the mine?

01:26:55:19 SHEPPARD: That'll cause a whole other set of problems.

01:26:58:16 BADEN: The only problems will be for the people of Geldar.

01:27:01:10 SHEPPARD: Not necessarily. They can fight back.

01:27:03:24 BADEN: What are you saying? We should capitulate? Let them do whatever they
want?

01:27:07:17 SHEPPARD: No, you make a deal, trade. Uh, say you decide to share some of
your weaponry, and they, in turn, give you some of their technology.

01:27:15:04 WEIR (V/O OVER RADIO): John?

01:27:17:13 SHEPPARD (INTO RADIO): Go ahead.

01:27:18:23 WEIR (V/O OVER RADIO): How's it going?

01:27:20:05 SHEPPARD: Well, you know, he's being a little, uh...

01:27:23:10 WEIR (V/O OVER RADIO): Stubborn?

01:27:24:15 SHEPPARD: I was going to use a different word.

01:27:25:15 (COMPUTER BEEPING)

01:27:27:05 WEIR (V/O OVER RADIO): Hmm. I'd like you to come to my office, we need to talk.

01:27:34:15 WEIR (V/O CONT'D): They're not open...

01:27:34:22 WEIR (CONT'D): to any kind of deal?

01:27:35:27 SHEPPARD (O/S): Not yet. Maybe we should stick...

01:27:38:11 SHEPPARD (CONT'D): them in a room, force them to come to an agreement.

01:27:40:11 MCKAY: Don't worry about it. They'll work it out. Look, we just happened to catch them at a particularly bad time. Sheppard's guy has been doing a lot of aggressive posturing of late.

01:27:48:01 SHEPPARD: The only aggression is coming from the people of Gelding.

01:27:50:28 MCKAY: Geldar.

01:27:51:20 SHEPPARD: Whatever. His people are digging a mine across the border into Hallona.

01:27:59:02 MCKAY: The coal resources straddle the border between my country and his.

01:28:02:25 SHEPPARD (O/S): Oh, barely. They go three miles into...

01:28:04:19 SHEPPARD (CONT'D): my country, which your people are happily...

01:28:06:00 SHEPPARD (CONT'D O/S): tunneling into.

01:28:06:15 MCKAY: It has been a point of contention...

01:28:09:04 MCKAY (CONT'D O/S): between us, okay, but it is just a-a difference in...

01:28:11:12 MCKAY (CONT'D): cartographic interpretation. Tomato, to-mah-to.

01:28:14:03 SHEPPARD: No, no, it's pretty clear-cut. You entered illegally...

01:28:17:20 SHEPPARD (CONT'D O/S): into my country.

01:28:17:14 WEIR: Gentlemen.

01:28:18:24 MCKAY (O/S): You gave me no choice. You refused...

01:28:20:03 MCKAY (CONT'D): to negotiate.

01:28:20:20 SHEPPARD (O/S): Oh...

01:28:21:00 SHEPPARD (CONT'D): You mean "give in."

01:28:21:23 MCKAY: What do you care, anyway? It's not like your people were going to use
the coal.

01:28:24:05 SHEPPARD (O/S): Oh, yeah, that's...

01:28:24:25 SHEPPARD (CONT'D): right. You need it to power your medieval steam engines.

01:28:27:08 MCKAY (O/S): We--

01:28:27:15 WEIR: Stop it! These are not your lands. This game is over, so you'd better set
aside your differences, because if the two of you can't figure out how to
forge a truce, how the hell are these people going to?

01:28:41:07 ZELENKA (V/O OVER RADIO): Rodney?

01:28:42:15 MCKAY (INTO RADIO): What?

01:28:44:00 ZELENKA (V/O OVER RADIO): You'd better come to the game room.

01:28:48:25 WEIR: What happened?

01:28:50:01 ZELENKA: We've just received a data stream from the planet.

01:28:57:02 ZELENKA (CONT'D O/S): Colonel Sheppard's army has launched an attack.

01:29:01:15 SHEPPARD: Don't look at me. I didn't order it.

01:29:09:26 MCKAY: Oh, they're going after the mine.

01:29:16:10 WEIR: Well, looks like your war just started.

END OF ACT THREE

ACT FOUR

01:29:43:20 SHEPPARD: Who ordered this?

01:29:45:16 BADEN: I did.

01:29:46:10 MCKAY (O/S): He entered the command...

01:29:46:21 MCKAY (CONT'D): on your game console.

01:29:49:01 BADEN (O/S): I only did it because I know...

01:29:50:15 BADEN (CONT'D): it's something you would have told me to do.

01:29:51:27 SHEPPARD: I ordered you to make peace with these people!

01:29:54:26 NOLA: This attack will not go unpunished.

01:29:56:12 WEIR (O/S): No one is doing any punishing.

01:29:58:29 WEIR (CONT'D): There'll be no further escalation to this conflict.

01:30:02:02 MCKAY (O/S): There was no casualties reported.

01:30:04:24 MCKAY (CONT'D): Looks like the mine was surrendered without a fight.

01:30:07:09 BADEN: I told my army to minimize collateral damage.

01:30:10:15 WEIR: You need to get back there.

01:30:11:22 WEIR (CONT'D O/S): Take Ronon and Teyla with you. Go to your respective countries and make sure this does not get any further out of hand.

01:30:18:05 WEIR (CONT'D): No one has been hurt yet. Let's keep it that way.

01:30:36:06 HELKIN (O/S): You're back. We were beginning to worry.

01:30:38:07 NOLA: What's the status?

01:30:39:07 HELKIN: I've ordered three army units to retake the mine. They're on their way.

01:30:42:00 MCKAY: Oh, no, no, no. You need to put a stop to that.

01:30:43:15 NOLA: Why?

01:30:43:25 MCKAY (O/S): Look, we just need to...

01:30:45:03 MCKAY (CONT'D): step back and re-assess the situation here, okay? We should be thinking about easing tensions, not inflaming them.

01:30:49:00 NOLA: Oh, no.

01:30:52:25 NOLA (CONT'D O/S): They're continuing to advance.

01:30:54:00 MCKAY: What?

01:30:55:14 NOLA (O/S): Divert the units away from the mine.

01:30:56:23 NOLA (CONT'D): Have them gather in the village, prepare to defend it.

01:30:58:15 RONON: Isn't this what you're supposed to be stopping?

01:31:00:03 MCKAY: Yes. Look, listen to me. You cannot...

01:31:02:15 MCKAY (CONT'D O/S): engage them.

01:31:02:19 NOLA: We must protect our people.

01:31:03:25 MCKAY (O/S): Look, I agree...

01:31:05:02 MCKAY (CONT'D): but you've got to give Sheppard some time. He'll call off the
army.

01:31:07:06 NOLA: Will he?

01:31:11:26 MCKAY (V/O OVER RADIO): Sheppard, come in.

01:31:13:19 SHEPPARD (INTO RADIO): Go ahead.

01:31:14:25 MCKAY (V/O OVER RADIO): Are you watching what's going on here?

01:31:15:25 SHEPPARD (INTO RADIO): We just got here. Pretty much the same set-up as yours. We don't have electricity, but I'm not...

01:31:21:25 SHEPPARD (CONT'D V/O OVER RADIO): going to get into that right now.

01:31:21:26 MCKAY (INTO RADIO): Your army is still on the march.

01:31:25:16 SHEPPARD (INTO RADIO): What?

01:31:27:02 MCKAY (V/O OVER RADIO): Look, they're headed for one of my villages. You need to call them off before they--

01:31:30:05 TEYLA: The attack has begun.

01:31:40:08 RONON (O/S): Looks like your guys are giving up.

01:31:43:23 MCKAY: What? No, no, no, that can't be right.

01:31:46:16 SHEPPARD (INTO RADIO): That was fast, Rodney.

01:31:48:24 MCKAY (O/S): They've retreated without a fight.

01:31:50:07 MCKAY (CONT'D): What kind of army is that?

01:31:52:03 RONON: Well, at least there's no casualties.

01:31:53:15 NOLA: It's all right. I have another plan.

01:31:58:04 MCKAY: What other plan?

01:31:59:26 RONON: Why are you asking me?

01:32:04:21 MCKAY: Uh, what are you doing?

01:32:06:20 NOLA: Preparing our counter-attack.

01:32:07:20 MCKAY (O/S): What counter-attack?

01:32:08:15 GARTH (O/S): From information...

01:32:09:23 GARTH (CONT'D): you gave us about high temperature and energetic materials
technology, I have constructed a tactical...

01:32:14:09 GARTH (CONT'D O/S): explosive device.

01:32:15:16 MCKAY: A bomb? You actually built a bomb?

01:32:17:14 NOLA: Told you we'd always be several steps ahead of Baden.

01:32:19:20 MCKAY: How come I didn't know about this?

01:32:21:11 NOLA (O/S): We have yet to test it...

01:32:22:16 NOLA (CONT'D): so it still appears to not exist.

01:32:24:08 GARTH: We will target one of Hallona's outlying villages.

01:32:26:25 MCKAY: How are you going to deliver it, huh? The-the-the catapult couldn't possibly reach that far.

01:32:30:25 GARTH: I will deliver it.

01:32:31:16 NOLA: Using one of the air ships you taught us to build. Go.

01:32:34:19 MCKAY: Oh, no. No, no, no, no, no. Come back.

01:32:37:26 SHEPPARD (INTO RADIO): You taught them how to build a bomb?

01:32:40:20 MCKAY (V/O OVER RADIO): No...

01:32:41:03 MCKAY (CONT'D INTO RADIO): not specifically. Look, okay, maybe I provided them a list of ingredients, but--

01:32:45:09 SHEPPARD (INTERRUPTING INTO RADIO): I don't believe this.

01:32:46:14 TEYLA (INTO RADIO): How much damage can it cause?

01:32:48:16 MCKAY (V/O OVER RADIO): Enough to take out an entire village.

01:32:50:03 TEYLA (INTO RADIO): Well, then, you must tell them to stop!

01:32:51:15 MCKAY (V/O OVER RADIO): I tried that...

01:32:52:04 MCKAY (CONT'D INTO RADIO): but it's already on the way.

01:32:53:24 SHEPPARD (V/O OVER RADIO): How are they delivering it?

01:32:56:18 MCKAY (INTO RADIO): Dirigible.

01:32:58:21 SHEPPARD (INTO RADIO): You just had to cheat, didn't you?

01:33:00:25 MCKAY (V/O OVER RADIO RADIO): I did not...

01:33:01:06 MCKAY (CONT'D INTO RADIO): cheat! Nowhere in the rules did it outlaw the
development of flying machines, only the degree and speed of
technological advancement.

01:33:07:20 SHEPPARD (INTO RADIO): Well, they advanced pretty damn fast, didn't they?

01:33:10:00 TEYLA (INTO RADIO): Do we still have time to shoot it down?

01:33:12:20 MCKAY (INTO RADIO): Yes. Yes, I think so.

01:33:14:18 TEYLA: Then we'd better get moving.

01:33:17:23 ZELENKA (O/S): Absurd!

01:33:18:23 LORNE (O/S): What are you talking about? It's a perfectly reasonable request.

01:33:47:02 ZELENKА (CONT'D O/S): Now, if you--

01:33:47:10 LORNE (INTERRUPTING): Okay, okay, so maybe I'll send some of my army
troops down and we'll have a look.

01:33:50:01 WEIR: What the hell are you two doing?

01:33:54:17 WEIR (CONT'D O/S): I thought I gave specific...

01:33:55:27 WEIR (CONT'D): orders to stay away from this device.

01:33:59:10 ZELENKА (O/S): Yes, yes, you did.

01:34:00:23 LORNE (O/S): We just saw that there were some people in trouble and we
thought...

01:34:04:04 LORNE (CONT'D): maybe that we could, uh... help.

01:34:07:27 WEIR (O/S): No!

01:34:09:04 WEIR (CONT'D): No more help. Clearly, we are not qualified. Now turn this thing
off, disconnect the power and seal...

01:34:15:00 WEIR (CONT'D O/S): the room.

01:34:14:29 ZELENKА: Yeah, but okay, we--

01:34:16:12 WEIR (INTERRUPTING): Now!

01:34:19:10 LORNE (O/S): Yes, ma'am.

01:34:27:21 NOLA: I hoped you would be proud of our accomplishments.

01:34:31:17 MCKAY: I am, really, I just-- I wish it didn't lead to this.

01:34:42:20 HELKIN (O/S): What's that?

01:34:56:15 SHEPPARD: There it is.

01:34:58:07 TEYLA (O/S): Good, now all you have to do...

01:35:00:14 TEYLA (CONT'D): is puncture the balloon.

01:35:02:00 SHEPPARD (O/S): Already...

01:35:02:09 SHEPPARD (CONT'D): on it.

01:35:10:14 NOLA (O/S): Colonel Sheppard.

01:35:13:25 NOLA (CONT'D): He shot down our air ship with the Puddle Jumper.

01:35:16:01 RONON (O/S): Oh, don't worry.

01:35:17:10 RONON (CONT'D): No one was hurt.

01:35:17:05 MCKAY: He just -- he punctured it. It sank harmlessly to the ground.

01:35:24:06 NOLA: Prepare the other bombs for delivery.

01:35:26:02 RONON: Other bombs?

01:35:27:06 MCKAY: What, you have more?

01:35:31:15 RONON: Great.

01:35:44:06 BADEN: Thank you for your help. You saved the lives of everyone in that village.

01:35:48:05 SHEPPARD: We won't be doing that again.

01:35:51:15 BADEN: I had no idea they were capable of delivering...

01:35:54:06 BADEN (CONT'D O/S): such a device.

01:35:55:07 SHEPPARD: Tell me about it.

01:35:57:10 BADEN (O/S): I've issued orders...

01:35:58:16 BADEN (CONT'D): to make certain they don't try again.

01:36:01:03 SHEPPARD: What kind of orders?

01:36:03:08

BADEN: A full-scale attack has been launched. It's time to finish this war.

END OF ACT FOUR

ACT FIVE

01:36:38:10 RONON: I've seen this before. If two sides are dead set on fighting, nothing's going to stop them.

01:36:41:25 MCKAY: So, I got to get Nola to call off the attack.

01:36:43:23 RONON: You couldn't do it before. What makes you think you can now?

01:36:46:00 MCKAY: How about a little encouragement, huh? You know, "Go get them, Rodney. I have faith in you." Okay, whatever. Look, I am not giving up on these people, which means until we get them to call this war off, then we are staying put right here.

01:36:56:03 (TRANSPORTER BEAMING)

01:37:01:00 (TRANSPORTER BEAMING)

01:37:02:17 SHEPPARD: I need your help. Come on.

01:37:03:23 MCKAY (O/S): Whoa, whoa, whoa.

01:37:04:23 MCKAY (CONT'D): What the hell's going on?

01:37:05:25 SHEPPARD: Elizabeth diverted the Daedalus on its way back to Earth to check up on us.

01:37:35:08 MCKAY: What? No, it's ridiculous. How could we vanish?

01:37:38:22 HELKIN: The air ships have passed the southern forest. They're nearing their
targets.

01:37:42:00 NOLA: Let's hope we strike first, before Baden's army reaches our villages. We'll
destroy their will to fight.

01:37:46:00 MCKAY: Okay, listen to me. For two years now, I have been the Oracle to your...

01:37:50:03 MCKAY (CONT'D O/S): people. I've given you much wisdom and guidance and-
and bestowed much of my knowledge.

01:37:54:18 MCKAY (CONT'D): Look, it's as you said, I was a god--

01:37:56:12 RONON: Easy...

01:37:57:13 MCKAY: And yes, yes, I may just be a man, but that wisdom still remains...

01:38:02:03 MCKAY (CONT'D O/S): and now, more than ever, you need to heed my guidance
and...

01:38:04:23 MCKAY (CONT'D): call back those ships.

01:38:09:11 NOLA: You told me it was time to start thinking on my own--

01:38:12:28 MCKAY: Right.

01:38:13:29 NOLA (O/S): So now I am.

01:38:16:15 NOLA (CONT'D): My people are looking to me. This is my decision... and we will
be victorious.

01:38:33:12 BADEN (O/S): Why won't you help us?

01:38:35:11 SHEPPARD (O/S): I'm not shooting down any...

01:38:36:18 SHEPPARD (CONT'D): more ships. We're done helping you wage this war.

01:38:40:23 BADEN: Then we'll shoot them down ourselves.

01:38:42:17 TEYLA: How?

01:38:46:12 BADEN: Our weapons are not as primitive as Nola believes.

01:38:48:20 TEYLA (O/S): Many...

01:38:49:05 TEYLA (CONT'D): people will die on both sides.

01:38:51:07 BADEN: If you want to leave, then leave.

01:38:52:28 BADEN (CONT'D O/S): I'll continue this fight...

01:38:54:26 BADEN (CONT'D): even if you've lost the will.

01:38:56:08 SHEPPARD (CONT'D): You're making a big mistake.

01:38:57:15 BADEN (O/S): The only...

01:38:57:26 BADEN (CONT'D): mistake was not doing this sooner.

01:39:03:10 BADEN (CONT'D): You'll see. This is the right path for my people.

01:39:15:20 NOLA (O/S): They've reached our villages.

01:39:17:08 HELKIN: Two have already fallen.

01:39:18:24 NOLA: Our air ships are almost in position. We should--

01:39:23:13 NOLA (CONT'D): What happened?

01:39:25:29 MCKAY: They shot down one of your ships.

01:39:27:20 MCKAY (CONT'D O/S): It wasn't...

01:39:28:09 MCKAY (CONT'D): the Puddle Jumper.

01:39:29:15 RONON (O/S): Maybe one of the catapults...

01:39:29:29 RONON (CONT'D): hit it.

01:39:31:00 NOLA: No. Impossible!

01:39:36:05 HELKIN (O/S): Two more...

01:39:36:20 HELKIN (CONT'D): villages have fallen. It appears many are dead.

01:39:39:07 MCKAY (INTO RADIO): Sheppard! Come in! Sheppard! Radio's dead.

01:39:44:07 (RUMBLING)

01:39:48:05 NOLA: They're coming here.

01:39:50:00 (RUMBLING, VILLAGERS SHOUTING, BOMB EXPLODING)

01:39:53:25 MCKAY: What, they have bombs, too?

01:39:55:02 RONON (O/S): We need to get your people out of here now.

01:39:56:25 MCKAY: Help them!

01:40:07:24 (BOMB EXPLODING)

01:40:09:02 HELKIN: Their army has surrounded us.

01:40:11:14 RONON: The road out of the village is blocked. People are being slaughtered as they try to leave.

01:40:14:09 MCKAY: We're trapped.

01:40:15:18 (BOMB EXPLODING)

01:40:21:28 HELKIN: What shall we do?

01:40:32:03 NOLA: It's over.

01:40:38:22 (BOMB EXPLODING)

01:40:45:15 SHEPPARD (O/S INTO RADIO): Rodney, where...

01:40:45:24 SHEPPARD (CONT'D INTO RADIO): the hell are you?

01:40:46:25 (BOMB EXPLODING)

01:40:48:07 BADEN: They've dropped another bomb. Hundreds are dying! How can you stand
by and let this happen?

01:40:52:25 (BOMB EXPLODING)

01:40:55:14 TEYLA: Nola's army...

01:40:56:20 TEYLA (CONT'D O/S): has surrounded the village.

01:40:57:25 SHEPPARD: Can we get to the Jumper?

01:40:58:25 TEYLA: They just destroyed it.

01:40:59:25 (BOMBS EXPLODING)

01:41:08:25 BADEN (O/S): We're being...

01:31:09:09 BADEN (CONT'D): overwhelmed.

01:41:10:24 TEYLA: What should we do?

01:41:12:21 (BOMB EXPLODING)

01:41:36:05 SHEPPARD: Game over.

01:41:42:00 SHEPPARD (CONT'D V/O OVER RADIO): Rodney, you there?

01:41:44:07 MCKAY (INTO RADIO): Yeah, we hear you. I'll give you a call when we're ready
to be picked up.

01:41:48:20 SHEPPARD (V/O OVER RADIO): Got it.

01:41:50:03 NOLA: I don't understand. What's going on?

01:41:54:10 SHEPPARD: What you just witnessed is what I would call another level to the
game.

01:42:59:20 MCKAY (V/O): See, we were...

01:42:00:03 MCKAY (CONT'D): beamed up earlier to our ship, the Daedalus, in orbit over your planet.

01:42:04:04 SHEPPARD: While we were there, I had Dr. McKay hack into the two devices...

01:42:07:09 SHEPPARD (CONT'D O/S): upload doomsday scenarios...

01:42:08:24 SHEPPARD (CONT'D): for each of your countries into the game.

01:42:10:18 TEYLA: Everything you saw just now was transmitted from the Daedalus.

01:42:15:13 BADEN: You mean... none of this was real?

01:42:20:24 MCKAY: No. No one was hurt, no one was killed.

01:42:23:24 MCKAY (CONT'D O/S): All just part of the simulation.

01:42:26:05 RONON (O/S): In reality...

01:42:26:23 RONON (CONT'D): your two armies are standing down, awaiting further instructions.

01:42:29:24 NOLA: But we heard explosions. We felt them.

01:42:32:28 SHEPPARD: Thanks to some pinpoint shots from our friends in the...

01:42:36:15 SHEPPARD (CONT'D O/S): Daedalus.

01:42:38:06 SHEPPARD (CONT'D): Really added to the realism, didn't it?

01:42:44:12 MCKAY: I'm sorry that we had to do that...

01:42:46:24 MCKAY (CONT'D O/S): but you needed to see how this could end.

01:42:50:25 RONON: Feel what a real war is like.

01:43:02:20 SHEPPARD: You still think it was the right path for your people?

01:43:17:03 WEIR: Thanks, Melanie. Gentlemen.

01:43:23:10 SHEPPARD (O/S): How's it going?

01:43:24:12 WEIR: It's still going. We're just taking a break. There's a lot of animosity to be unraveled, but I think they are finally willing to at least try to make it work.

01:43:34:20 MCKAY (O/S): It's about time.

01:43:36:20 WEIR: Yeah. And you two?

01:43:39:19 WEIR (CONT'D): Called a truce yet?

01:43:41:14 SHEPPARD: Yeah, sure, we're... we're good.

01:43:43:05 MCKAY: Yeah, don't worry. We're going to stick to chess from now on.

01:43:45:13 SHEPPARD: As long as Rodney doesn't cheat.

01:43:46:24 MCKAY: Oh, please, like I need to cheat playing you.

01:43:48:21 WEIR: Okay, I'll leave you to it then.

01:43:51:28 MCKAY: Hah!

01:43:55:20 SHEPPARD: Hah. Checkmate.

01:43:57:20 MCKAY: What?

01:43:59:04 MCKAY (CONT'D O/S): Oh, no, no, no.

01:44:00:20 MCKAY (CONT'D): What happened there?

01:44:01:15 SHEPPARD (O/S): What happened there...

01:44:02:00 SHEPPARD (CONT'D): is I just kicked your ass.

01:44:04:06

MCKAY: No, no, I was distracted. She was-- okay, we're going again. Best of 10.

END OF ACT FIVE

FADE TO BLACK

END OF EPISODE